# The 9th Age

## Skirmish Campaigns

# Rulebook

Version 0.9.97 beta

# Contents


**1 Introduction** 3
What is T9A: Skirmish Campaigns? 3

**2 Setting up a Campaign** 4
Open Campaign 4
Tournament Campaign 4
Ladder Campaign 5
Determining the Winner 5

**3 Models** 7
Bases and Base Contact 7
Model States 8
Voluntary Actions 8
Multipart Models 8
Model Classification 9
Models on Foot and Mounted Models 9

**4 General Principles** 10
A Game 10
Friendly and Enemy 10
Dice 10
Model Spacing 11
Line of Sight 11
Relations 12
Devotion 13
Measuring Distances 14
Board Edge 14
Objective Marker 14

**5 Characteristics** 15
The Characteristics Profile 15
Characteristic Values 16
Characteristic Tests 16
Priority of Modifiers 17

**6 Pre-Game Sequence** 18
Sharing Warband Roster 18
Determine number of Fate Rerolls 8
Build the Battlefield 18
Select Deployment Map 19
Activate Equipment 19
Choose Deployment Zones 19
Declare Special Deployment 19
Deployment Phase 22

**7 Game Sequence** 23
Game Turn 23
Player Turn 23
Player Denomination 23
Game Length 24
Treaty Phase 24
Aftermath 24

**8 Recovery Phase** 25
Recovery Phase Sequence 25
Routing 25
Alliance 25
Model's Recovery 26
End of the Recovery Phase 26

**9 Charge Phase** 27
Charge Phase Sequence 27
Declaring Charges 27
Plotting Charge Moves 27
Move Charges 28

**10 Movement Phase** 31
Movement Phase Sequence 31
Moves and Manoeuvers 31
Erratic Moves 32
Moving Models 32
Manoeuvers 33
Falling 35
Detection Aura 35

**11 Magic Phase** 36
Casters 36
Magic Phase Sequence 36
Casting 36
Spells and Prayers 37
Magical Effects 39

**12 Shooting Phase** 40
Shooting Phase Sequence 40
Shooting with a Model 40
Shooting Into Combat 41
Shooting To-Hit Rolls 41

**13 Melee Phase** 43
Melee Phase Sequence 43
Round of Combat Sequence 43
Choose Hand Held Equipment 43
Initiative Order 44
Which Models can Attack 44
Allocating Attacks 44
Melee To-Hit Rolls 45
All Alone Test 45

**14 Attacks** 46
Classification of Attacks 46
Attack Sequence 46
To-Wound Rolls 47
Armour Saves 48
Special Saves 48
Rolling Damage 49
Health States 50

**15 Terrain** 51
Movement and Terrain 51
Terrain Keywords 52
Terrain Features 53

**16 Post-Game Sequence** 56
Underdog Bonus 56
Injury Phase 57
Exploration Phase 59
Experience Phase 61
Advancement Phase 62
Player Trade Phase 64
Trading Phase 65
Equipment Allocation Phase 66
Warband Phase 67
Exploration Table 68

**17 Model Rules** 73
Duplicate Model Rules 75
Universal Rules 75
Personal Protections 78
Attack Attributes 79
Special Attacks 82
Skills 83
Equipment 89

**18 Local Market Price Chart** 103

**19 Change Log** 105

# 1 Introduction

## 1.1 What is The 9th Age: Skirmish Campaigns?

The 9th Age: Skirmish Campaigns (T9A:SC) is a fan-made skirmish wargame based on The 9th Age: Fantasy Battles (T9A:FB). . T9A:SC has no affiliation with the official T9A project nor any other entity.

Whereas T9A:FB is about grand armies clashing in epic battle, T9A:SC focuses on the smaller combats in which warbands struggle for survival. The game is designed to be played as a campaign involving several players and spanning several games, though it can be used for single games too. Each player controls a small Warband of models representing the warriors used in battles throughout a campaign. During battles, two or more Warbands clash among scenery representing a fantasy landscape, normally on a board of 4 by 4 feet or 4 by 6 feet. The players deploy their Warband and take alternating turns to have their models act. Actions are typically tied to a chance of success, which involves rolling one or more dice. During each Player Turn, a player can control his Warband over the 6 consecutive phases of the game: Recovery, Charge, Movement, Magic, Shooting and Close Combat. After each battle in a campaign comes a Post-Game Sequence in which the Warband gains experience, progresses and is made ready for the next battle.

All relevant rules, as well as feedback and suggestions, can be found/given here:

https://www.the-ninth-age.com/index.php?thread/17990-the-9th-age-skirmish-campaigns/

Recent changes are colour-coded in blue like this sentence, while recent rewordings are colour-coded green like this one. All changes can be found in the change log at the end of each document.

Keywords and titles main terms are highlighted by starting with a capital letter, as in Round of Combat, unless they are too common, as “model” .

**Bold font** is used to highlight essential words and Model Rules given by another Model Rule (intricate rules). It is used in Army Books to highlight Model Rules that are defined in the model profile.

*Italic font* is used for spell names, background text or repetitive text (as in tables).

Text is used for figure and table captions, item restrictions and repetitive text, is colour-coded grey like this sentence.

(Brackets) are used for clarifications and explanations of the actual rules, and for defining parameters of some model rules.

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To make it easier for 9th Age players to use, the most relevant and hard spotted changes compared to Fantasy Battles are colour-coded in red like this sentence.

Rules that are unfinished are colour-coded in orange like this sentence.

# 2 Setting up a Campaign

The Ninth Age: Skirmish Campaigns (T9A:SC) is, as the name implies, meant to be played as a campaign. Campaigns can look very different depending on who is playing them, their purpose and the timeframe. The one thing all campaigns have in common is that the players playing them use the same Warband in several consecutive battles, evolving and, hopefully, improving the Warband as the campaign goes on.

This section contains some different ideas on how you can set up, play campaigns. It also includes ideas on how to end a campaign and determine a winner, if that is desirable. These are all ideas that you can pick and choose from, as well as build upon, the purpose is to help you find something appropriate for your player group and situation.

For every campaign, the players taking part will have to start a Warband. For details on this, see T9A:SC Armies and Warbands.

## 2.1 Open Campaign

The most straightforward campaign is an Open Campaign. It requires no extra effort and is easy to set up, making it a suitable first campaign if you are just starting out. It is also useful for large groups of players with varying amounts of dedication.

In an Open Campaign, you can play battles with different numbers of players in different constellations. Time between the battles does not need to be an issue. As long as all players play roughly the same amount of battles with their warband, the battles should remain fairly balanced and the rules for Underdog Bonus compensates those who play a little less. New players can join in and players can start more than one warband if they like, switching between to keep the battles varied and the power of the warbands in each battle roughly equal, judged with Warband Ratings as guidance. Multiplayer battles also help with balance, since players can team up against a warband that is getting too strong.

Ending an Open Campaign can be tricky, but not necessarily important. The players find enjoyment in each battle and in simply seeing their warbands grow and get stronger. Usually these types of campaigns tend to die out after a while, which is okay, as long as you've had fun while they lasted. If you want a more defined ending to the campaign, you can finish it with a Final Battle (see below) if you have relatively few players. A Tournament Campaign (see below) can be used as an ending if you have a lot of players.

## 2.2 Tournament Campaign

A Tournament Campaign is a more strict way to play a campaign, more suitable for being run at a single event with a predetermined number of battles being played in short succession. It can also be played over a longer period of time as long as the participants are dedicated to making it work.

The most important feature of a Tournament Campaign is that each player will play the same number of battles. You can have multiple battles going on side by side, allowing a large number of participants in the campaign. This keeps the campaign balanced and gives each player an equal chance of winning. It is worth considering ignoring all rules for Underdog Bonus when playing a Tournament Campaign.

To determine a winner in a Tournament Campaign, methods such as the Campaign Markers (see below) and Victory Points (see below) are suitable. With those metrics, each battle contributes to determining the overall winner. With such a setup, it can also be a good idea to use swiss when determining match ups in the later battles of the campaign. That is to say, use the metric used for determining the winner of the campaign to pitch players against each other.

The Tournament Campaign can also be used to end a larger Open Campaign, as long as the participating warband have fought roughly the same number of battles before the tournament.

## 2.3 Ladder Campaign

A Ladder Campaign uses a predetermined structure, a ladder, to set up battles and match ups. This can be used to create a strong theme and tell a coherent story. The warbands explore the setting as they gain experience, all the while competing amongst each other.

To run a Ladder Campaign, it can be very useful to have a non-playing Game Master. The Game Master creates the ladder and plans the campaign based on the setting and the participating warbands. This can be a challenging but also very rewarding task.

To determine the winner of a Ladder Campaign, a Final Battle (see below) can be a suitable option. The ladder can all build up to a last climactic battle. If there is a large number of players in the campaign, you can use a sort of knock-out tournament to eliminate a few players before the Final Battle.

Victory Points (see below) and Campaign Markers (see below) can also be used for determining the winner. With the ladder you can control that each player plays roughly the same number of battles, which will help keep it balanced and fair.

## 2.4 Determining the Winner

Some players prefer to have a clear end of a campaign and a clear winner. These are some ideas that can be used for that. Which one is appropriate depends on the type of campaign you are running and the players who are participating. It can also depend on the thematic story you want to tell with the campaign, since it sets the overarching goal of the campaign.

### 2.4.1 Warband Rating

The Warband Rating is a metric that is meant to represent the strength of a warband, and can be used as a way of determining the winner of a campaign. Thematically this represents the campaign as being sort of competition to become the strongest.

After a predetermined last battle, the Warband Rating is calculated a final time and a winner is appointed. An idea could be to ignore all steps of the Post-Game Sequence except the Injury Phase and Warband Phase of the last battle. This makes the last battle more meaningful since everyone will go all in.

### 2.4.2 Final Battle

The principle of a Final Battle is simple, all the players participate in a single battle that determines the winner of the whole campaign. An obvious limitation to this is that you cannot have too many players in a single battle, at most 8 is recommended, but really pushing past 5 or 6 means it is challenging to keep the battle interesting for all players. Thematically, a Final Battle represents the climax of a long power struggle.

The scenario for the Final Battle has to be chosen with care. Remember that the Post-Game Sequence won't really matter so loot and experience is much less valuable. A simple Skirmish (see T9A:SC Scenarios) could be the best option, fully focusing the battle on defeating the other Warbands.

It could also be worth considering adding some special rules to the Final Battle to keep it more interesting. Since it is the last battle and the only one that matters, the warbands would naturally be more keen to keep fighting, so it is recommended to make it less likely to Rout. A suitable way is to increase the limit of how many models have to die before routing from 25% to 50%. It is not recommended to remove it completely from the battle, since this would greatly reduce the value of taking items and Skills that make you more resistant to Routing.

### 2.4.3 Victory Points

The Victory Points system rates each player's performance in each game using a points system, and determines the winner of the campaign by tallying the points up at the end. Thematically this can be seen as the warbands gradually building up a reputation, gaining more and more renown.

How the performance is rated can vary depending on the scenario of the battle. The most simple approach is to base it on the order in which the players are routed from the game. The first to rout gets zero points, second gets one point, third gets two points, and so on.

In battles where the scenario has other rules for determining the winner through other means, other methods have to be used. One way could be to reward the winner with points equal to the number of players in the battle, and all others get zero.

The Victory Points system can however be based on several other things too. From small to large achievements performed in each battle awarding different amounts of points. One way to set this up is expressed in the Achievements Table below.

| Achievement | Victory Points |
|---:|---|
| Be the singular winner of the battle | 5 |
| Win the battle as part of an Alliance | 3 |
| Win the battle with 25% or less of your models remaining | 2 |
| Take an enemy Large model Out of Action | 2 |
| Take an enemy Leader Out of Action | 2 |
| Take an enemy Wizard or Priest Out of Action | 1 |
| Perform a successful Diving Charge | 1 |
| Pass a Rout Check | 1 |
| Take an enemy model Out of Action with a Ranged Attack | 1 |

**Table 1:** The Achievements Table. The warbands gain Victory Points for performing different achievements. Each achievement can only be performed once per warband.

### 2.4.4 Campaign Markers

The idea with the Campaign Markers is to spread out some Objective Markers in each battle, and the player who collects the most during the campaign wins. Thematically this can be seen as the warbands each competing in collecting some particularly valuable resource.

Below is a suggestion on rules for the Campaign Markers, but you can use whatever rules you feel are appropriate, you can also vary from battle to battle, but should probably make sure each player plays each variant the same number of times.

> **Scatter Markers**
> Starting with the player with the highest Warband Rating, the players take turns placing **one Tournament Marker each** on the table. The markers must be placed at least 6" away from all other markers and at least 10" away from all Board Edges. If a marker cannot be placed following these rules then it is not used in the game.
>
> **Campaign Markers**
> Tournament Markers are Small Objective Markers.
>
> At the end of the campaign, the player who has collected the most Campaign Markers wins the campaign.

# 3 Models

Models represent fighting warriors, monsters, and spell casters. Everything that stands on the same base is considered the same model (e.g. a horse and its rider is considered a single model).

## 3.1 Bases and Base Contact

All models are placed on a rectangular or round base. The extent of the model is considered to be its base. Base sizes are given as two measurements in millimetres: front-width x side-length (e.g. most horse riders' bases are 25x50mm). In some rare cases models have round bases. In these cases, only a single measurement is given: the diameter of the base. The entry of each model specifies which base it uses. However, you may use whichever base size you'd like, provided your opponents do not object.

Two models on rectangular bases are considered to be in base contact with each other if their bases are touching one another, including corner to corner contact. In the case of rectangular bases, they need **not** be aligned to each other for base contact to be achieved.

Two objects, like bases, Terrain Features and so on, are considered to be in contact if they are tangent (i.e. they are (a) in contact in a line or (b) a single point, e.g. base contact between models), or if one is inside another. An object is considered to be inside another, if it is (c) partially or (d) fully inside the other (see figure 1). Two objects are considered to be overlapping if they are at least partially overlapping (including the edge of both objects), without the two objects being in contact (e.g. a model with Flying Movement and a Terrain Feature).

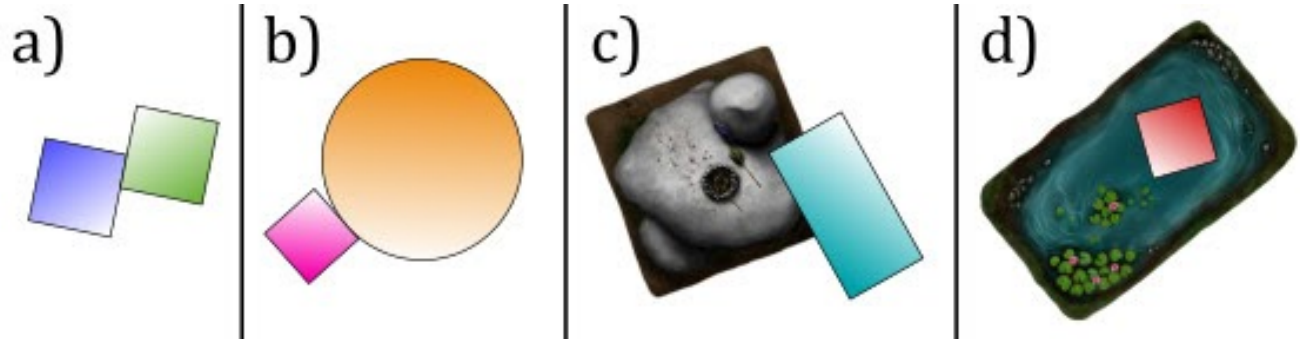



**Figure 1:**

a) Contact in a line. b) Contact in a single point (this is allowed even if both bases are rectangular) c) Partially inside. d) Fully inside.

## 3.2 Model States

There are 4 different states a model can be in, in addition to having no state at all.

**Delayed**

Models that are Delayed are not considered to be part of the Warband for as long as they are Delayed, meaning they cannot influence the game in any way. This includes (but is not limited to), not being Deployed, not being considered for Rout Check, not demanding Upkeep and not influencing the Exploration Roll.

At the start of the Warband Phase, all models that are Delayed stop being so.

**Removed from Table**

Any model that is Removed from Table during the Game Sequence is immediately placed off the table.

For as long as a model is Removed from Table, it cannot contribute to the game in any way, but they still count as part of the Warband for all purposes.

At the Start of the Post-Game Sequence, all models that are Removed from Table stop being so.

**Out of Action**

If a model is taken Out of Action it is immediately Removed from Table. During the Post-Game Sequence the model has to roll for Injuries.

When a model is reduced to zero Health Points remaining, the model is taken Out of Action. This is the most common reason for a model to be taken Out of Action. The model whose attack caused the final Health Point (if any) is considered responsible for the injury.

**Vanquished**

If a model is Vanquished it means they are gone forever, the model is Removed from Table and removed from the Warband. Any equipment and Experience the model had is lost. The actual model can be recruited to the Warband again, but are, for all rule purposes, counted as a new model.

## 3.3 Voluntary Actions

In some cases a model might be limited from performing what is referred to as Voluntary Action. In those cases, use the following definition:

If a model has the option of not doing the action, it is considered a Voluntary Action. This includes (but is not limited to): Declaring Charges, Moving in any way other than a Flee Move, Shooting, Casting Spells, and activating One Use Only items which do not have to be activated. Furthermore, other models cannot receive Commanding Presence from a model that cannot perform Voluntary Actions.

## 3.4 Multipart Models

Models with more than one Offensive Profile are called Multipart Models. For example, a cavalry model is a model with two parts (the rider and its mount), while a normal foot soldier is a model which consists of a single part. Each part of such a model has its own Offensive Profile and can be referred to as a model part.

Whenever a rule, ability, spell, and so on affects a model, all parts of the model are affected, unless the rule specifically states that it only affects a model part.

When attacking or shooting, each model part of the multipart model uses its own Characteristics and Weapons. Each part of a model can make a Shooting Attack in the same phase, but must choose the same target.

## 3.5 Model Classification

All models have a Height and a Type, defined in their model entry.

### 3.5.1 Height

There are two Heights, with the following rules:

| | Standard | Large |
|---|---|---|
| **All Alone**<br>Number of enemy models needed in base contact for the model to be affected by All Alone. | 2 | 3 |
| **Dangerous Terrain**<br>Number of D6 rolled when performing Dangerous Terrain Tests | 1 | 2 |
| **Model Rules** | - | Unusual Shape<br>Towering Presence<br>May not Ride<br>Shooting Attacks against the model gain a +1 to-hit modifier. |

### 3.5.2 Type

There are three model types, with the following rules:

| Infantry | Beast | Cavalry |
|---|---|---|
| Scoring | Swiftstride<br>May not Climb<br>Unarmed<br>Never Learns<br>May not Ride<br>Not a Leader | Scoring<br>Swiftstride<br>May not Climb<br>Towering Presence<br>All Upper Levels are Dangerous Terrain (1).<br>Hits caused by Falling gain +2 Strength and +2 Armour Penetration. |

## 3.6 Models on Foot and Mounted Models

Most Heroes, and sometimes other models, have the option of being equipped with mounts acquired from the Local Market. Models equipped with a mount are considered to be mounted, models without a mount are considered to be On Foot.

Mounted models use the model classification of the mount. For more details, see Mounts, page 100.

# 4 General Principles

## 4.1 A Game

A Game consists of the following 3 Sequences.

| | |
|---|---|
| 1 | Pre-Game Sequence |
| 2 | Game Sequence |
| 3 | Post-Game Sequence |

## 4.2 Friendly and Enemy

The rules often refer to a friendly or enemy Player Turn, friendly or enemy models, etc. In this context, the term "enemy" refers to your opponent's Player Turns, models,, etc., while "friendly" refers to yours and your Allies'.

## 4.3 Dice

In The 9th Age: Skirmish Campaigns, dice are often used to determine random outcomes. The most commonly used type is the six-sided dice, referred to as a D6, with a range from 1 to 6. The effects of a dice roll are often dependent on whether the rolled value is equal to or higher than a set value (such as a dice roll that is successful if the dice rolls '3' or higher). This is often referred to as a 3+ (or 2+, 4+, 6+, etc.).

**Multiple Dice:** Sometimes you need 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.

**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:** A natural roll on a D6 refers to the value of the dice, before any modifiers are applied.

**Rerolling Dice:** Lastly, some effects in the game call for rerolling certain dice, such as "failed to-wound rolls", or "Aegis Save results of '1'". When you encounter such situations, reroll the relevant dice. Dice can only be rerolled once, unless stated otherwise. The second result is final, no matter the cause, source, or result, and the initial result is ignored for all rules purposes, unless specifically stated otherwise. Note that rerolling a dice is **not** considered a modifier.

Normally, a single die can only be rerolled once, though there are exceptions. The most common is when rolling on a table and one or more of the results cannot be applied. Such results are often called on to be rerolled **repeatedly** until another result is achieved. This means that the exact result of dice ignores the limit of only re-rolling once. When this applies, it is marked with the bolded word **'repeatedly'**.

### 4.3.1 Rolling a D3

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. If the game requires a natural '1' or a natural '6' when rolling a D3, it always refers to the value of the D6 before halving.

### 4.3.2 Maximised Roll and Minimised Roll

For dice rolls subject to Maximised Roll, roll one additional D6 and discard the lowest D6 rolled. For dice rolls subject to Minimised Roll, roll one additional D6 and discard the highest D6 rolled. **These rules are cumulative** (e.g. for a roll affected by two instances of Maximised Roll, you roll two additional D6 and discard the two lowest D6 rolled). The results of the discarded D6 are ignored for all intents and purposes.

### 4.3.3 The Direction Dice and Random Directions

The Direction Dice is a special six-sided dice with all sides marked with an arrow. Certain rules may ask the player to determine a random direction. In such cases, roll the Direction Dice and then use the direction in which the arrow points.

#### 5.3.2.1 Representing the Direction Dice with a Standard D6

Alternatively the Direction Dice can be represented by rolling a standard six-sided dice and using the side with a single dot (i.e. the '1') to represent the direction of an arrow as depicted in Figure 2. If rolling a result of '1' or '6' ('1' and '6' are on opposite faces on a standard dice), use the central dot in the '5' to represent the direction of the arrow instead.

**Figure 2:** Representing the Direction Dice with a standard D6.

### 4.3.4 Fate Rerolls

Fate Rerolls are a special kind of reroll. They are generated by the Warbands during the Pre-Game Sequence and each Fate Reroll allows the player to reroll a single die. These rerolls can be used during the Pre-Game Sequence, Game Sequence or Post-Game Sequence and can be used on a single die that is part of a larger roll, such as a Discipline Test. Fate Rerolls still follow the normal limits of rerolls. Rerolls not used at the end of the Post-Game Sequence are lost. The number of rerolls gained by a Warband depends primarily on its Devotion, as specified in the Table 3 Devotion Table (page 11).

## 4.4 Model Spacing

All models must, under normal circumstances, be separated by more than ½" from any other models (friends or foes). Certain forms of movement are specifically allowed to break this spacing rule, with the best example being a Charge Move which allows a model to engage enemies in Close Combat. If a model is allowed to temporarily break the spacing rule for one reason or another, it ignores the Model Spacing rule with regards to the model that it is closer than ½" to, for as long as it remains closer than ½"(it may however still not move into base contact with an enemy model without charging it). Once the models are separated by more than ½", the Model Spacing rule automatically applies again.

## 4.5 Line of Sight

A model has Line of Sight to its target (a point or model) if you can extend a straight line from the head of the model to any part of the target. Treat all weapons, cloaks and wings as if they do not exist when tracing Line of Sight.

## 4.6 Relations

Relations represent how well two models can work together. Each model in a Warband or Alliance has a Relation with each other model in the Warband or Alliance. Models from the same Army have a Trust Relation with each other, which means that a Warband normally only has Trust Relations. However, when entering Alliances and recruiting Hireling, this can change.

There are 3 different Relations. From best to worst they are as follows: 'Trust', 'Suspicious' and 'Despise'. The Relation between two models is determined by looking at their Armies and consulting Table 2 below. This can then be modified by Devotion, Hatred and other rules.

| | BH | DL | DE | DH | EoS | HE | HO | ID | IC | KoE | OK | OnG | OL | SA | SE | ToV | UD | VC | VS | WDG |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| BH | T | T | S | D | S | D | D | S | S | S | T | T | S | S | D | S | S | T | T | T |
| DL | T | T | S | D | D | D | D | S | D | D | S | S | S | D | D | D | D | S | S | T |
| DE | S | S | T | D | D | D | D | S | D | D | S | S | S | D | S | D | S | S | S | S |
| DH | D | D | D | T | T | S | T | D | T | T | S | D | S | S | D | T | S | S | D | D |
| EoS | S | D | D | T | T | T | T | D | T | S | S | D | S | S | S | T | S | D | D | D |
| HE | D | D | D | S | T | T | S | D | T | S | S | D | S | S | T | S | S | D | D | D |
| HO | D | D | D | T | T | S | T | D | T | T | S | D | D | S | S | S | D | D | D | D |
| ID | S | S | S | D | D | D | D | T | S | D | S | S | S | D | D | D | S | S | D | S |
| IC | S | D | D | T | T | T | T | S | T | S | T | S | S | S | S | T | S | S | D | D |
| KoE | S | D | D | T | S | S | T | D | S | T | D | D | S | S | S | T | D | D | D | D |
| OK | T | S | S | S | S | S | S | S | T | D | T | T | T | S | S | S | D | D | S | S |
| OnG | T | S | S | D | D | D | D | S | S | D | T | T | S | S | D | D | S | S | S | S |
| OL | S | S | S | S | S | S | D | S | S | S | T | S | T | S | S | S | S | S | S | S |
| SA | S | D | D | S | S | S | S | D | S | S | S | S | S | T | T | S | S | S | D | D |
| SE | D | D | S | D | S | T | S | D | S | S | S | D | S | T | T | S | S | D | D | D |
| ToV | S | D | D | T | T | S | S | D | T | T | S | D | S | S | S | T | S | S | D | D |
| UD | S | D | S | S | S | S | D | S | S | D | D | S | S | S | S | S | T | S | S | D |
| VC | T | S | S | S | D | D | D | S | S | D | D | S | S | S | D | S | S | T | S | S |
| VS | T | S | S | D | D | D | D | D | D | D | S | S | S | D | D | D | S | S | T | T |
| WDG | T | T | S | D | D | D | D | S | D | D | S | S | S | D | D | D | D | S | T | T |

**Table 2:** The Relations Table. Find your Army in the first column and you can check its relation with all the other Armies. T for Trust, S for Suspicion and D for Despise.

### 4.6.1 Trust

Models from the same Army always have Trust Relations between them, unless otherwise specified.

In the same Player Turn as a player leaves an Alliance, their model cannot declare Charges against or direct Attacks at models from that Alliance that they had a Trust Relation with. In other words, models that leave an Alliance cannot betray models that they had a Trust Relation with until those models have had a chance to act.

### 4.6.2 Suspicious

When making March Moves and performing March Tests, friendly models that you have a Suspicious Relation with are counted as enemy models.

### 4.6.3 Despise

All models with a Despise Relation with one or more friendly models (anywhere on the table) suffer -1 Discipline.

When making March Moves and performing March Tests, friendly models that you have a Suspicious Relation with are counted as enemy models.

## 4.7 Devotion

Devotion represents how devoted a model is to their cause. The more Devout a warband is, the more fate favours it, but they are also more difficult to work with, meaning their Relations are worsened.

When building your Warband (see T9A:SC Armies and Warband), you must choose how Devoted it is. Each Warband can choose its Devotion from 3 different levels: 'High', 'Medium', and 'Low'. This Devotion is applied to all Heroes and Henchmen in the Warband. Hirelings have their own Devotion. A model's Devotion cannot be changed, unless otherwise specified.

The Devotion of a model affects its Relations to models from other Armies. If one or both models part of a Relation are of Low Devotion, the Relation is improved by one step (for example: Despite becomes Suspicion). If one or both models are of High Devotion, the Relation is worsened by one step (for example: Trust becomes Suspicion). Models from the same Army always have Trust Relations between them, unless otherwise specified.

The Devotion of a Warband also grants other effects. High Devotion grants Fate Rerolls, while low Devotion grants Exploration Dice, as summarized by Table 2 below.

| **Devotion** | *High* | *Medium* | *Low* |
|---|---|---|---|
| ***Fate Rerolls*** | D3 | 1 | None |
| ***Exploration Dice*** | 5 | 6 | 7 |
| ***Relation modifier*** | -1 | 0 | +1 |

**Table 3:** The Devotion Table.

## 4.8 Measuring Distances

The unit of measurement in The 9th Age:Skirmish Campaigns, is the inch ("). An inch corresponds to 2.54 cm. All distances and ranges are indicated and measured in inches. To determine the distance between two points on the Battlefield (or two models, or any other elements), you must always measure from the closest points, even if the line of measuring goes through any kind of intervening or obstructing element. Ignore such obstructions for the purposes of measurement. If the range of what is measured has a clear source and target, and the source is at a higher position than the target, the distance is measured horizontally (for example a model shooting at an enemy below it, or a Bat flying down from a tower). In all other cases, measure the distance through three-dimensional space.

The rules often refer to things being within a certain distance. Measure the distance between the closest points. If this distance is less than the given range, they are considered to be within range. This means that a model is always within range of itself and that the entire model or model does not need to be within range, only a fraction of it.

**Players are always allowed to measure any distance at any time.**

All distances regarding models are measured to and from the bases of the models.

## 4.9 Board Edge

The Board Edge represents the boundaries of the game. Models can move off the Board Edge during Flee Moves and when carrying Objective Markers.

## 4.10 Objective Markers

Objective Markers are markers found on the battlefield that the models can interact with. Many Scenarios make use of Objective Markers to set up goals for the participating players. There are two kinds of Objective Markers, Small and Large.

### 4.10.1 Small Objective Markers

Small Objective Markers should be around 25mm in diameter.

A Scoring model that starts an Advance Move while in contact with one or more Small Objective Markers can choose to bring a single marker with them. At the end of the Move, place the marker back in contact with the model that carried it. If the model moves into contact with the Board Edge, you may choose to have the model Removed from Table, bringing the marker with it.

When a Scoring model is Removed from Table as a result of Routing, they have a chance of bringing a single Small Objective Marker in base contact with them. If either the model or the marker is in base contact with an enemy Scoring model, you need to roll 4+ on a D6 to bring the marker with you. If neither is in contact with an enemy model, this is reduced to 2+.

### 4.10.2 Large Objective Markers

Large Objective Markers should be around 32mm in diameter.

Large Objective Markers can be interacted with in similar ways as Small Objective Markers, but they require two Scoring Models to be moved. For the purpose of bringing the marker with them when Routed, you need two Scoring models in contact with the marker. If the marker or either model is in contact with an enemy Scoring model, you need to roll 4+ on a D6, otherwise 2+.

To transport the marker, you must Advance Move two Scoring models that were in contact at the start of the move, and then place the marker back in contact with both. If either model moves into contact with the Board Edge, both models and the marker may be Removed from Table.

# 5 Characteristics

## 5.1 The Characteristics Profiles

Each model entry has three (or more) Characteristics Profiles: Global Characteristics, Defensive Characteristics and Offensive Characteristics.

### 5.1.1 Global Characteristics Profile

Each model has three Global Characteristics:

| | | |
|---|---|---|
| **Adv** | Advance Rate | *The distance the model can Advance Move in inches.* |
| **Mar** | March Rate | *The distance the model can March Move in inches.* |
| **Dis** | Discipline | *The model's ability to stand and fight.* |
| **Rat** | Rating | *Used to calculate the Warband Rating.* |
| **Upk** | Upkeep | *The points necessary to spend during each Post Game Sequence to retain the model.* |
| **Exp** | Experience | *Used to keep track of how Experienced the model is. Also used to calculate Warband Rating.* |

### 5.1.2 Defensive Characteristics Profile

Each model has five Defensive Characteristics:

| | | |
|---|---|---|
| **HP** | Health Points | *When the model loses this many Health Points, it is taken Out of Action.* |
| **Def** | Defensive Skill | *How well the model avoids being hit in melee.* |
| **Res** | Resilience | *How easily the model withstands blows.* |
| **Arm** | Armour | *The innate Armour of the model.* |

### 5.1.3 Offensive Characteristics Profile

If a model consists of more than one model parts, each model part has its own set of Offensive Characteristics. Each model part has five Offensive Characteristics:

| | | |
|---|---|---|
| **Att** | Attack Value | *The number of times the model part can strike in a Round of Combat.* |
| **Off** | Offensive Skill | *How good the model part is at scoring hits in melee.* |
| **Str** | Strength | *How easily the model can wound enemy models.* |
| **AP** | Armour Penetration | *How well the model can penetrate the Armour of enemy models.* |
| **Agi** | Agility | *Model parts with a higher Agility strike first in melee.* |
| **BS** | Ballistic Skill | *How accurate the model part is with Shooting Attacks.* |

## 5.2 Characteristic Values

Usually each Characteristic is rated with a value between 0 and 10. A higher value of a given Characteristic indicates that a model is more accomplished in that Characteristic. These values are used for various game mechanics like moving and attacking with models, which will be explained in later chapters.

### 5.2.1 Random Characteristics

Some model parts have random values for one or more of their Characteristics (e.g. Attack Value D6+1). Roll for the value each time just before it is needed. In the case of Defensive and Offensive Characteristics, the rolled value is used for all simultaneous attacks (such as Shooting Attacks from a single model or Melee Attacks at the same Initiative Step). Advance Rate, March Rate and Health Points cannot be random (a random Advance Rate means the model has the Random Movement Universal Rule).

### 5.2.2 Special Cases of Characteristic Values

Sometimes Characteristic values in the Defensive or Global Characteristic Profile of mounts may contain an "R" instead of a value. In this case, "R" refers to the value in the Rider's profile, which is used instead.

Sometimes a value is written as "R + X". In this case, use the Rider's value, increased by X (see "Mounts", page 100 ).

In other cases, a model part may not have any values for certain Characteristics (e.g. the chassis of a chariot). These cannot be modified in any way.

## 5.3 Characteristic Tests

To perform a Characteristic Test, roll a D6. If the result is less than or equal to the value of the tested Characteristic, the test is passed. Otherwise the test is failed. A test always fails on the result of '6'.

When a model with more than one value for a Characteristic takes a Characteristic Test, take a single test for the Multipart Model, using the highest value available. For instance, if a Sylvan Elf Character with Strength 4 riding an Elven Horse with Strength 3 has to take a Strength test, the Multipart Model uses Strength 4 for this test.

### 5.3.1 Discipline Tests

Discipline Tests are a special type of Characteristic Test and follow their own rules. To perform a Discipline Test, roll 2D6 and compare the result with the model's Discipline Characteristic. If the result is less than or equal to the Discipline value, the test is passed. Otherwise, the test is failed.

Many different game mechanics call for a Discipline Test, such as performing a Fear Test or a Frenzy Test. All these mechanics are Discipline Tests, regardless of any additional rules and modifications described in the relevant rules sections.

## 5.4 Priority of Modifiers

Modifiers to Characteristics, dice rolls, or other values are applied in a strict order (whenever you see the terms set/always/never used in bold in such a modifier, this is indicative for its priority), following the Priority of Modifiers Table below:

| | Priority of Modifiers | Examples |
|---|---|---|
| 1 | Profile gains. These are generally applied outside of the Game Sequence and should be updated in the model's **profile** in the Warband Roster. | "The model gains +1 Attack Value on its **profile**." |
| 2 | Values **set** to a certain number and values set to another model's value. If the other model's Characteristic is modified, apply these modifiers before setting the Characteristic. | "Attacks made with this weapon are **set** to hit on 4+." |
| 3 | Multiplication and division. Round fractions up. | "All attacks made against this model are performed at half Strength." |
| 4 | Addition and subtraction. | "The wearer gains +2 Attack Value." |
| 5 | Rolls **always** or **never** succeeding or failing on certain results, and Characteristics **always** or **never** set to a certain value or range of values. | "The target can **never** be wounded on better than a natural 5+."<br>"The wielder **always** has Resilience 5."<br>"Attacks made with this weapon **always** have a minimum Strength 4." |

**Table 3:** Priority of Modifiers Table

When several modifiers within a group are to be applied to a value (e.g. Characteristic values), apply them in the order that results in the lowest value.

When several modifiers within a group are to be applied to a dice roll (e.g. for Aegis Saves, to-hit rolls, to-wound rolls), apply them in the order that results in the lowest chance of success.

After all modifications via multiplication, division, addition, or subtraction, unless specifically stated otherwise:

- Agility and Attack Value cannot be modified to lower than 1,
- The value of all other Characteristics, except Armour Penetration, cannot be modified to lower than 0,
- Armour cannot be modified to exceed a maximum of 6,
- Agility cannot be modified to exceed a maximum of 10

Armour Penetration has **no** limitations and can even be modified to be negative (meaning it increases the armour of the target).

In addition, characteristics can be increased through Advancements, which has its own set of limitations based primarily on the race of the model.

# 6 Pre-Game Sequence

Before the game can begin, some preparations have to be made.

| | |
|---|---|
| 1 | Share your Warband Roster with all other players |
| 2 | Determine number of Fate Rerolls |
| 3 | Build the Battlefield and Select Scenario |
| 4 | Determine the Deployment Map |
| 5 | Activate Equipment and roll number of Fate Rerolls |
| 6 | Determine the Deployment Zones |
| 7 | Declare Special Deployment |
| 8 | Deployment Phase |

## 6.1 Sharing Warband Rosters

All Players swap Warband Roosters and share all pertinent information about the upcoming game. Players also inform the other players about any models in their Warband that are Delayed and therefore cannot be deployed.

## 6.2 Determine number of Fate Rerolls

During this step, Warbands with a random number of Fate Rerolls determine that number. From now on until the end of the game (including Post-Game Sequence), the players can use their Fate Rerolls on any single die.

## 6.3 Build the Battlefield and Select Scenario

A Special Scenario can be used if all players can agree to use one, or some other circumstance can force its usage (such as 'Captured' results on the Hero Injury Table). If a special scenario is used, set up the terrain accordingly. Some Special Scenarios also modify the steps of the Pre-Game Sequence, if so, all the information needed is found in the description of the scenario.

For standard games, it is recommended to **set up the terrain first** and then choose a scenario to use. This can be done by randomizing a scenario from the Table 4 below. Fate Rerolls **cannot** be used on this roll. See 'T9A:SC Scenarios' for more details.

The game is normally played on a 48-72" wide and 48" deep battlefield. The terrain used on the battlefield should be plentiful so that models can easily take cover. Some scenarios use special terrain placement as specified by the scenario.

Also randomize or agree on a north direction on the battlefield. This is so that deployment maps can be aligned with the battlefield. All deployment maps have "up" as the north direction. Fate Rerolls **cannot** be used on this randomization.

| 2 Players | | | 2-6 Players | | |
|---|---|---|---|---|---|
| ***D6 Result*** | ***Scenario*** | | ***D6 Result*** | ***Scenario*** | |
| 1 | Hidden Clues | p8* | 1 | Hidden Clues | p8* |
| 2 | Gold Hunt | p8* | 2 | Gold Hunt | p8* |
| 3 | Vantage Point | p9* | 3 | Hold the Ground | p11* |
| 4 | Occupy | p9* | 4 | Secure Target | p11* |
| 5 | Breakthrough | p10* | 5 | Treasure Chase | p12* |
| 6 | Escape | p10* | 6 | Ancient Relic | p13* |

**Table 4:** The Common Scenario Table can be used to choose a Scenario after the terrain of the battlefield has been set up. Depending on the number of players participating, choose one of the charts and roll a D6.

*Page numbers refers to the separate document 'T9A:SC Scenarios'.

## 6.4 Select Deployment Map

The standard method for determining Deployment Maps is to randomize one for the appropriate number of players and table Height from the maps found on pages 20-21. If all players unanimously agree on a single map that one can be used instead.

## 6.5 Activate Equipment

All the players may activate equipment such as Barrel of Booze, Torch, Hunting Arrows and Garlic. If more than one player wants to activate equipment, randomize the order in which the player activates all the equipment they wish to use. Additionally, skills and other abilities that need activation during the Pre-Game Sequence are done so here.

## 6.6 Choose Deployment Zones

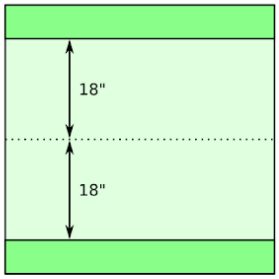
Unless otherwise specified by the chosen scenario, use the following method for choosing Deployment Zones. All players roll a D6, multiply the result by 10 and add their Warband Rating (D6x10+WR). The player with the lowest result chooses the deployment zone first, followed by the second lowest and so on. If there is a tie, the warband with higher Warband Rating counts as having the higher number, if still a tie, randomize. The Player with the lowest result also chooses to be attacker or defender, if the scenario calls for it.

## 6.7 Declare Special Deployment

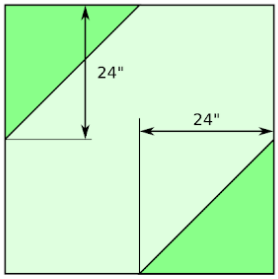
Starting with the player that picked their Deployment Zone, each player must nominate which models with Special Deployment options (such as Scout or Ambush) will use their Special Deployment, or if they will deploy using the normal rules.

## TWO PLAYER MAPS 4x4'

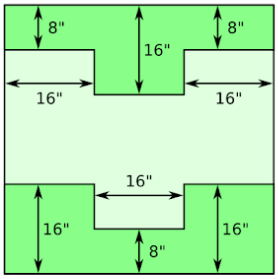
CLASSIC




DIAGONAL

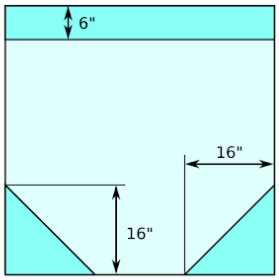



FLANK ATTACK

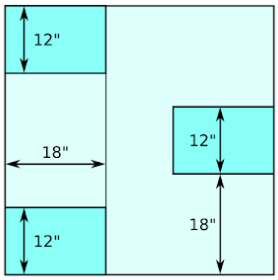



## THREE PLAYER MAPS 4x4'

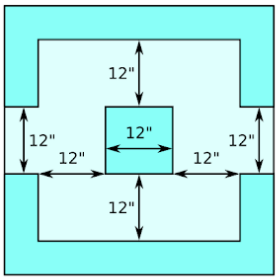
SIDELINES




CAMPS

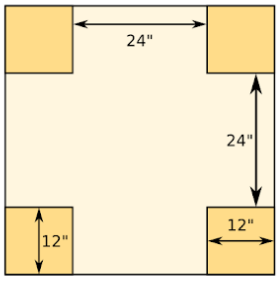



ENCIRCLED

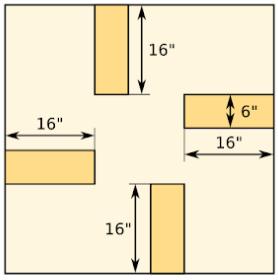



## FOUR PLAYER MAPS 4x4'

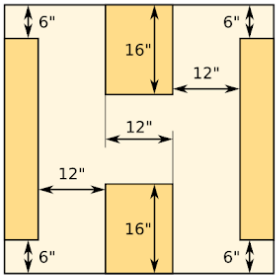
CROSSROADS




SPEARHEADS

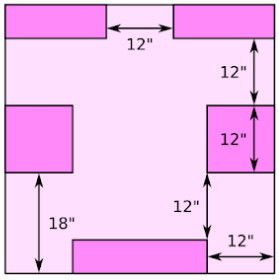



SURPRISE ATTACK

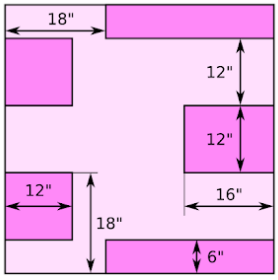



## FIVE PLAYER MAPS 4x4'

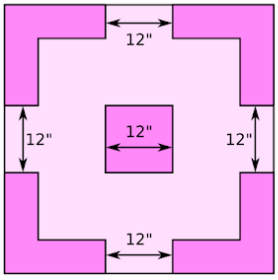
FREE FOR ALL




BRIEF ALLIES

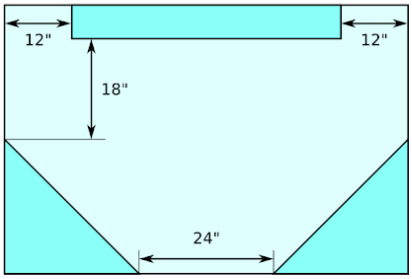



THE TRAP

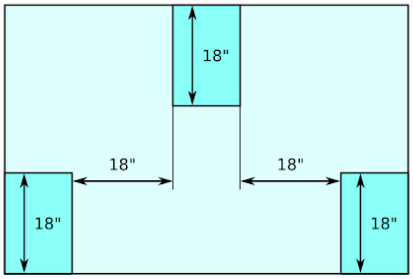


# THREE PLAYER MAPS 6x4'

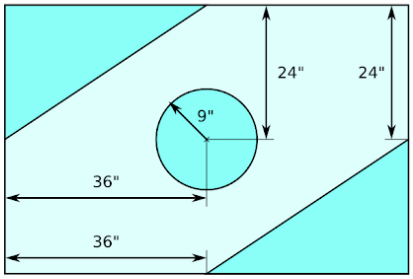
ENCOUNTER




STRUGGLE

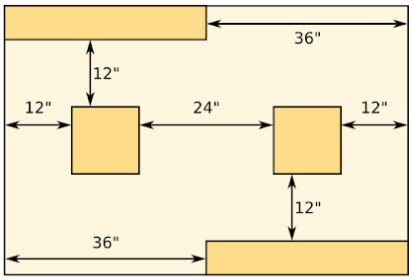



TWO FRONTS

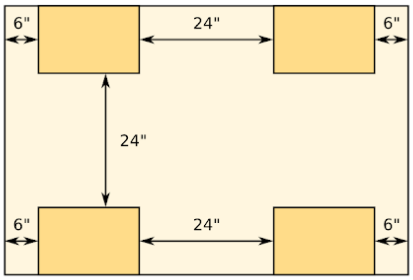



# FOUR PLAYER MAPS 6x4'

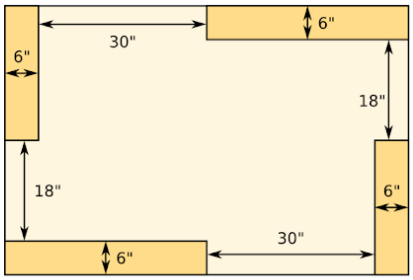
STRIKE AT DAWN




SIDE BY SIDE

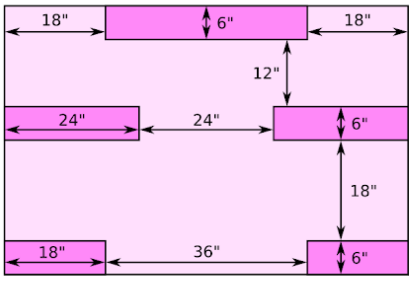



CHAIN REACTION

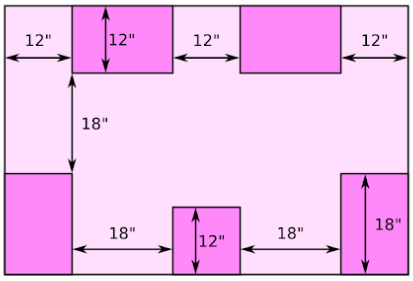



# FIVE PLAYER MAPS 6x4'

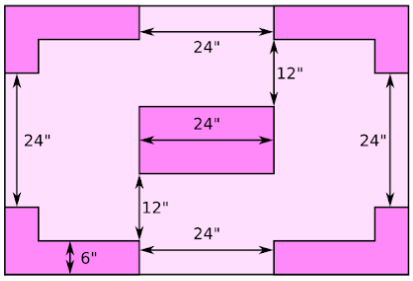
FOES ALL AROUND




JAWS

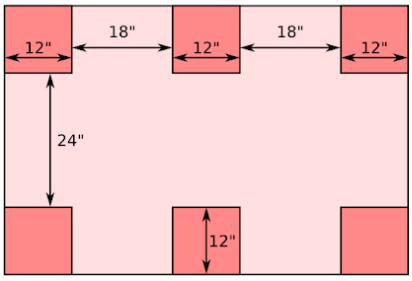



AMBUSH

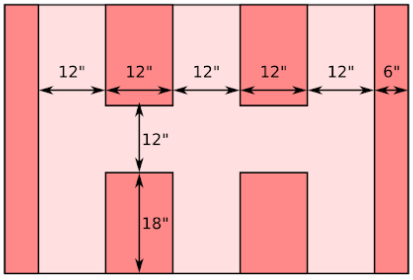



# SIX PLAYER MAPS 6x4'

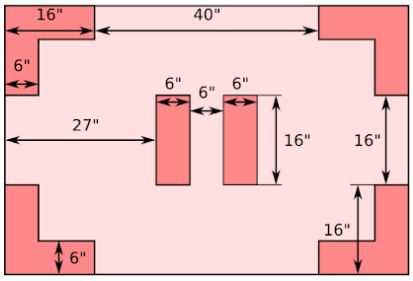
STAREDOWN




CHAOS




BACK TO BACK



## 6.8 Deployment Phase

In the Deployment Phase, the players place their model on the battlefield. Unless otherwise specified by the chosen scenario, use the default Deployment Phase Sequence, found here.

### 6.8.1 Deployment Phase Sequence

| | |
|---|---|
| 1 | Start of the Deployment Phase |
| 2 | Determine Order of Deploy |
| 3 | Take turns deploying models |
| 4 | Deploy models with Scout (starting with the player who completed their normal deployment first) |
| 4 | Move models with Vanguard (starting with the player who completed their normal deployment first) |
| 5 | Other rules and abilities |
| 6 | Roll for First Turn |

### 6.8.2 Determine Order of Deploy

The players take turns deploying models, starting with the player that picked Deployment Zone last, followed by the player that picked second to last and so on.

### 6.8.3 Deploy Models

The players then alternate taking turns in deploying their models. In each turn, the player must deploy at least one model, but can choose to deploy any number of models. Models must be deployed fully within the controlling player's deployment zone. In addition, if the deployment zone is in contact with the board edge, all models must be deployed on Ground Level.

Once a player has deployed their last model, count the number of players who have not yet deployed all of their models and record the value. This value is called the "First Turn Value" and is unique for each player. It is used at the end of this sequence.

When all but one player has completed deployment, , this player immediately deploys their remaining models.

### 6.8.4 Other Rules and Abilities

Put into effect all rules and abilities described as taking place right before the battle.

### 6.8.5 Roll for First Turn

All players roll a D6 and add their "First Turn Value". From highest to lowest value respectively, players choose which position they will have in the turn order (for example: in a 4 player game the highest result can choose to go first, second , third or fourth). The player with the second highest result can then choose their position in the turn order and so forth. This will be the turn order for the remainder of the game. If there is a tie, the player with the higher result on the D6 wins.

# 7 Game Sequence

## 7.1 Game Turn

The Game Sequence is turn based. The length of each Game Sequence depends on the scenario and how the game itself plays out. In each Game Turn, every player has a Player Turn. The order in which the players take their turns is determined during the Pre-Game Sequence. When all players have had their first Player Turn, Game Turn 1 is completed. In Game Turn 2, the players have their second Player Turns. This continues in multiple turns until the end of the game (see Game Length below). Note that in later Game Turns, not all players will have a Player Turn because they may have no models left on the board. If only a single Alliance or player remains, the battle is concluded and the remaining player or players enter Aftermath.

## 7.2 Player Turn

Each Player Turn is divided into six Phases, performed in the following order:

1. Recovery Phase
2. Charge Phase
3. Movement Phase
4. Magic Phase
5. Shooting Phase
6. Melee Phase

## 7.3 Player Denomination

The Active Player is the player whose Player Turn it currently is. This player is also commonly referred to as “you”.

The Second Player is the player who will have the next Player Turn after the Active Player, and the Third Player is the one after that, and so forth.

The Last Player is the player whose turn is the furthest away from the Active Player’s turn.

The controlling player is the player who controls the model in question.

### 7.3.1 Simultaneous Effects

Whenever two or more effects occur at the same time in the Game Sequence, resolve effects controlled by the Active Player first, followed by the Second Player and so on. Each player is free to decide in which order their own simultaneous abilities resolve. If there is a choice involved (such as abilities that may or may not be activated), the Active Player must declare the use of their abilities before the Second Player and so on. Once all players have declared the use and order of their abilities, resolve their effects, starting with those of the Active Player.

For example, if the Active Player and another player both have abilities that may be activated at the beginning of the Magic Phase, the player whose Magic Phase it is must choose first whether or not they are using their abilities and in which order. Then the other player may choose to use their abilities or not. After this, the effects of the abilities from both sides are resolved, starting with the Active Player's abilities.

## 7.4 Game Length

The Game Sequence continues in a series of Game Turns, where each player with models on the board will have a Player Turn. If, at the end of any Player Turn, all models left on the table belong to a single player, the game moves into Aftermath (see below) and is then ended.

If, at the end of any Player Turn, all models left on the table belong to a single Alliance, that Alliance enters the Treaty Phase (see below) and might then either continue the game or move into Aftermath (see below).

Some scenarios have a limit on the game length, expressed in Game Turns. Once the final Game Turn is finished, the game is immediately ended and a winner is declared as per the details of the scenario. Note that this is applied even during Aftermath.

Some scenarios also have Special Rules that can cause the game to end suddenly (mostly in Duel Scenarios, i.e. designed for exactly two players). If such a condition is fulfilled, the game is immediately ended and the winner is declared as per the rules of the scenario.

## 7.5 Treaty Phase

If, at the end of any Player Turn, all models left on the table belong to a single Alliance, that Alliance enters the Treaty Phase. The Alliance must decide if it is to remain an Alliance, if someone is to be ejected from the Alliance or if the whole Alliance is to be disbanded. The players can offer compensation to the other players in the form of points and equipment traded in the Player Trade Phase, though you are not obligated to uphold these deals. Deals concerning the sharing of scenario related loot and actions taken during Aftermath must however be upheld (for example, if the winner of the scenario is awarded 50 pts and the two members of the winning Alliance agree to share it equally, then they both get 25 pts).

Afterwards, if all the players are still part of the same Alliance, the Alliance continues into Aftermath (see below). Remember that the Alliance Management step is ignored during Aftermath.

If all the players are **not** part of the same Alliance at the end of the Treaty Phase, the game continues as normal, with one exception. For the remainder of this Game Sequence, Alliances can no longer be formed or entered, only broken. Do not check End Conditions again until all players have had a Player Turn.

## 7.6 Aftermath

Once only a single player or Alliance remains in the game, they enter Aftermath (after a successful Treaty Phase in the case of an Alliance). During Aftermath, the game continues with Game Turns and Player Turns. Each Player Turn consists of the same phases as earlier in the game, except that the Alliance Management and Routing steps of the Recovery Phase are ignored. The Aftermath allows the winner or winners of the game to continue moving around and pick up any remaining Objective Markers. The Aftermath, and thus the Game Sequence, is ended as soon as all the players participating in it unanimously agree to end it.

Generally, what happens during the Aftermath can be simplified by the remaining player or Alliance simply placing the remaining models where desired, but due to Alliances and/or scenarios with Game Length constraints, playing out the Aftermath in full may be required.

# 8 Recovery Phase

The Recovery Phase is the first phase in each of your turns. During Recovery, your Warband can be forced to retreat from the battlefield and you can enter or leave Alliances with other players. In the Recovery Phase your models also gain a brief moment of respite and recover injuries suffered earlier in the battle.

## 8.1 Recovery Phase Sequence

The Recovery Phase is divided into the following steps.

| | |
|---|---|
| 1 | Start of the Recovery Phase (and start of the Player Turn) |
| 2 | Routing |
| 3 | Alliance Management |
| 4 | Model's Recovery |
| 5 | End of the Recovery Phase |

## 8.2 Routing

Ignore this step during Aftermath.

If 25% or more of your models have been Vanquished or taken Out of Action during this Game Sequence (note that this does not include models that are Delayed), your Leader must take a Rout Check. If the Leader is currently Removed from Table or Stunned, the Hero with the highest Discipline in the Warband, and not Removed from Table or Stunned, takes the test instead. If there are no such Heroes, the test is failed automatically. A Rout Check is a Discipline Test. You may always choose to automatically fail any of your Rout Checks (but only if you are required to take one).

If the Rout Check is failed, all of your models are Removed from Table.

## 8.3 Alliances

Ignore this step if the game is in Aftermath, or if the scenario played does not allow the use of Alliances.

During the Alliance Management step, you (the Active Player) can do any of the following (in any order or combination):

- Leave the Alliance you are part of.
- Enter an existing Alliance, provided all players part of that Alliance allow it.
- Form a new Alliance with any number of other players, provided they agree to it.

No player can be part of more than a single Alliance and a player cannot enter or form an Alliance if it would result in all players with models on the battlefield being part of the same Alliance.

Models in an Alliance treat all other models in the same Alliance as friendly models. This includes that they have Relations with them (see page 12), which can cause additional effects. Warbands that are in an Alliance are still treated as individual Warbands. This means that they take Rout Checks independently and their players still have their own Player Turns.

Hatred sometimes affects Alliance.

During the Player Trade Phase, you may trade freely with other players who were part of the same Alliance as you when the game ended or you were routed.

### 8.3.1 Leaving an Alliance

If you choose to leave your Alliance, this decision is effective immediately. However, in the same Player Turn as a player leaves an Alliance, their model cannot declare Charges against or direct Attacks at models from that Alliance that they had a Trust Relation with.

Alliances can also be left during the Treaty Phase at the end of the Game Sequence.

### 8.3.2 Winning as an Alliance

All the players in the Alliance count as winning the game, but **none** of them gains the extra D6 for the Exploration Roll. Any scenario Loot awarded to the Alliance must be shared equally (details on this should be specified in the scenario) or according to deals made between the players.

## 8.4 Model's Recovery

During Model's Recovery, each of your models are able to recover Health Points and improve their Health State. Go through all your models on the table and apply the following list chronologically from 1 to 5.

| | |
|---|---|
| 1 | The model Recovers a single Health Point. |
| 2 | If the model is Dazed it becomes Healthy instead. |
| 3 | If the model is Fleeing and the closest other model is a friendly one (not counting models that are Hiding, Stunned or Fleeing), take a Discipline Test. If passed, the model becomes Dazed instead. Otherwise it continues Fleeing and will perform a Flee Move in the Movement Phase. |
| 4 | If the model is Knocked Down it becomes Dazed instead. |
| 5 | If the model is Stunned it becomes Knocked Down instead. |

## 8.5 End of the Recovery Phase

There are many abilities and rules that are activated the Recovery Phase, most during the End of the Recovery Phase, this includes (but is not limited to):

- Set Ablaze
- Healing Potion
- Potion of Strength
- Potion of Speed
- Liquor Flask
- Unruly
- Controlled
- Mist, Bat and Wolf Form
- Drunken
- Broken
- Go Wild!
- Wrecking Balls
- Force of Will
- Unreliable
- Black Hunger
- Herb Lore
- Potions

# 9 Charge Phase

In the Charge Phase you have the chance to move your models into combat with enemies.

## 9.1 Charge Phase Sequence

The Charge Phase is divided into the following steps.

| | |
|---|---|
| 1 | Start of the Charge Phase |
| 2 | Select a model and Declare a Charge. |
| 3 | Plot the Charge Move and agree with the player controlling the target model upon the distance required to reach the target. |
| 4 | Repeat steps 2-3 of this sequence until all models that wish to Declare a Charge have done so. |
| 5 | Select a model that Declared a Charge, roll Charge Range and make a Charge Move with the model. |
| 6 | Repeat step 5 of this sequence until all models that Declared a Charge have moved. |
| 7 | End of Charge Phase. |

## 9.2 Declaring Charges

In order to engage an enemy model in combat, you must charge them with your own models. During this step, each of your models can declare a single charge against an enemy model. Models that are Locked in Combat, Fleeing, Stunned, Knocked Down or Dazed cannot charge (unless otherwise specified). Declare which of your models will charge which enemy model, one at a time. In order to Declare a Charge, you must first choose a target. The target must fulfill at least one of the following conditions:

- The target is within Line of Sight of the charging model
- The target is within the Detection Aura of the charging model

If charging based on Detection Aura alone, the charging model must take an Agility Test. If failed, the charge is not declared and the model cannot declare any other charge in this phase. It can however perform other Moves and actions. If the test is passed, or not necessary to take, the model may Declare the Charge.

A Charge cannot be declared if the charging model has no chance of reaching the target.

Models cannot charge enemy models they are already Engaged in Combat with.

Each model that declared a charge in this sub-phase will perform a Charge Move or a Failed Charge Move later in this phase.

## 9.3 Plotting Charge Moves

For each Charge Declared, you must plot the Charge Move of the model. The path of the charging model is laid out, detailing what Maneuvers will be used and in what order. The Charge Move may be plotted to go through models that have themselves Declared a Charge in this phase.

When the charge is plotted, add up the combined distance needed to complete the Charge and present it to the player controlling the target model. When both you and your opponent agree on the distance needed, proceed to declaring another charge or to the next step of the phase.

## 9.4 Move Chargers

Once all charges are declared, plotted and agreed upon, the chargers will attempt to move into combat. Choose a model that has Declared a Charge in this phase, roll for Charge Range, and move the charger. Repeat this with all models that have Declared a Charge during this phase.

### 9.4.1 Charge Range

A model's Charge Range is normally 2D6" plus the model's Advance Rate.

- If the Charge Range is equal to or higher than the agreed upon distance between the Charger and the Charged model, and if there is enough space to complete the Charge, the Charge is successful and the Charger performs a Charge Move.
- If the Charge Range is less than the distance between the Charger and the Charged model, or if there is not enough space to complete the Charge, the Charge has failed and the Charger performs a Failed Charge Move.

### 9.4.2 Charge Move

A Charge Move is resolved as follows:

- The model must be moved in exactly the same path as was plotted before Charge Range was rolled for. If for any reason the model is unable (such as models now being in the way due to other Charge Moves), the charge is failed and performs a Failed Charge Move instead.
- During a Charge Move, any number of Tactical and Jump Manoeuvres can be used, in any order and combination.
- The charging model ignores the Model Spacing rule. It can still only move into base contact with an enemy which it Declared a Charge against.
- If the model becomes Stunned or Knocked Down during the course of the Charge Move, the Charge Move fails in the position at which the model is Stunned or Knocked down. In this instance, the new Stunned or Knocked Down position is maintained in lieu of a Failed Charge Move.

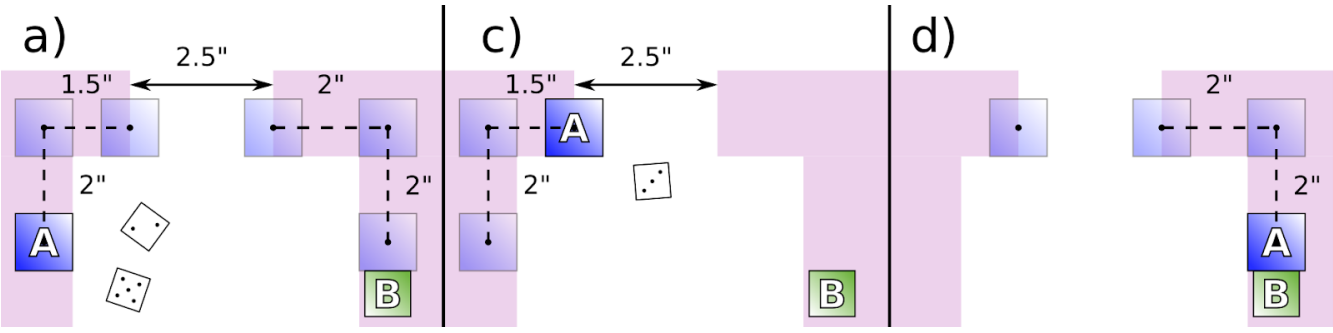



**Figure 3:** A Charge Move. The purple areas are elevated above the ground.

a) Model A intends to charge model B. The player controlling the blue model plots the Charge Move, consisting of two Tactical Manoeuvres followed by a Jump Gap Manoeuvre followed by another two Tactical Manoeuvres. The total distance needed to reach the target is 2+1.5+2.5+2+2+=10". Model A has an Advance Rate of 4. The Charge Range is rolled, resulting in a 7. The total is then 7+4=11". This exceeds the distance required so the Charge is successful and Charge Move is performed.
b) The Jump Gap Manoeuvre is attempted. The gap is 2.5", meaning the model must pass a single Agility Test. The model has an Agility of 3 and a 3 is rolled. The Gap Jumping Test is passed and the jump is successful.
c) This is the resulting position of the model A.

#### 11.4.2.1 Charge Fleeing model

When charging a fleeing model, follow the same rules as for a normal Charge Move. Once the charger reaches base contact with the fleeing target, the fleeing model is taken Out of Action.

### 11.4.2.2 Multiple Charges

If more than one model has Declared a Charge against a single enemy model, chargers are moved in a slightly different manner. Roll Charge Range for each model charging that same model before moving any of them. Once it has been established which models will reach their target, you may move the charging models (including those that failed their charge) in any order.

### 11.4.2.3 Intercept Move

If a charging model moves within 2" of an enemy model other than the intended target when making a Charge Move, that enemy model can intercept the charge by performing an Intercept Move. To perform an Intercept Move, the model has to be able to perform a Charge Move (i.e. it cannot be Locked in Combat, Fleeing, Stunned, Knocked Down or Dazed) and it cannot be the target of another charge declared in this phase.

If the player controlling it chooses to perform an Intercept Move, the Charge Move is stopped at any point where the charging model is within 2" of the intercepting model. The intercepting model makes a Charge Move with a single Advance Move directly towards the centre of the intercepted model. If it is not possible to bring the intercepting model into base contact, it cannot intercept this charge. Only a single model can intercept each Charge Move and an Intercept Move cannot be intercepted.

In the following combat round, only the originally charging model counts as Charging, and it gains Distracting.

### 11.4.2.4 Diving Charge

If a Jump Down Manoeuvre (see page 33) is successfully made during a Charge Move, and the distance moved from the landing spot to the target of the charge is less than 2", the charging model performs a Diving Charge. When performing a Diving Charge, the model gains **Devastating Charge (+1 Str, +3 Off)** in the following Combat Round.

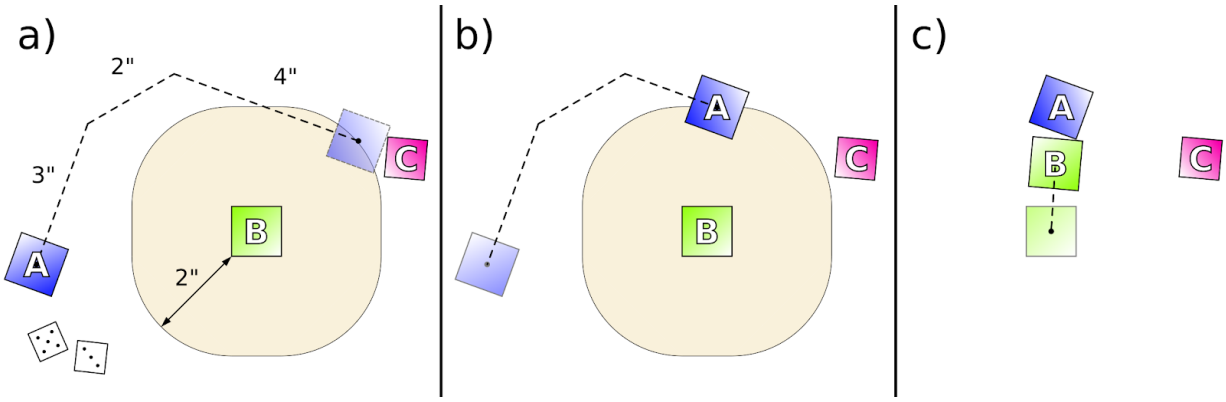



**Figure 4:** A Charge Move with an Intercepting Charge

a) Model A has an Advance Rate of 4 and has declared a charge at model C. It plots the charge as shown in the image and rolls the Charge Range. The Active Player rolls a 3 and a 5, meaning the charge is successful and a Charge Move is made. The Charge Move brings the blue model within 2" the enemy model B.
b) At the Point shown, the player controlling the model B decides to Intercept the charge. It could have been done at any given point where the model A is within 2" of the model B.
c) Model B is moved the short distance into contact with model A.

### 9.4.3 Failed Charge Move

When a model does not roll a sufficient Charge Range, or is otherwise unable to complete the Charge, it performs a Failed Charge Move, as follows:

- The move distance is equal to the highest D6 rolled for Charge Range.
- The Move is then performed along the course plotted before Charge Range was rolled.
- Only Tactical Manoeuvres may be performed. If the model comes to a point where the charge course was plotted using a Jump Manoeuvre, the Failed Charge Move is immediately ended.
- The model ignores the Model Spacing rule.

A model that has performed a Failed Charge Move cannot shoot in the subsequent shooting phase. Models that have completed a Failed Charge Move are no longer considered Charging.

# 10 Movement Phase

In the Movement Phase you have the chance to move your models on the Battlefield.

## 10.1 Movement Phase Sequence

The Movement Phase is divided into the following steps:

1. Start of the Movement Phase.
2. Perform Erratic Moves, including Flee Moves
3. Moving Models: Select one of your models, take a March Test if necessary, select a type of Move (Advance or March), then move the model.
4. Repeat step 2, each time choosing a new model that has not yet moved in the Movement Phase.
5. End of Movement Phase

## 10.2 Moves and Manoeuvres

During the Movement phase, all your models can perform a single Move. There are 5 types of Moves: "Charge Move", "Failed Charge Move", "Advance Move", "March Move" and "Erratic Move". The first two are performed in the Charge Phase, and the remaining three in the Movement Phase.

During a Move, models can perform several different Manoeuvres, exactly which kind are permitted is determined by what kind of Move the model is performing, as summarized by the table below.

| | *Tactical Manoeuvre* | *Jump Down Manoeuvre* | *Jump Gap Manoeuvre* | *Disengage Manoeuvre* | *Hide Manoeuvre* | *Climb Manoeuvre* |
|---|---|---|---|---|---|---|
| **Charge Move** | Yes | Yes | Yes | - | - | - |
| **Failed Charge Move** | Yes | - | - | - | - | - |
| **Advance Move** | Yes | Yes | Yes | Yes* | Yes | Yes |
| **March Move** | Yes | Yes | Yes | - | - | Yes* |
| **Erratic Move** | Yes | Yes* | - | - | - | - |

*Only under special circumstances

**Table 5:** The Moves and Manoeuvres Table.

## 10.3 Erratic Move

Models only perform Erratic Moves in certain situations, the most common when they are Fleeing where they make a special kind of Erratic Move called a Flee Move.

During an Erratic Move, a model will move a random distance specified by the situation. The model performs a Tactical Manoeuvre in a direction chosen by the controlling player (unless otherwise specified). The following also applies:

- If the model comes into contact with an enemy model, it counts as Charging.
- Friendly models are passed through.
- If the Erratic Move ends within ½" of any model it is extended until the model is clear (unless the Move resulted in a Charge).
- If the model collides with Wall Surface, the Tactical Manoeuvre stops but is immediately followed by a new one with the direction drawn as close as possible to the previous but changed enough so that the model can continue moving without colliding with the Wall Surface
- If an Erratic Move takes the model's centre over an Edge that is low enough for the model to jump down from, it immediately makes a Jump Down Manoeuvre -2 Agility and then continues its Tactical Manoeuvre forwards.

### 10.3.1 Flee Move

Flee Moves follows all the rules for Erratic Moves except for the following:

- The direction is directly away from the closest enemy model (if tied, the Last Player chooses) and the move distance is set to 2D6", unless otherwise specified.
- It cannot result in a Charge.
- All models are passed through.
- Enemy models can make a single Close Combat Attack against the model if it comes within 2". The attack is carried out immediately when the model enters the zone (and only then).
- If the Move takes the model into contact with the Board Edge, the model is Removed from Table.

## 10.4 Moving Models

Choose one of your models to move that is not Charging, Engaged in Combat, Fleeing, Fleeing or Stunned.

Then perform a March Test if necessary and choose what type of move this model will perform, either an Advance Move or a March Move, and then move the model. In order to affect a model's movement, effects (like Universal Rules or movement modifiers) need to be present at the start of the model's movement.

Repeat this process, each time choosing a new model that has not yet moved in the Movement Phase. Once all models that can move (and want to) have done so, the Movement Phase ends.

### 10.4.1 March Test

Just before moving a model, check if either of the following applies to the model:

- There is a non-Fleeing and non-Stunned enemy model within 8" and within Line of Sight.
- There is a non-Fleeing and non-Stunned enemy model within the model's Detection Aura.

If either of the above is true, the model must must take a Discipline Test, called March Test:

- If the test is passed, the model may proceed as normal.
- If the test is failed, the model cannot perform a March Move during this Movement Phase (it can perform any other type of move as normal, or choose not to move at all).

### 10.4.2 Advance Move

When performing an Advance Move:

- A model can move up to its Advance Rate in inches.
- A model can perform any number of Advance, Jump, Climb and Hide Manoeuvres (in any combination and order).

If the model is Locked in Combat at the start of the move, it has to perform a Disengage Manoeuvre before performing any other Manoeuvres.

### 10.4.3 March Move

When performing a March Move:

- A model can move up to its March Rate in inches.
- A model can perform any number of Advance and Jump Manoeuvres (in any combination and order). Climb Manoeuvres can also be performed provided they are performed entirely on Ladders.

A model that makes a March Move cannot shoot in the following Shooting Phase, unless otherwise specified.

## 10.5 Manoeuvres

During a Move, a model performs one or more Manoeuvres. Which ones a model can perform is determined by the type of Move it is making. During all Manoeuvres, measure how far the model is moving by measuring the horizontal distance moved. Remember however that during Climb Manoeuvres, distance is measured vertically as if it were horizontally.

### 10.5.1 Tactical Manoeuvre

The Tactical Manoeuvre is the normal way of moving around. When performing a Tactical Manoeuvre:

- A model is moved in a straight line, in any direction from its starting position.
- A model moves freely over Obstacles (terrain pieces up to 1" high).
- A model moves freely across gaps up to 1" wide and up and down Wall Surfaces up to 1" high (vertical height). For this purpose, any Crevice up to 1" high may be counted as a Wall Surface.

### 10.5.2 Jump Down Manoeuvre

A model standing with the centre of its base in contact with an Edge can make a Jump Down Manoeuvre. Jump Down Manoeuvres can be performed to jump down any distance greater than 1" and at most 6", down to the bottom of the Wall Surface. (Note that a Jump Down Maneuver can be performed down Wall Surfaces that are not vertical, in this case we imagine the model as sliding down the Wall Surface.)

To perform the jump, the model must perform a **Down Jumping Test**. To do so, take an Agility Test for every started set of 3" jumped. If all are successful, the Down Jumping Test is successful. In that case, place the model on the Floor Surface directly below, with the centre of its base in contact with the Wall Surface (or Crevice). If the Down Jumping Test is failed, the model will Fall from the place it jumped.

If a Jump Down Manoeuvre is successfully made during a Charge Move, and the distance moved from the landing spot to the target of the charge is less than 2", the model performs a Diving Charge (see page 29).

Note that jumps up to 1" down are performed via Tactical Manoeuvres (and never counts as Diving Charges).

### 10.5.3 Jump Gap Manoeuvre

A model standing with the centre of its base in contact with an Edge can make a Jump Gap Manoeuvre. To do so, first choose a target point on any nearby Floor Surface. The target point must be within the model's Advance Rate in inches, and at most at a 1" difference in vertical distance, from the centre of the model's base. There can be no intervening terrain or models in the jumping model's path to the target point.

To perform the jump, the model must perform a **Gap Jumping Test**. To do so, take an Agility Test for every started set of 3” jumped. If all are successful, the Gap Jumping Test is successful. In that case, place the model on the target point. If the Gap Jumping Test fails, the model will Fall from the place it jumped.

Note that jumps of gaps less than 1” wide are performed automatically via Tactical Manoeuvres.

### 10.5.4 Combined Jump

A model standing with the centre of its base in contact with an Edge can make a Combined Jump. To do so, the model performs a Jump Gap Manoeuvre and a Jump Down Maneuver simultaneously. The target point of the jump can then be up to 6” below the centre of the model's base.

To perform the jump, the model performs both a **Down Jumping Test** (see above) and a **Gap Jumping Test** (see above). If both are passed, the model is placed on the target point. All rules applying to either Jump Gap Manoeuvres and Jump Down Manoeuvre apply to the combined jump (Diving Charges for example). If either test fails, the model Falls from the place where it jumped.

### 10.5.5 Climb Manoeuvre

A model standing with the centre of its base in contact with a Wall Surface, either at the bottom or with its Edge at the top, can perform a Climb Manoeuvre. To start climbing, the model must pass an Agility Test. If the test is failed, the model remains in place and cannot move any further in this phase.

If the test is passed, the model can trace its movement as a single point on the Wall Surface, starting from where the centre of the model’s base touches the Wall Surface. Treat the Wall Surface as a Floor Surface and move the point around using any number of Tactical Manoeuvres, measuring distance vertically as if it were horizontally. If the point makes it into contact with an actual Floor Surface (either at an Edge or at the bottom of the Wall Surface), the Climb Manoeuvre is ended. Place the model on the Floor Surface with the centre of its base in contact with the final position of the point. The model can choose to, at any time, Jump Down from the current position of the point.

For the purpose of Climb Manoeuvres, any Crevice up to 2” high may be counted as a Wall Surface.

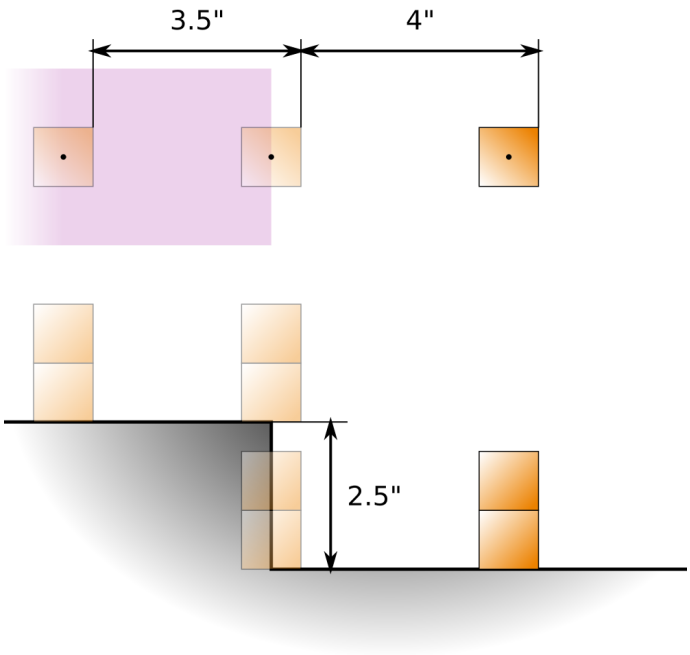



**Figure 5:** An Advance Move seen from above and from the side. The move consists of a Tactical Manoeuvre (3.5”), followed by a Jump Down Manoeuvre (2.5”), and finally another Tactical Manoeuvre (4”). The total distance moved is 7.5” .

### 10.5.6 Disengage Manoeuvre

A Disengage Manoeuvre can only be made by models Locked in Combat.

All the enemy models Locked in Combat with the disengaging model must immediately attack it, as if it were the Close Combat Phase. Enemy models that are also Locked in Combat with models other than the disengaging model can only perform a single attack. All of these attacks hit automatically.

If the disengaging model suffers no change in its Health State, the Disengage Manoeuvre is successful and the model can then move out of base contact with enemy models it was Locked in Combat with.

### 10.5.7 Hide Manoeuvre

Models in contact with a Terrain Feature at least 1" high, can perform a Hide Manoeuvre. The model immediately becomes Hidden. For Hidden models the following apply:

- When checking Line of Sight to the model, if any part of it is obscured by terrain, the model cannot be seen.
- Other models cannot receive Commanding Presence from a Hidden model.
- If, at the start of any phase, the Hidden model is within the Detection Aura of an enemy model, it stops being Hidden.

## 10.6 Falling

A model that Falls suffers a single hit for each Health Points it currently has. These are resolved at a Strength equal to the distance the model fell, in inches, rounded down, with Armour Penetration 10 and Glancing Blow. The Falling model is also Knocked Down and can move no further in the same phase. If a model falls when making a Charge Move, the charge is counted as a Failed Charge and the model is not moved from the spot where it hit the ground.

If a model is taken Out of Action from Falling, and the model fell as a result of being attacked (for example: it became Knocked Down close to an Edge), that attack is considered to have taken the model Out of Action.

## 10.7 Detection Aura

All models that can perform Voluntary Actions have a Detection Aura of 4", unless otherwise specified. This aura is mainly used to detect enemy models that are hidden, to safeguard against All Alone Tests and to charge models that are not within Line of Sight.

# 11 Magic Phase

In the Magic Phase, your Wizards and Priests can cast Spells and Prayers.

## 11.1 Casters

Wizards and Priests belonging to the Active Player that are Healthy or Dazed are referred to as **Casters**. During the Magic Phase, each Caster can make a single Casting Attempt, unless otherwise specified.

## 11.2 Magic Phase Sequence

In the Magic Phase, you perform the following steps:

| | |
|---|---|
| 1 | Select a Caster that can still act in this Phase. |
| 2 | Cast a spell or a prayer (see Casting below) |
| 3 | Repeat steps 1-3 if there are Casters that have not yet been selected. |

## 11.3 Casting

When casting, you must first select a spell or prayer to cast, the following has to be applicable to it:

- The Spell or Prayer is known by the Caster
- No Casting Attempt (successful or otherwise) of the Spell or Prayer has been attempted previously in this Magic Phase, even by another Caster.

With the spell selected, perform the following steps in chronological order.

| | |
|---|---|
| 1 | If possible, select a specific Casting Value of the attempted Spell or Prayer. This is sometimes referred to as Boosted Versions. |
| 2 | If necessary, select targets for the Spell or Prayer |
| 3 | Roll 2D6 and compare the result with the Casting Value of the Spell or Prayer. This roll is referred to as a **Casting Attempt**. |
| 4 | If the casting attempt is greater than the Casting Value of the Spell or Prayer, the attempt is successful. Apply the effects to the Targets. Otherwise, nothing happens. |

## 11.4 Spells and Prayers

All Spells and Prayers are defined by the following 5 properties (see figure 6):

| | |
|---|---|
| **1 – Name** | Use the name to state which spell or prayer you intend to cast. |
| **2 – Casting Value** | The Casting Value is the minimum value you need to reach to succeed in a Casting Attempt. Spells and prayers may have different Casting Values available (see "Boosted Spells ", below). |
| **3 – Type** | The type describes how the targets of the spell or prayer have to be chosen. |
| **4 – Duration** | The duration of a spell or prayer determines how long its effects are applied. |
| **5 – Effect** | The effect of a spell or prayer defines what happens to the target when the spell or prayer is successfully cast. Spell and prayer effects are never affected by Special Items, Model Rules, other spell or prayer effects, or similar abilities affecting the Caster, unless specifically stated otherwise. |

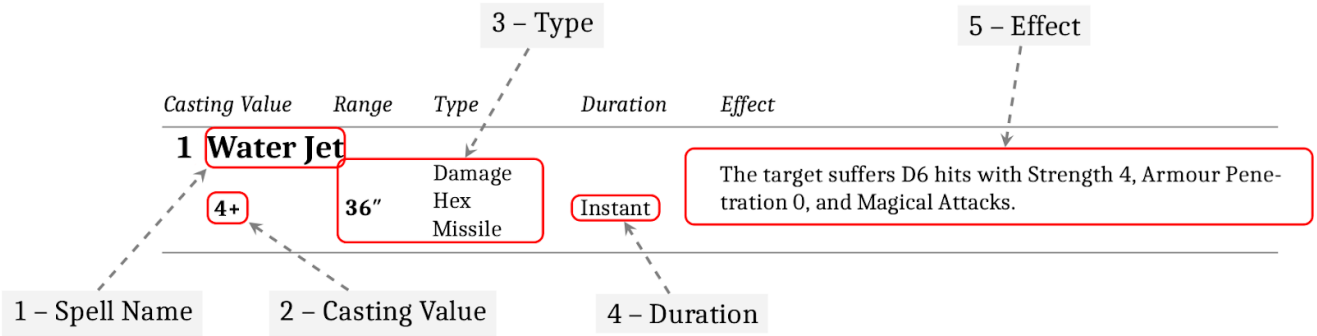



**Figure 6:** Spell Properties.

### 11.4.1 Boosted Version

Some spells and prayers have more than one Casting Value, the higher Casting Values being called the 'boosted' versions of the spell. Boosted versions may have their Range and/or target restrictions modified (for example giving the spell a longer Range), or the effects of the spell may change. Declare if you are trying to cast a Boosted version (and which one, if the spell has more than one) before rolling any dice. If no declaration is made, the lowest available Casting Value for the chosen target is assumed to be used.

### 11.4.2 Types

The type of a Spell or Prayer describes how its targets have to be chosen. Unless specifically stated otherwise, a spell or prayer may only have a single target and the target must be a single model. If a spell or prayer has more than one type, apply all the restrictions of each type.

For example, if a Spell has the types "Damage" and "Hex", the target must be an enemy model that is not Engaged in Combat.

**Augment** The spell or prayer may only target friendly models.

**Aura** This spell or prayer has an area of effect. Its effects are applied to all possible targets, according to the rest of the spell types, within X″ of the Caster. For example, a spell with Augment, Aura, and Range 12″ targets all friendly units within 12″ of the Caster.

**Caster** The spell or prayer targets only the model casting the spell.

**Damage** The spell or prayer may only target models not currently Engaged in Combat.

**Ground** The spell or prayer doesn't target models. Instead, the target is a point on the Battlefield.

**Hex** The spell or prayer may only target enemy models.

**Missile** The spell or prayer may only target models within the Caster's Line of Sight. It cannot be cast if the Caster is Engaged in Combat.

**Post Game** The spell or prayer is cast during the Post Game Sequence. Each Wizard or Priest can only cast a single Post Game spell or prayer per Post Game Sequence.

**Range X"** The spell or prayer has a maximum casting range. Only targets within X″ can be chosen. This casting range is always indicated in the corresponding column in the spell's profile (see figure 6 ). Note that any effects that alter a spell or prayer's range do not affect any other distance specifications that may be part of the effect.

**Universal** The spell or prayer may target both friendly and enemy models.

### 11.4.3 Duration

The duration specifies how long the effects of the spell or prayer are applied.

**Instant** The spell or prayer has no lasting effect - effects are applied once, afterwards the Spell or Prayer ends automatically.

**One Turn** The spell or prayer lasts until the start of the Caster's next Magic Phase.

**This Game** The spell or prayer lasts until the end of the Game Sequence or until a designated ending condition (as detailed in the Effect) is met.

## 11.5 Magical Effects

### 11.5.1 Magical Move

Some spells or abilities enable a model to perform a Magical Move. The move is performed as if in step 3 of the Movement Phase Sequence (Moving Models), which means that it follows the same rules and restrictions as if this was a new Moving Units sub-phase (e.g. Fleeing, Knocked Down or Stunned models cannot move). The model can perform the exact same Manoeuvres it normally would with a normal move of the same type.

A Magical Move always has a limited movement range (e.g. "the target may perform a 12″ Magical Move"): the target's Advance Rate and March Rate are always equal to this value for the duration of the move. A model can only perform a single Magical Move per Magic Phase.

### 11.5.2 Recover Health Points

Some spells or abilities can Recover Health Points lost earlier in the game. The amount of Health Points recovered is noted in the ability ( Recover X Health Points). Recovering Health Points can never bring back models that have been taken Out of Action or Vanquished. It also cannot increase a model's Health Points above its starting value.

### 11.5.3 Gain Health Points

Other spells or abilities can cause a model to Gain Health Points. Treat these exactly as Recovered Health Points except that they can increase a model's Health Point above its starting value. Any Health Points above the starting value are lost at the end of the game.

### 11.5.4 Re-animate Models

When a player gets to Re-animate a model they must choose one of their models of the appropriate type that have been taken Out of Action earlier in the game. If there are none, a model cannot be Re-animated. The Re-animated model is placed on the table with its centre over the target point described by the spell or ability that Re-animated the model, and at least ½" apart from all other models. If the model cannot be placed it is not brought back. The Re-animated model is treated as if it had never been taken Out of Action in the first place. The model is restored to its full number of Health Points, unless otherwise specified.

### 11.5.5 Summon Models

Summoned models are models created during the game. They never count towards the maximum number of models allowed in the Warband, nor against any Configuration limits, nor against Rout Checks. They are placed on the table in the same way as Animated models but are not limited to models taken Out of Action previously in the game. If the model that created the Summoned model is ever Removed from Table, the Summoned model is immediately Vanquished. At the end of the Game Sequence, all Summoned models are Vanquished.

# 12 Shooting Phase

In the Shooting Phase, models with Shooting Attacks get a chance to use them.

## 12.1 Shooting Phase Sequence

The Shooting Phase is divided into the following steps.

1. Start of the Shooting Phase.
2. Choose a model to shoot with and perform the following steps (see Shooting with a model for details):
   a) Choose Shooting Weapon or other Shooting Attack
   b) Choose the number of shots to fire
   c) Select an enemy model as target for each shot (normally the closest one)
   d) Roll to hit and perform the attack for all the shots fired
3. Repeat step 2 with a different model that has not fired during this phase yet.
4. Once all models that can (and want to) shoot have done so, the Shooting Phase ends.

## 12.2 Shooting with a Model

Each model (with a Shooting Weapon or Shooting Attack) can shoot once per Shooting Phase. Models that are Fleeing, Engaged in Combat, Stunned or Knocked Down cannot shoot. Models that have performed a March or a Failed Charge Move previously in the same turn cannot shoot either.

### 12.2.1 Choose Attack

Before shooting, the model must choose a single Shooting Attack or Shooting Weapon at its disposal to use in this Shooting Phase.

### 12.2.2 Choose Number of Shots

For each Shooting Attack and Shooting Weapon it is specified how many Shots it can fire per shooting phase. When the weapon is used, the controlling player can choose to fire it any number of times up to that value. If more than one shot will be fired, the model will have a -1 to-hit modifier or all shots fired in that Shooting Phase, as specified in To-Hit Modifiers below.

### 12.2.3 Select Target

For each shot to be fired, a target must be selected. This must normally be the closest enemy model within range of the attack and within line of sight of the shooting model. There are exceptions to this however, as explained below:

The second closest model **can** be chosen if the closest model is either (third closest if true for the second closest and so on):

- Knocked Down, Stunned or Fleeing.
- Locked in Combat (with other enemy models).
- in a position at least 2" below the shooter's position.
- or already targeted by another shot fired by the shooter.

Another model within range and Line of Sight **can** be chosen (instead of the closest) if that model:

- is easier to hit
- or has Towering Presence.

Enemy models in Combat with friendly models cannot be targeted.

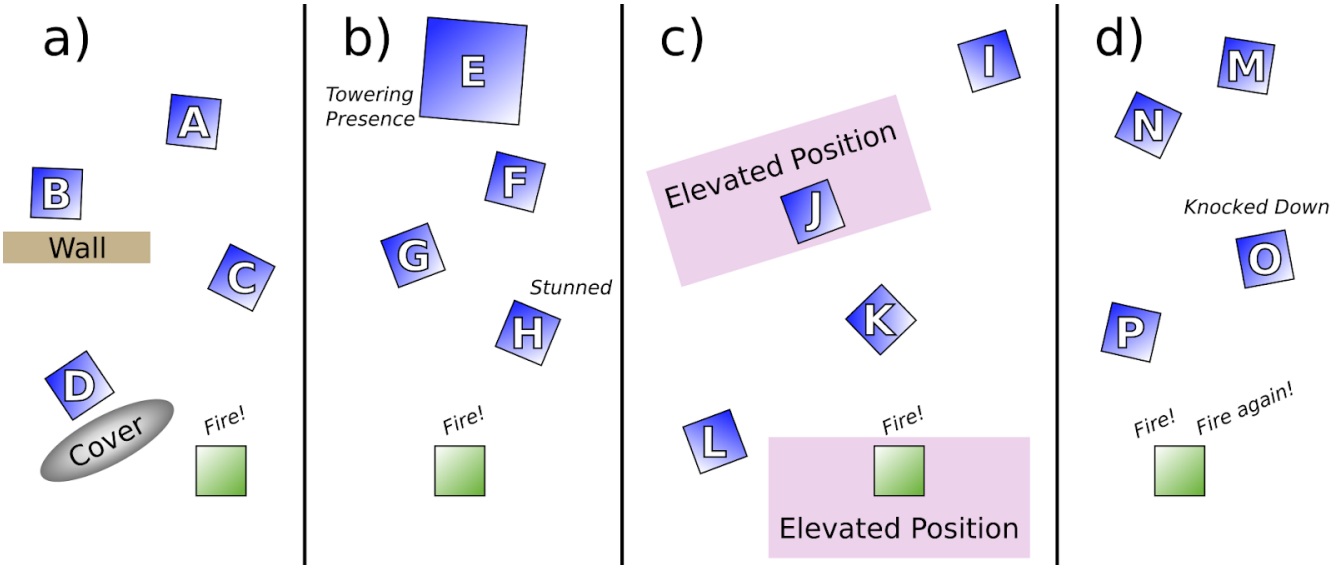



**Figure 7:** In the four different cases (a-d), the green model is shooting and must select a target from the 4 enemy models.

a) Model B is behind a wall and cannot be seen, therefore it cannot be targeted. Model D is the closest, but it is harder to hit than the second closest model (model C) because of the Cover. Therefore either model C or D can be chosen as the target.

b) Model H is the closest but since it is Stunned, model G can be chosen as target instead. Model E is Towering Presence and can therefore be chosen as a target, regardless of it being the closest or not.

c) Model J and the green model are in equally elevated positions, at least 2" above the other models. Either model L or K can be chosen as target, because the shooter is elevated above them, or model J because it is the closest model that is at the same height.

d) The green model fires twice. The first shot must be directed at model P, because it is the closest. The second can be directed at either model P, O or N.

## 12.3 Shooting Into Combat

A model cannot fire into combat if friendly models are Engaged in that Combat. If only enemy models are Engaged in the Combat though, any model in that combat can be chosen as target for the attack, following all the normal rules. If a hit is scored, roll a D6. On 4+ the shot hits the intended target, resolve the attack as usual. Otherwise the shot hits another model in that combat, randomize which if there are several. Resolve the attack against that model instead.

## 12.4 Shooting To-Hit Rolls

When rolling to hit with Shooting Attacks, use the Ballistic Skill of the shooting model. The player controlling the shooting model rolls a D6. If this dice results in a score equal to or higher than 7 minus the BS of the shooting model, the attack hits its target. A roll of '1' is always a miss. The Shooting to-Hit Table (found below) can also be used to determine the roll needed to hit the target.

If one or more hits are scored, follow the procedure described under Attacks, page 46.

| Ballistic Skill (BS) + modifiers | Needed roll to hit |
|---|---|
| 6 or more | 2+ |
| 5 | 2+ |
| 4 | 3+ |
| 3 | 4+ |
| 2 | 5+ |
| 1 | 6+ |
| 0 | 6+ followed by 4+ |
| -1 | 6+ followed by 5+ |
| -2 | 6+ followed by 6+ |
| -3 or less | impossible |

**Table 6:** The Shooting To-Hit Table.

### 12.4.1 To-Hit Modifiers

Shooting Attacks may suffer one or more to-hit modifiers to their to-hit rolls. Simply modify the dice roll of the shooter with the modifier from the list below. A natural roll of '1' is always a miss. If one or more hits are scored, follow the procedure described under Attacks.

| | | | |
|---|---|---|---|
| Moving and Shooting | -1 | Long Range | -1 |
| (if Quick to Fire) | 0 | (if Accurate) | 0 |
| Large | +1 | Cover | -1 |
| Hard Target | -1 | Multiple Shots | -1 |

**Table 7:** Shooting To-Hit Modifiers Summary.

#### 14.4.1.1 Long Range (-1 to hit)

If the target is further away than half of the weapon's range, the shooting model receives a -1 to-hit modifier.

#### 14.4.1.2 Moving and Shooting (-1 to hit)

If the shooting model has moved during this Player Turn, it receives a -1 to-hit modifier.

#### 14.4.1.3 Multiple Shots (-1 to hit)

If the shooting model is firing more than one shot, all shots fired by the model in this phase have a -1 to-hit modifier.

#### 14.4.1.4 Cover (-1 to hit)

If any part of the target model is obscured by terrain or other models (using the same principles as when tracing Line of Sight), the shooting model receives a -1 to-hit modifier.

# 13 Melee Phase

In the Melee Phase, all of your models Engaged in Combat can (and must) strike if possible, and so can any enemy models Engaged in Combat with your models.

## 13.1 Melee Phase Sequence

Each Melee Phase is divided into the following steps.

1. Start of the Melee Phase.
2. Choose a combat where at least one of your models are Engaged in Combat with an enemy model.
3. Fight a round of combat.
4. Repeat steps 2 and 3. Each time choosing a new combat, which has not already been fought during this phase.
5. Once all combats containing models belonging to the Active Player have been fought, the Melee Phase ends.

A combat is defined as a group of opposing models, which are all connected through base contact. Normally, this would be two models pitted against one another, but it could also be several models against a single enemy model or a long chain of models from both sides. Complete all actions in the Round of Combat Sequence of all models involved in the chosen combat before moving on to the next combat.

**Engaged in Combat**

A model is considered **Engaged in Combat** with all enemy models it is in base contact with.

**Locked in Combat**

A model is considered **Locked in Combat** with all enemy models it is in base contact with that are Healthy or Dazed. Notice that per definition, any model that is Locked in Combat is also Engaged in Combat.

## 13.2 Round of Combat Sequence

Each Combat Round is divided into the following steps.

1. Start of the Round of Combat
2. Choose Hand Held Equipment
3. Determine the Initiative Order
4. Roll Melee Attack, starting with the first Initiative Step:
    a. Allocate Attacks
    b. Select a model
    c. Roll to hit, to wound, saves, and Damage
    d. Repeat steps b-c until all models of that initiative step have attacked.
    e. Move to the next Initiative step
5. Roll All Alone Tests for models in the combat and perform all related Flee Moves
6. End of the Round of Combat. Proceed to the next combat.

## 13.3 Choose Hand Held Equipment

In the combat round in which a model enters combat, that model must choose what Equipment it will use in its hands for the duration of that combat. This choice only concerns items with the Hands Held Equipment, which includes all Close Combat Weapons and a few pieces of Armour Equipment. Unless otherwise specified, a model has two hands that it can use Hand Held Equipment with. Hand Held Equipment not chosen will have no effect during this combat (but other Equipment may). A model that chooses the fight with two or more Close Combat Weapons gains the effects of the Multi-Wielding rule below.

**Multi-Wielding**

The model suffers -1 Defensive Skill. The model gains +1 Attack Value for each Close Combat Weapon it is fighting with after the first. Attacks made by the model ignores Block of the defending model.

## 13.4 Initiative Order

Melee Attacks are performed in Rounds of Combat. These occur during the Melee Phase. All Melee Attacks have a specific Agility value which corresponds to the Agility of their model part, unless explicitly specified otherwise (such as Impact Hits which are performed at Initiative Step 10, or Crush Attacks at Initiative Step 0).

Each Round of Combat is fought in a strict striking order, decided at the beginning of the round. The order starts with all attacks that have Agility 10 and then works downwards from the highest to the lowest Agility. Agility above 10 are resolved at Agility 10, and Agility below 0 are resolved at Agility 0.

This process is referred to as Initiative Order. The Initiative Order in a combat is determined immediately before any attacks are made. Take into account all modifiers that affect the Agility of attacks that may be performed in this Round of Comba to sort these attacks in Initiative Steps. Once the Initiative Order has been determined for a Round of Combat, it cannot be changed by effects that alter the Agility of attacks during that Round of Combat.

Once the Initiative Order has been established, at each Initiative Step, all attacks from this step that meet the necessary requirements (see Which Models can Attack below) strike simultaneously, meaning they will all be resolved. However, all attacks from a single model must be rolled for separately from other models at all times, so that Damage can be rolled for and so that it can be determined which model caused the final Health Point. To decide in what order to roll for attacks, the following two steps are used:

1. The Active Player decides the order in which players will roll for their attacks.
2. Each player decides in what order to roll for the attacks of their own models.

### 13.4.1 Charging Momentum

A model is considered charging in the first Round of each Combat after it has successfully charged into combat. Charging models have their Agility **set** to 10.

## 13.5 Which Models can Attack

Models in base contact with an enemy attack when it is their turn in the Initiative Order. Models from all players attack in each player's Melee Phase, provided they are Engaged in Combat with any models of the Active Player.

## 13.6 Allocating Attacks

At each Initiative Step, before any attacks are rolled, Close Combat Attacks must first be allocated towards enemy models. If a model is in base contact with more than one model, it can choose which model to attack. The number of Close Combat Attacks that a model can make is equal to its Attack Value. Equipment, Attack Attributes, spells, etc. can further change this number. In addition, the following applies:

- Attacks cannot be allocated at models that were Stunned or Knocked Down at the start of the Round of Combat if they could be allocated at other models instead.
- If a model has an Attack Value above one, it can allocate its Close Combat Attacks to different targets in base contact.
- If a model is fighting with more than one Close Combat Weapon, it must choose how many of its attacks are made with each weapon. At least one attack has to be made with each weapon used (remember that a model fighting with more than one Close Combat Weapon gains Multi-Wielding).

Allocate all attacks at a given Initiative Step before rolling any to-hit rolls are made.

## 13.7 Melee To-Hit Rolls

To make to-hit rolls, roll a D6 for each Close Combat Attack. The comparison of the Offensive Skill of the attacking model part and the Defensive Skill of the model the attack was allocated towards determines the needed roll to successfully hit the target. See the Close Combat to-Hit Table below.

To-hit modifiers can alter this to-hit roll. Unless specified otherwise, a to-hit modifier applies to both Shooting and Close Combat to-hit rolls. Close Combat to-hit rolls always fail on a natural roll of '1', while they are always successful on a natural roll of '6'.

Example: a model has Offensive Skill 3, two attacks and is equipped with Paired Weapons which gives it a total of three attacks. The model may allocate two attacks towards a model with Defensive Skill 2, which hit on 3+, and one towards a model with Defensive Skill 7, which hits on 5+. If one or more hits are scored, the player may then follow the procedure described under Attacks, page 46.

| Offensive Skill - Defensive Skill | Needed roll to hit |
|---:|---|
| 4 or more | 2+ |
| 1 to 3 | 3+ |
| 0 to -3 | 4+ |
| -4 to -7 | 5+ |
| -8 or less | 6+ |

**Table 9:** The Close Combat to-Hit Table.

## 13.8 All Alone Test

At the end of each combat round, check and see if there is a model s subject to All Alone. For this to be the case, the model cannot have any friendly models within its Detection Aura and is has to be Locked in Combat with a certain number of models depending on its Height:

- If the model is of Standard Height, it has to be Locked in Combat with at least **2** enemy models.
- If the model is of Large Height, it has to be Locked in Combat with at least **3** enemy models.

For all of this, models that are Hiding, Stunned or Fleeing are **not** considered.

If a model is subject to All Alone, it must take a Discipline Test called an All Alone Test. If the test is failed, the model will immediately start Fleeing and must perform a Disengage Manoeuvre followed by a Flee Move.

# 14 Attacks

## 14.1 Classification of Attacks

All sources of damage are defined as Attacks, which are then divided into Melee and Ranged Attacks.

### 14.1.1 Melee Attacks

Any attacks made at models in base contact with the attacker's model, in the Melee Phase (or as if in the Melee Phase) are Melee Attacks.

The most common type of Melee Attack are Close Combat Attacks. All model parts can perform a number of Close Combat Attacks equal to their Attack Value, see Which Models can Attack, page 44.

### 14.1.2 Ranged Attacks

All attacks that are not Melee Attacks are Ranged Attacks.

All Ranged Attacks made in the Shooting Phase are referred to as Shooting Attacks.

### 14.1.3 Strength and Armour Penetration of Attacks

Attacks have a Strength and an Armour Penetration value, unless specified otherwise. Close Combat Attacks use the Strength and Armour Penetration of the model part making the attack, possibly modified by their Close Combat Weapon, Model Rules, spells, Characteristics modifiers, and other effects. Shooting Attacks use the Strength and Armour Penetration in the profile of the Shooting Weapon they are made with. Other types of attacks (such as spells and Special Attacks) follow the general rules for their type and the individual rules specified in their description.

## 14.2 Attack Sequence

Whenever an attack hits a model, use the following sequence:

1. Attacker rolls to wound; if successful, proceed.
2. Defender rolls Armour Save throws; if failed, proceed.
3. Defender rolls Special Save throws; if failed, proceed.
4. Attacker Rolls Damage

Complete each step for all the attacks of a single model or a single source before moving on to the next model or source.

## 14.3 To-Wound Rolls

If an attack has a Strength value, it must successfully wound the target to have a chance to harm it. To make a to-wound roll, roll a D6 for each hit. The difference between the Strength of the attack and the Resilience Characteristic of the defender determines the needed roll to successfully wound the target. See the Wounding Table below.

A natural roll of '6' will always succeed and a natural roll of '1' will always fail. The player that inflicted the hit makes a to-wound roll for each attack that hit the target. A successful to-wound roll causes a wound; proceed to Armour Saves and Armour Modifiers. If the attack does not have a Strength value, follow the rules given for that particular attack.

| Strength - Resilience | Needed roll to wound |
|---:|---|
| 2 or more | 2+ |
| 1 | 3+ |
| 0 | 4+ |
| -1 | 5+ |
| -2 or less | 6+ |

**Table 8:** The Wounding Table.

### 14.3.1 Critical Wounds

If an attack rolls a natural '6' on the to-wound roll and the roll needed to wound the target was better than 6+, it will cause a Critical Wound (unless otherwise specified). Critical Wounds gain +1 Armour Penetration and Grievous Attacks (1). Notice that Grievous Attacks do **not** stack, even if multiple attacks from a single source has it.

## 14.4 Armour Saves

If one or more wounds are inflicted, the player whose model is being wounded now has a chance to save the wound(s) if it has any Armour(remember that a model's Armour cannot exceed a maximum of 6). To make an Armour Save Roll, roll a D6 for each wound. The following formula determines the needed roll to successfully discard the wound:

*7 - (Armour of the defender) + (Armour Penetration of the attack)*

A natural roll of '1' will always fail. See Table 9 below for the different possible results of the formula. Notice that Armour Penetration in some cases can be negative, meaning it improves the armour of the defender.

| Armour - AP | Needed roll to disregard the wound |
|---:|---|
| 0 or less | No save possible |
| 1 | 6+ |
| 2 | 5+ |
| 3 | 4+ |
| 4 | 3+ |
| 5 or more | 2+ |

**Table 10:** Armour Save Rolls

## 14.5 Special Saves

The attacked model now has a final chance to disregard a wound that was not saved by its Armour Save, provided it has a Special Save. There are different types of Special Saves, like Aegis (X), Dodge (X) and Fortitude (X), all detailed in Model Rules, page 71.

To make a Special Save Roll, roll a D6 for each wound that was not saved by the model's Armour Save.

- If X is given as a dice roll (e.g. Aegis (4+)), X is the roll needed to successfully disregard the wound.
- If X is given as a modifier and with a maximum value (e.g. Fortitude (+1, max 3+)), the model gains this as a modifier to all its Special Saves Rolls of the same type, which cannot be increased to rolls better than the maximum value given in brackets. If the model doesn't have that type of Special Save, it instead gains a corresponding Special Save ((7-X)+) (e.g. a model with Aegis (+2, max 4+) will gain Aegis (5+)).

If a model has more than one Special Save, choose which one to use before rolling. Only a single Special Save can be used against each wound.

## 14.6 Rolling Damage

If one or more wounds are unsaved, the attacker must roll Damage, unless otherwise specified. A Damage Roll is made as follows:

- If only a single unsaved wound, roll 2D3.
- For each additional unsaved wound roll and additional D3.

The defending Model loses Health Points equal to the sum of the Damage Roll.

If a Damage Roll (and only a Damage Roll) brings the defending model down to 3 Health Points or fewer remaining, the defending model will immediately change its Health State (however, remember that the effects of Knocked Down and Stunned that make these model easier to kill are only applied if they have been so from the start of the Player Turn). Use the Damage Table below to determine which Health State is gained.

| Number of remaining Health Points | Gained Health State |
|---|---|
| 3 | Knocked Down |
| 2 | Roll a D6:<br>1-3: Knocked Down<br>4-6: Stunned |
| 1 | Stunned |

**Table 11:** The Damage Table

## 14.7 Health States

There are 5 different Health States of different severity that can affect models. With increasing severity, the Health States are: "Healthy", "Dazed", "Knocked Down", "Fleeing" and "Stunned". No model can ever have more than a single Health State at the same time. If a model gains a Health State of higher severity than it currently has, it immediately replaces the old one. Models ignore Health States of lower severity than it currently has.

In the Recovery Phase, models belonging to the Active Player change their Health State, often to the better.

- **Healthy**
  This is the normal Health State of a model. It has no special effect.

- **Dazed**
  A model that is Dazed:

  - Has its Agility **set** to 1 for as long as it is Dazed.
  - Cannot declare Charges and cannot perform Charge Moves or March Moves.
  - Always counts as having moved when using a shooting weapon.

- **Knocked Down**
  If a model becomes Knocked Down within 1" of an Edge, roll a D6. On a **1-3** the model will Fall off that Edge.
  A model that is Knocked Down:

  - Has its Agility **set** to 1 for as long as it is Knocked Down.
  - Has its Advance Rate **set** to 2" for as long as it is Knocked Down.
  - Cannot perform any Voluntary Actions except making Advance Moves.
  - Cannot perform any Melee Attacks.
  - Cannot take Dodge Saves.
  - Loses Scoring for as long as it is Knocked Down.

  If a model is Knocked Down at the start of a Round of Combat, it is hit automatically in Close Combat. Remember that enemy models cannot direct Close Combat Attacks at Knocked Down models if they could direct them at Healthy or Dazed models.

- **Fleeing**
  A model that is Fleeing:

  - Has its Agility **set** to 1 for as long as it is Fleeing.
  - Cannot perform any Voluntary Actions and cannot perform any Melee Attacks.
  - During the Remaining Moves sub-phase Fleeing models make a special kind of Erratic Move called a Flee Move.
  - Cannot take Dodge Saves.
  - Loses Scoring for as long as it is Fleeing.

- **Stunned**
  If a model becomes Stunned within 1" of an Edge, roll a D6. On a **1-3** the model will Fall off that Edge.
  A model that is Stunned:

  - Cannot perform any Voluntary Actions and cannot perform any Melee Attacks.
  - Cannot take Dodge Saves.
  - Loses Scoring for as long as it is Stunned.

  If a model is Stunned at the start of a Round of Combat, it will immediately be taken Out of Action if a Close Combat Attack is directed at it. Remember that enemy models cannot direct Close Combat Attacks at Stunned models if they could direct them at Healthy or Dazed models.

# 15 Terrain

## 15.1 Movement and Terrain

The majority of all Moves and Manoeuvres are performed on Floor Surfaces. All Manoeuvres are ended on Floor Surfaces.

Climb Manoeuvres and Jump Manoeuvres are both started and ended with the centre of the model's base is in contact with a Wall Surface (either at the top of the Wall Surface, known as the Edge, or at the bottom of it).

At the end of any Manoeuvre, a model's base can be sticking out over Edges or even be inside Wall Surfaces (as well as other Terrain Features), provided the centre of the base is on top of a Floor Surface and the rules for Narrow Passages are abided. The same also applies during the entire course of Tactical Manoeuvres.

Moves must be ended with the center of the model's base on top of a Floor Surface and the rest of the base either on the same Floor Surface or sticking out over an Edge (and the rules for Narrow Passages must be abided). There are exceptions to this however, such as Stairs and Obstacles.

If a model at the end of a Move finds itself with parts of its base **not** on top of a Floor Surface or sticking over an Edge (i.e. inside of a wall or similar), move the model by the least possible distance to a legal position.

### 15.1.1 Floor Surface

All surfaces angled up to 45° from the horizontal plane are considered Floor Surfaces. Models are able to move on these surfaces freely. If it is not possible to actually place a model on an angled surface, mark its position using some other method. Height differences of less than 1" are ignored.

#### 17.1.1.1 Upper Level

All Floor Surfaces where it is possible for models to move beneath are considered Upper Levels. Examples include higher floors of Buildings and bridges.

Upper Levels are Dangerous Terrain to all models using Mounts.

#### 17.1.1.2 Ground Level

Floor Surfaces that are not Upper Levels are considered to be Ground Level. This includes the table and the ground of any hills, plateaus and ledges. The ground floor of ruins and buildings is also considered Ground Level.

#### 17.1.1.3 Stairs

Stairs are considered to be Floor Surface, regardless of how steep they are. This means that models can end their Moves in the middle or a Staircase. If it is not possible to actually place a model on a Stair, mark its position using some other method.

### 15.1.2 Wall Surface

All surfaces angled 45° or more from the horizontal plane are considered Wall Surfaces. Models can make Climb Manoeuvres on such surfaces.

#### 17.1.2.1 Crevice

Any "hole" in a Wall Surface and any empty space between a Wall Surface and a Floor Surface is considered a Crevice. Examples of this include gaping holes, windows and doorways, but also the empty space between the outer edge of a balcony and the floor directly beneath.

In some cases, models may count Crevices exactly as Wall Surfaces. For example, a Crevice up to 2" high may be counted as a Wall Surface during Climb Manoeuvres.

#### 17.1.2.2 Firing Position

For the purpose of Shooting Attack, a model standing in contact with a vertical Wall Surface no more than 1" high (such as windows) can draw Line of Sight from the outer Edge of the Wall Surface itself.

#### 17.1.2.3 Ladder

Ladders are ignored for the purpose of movement, except that models can make Climb Manoeuvres on Ladders. They can do so without having to pass an Agility Test first and can be made during March Moves, provided they stay on the Ladder for the entire Climb Manoeuvre.

### 15.1.3 Edge

The top of Wall Surfaces taller than 1" are called Edges. This means that all Floor Surfaces end in either a Wall Surface or an Edge.

### 15.1.4 Narrow Passage

Narrow Passages can be found in windows, doorways and small bridges for example.

A model cannot pass through Narrow Passages that have less than half as wide as the base of the model. For example: An Ogre (base size 40x40mm) cannot pass through doors that are less than 20 mm wide.

The only exception to this is the rules for Over The Wall.

### 15.1.5 Over The Wall

After making Climb Manoeuvres a model can find itself at the top of a thin wall (with a thin Floor Surface to stand on and Edges on either side). Following the normal rules the model would not be allowed to end the Manoeuvres in such a position (because of the rules for Narrow Passages). In these cases the model is allowed to perform a Tactical Manoeuvre directly across the top of the wall so that it can perform either a Jump or Climb Manoeuvre on the other side.

## 15.2 Terrain Keywords

Terrain Keywords are attributes or rules that can be applied to Terrain Features.

#### 17.2.0.1 Burnable (X+)

Any model with Flaming Attacks can at the start of its Movement Phase attempt to set a Burnable Terrain Feature within 1" on fire. If a model chooses to do so, roll a D6. If the result is equal to or higher than X, that Terrain Feature if from now on Burning. The model cannot perform any further Voluntary Actions in this Player Turn.

If any attack with Flaming Attacks is directed at a model inside a Burnable Terrain Feature, roll 2D6 at the end of the phase. If both show a result that is equal to or higher than X, that Terrain Feature if from now on Burning.

At the end of the phase in which a Terrain Feature started Burning, all models within suffer a single hit with Strength 3, Armour Penetration 0 and Flaming Attacks. Any model that moves through, into, or out of a Terrain Feature that is Burning immediately suffers a single hit with Strength 3, Armour Penetration 0 and Flaming Attacks.

When a Terrain Feature starts to burn, note which player's turn it is. At the end of each of that player's following Player Turns, roll a D6. If the result is equal to or higher than X, the Terrain Feature is Destroyed.

#### 17.2.0.2 Dangerous Terrain (X)

When a March Move, Charge Move (excluding Failed Charge Moves) or Flee Move brings a model in contact with a Terrain Feature which counts as Dangerous Terrain, it must take a Dangerous Terrain Test. To do this, roll a number of D6 depending on the model's Height:

- a model of Standard Height rolls one D6,
- a model of Large Height rolls two D6.

For each dice equal to or below X rolled (where X is the value stated in brackets), the model suffers D3 hits with Armour Penetration 10 and Glancing Blow that wounds automatically. If only a single hit is suffered, the model is also Knocked Down.

Dangerous Terrain Tests are taken as soon as the model is tangent to the relevant Terrain. A model never takes more than one Dangerous Terrain Test for the same Terrain Feature during a single move, but it might have to take several Dangerous Terrain Tests caused by different pieces of Terrain or abilities.

#### 17.2.0.3 Destroyed

Sometimes a Terrain Feature can get destroyed during games. If this happens, remove the piece of terrain from the board (or treat it as non existing if not possible). All models inside, upon or underneath a Terrain Feature that gets Destroyed immediately suffers a single hit with Strength D6 (roll for each model separately), Armour Penetration 10 and Grievous Attacks (D3-1).

Any Terrain Feature that is held up by a Terrain Features that gets Destroyed is also Destroyed.

## 15.3 Terrain Features

### 15.3.1 Field

Fields are patches of tall grass or crops. They provide excellent cover but are easy to blaze.

| | |
|---|---|
| **Movement** | Fields are Dangerous Terrain. |
| **Cover** | Models inside a Field counts as having Cover when being shot upon. |
| **Burnable** | Fields are Burnable (3+). |

### 15.3.2 Deep Water

Water comes in many shapes. The smallest and most shallow of such features are ignored for the purpose of the game, but the deeper ones are not.

| | |
|---|---|
| **Movement** | Models cannot start March Moves when in Deep Water.<br>Deep Water is Dangerous Terrain. |
| **Drowning Hazard** | Models that become Stunned while in Deep Water are taken Out of Action. |
| **Fireproof** | Models in Deep Water gain Aegis (2+, against Flaming Attacks) and cannot be Set Ablaze.. |
| **Splash** | The Strength of hits caused by Falling into Deep Water is reduced by -4 (to a minimum of 0). |

### 15.3.3 Wooden Structure

A Wooden Structure is more of an attribute that can be given other Terrain Features. Examples are wooden ladders and bridges.

| | |
|---|---|
| **Burnable** | Wooden Structures are Burnable (4+). |

### 15.3.4 Obstacle

Models treat all objects that are less than 1" high and too small to be possible to stand on top of as Obstacles. These are in most cases ignored for rule purposes. Examples of Obstacles include low walls, barrels, crates, rubble and rocks.

**Movement** Using Tactical Manoeuvres models can move freely across and over Obstacles and are even allowed to end both Moves and Manoeuvres partly inside of them (even with the centre of their base).

**Defensive Position** If a model completes a Charge Move against a model in contact with an Obstacle and ends the move with any part of its base inside of or in contact with the Obstacle, the target model counts as Defending it. In the following Combat Round, the Defending model gains **Distracting**.

### 15.3.5 Tree

A Tree Terrain Feature represents a single tree. It follows all the normal rules for Line of Sight.

**Movement** All Ground Level terrain within 3" of a Tree is Dangerous Terrain.

**Burnable** Trees are Burnable (5+).

### 15.3.6 Forest

A Forest Terrain Feature represents a small forest rather than a single tree. It is made up of a Forest Base and preferably a few Tree Markers.

**Movement** Forests are Dangerous Terrain. Tree Markers are ignored for the purpose of movement and are moved out of the way if necessary.

**Cover** Models inside a Forest counts as having Cover when being shot upon.

**Line of Sight** Models can draw Line of Sight into and out of a Forest, but cannot drawn Line of Sight through a Forest.
Models can also draw Line of Sight over Forests, provided both shooter and target are in positions higher up than the tallest Tree Marker used on the Base. You may use a fixed value for its height instead (decided before the battle), if for example no Tree markers are available.

**Burnable** Forests are Burnable (5+).

### 15.3.7 Open Building

Open Buildings (or Ruins) are complex structures of Wall and Floor Surfaces. They can have several floors, many of which may be Upper Levels. For the most part, their rules are covered by the rule for Movement and Terrain.

**Inside a Building** Depending on the shape of the building, different definitions for being inside of it can be used. If it is hard to say for sure, and no clarification was made before the battle, a model is considered **Inside a Building** if any part of its base is on top of or directly below an Upper Level of the Building.

**Burnable** Open Buildings are Burnable (6+)

### 15.3.8 Closed Building

A Closed Building differs from an Open Building in that there is no physical way to actually place models inside of it, so a more artificial method is used. The outsides of the building is considered Wall and Floor surfaces as per the normal rules.

| | |
|---|---|
| **Cover** | Models inside a Closed Building counts as having Cover when being shot upon. |
| **Targeting models in a Closed Building** | When measuring range and Line of Sight to a model inside a Closed Building, the whole building is considered to be the model. |
| **Entering a Closed Building** | Closed Buildings can be entered by models. If a model ends an Advance Move within 1" of a door of a Closed Building, it may enter it: remove the model from the table and mark that it is inside the Building. |
| **Being inside a Closed Building** | Models are considered **Inside a Building** if they have entered a Closed Building. All such models are considered to be in base contact and Locked in Combat with all enemy models inside the same Closed Building.<br>Models inside a Closed Building are Unbreakable. |
| **Leaving a Closed Building** | Models inside a Closed Building can make an Advance Move to leave the building. If there are enemy models inside the same Closed Building, the model must first make a Disengage Manoeuvres.<br>To leave the Building, place the model within 1" of a door of the building, the model may then finish its Advance Move. |
| **Hiding in a Closed Building** | Models that end their Movement Phase within a Closed Building may become Hidden, provided there are no enemy models also inside the Closed Building.<br>Models that are Hiding in a Closed Building can only be forced to stop being Hidden if an enemy model enters the Building (i.e. the Detection Aura is not used). |
| **Shooting from a Closed Building** | A model inside a Closed Building within no enemy models can choose to use a Shooting Attack from any of the windows. If the model shot from a different window in its previous Shooting Phase, it counts as moving.<br>Range and Line of Sight is measured from the window. |
| **Close Combat within a Closed Building** | During the Close Combat Phase, a model can direct its attack against any enemy model within the same Closed Building.<br>Models that entered the Closed Building in the same Player Turn have their Agility **set** to 0 and suffer a -1 to-hit modifier. |
| **Burnable** | Closed Buildings are Burnable (6+). |

# 16 Post-Game Sequence

The Post-Game Sequence has the following 10 steps. Go through the list chronologically, letting all players who took part in the battle finish each phase before moving on to the next one.

| | |
|---|---|
| 1 | Start of the Post-Game Sequence. Models stop being Removed from Table and are restored to full number of Health Points. |
| 2 | Calculate Underdog Bonus |
| 3 | Injury Phase |
| 4 | Exploration Phase |
| 5 | Experience Phase |
| 6 | Advancement Phase |
| 7 | Player Trade Phase |
| 8 | Trading Phase |
| 9 | Equipment Allocation Phase |
| 10 | Warband Phase |

## 16.1 Underdog Bonus

At the start of the Post-Game Sequence, calculate the underdog Bonus of each Warband that participated. The Underdog Bonus is used later in the sequence as compensation for Warbands who fought against foes much stronger than themselves. Such Warbands roll additional Exploration Dice in the Exploration Phase and its models gain additional Experience from Participation in the Experience Phase.

To determine the Underdog Bonus, subtract the Warband rating of your own Warband from the Warband Rating of the opposing Warband with the highest Rating that you fought with. You are considered to have fought against a Warband if at least one of its models either directed an attack against one of your models or had an attack directed at itself by one of your models. Compare resulting value with the table below:

| Difference in Warband Rating | Underdog Bonus |
|---:|---|
| 40 or below | 0 |
| 41 - 90 | 1 |
| 91 - 150 | 2 |
| 151 - 220 | 3 |
| 221 - 300 | 4 |
| 301 or above | 5 |

**Table 12:** The Underdog Table.

## 16.2 Injury Phase

All models that were taken Out of Action during the game are rolled for to determine the extent of their injuries and whether the model dies or if they will be able to recover. The models are rolled for in any order chosen by the controlling player.

For each Henchmen, roll a D6 and consult the Lower Injury Table.

For each Hero and Hireling, roll a D66 and consult the Higher Injury Table. To roll a D66, first roll a D6 and multiply the result by 10, then roll another D6 and add the results together. This can give a number between 11 and 66.

Unless otherwise specified, the model survives and can participate in the next game. Regardless of the result, the model now stops being Out of Action (but might become Vanquished instead).

Before making any rolls on the Injury Tables, the players can choose to Vanquish any of their models except the Leader.

| D6 Result | Effect |
|---|---|
| 1-2 | **Dead**<br>The Henchman is immediately Vanquished. |
| 3-6 | **Full Recovery**<br>No effect. |

**Table 13:** The Lower Injury Table, used by Henchmen.

**11-15 Dead**
The model is Vanquished.

**16-21 Multiple Injuries**
Roll another D6 times on this Injury Table. **Repeatedly** Reroll any rolls of 'Dead', 'Captured', 'Sold to the Pits' and further 'Multiple Injuries' results.

**22 Leg Wound**

Roll a D6 and compare with the chart below.

| | |
|---|---|
| 1-2 | The model suffers -1 Advance Rate and -2 March Rate on its **profile**, to a minimum of 3 and 4 respectively. |
| 3-6 | The model becomes **Delayed** at the end of the following Warband Phase. |

**23 Arm Wound**
Roll a D6 and compare with the chart below.

| | |
|---|---|
| 1-2 | The model counts as having one less **Hand** to use in combat (normally one). |
| 3-6 | The model becomes **Delayed** at the end of the following Warband Phase. |

**24 Madness**
Roll a D6 and compare with the chart below.

| | |
|---|---|
| 1-3 | The model gains **Stupidity** and **Feel no Pain**. |
| 4-6 | The model gains **Frenzy** and **Fearless**. It also gains +1 Attack Value on its **profile**. |

**25 Smashed Leg**
Roll a D6 and compare with the chart below.

| | |
|---|---|
| 1-2 | The model suffers -4 March Rate on its **profile**, to a minimum of 4. |
| 3-6 | The model becomes **Delayed** at the end of the following Warband Phase. |

**26 Chest Wound**
Roll a D6 and compare with the chart below.

| | |
|---|---|
| 1-2 | The model suffers -1 Resilience on its **profile**, to a minimum of 2. |
| 3-6 | The model becomes **Delayed** at the end of the following Warband Phase. |

**31 Blinded in One Eye**
The model suffers -1 Ballistic Skill on its **profile**. If a model ever suffers this result a second time, the model is Vanquished.

**32 Old Battle Wound**
The model gains **Wanderer (6+)**. The second time a single model suffers an Old Battle Wound, it gains Wanderer (5+), and so on to a maximum of 3+.

**33 Nervous Condition**
The model suffers -1 Agility on its **profile**.

**34 Hand Injury**
The model suffers -1 Defensive Skill and -1 Offensive Skill on its **profile**

**35 Robbed**
All equipment carried by the model is destroyed.

**36 Deep Wound**
The model will become Delayed at the end of the D3 following Warband Phases (including this one).

**41-53 Full Recovery**
No effect.

**54 Near Death Experience**
If the model is your Leader, you **must** change your Devotion one step in either direction. If the model is not your Leader, treat this as a Full Recovery.

**55 Horrible Scars**
The model gains **Fear (0)**.

**56 Hardened**
The model gains **Fearless**.

**61 Captured**
The model is captured by the Warband that caused the injury (reroll if that cannot be established). At the end of the Injury Phase, a deal can be set up to ransom the captive, for a price set up by the captor (in Points, captive models and/or Equipment). These deals must be upheld and ransoms are exchanged during the Player Trade Phase.

If a deal is not reached, the player of the captive can force the player of the captor Warband to play a Rescue Mission scenario.

If the Rescue Mission is failed, or not attempted, the captor can choose one of the following:

- **Sell as a Slave**. The Captive is Vanquished. The captor Warband gains D6x5 pts.
- **Execution**. Can only be chosen by Chaotic Warbands. The captive is Vanquished. The captor Leader of the gains +1 Experience.

Some Warbands have other methods of handling captives, these are specified in their rules.

Captives that are exchanged retain all equipment they carried. Equipment of captives that are Vanquished is retained by the captor.

**62 Revenge Fantasies**
The model gains Hatred (against X), where X is the Hero, Hireling or Henchmen Group that caused the injury.

**63 Bitter Enmity**
The model gains Hatred (against X), where X is the Warband of the model that caused the injury.

**64 Bigotry**
The model gains Hatred (against X), where X is the Species of the model that caused the injury.

**65 Sold to the Pits**
The model immediately fights a Close Combat against a Pit Brawler (see T9A:SC Hirelings). For the purpose of the Gladiator skill, the combat takes place in a Building. Randomize which model got the Charge. If the model loses, roll again on the Hero Injury table (rerolling any further results of 'Sold to the Pits'), suffering a 'Robbed' result in addition to any other results. If the model wins, it gains +2 Experience and 50 pts is added to the Warband's Treasury.

**66 Survives Against the Odds**
The model gains +1 Experience.

**Table 14:** The Higher Injury Table, used by Heroes and Hirelings.

## 16.3 Exploration Phase

These following are the 5 steps of the Exploration Phase.

| | |
|---|---|
| 1 | Roll Exploration Roll |
| 2 | Modify Exploration Roll |
| 3 | Check for Multiples |
| 4 | Income |
| 5 | Pay Upkeep |

### 16.3.1 Exploration Roll

Each player makes an Exploration Roll by rolling a number of D6s. The base number of D6s used in the Exploration Roll comes from the Warband's Alignment. A Neutral Warband rolls 7 dice, Mildly Chaotic and Mildly Lawful Warbands roll 6 dice, while Chaotic and Lawful Warbands roll 5 dice.

Additional dice can then be added to the Exploration Roll. The most common reasons are that you add:

- additional D6s equal to your Underdog Bonus
- and an additional D6 if you won this game.

There is no upper limit to how many dice can be rolled, but notice that at the end of the next step, only 6 of the dice rolled count.

### 16.3.2 Modify Exploration Roll

Some abilities and items allow players to modify the result of dice part of the Exploration Roll, or to reroll them. In this step those abilities are performed, in any order the player wishes. Remember that a single die cannot be rerolled more than once. Also note that many of these abilities are linked to models, in which case ability cannot be used if the model is Delayed. Many are also linked to only a single, specific D6 part of the roll. These dice need to be rolled separately, or be of a different colour to be possible to distinguish.

Before moving on to the next step, if you rolled more than 6 dice for your Exploration Roll, you must discard dice of choice until only 6 remain.

### 16.3.3 Check For Multiples

Check if there are any multiples rolled among the Exploration Roll. If there are, compare the set of multiples with the Exploration Table, pages 68-72, and apply the effect. If there are several sets of multiples, choose which one to apply.

### 16.3.4 Income

Compare the sum of the Exploration Roll with the table below to determine how many points are added to the Warband's Treasury.

| Exploration Roll | Income (pts) |
|---:|---|
| 5 or lower | 60 |
| 6-11 | 70 |
| 12-17 | 80 |
| 18-23 | 90 |
| 24-29 | 100 |
| 30-35 | 110 |
| 36 or higher | 120 |

**Table 15:** The Income Table.

### 16.3.5 Pay Upkeep

Pay the combined Upkeep cost of all models part of the Warband, excluding models that are Delayed (note that injuries cause models to be Delayed during the Warband Phase, so their cost must still be paid).

A player can always choose to Vanquish a model instead of paying its Upkeep.

## 16.4 Experience Phase

There are 4 different standard categories that a model can gain Experience from: "Participation", "Command", "Marksmanship" and "Combat Prowess". In addition to those, models can gain Experience from the Scenario used, if so the details can be found in the scenario description. Only models who participate in the game gain experience.

In the Warband Roster, each Hero, Henchmen Group and Hireling should have an Experience Track, as the ones shown below. For each Experience point gained, another box is crossed for the model or group. For each box with a bold line the model or group is entitled to an Advancement Roll in the next phase.

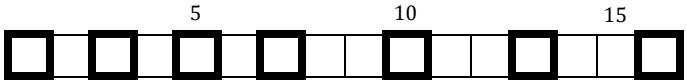



**Table 16:** The Lower Experience Track, used by Henchmen.

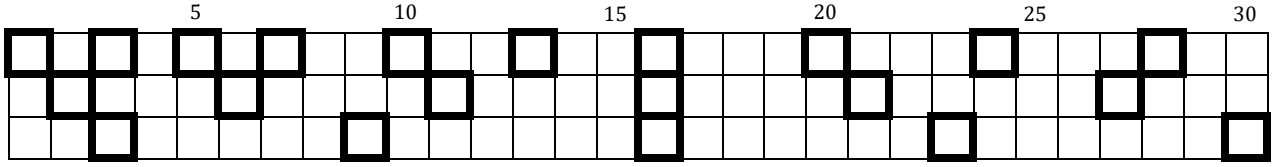



**Table 17:** The Higher Experience Track, used by Heroes and Hirelings.

### 16.4.1 Participation

All Heroes, Hirelings and Henchmen groups that participated in the game gain +1 Experience on their **profile**.

In addition to that, all Heroes, Hirelings and Henchmen groups also gain Experience on their **profile** equal to the Underdog Bonus of their Warband.

### 16.4.2 Command

The Leader of the Warband that won the game gains +1 Experience on its **profile**, provided it participated in the game. This is **not** applied if the Warband was part of an Alliance.

### 16.4.3 Marksmanship

Every Hero and Hireling gains +1 Experience on its **profile** for each enemy model that was taken Out of Action as the result of a Ranged Attack made by the Hero. A maximum of +2 Experience can be gained from this per game.

### 16.4.4 Martial Prowess

Every Hero and Hireling gains +1 Experience on its **profile** for each enemy model that was taken Out of Action as the result of a Close Combat Attack made by the Hero.

## 16.5 Advancement Phase

Models and Henchmen groups that crossed boxes with bold frames in their Experience Track during the previous Experience Phase are entitled to Advancement Rolls, one for each such box crossed. Notice that models are **not** allowed Advancement Rolls for any Starting Experience they might have

To perform an Advancement Roll, roll 2D6 and compare the result with the appropriate table below. Henchmen use the Lower Advancement Table while Heroes and Hirelings use the Higher Advancement Table.

If the roll on an Advancement Table results in an effect which cannot be applied due to the model already being at its Maximum in that Characteristic, the Advancement roll is rerolled **repeatedly** until a result that can be applied is acquired. If only one effect of the result can be applied (but not the other), that effect must be chosen. If an effect can only be applied partially before the model reaches its Maximum in the affected characteristics, it is still counted as applied and any excess is lost.

| 2D6 Result | Effect |
|---|---|
| 2-3 | All models in the Group gain +1 Discipline on their **profile**. Reroll **repeatedly** if this effect has already been applied to this Group. |
| 4 | All models in the Group gain +1 Agility on their **profile**. Reroll **repeatedly** if this effect has already been applied to this Group. |
| 5 | All models in the Group gain +1 Strength and +1 Rating on their **profile**. Reroll **repeatedly** if this effect has already been applied to this Group. |
| 6-7 | Choose one of the following. Each option can only be applied once to a single Group, if neither can be applied, **repeatedly** reroll the Advancement Roll.<br>● All models in the Group gain +1 Offensive Skill and +1 Defensive Skill on their **profile**.<br>● All models in the Group gain +1 Ballistic Skill on their **profile**. This cannot be applied if the models have Ballistic Skill 0 or have no Weapon Proficiencies for Shooting Weapons. |
| 8 | All models in the Group gain +1 Attack Value and +2 Rating on their **profile**. Reroll **repeatedly** if this effect has already been applied to this Group. |
| 9 | All models in the Group gain +1 Armour Penetration on their **profile**. Reroll **repeatedly** if this effect has already been applied to this Group. |
| 10-12 | One model in the Group becomes a Hero and gains Not a Leader. The new Hero remains the same Henchman type (e.g. a Ghoul stays as a Ghoul and the Configuration limits on the number of Ghouls still apply). Experience and Advancements of the Henchman remain unchanged. You may choose two Skill Lists available to other Heroes currently in the Warband. These are the Skill List the new Hero can choose from. The remaining members of the Henchmen group (if any) roll again on this table but cannot gain this result again in this phase. If there are 6 Heroes in the Warband, the controlling player can choose to reroll this result (ignoring the limit on rerolling dice). Remember that a Warband cannot include more than 6 Heroes after the Warband Phase. |

**Table 18:** The Lower Advancement Table, used by Henchmen.

| 2D6 Result | Effect |
|---|---|
| 2-3 | Choose one of the following:<br>● The model gains +1 Discipline on its **profile**.<br>● The model gains a Skill. |
| 4 | Choose one of the following:<br>● The model gains +1 Agility on its **profile**.<br>● The model gains a Skill. |
| 5 | The model gains +1 Strength and +1 Rating on its **profile**. |
| 6 | The model gains a Skill. |
| 7 | Choose one of the following:<br>● The model gains +1 Offensive Skill and +1 Defensive Skill on its **profile**.<br>● The model gains +1 Ballistic Skill on its **profile**. This cannot be applied if the model has 0 Ballistic Skill or has no Weapon Proficiencies for Shooting Weapons. |
| 8 | The model gains +1 Attack Value and +2 Rating on its **profile**. |
| 9 | The model gains +1 Armour Penetration on its **profile**. |
| 10 | Choose one of the following:<br>● The model gains +1 Resilience on its **profile**.<br>● The model gains a Skill. |
| 11-12 | Choose one of the following:<br>● The model gains +3 Health Points and +2 Rating on its **profile**.<br>● The model gains a Skill. |

**Table 19:** The Higher Advancement Table, used by Heroes and Hirelings.

### 16.5.1 Gaining Skills

If a Skill is gained, the Hero can select any Skill from any of its available Skill Lists.

If a Wizard or Priest gains a new Skill it can instead choose to generate another Spell or Prayer. See T9A:SC Paths & Faiths on how to generate Spells and Prayers.

### 16.5.2 Maximum Characteristics

For all the Characteristics a model can increase through Advancements, there are limits to how far it can be increased. This is called the Maximum Characteristics of the model. For example, a model's Maximum Strength, is the highest its Strength Characteristic can become.

The basis for the Maximum Characteristics of a model is its Species. These limits are given by the Limits of Species table below. However, these values can be modified for individual models.

Characteristic changes caused by equipment, spells and other effects are **not** limited by this.

| | Dis | HP | Def | Res | Att | Off | Str | AP | Agi | BS |
|---|---|---|---|---|---|---|---|---|---|---|
| **Beast-man** | 9 | 12 | 7 | 5 | 4 | 7 | 5 | 2 | 6 | 6 |
| **Centaur** | 9 | 12 | 7 | 5 | 4 | 7 | 5 | 2 | 6 | 6 |
| **Dwarf** | 10 | 13 | 7 | 5 | 4 | 7 | 4 | 1 | 5 | 6 |
| **Elf** | 10 | 12 | 7 | 3 | 4 | 7 | 4 | 1 | 9 | 7 |
| **Ghoul** | 7 | 12 | 5 | 5 | 5 | 5 | 4 | 1 | 5 | 2 |
| **Goblin** | 8 | 12 | 5 | 4 | 4 | 5 | 4 | 1 | 6 | 6 |
| **Halfling** | 10 | 12 | 5 | 3 | 4 | 5 | 3 | 1 | 9 | 7 |
| **Human** | 9 | 12 | 6 | 4 | 4 | 6 | 4 | 1 | 6 | 6 |
| **Minotaur** | 8 | 15 | 5 | 5 | 4 | 5 | 5 | 2 | 5 | 4 |
| **Mummy** | 9 | 15 | 6 | 5 | 4 | 6 | 5 | 2 | 3 | 3 |
| **Mutant** | 10 | 15 | 8 | 6 | 5 | 8 | 6 | 3 | 7 | 0 |
| **Ogre** | 8 | 15 | 5 | 6 | 4 | 5 | 6 | 3 | 5 | 4 |
| **Orc** | 9 | 12 | 6 | 5 | 4 | 6 | 5 | 2 | 5 | 5 |
| **Saurian** | 8 | 12 | 6 | 5 | 5 | 6 | 5 | 2 | 4 | 0 |
| **Skink** | 7 | 12 | 4 | 3 | 3 | 4 | 4 | 1 | 6 | 5 |
| **Vampire** | 9 | 15 | 8 | 6 | 5 | 8 | 5 | 2 | 9 | 6 |
| **Vermin** | 7 | 12 | 6 | 4 | 4 | 6 | 4 | 1 | 7 | 6 |
| **Wight** | 8 | 12 | 6 | 5 | 4 | 6 | 4 | 1 | 4 | 3 |

**Table 20:** The Limits of Species Table.

## 16.6 Player Trade Phase

In this phase, you may trade items and points with other players that participated in the game. You may only trade with certain players however, determined by how you've interacted with them so far in the game. You may only trade with:

- players you were in an Alliance with at the end of the game,
- Players you never fought against during the game (you are considered to have fought against a Warband if at least one of its models either directed an attack against one of your models or had an attack directed at itself by one of your models), or
- players you are interacting with due to a 'Captured' result on the Higher Injury Table (either as the captive of the capturer).

Any deals can be made during this phase, but only those concerning items and points traded immediately must be upheld. Promises of other favours and of items or points in later Player Trade Phases can be broken freely.

Trades made as part of deals made during the Treaty Phase are performed here. Remember that these deals can be broken freely.

Models and ransoms that are to be exchanged due to the 'Captured' result of a roll on the Higher Injury Table are done so during this phase. Remember that these deals **must** be upheld.

## 16.7 Trading Phase

During the Trading Phase, all the players may buy and sell equipment and recruit models, in any order they like. Beforing doing so, the following rolls must be made, in order:

1. A single player rolls a single D6 for Market Status.
2. Each player makes a Rarity Roll (normally 3D6) and sets the result as their Rarity Pool for this phase.

After these rolls have been made, there are normally no more rolls necessary to make in the Post-Game Sequence. This means that the players can each go their separate ways now and finish the Post-Game Sequence for themselves in preparation for the next battle.

### 16.7.1 Market Status

The Market Status (MS) is rolled by a single player but affects all players. Fate Rerolls cannot be used on the Market Status. The Market Status remains fixed until the end of the Trading Phase.

To roll Market Status, roll a D6. The resulting number is used to modify the cost of some items, both on the Local Market and on special Markets. For example, on the Local Market the cost of a Trident is listed as 20+2MS. If the Market Status resulted in a '4', the Trident would cost 28 pts (20+2*4).

### 16.7.2 Rarity

Each player makes a single Rarity Roll. To do so, roll 3D6, unless otherwise specified. The resulting number is added to their own Rarity Pool. The Rarity Pool can never exceed 18, regardless of rules and abilities that can affect the Rarity Roll. The Rarity Pools allows the warband to purchase rare items and recruit rare models.

During the Trading Phase, items can only be purchased if the player's Rarity Pool is equal to or exceeds the Rarity of the item. Each time an item is purchased, reduce the Rarity Pool by **half** the Rarity of the item, round fractions up. The same method is applied to the recruitment of models.

For example, the player rolls up a Rarity Pool of 14. This means items with a Rarity up to 14 can be purchased. If the player purchases an item with a Rarity of 11, the Rarity Pool is reduced by 6, resulting in a Rarity Pool of 8.

### 16.7.3 Recruit Models

Heroes, Henchmen and Hirelings can be recruited to the Warband. All the limits of the Configuration of the Warband are still applied, except that any minimum limits on models are ignored. Unless otherwise specified, models have a Rarity value of zero. Models are recruited using the points in the Warband's Treasury.

Henchmen can be recruited as new Henchmen Groups or into existing Henchmen Groups of the same type where there is room. When a Henchman is recruited into an existing group, it gains the same Experience and Advancements as the group it joins, however, as seen in Table 20 below, this increases their Cost and Rarity.

The table below specifies the Rarity of recruits, and other rules that govern their recruitment.

| | Heroes | Henchmen into new groups | Henchmen into existing groups | Hirelings |
|---|---|---|---|---|
| **Rarity** | 0 | 0 | Equal to their Experience. | See each entry |
| **Note** | Cannot be recruited if the Warband contains 6 Heroes. | - | Cost is increased by 2*X pts, where X is equal to their Experience. | - |

**Table 21:** Recruiting models.

If a Wizard or Priest is recruited it must generate a Spell or Prayer, see T9A:SC Paths & Faith for details.

### 16.7.4 Buy and Sell Equipment

There are 6 main kinds of Equipment, Weapons, Armour Equipment, Equipment Upgrades, Miscellaneous Equipment and Mounts. Equipment can be bought using the points in the Warband's Treasury by paying the cost listed on the Local Market. Additionally, many Warbands have a special Market from which they can also acquire equipment, this usually lets them get a hold of certain items more easily and at a lower cost. In some cases the special Markets also contain items only found there and thus only available to that army. Equipment that is bought is added to the Warband's Stockpile.

Equipment Upgrades with the Inbuilt keyword must be bought together with another item. They often have a cost marked as an increase to a price (for example "3x Price" or "100 + price pts"), where 'Price' refers to the cost of the unupgraded item. For Rarity, always use the highest. If the Rarity of both are greater than zero, use the highest value of the two but add +1 (to a maximum of 18). Example: on the Local Market a Lucky (Rarity 11) Pike (Rarity 7) would be a Rarity 12 item.

Any equipment carried by models of the Warband and in the Warband's Stockpile may be sold at half their price listed in the Local Market (rounded down). Apply Market Status before halving. Equipment cannot be sold in the same Phase it is bought.

## 16.8 Equipment Allocation Phase

In this phase (and only in this phase), players can reallocate equipment between models and between the Warband's Stockpile. What Equipment a model can be given is dependent on whether it is a Hero, Henchman or Hireling. The Equipment Allocation Table below summarizes those rules.

| | Close Combat Weapons | Shooting Weapons | Armour | Equipment Upgrades | Miscellaneous Equipment | Mounts |
|---|---|---|---|---|---|---|
| **Heroes** | Up to 2. Limited by Weapon Proficiency | Up to 1. Limited by Weapon Proficiency. | Limited by Armour Proficiency | Any | Any | Up to 1. Limited by the Configuration. |
| **Henchmen** | Up to 2. Limited by Weapon Proficiency. | Up to 1. Limited by Weapon Proficiency. | Limited by Armour Proficiency | Any | None | None |
| **Hirelings** | Up to 2. Limited by Weapon Proficiency. | Up to 1. Limited by Weapon Proficiency. | Limited by Armour Proficiency | Any | Only what they are recruited with. | Only what they are recruited with. |

**Table 22:** The Equipment Allocation Table

The equipment of Hireling cannot be reallocated to other models or be placed on the Stockpile. It can however be destroyed if the controlling player wishes. They can be given new equipment just like any other model, but once given to them it cannot be taken away. They cannot normally be given Miscellaneous Equipment or Mount, but they may come with such when they are recruited. If they are and they somehow lose that equipment (such as the items being One Use Only), they may be reequipped with that equipment in this phase, but the Warband first has to buy it.

During the Equipment Allocation Phase, if any Warband finds itself with an item only found on a different Army's special Market, those items are destroyed.

## 16.9 Warband Phase

At the start of the Warband Phase, all models that are current Delayed stop being so. Notice that many of the effects that cause models to become Delayed are applied at the end of the Warband Phase, after models stop being Delayed.

In the Warband Phase, players can choose to Vanquish any of their models. The following is also applied:

- If there are Henchmen Groups where the ingoing models have different Equipment, models must be Vanquished until all models in the Group have the same Equipment.
- If there are more than 6 Heroes in the Warband (possible through Advancement Rolls), Heroes must be Vanquished until 6 remain.
- If there are fewer than 4 models in the Warband, all models are Vanquished.

If the Warband has no Leader after models have been Vanquished, the Warband must appoint a new Leader. The new Leader is the Hero with the highest Discipline (excluding models with Not a Leader). If there is a tie between highest Discipline, the player can choose which Hero is the Leader. If there is no such Hero, all models in the Warband are immediately Vanquished. Note that this is the only way a Warband can change its Leader.

The last thing to do in the Warband Phase is to update the Warband Rating of all the Warbands that participated in the game.

### 16.9.1 Warband Rating

To calculate the Warband Rating of a Warband, simply add together the **Rating** and **Experience** of all models in the Warband, excluding those that are Delayed.

## 16.10 Exploration Table

### 16.10.1 Two of a Kind

**(11) Well**

You may choose one of your Heroes to take a Resilience Test. If the test is taken, 10 pts are added to the Warband's Treasury. If the test is failed, that Hero becomes Delayed at the end of the following Warband Phase.

**(22) Shop**

Add D6 pts to the Warband's Treasury.

In the following Trading Phase, the Warband gains a +D3 modifier to the Rarity Roll. If a '1' is rolled, also add a Lucky Charm to the Warband's Stockpile.

**(33) Corpse**

Roll a D6 and apply the resulting effect from the table below. Items are added to the Warband's Stockpile, points to the Warband's Treasury.

| D6 Result | Effect |
|---|---|
| 1-2 | D6 pts |
| 3 | Hammer |
| 4 | Axe |
| 5 | Sword |
| 6 | Light Armour |

A Vampire Covenant Warband may also raise the corpse as a Zombie. During the following Warband Phase, if there is room in the warband, add a new Henchman Group containing a single Zombie.

**(44) Overturned Cart**

Roll a D6 and apply the resulting effect from the table below. Items are added to the Warband's Stockpile, points to the Warband's Treasury.

| D6 Result | Effect |
|---|---|
| 1-2 | City Map |
| 3 | Crimson Shadow |
| 4 | 2D6 pts |
| 5-6 | Two Swords |

**(55) Straggler**

Choose one of the following options:

- **Sell as a slave.** Add 2D6 pts to the Warband's Treasury.
- **Interrogate.** *Cannot be chosen by Chaotic Warbands*. During the next Exploration Phase, the warband rolls an additional D6 for its Exploration Roll.
- **Sacrifice.** *Can only be chosen by Chaotic Warbands*. The Leader gains +1 Exp.
- **Kill and resurrect.** *Can only be chosen by VC Warbands.* If there is room in the warband, add a new Henchman Group containing a single Zombie.
- **Shackle.** *Can only be chosen by ID Slavers Warbands.* During the following Warband Phase, if there is room in the warband, add a new Warband Group containing a single Human Slave.

**(66) Ruined Howel**

Roll a D6 for every item on the following list. If the roll is equal to or higher than the result in the left column, the item(s) is added to the Warband's Stockpile.

| Item | Result Needed |
|---|---|
| Torch | 3+ |
| Heavy Bullet | 4+ |
| Wolfsbane Coating | 5+ |
| Mad Mushrooms | 6+ |

## 16.10.2 Three of a Kind

**(111) Tavern**

Take a Discipline Test with the Leader. If passed, the Warbands add 4D6 pts to the Warband's Treasury. If failed, only add D6 pts but the Warband will count as having used Barrel of Booze in the next game. Vampire Covenant, Undying Dynasties, Saurian Ancients and Holy Orders Warbands automatically pass the Discipline Test.

**(222) Smithy**

Roll a D6 and apply the resulting effect from the table below. Items are added to the Warband's Stockpile.

| D6 Result | Effect |
|---|---|
| 1 | Sharpened Sword |
| 2 | Great Weapon |
| 3 | D3 Flails |
| 4 | D3 Halberds |
| 5 | Lance and Light Armour |
| 6 | Add 2D6 pts to the Warband's Treasury.<br>In the following Trading Phase, the warband gains a +4 modifier to its Rarity Roll. |

**(333) Drugstore**

Roll a D6 and apply the resulting effect from the table below. Items are added to the Warband's Stockpile.

| D6 Result | Effect |
|---|---|
| 1 | D6 Garlic. Roll again on this table, **repeatedly** rerolling results of '1' and '2'. |
| 2 | Barrel of Booze. Roll again on this table, **repeatedly** rerolling results of '1' and '2'. |
| 3 | Crimson Shadow |
| 4 | Mandrake Roots |
| 5 | Mad Mushrooms |
| 6 | Healing Herb |

**(444) Fletcher**

Roll 2D6, choose the result of either D6 and apply the resulting effect from the table below. Items are added to the Warband's Stockpile.

| D6 Result | Effect |
|---|---|
| 1 | D3 Shortbows |
| 2 | D3 Bows |
| 3 | D3 Longbows |
| 4 | D3 Hunting Arrows |
| 5 | Composite Longbow |
| 6 | Crossbow and Black Arrow |

**(555) Market Hall**

Add 2D6 pts to the Warband's Treasury. Roll a D6 for every item on the following list. If the roll is equal to or higher than the result in the left column, the item(s) is added to the Warband's Stockpile.

| Item | Result Needed |
|---|---|
| Rope & Hook | 3+ |
| Rabbit's Foot | 4+ |
| Bloodroot Coating | 5+ |
| Mandrake Roots | 6+ |

**(666) Returning a Favour**

During the following Trading Phase, a single Hireling can be recruited at half its normal Cost and Rarity.

### 16.10.3 Four of a Kind

**(1111) Gunsmith**

Roll a D6 and apply the resulting effect from the table below. Items are added to the Warband's Stockpile.

| D6 Result | Effect |
|---|---|
| 1 | Blunderbuss |
| 2 | Pistol and Handgun |
| 3 | Two Duelling Pistols |
| 4 | Double-barrelled Shotgun |
| 5 | D3 Superior Black Powder |
| 6 | Hunting Rifle |

**(2222) Stable**

During the following Trading Phase, a single Mount can be purchased at half its normal Cost and Rarity.

If the Warband has no access to Mounts, instead add 3D6 pts to the Warband's Treasury.

**(3333) Townhouse**

In the following Trading Phase, the Warband's Rarity Roll is subject to two instances of Maximised Roll.

Roll a D6 for every item on the following list. If the roll is equal to or higher than the result in the left column, the item(s) is added to the Warband's Stockpile.

| Item | Result Needed |
|---|---|
| Halberd | 3+ |
| Heavy Armour | 4+ |
| Composite Bow | 5+ |
| Potion of Strength | 6+ |

**(4444) Armourer**

Roll 2D6, choose the result of either D6 and apply the resulting effect from the table below. Items are added to the Warband's Stockpile.

| D6 Result | Effect |
|---|---|
| 1 | D3 Shields |
| 2 | D3 Bucklers |
| 3 | D3 Helmets |
| 4 | D3 Light Armour |
| 5 | A Heavy Armour |
| 6 | A Lightweight Heavy Armour |

**(5555) Graveyard**

A Holy Orders Warbands seals the graves, earning D6 Experience distributed evenly among the Heroes of the Warband.

Any other Warband may loot the graves, immediately adding D6x10 pts to the Warband's Treasury. If you do, the next time you face a Holy Orders Warband, all models in that Warband gains Hatred against all models in your Warband.

A Vampire Covenant Warband that loots the graves may also raise the corpses as zombies. During the following Warband Phase, add a new Henchman Group to the Warband, containing D3+1 Zombies.

**(6666) Sewer Entrance**

The Leader of the Warband gains the ***Hunch*** skill. However, models gaining Scout from this skill **cannot** be placed on Upper Levels.

### 16.10.4 Five of a Kind

**(11111) Moneylender's House**

Add a dose of Crimson Shadow to the Warband's Stockpile and D6x10 pts to the Warband's Treasury.

At the end of each following Trading Phase, add points to the Warband's Treasury equal to the current Market Status.

**(22222) Alchemist's Laboratory**

Add 3D6 pts to the Warband's Treasury. Choose a Hero in the Warband, that Hero may from now on select Skills from the Academic Skills list.

**(33333) Jewelsmith**

From now on, the Warband gains a +1 modifier to all Rarity Rolls.

Roll a D6 and apply the resulting effect from the table below. Points are added to the Warband's Treasury.

| D6 Result | Effect |
|---|---|
| 1-2 | D6x5 pts |
| 3-4 | 20 pts |
| 5 | 50 pts |
| 6 | D6x15 pts |

**(44444) Merchant's House**

Add 2D6x5 pts to the Warband's Treasury. If a double is rolled, an icon of the Freetrade Organization is found in addition, which can be equipped to any Hero. A Hero equipped with it gains the ***Haggle*** skill.

**(55555) Shattered Building**

Add D6x5 pts to the Warband's Treasury. Roll a D6 for every item on the following list. If the roll is equal to or higher than the result in the left column, the item(s) is added to the Warband's Stockpile.

| Item | Result Needed |
|---|---|
| Great Weapon | 3+ |
| 2D6 Garlic | 3+ |
| Halfling Cookbook | 4+ |
| Lantern | 4+ |
| D3 Hunting Arrows | 5+ |
| Cursed Axe | 5+ |
| Enchanted Hammer | 6+ |

**(66666) Catacomb Entrance**

During each following Exploration Phase, a single D6 part of the Warband's Exploration Roll can be modified by up to ±2.

If this result is rolled up again, the effect is **not** cumulative.

### 16.10.5 Six of a Kind

**(111111) The Pit**

If you wish, add a D6x20 pts to the Warband's Treasury. If a '6' is rolled, also choose a single Hero in the Warband. That Hero is Vanquished.

**(222222) Hidden Treasure**

Add 5D6x5 pts to the Warband's Treasury. Roll a D6 for every item on the following list. If the roll is equal to or higher than the result in the left column, the item(s) is added to the Warband's Stockpile.

| Item | Result Needed |
|---:|---|
| Healing Potion | 3+ |
| Holy Relic | 3+ |
| Cold Forged Heavy Armour | 4+ |
| Fey Cloak | 4+ |
| Holy Tome | 5+ |
| Lucky Rapier | 5+ |
| Telescope | 6+ |
| Tarot Cards | 6+ |

**(333333) Dwarf Smithy**

Add D6x5 pts to the Warband's Treasury. Roll a D6 and apply the resulting effect from the table below. Items are added to the Warband's Stockpile.

| D6 Result | Effect |
|---:|---|
| 1 | Plate Armour |
| 2 | D3 Heavy Armour |
| 3 | D3 Sharpened Axes |
| 4 | D3 Sharpened Hammers |
| 5 | D3 Sharpened Great Weapons |
| 6 | A Lightweight Plate Armour |

**(444444) Slaughtered Warband**

Add 3D6x5 pts to the Warband's Treasury. Roll a D6 for every item on the following list. If the roll is equal to or higher than the result in the left column, the item(s) is added to the Warband's Stockpile.

| Item | Result Needed |
|---:|---|
| D3 Swords | 3+ |
| D3 Halberds | 3+ |
| Silk Clothes | 4+ |
| Light Armour | 4+ |
| City Map | 5+ |
| D3 Bows | 5+ |
| Heavy Armour | 6+ |
| Enchanted Spear | 6+ |

A Vampire Covenant Warband may also raise the corpses as Zombies. During the following Warband Phase, add a new Henchman Group to the Warband, containing D6+1 Zombies.

**(555555) Fighting Arena**

Choose one of the following:

- Add 100 pts to Warband's Treasury
- Choose a single Hero part of the Warband. That Hero gains +1 Maximum Offensive Skill, +1 Maximum Defensive Skill and gains access to Combat Skills.

**(666666) Noble's Villa**

Add D6x5 pts to the Warband's Treasury. Add two Silk Clothes to the Warband's Stockpile. Roll a D6 and apply the resulting effect from the table below. Items are added to the Warband's Stockpile.

| D6 Result | Effect |
|---:|---|
| 1 | Enchanted Sword |
| 2 | Enchanted Halberd |
| 3 | Two Double-barrelled Duelling Pistols |
| 4 | 2D6 Crimson Shadow doses |
| 5-6 | A Tome of Magic |

# 17 Model Rules

These are rules that are applied to individual models or model parts, as described on their model profile. Model Rules are divided into the following categories: Universal Rules, Personal Protections, Attack Attributes, Special Attacks and Skills. Equipment is also classified as Model Rules, and includes Weapons, Armour Equipment, Equipment Upgrades, Miscellaneous Equipment and Mounts.


**Universal Rules** **75**
Ambush
Beast-bane
Commanding Presence
Fear
Fearless
Fly 76
Frenzy
Ghost Step
Keen Senses
Limited Motions
Magic Resistance
May not Climb
May not Ride
Never Learns
Not a Leader
Priest 77
Scoring
Scout
Slow Learner
Strider
Stupidity
Supernal
Swiftstride
Towering Presence
Unarmed
Unbreakable
Undead 78
Unstable
Vanguard
Wanderer
Wizard

**Personal Protections** **78**
Aegis
Deflect
Distracting 79
Dodge
Feel no Pain
Flammable
Fortitude
Hard Target
Regeneration
Unusual Shape

**Attack Attributes** **79**
Accurate 80
Blunt Attacks
Devastating Charge
Divine Attacks
Flaming Attacks
Glancing Blow
Grievous Attacks
Hatred
Holy Attacks 81
Lethal Strike
Lightning Reflexes
Magical Attacks
Move or Fire
Metalshifting
Poison Attacks
Quick to Fire
Scatter Shot
Single Wield
Slow Reload
Strikes Last 82
Toxic Attacks
Weapon Master

**Special Attacks** **82**
Breath Attack
Impact Hits

**Common Skills** **83**
**Assassin Skills** **83**
**Combat Skills** **84**
**Strength Skills** **85**
**Shooting Skills** **85**
**Academic Skills** **86**
**Speed Skills** **87**
**Trickster Skills** **88**

**Close Combat Weapons** **89**
**Shooting Weapons** **91**
**Armour Equipment** **93**
**Equipment Upgrades** **94**
**Miscellaneous Equipment** **97**
**Mounts** **100**

**Common Skills** **81**
Cloak Wearer
Dirty Fighting
Musician
Streetwise
Powerful Build
Unyielding

**Assassin Skills** **81**
Hide in Shadows
Infiltration
Master of Poison
See in Shadow
Shadow Defences
Silent Strike
Ultimate Kill
Ultimate Specialist

**Combat Skills** **82**
Axe Master
Combat Master
Combat Specialist
Disarm
Expert Axeman
Expert Halberdier
Expert Swordsman
Finishing Move
Follow Through
Paired Fighter
Pugilist
Shield Smash
Step Aside
Strike to Injure
Sweeping Blow
Web of Steel

**Strength Skills** **83**
Bell Ringer
Fearsome
Gladiator
Mighty Blow
Strong Arms
Strong Back
Strong Legs
Tough
Unstoppable Charge
Unstring

**Shooting Skills** **83**
Eagle Eye
Fletcher
Heavy Pull
Hunter
Knife-Fighter
Nimble
Pistolier
Quick Shot
Ranged Specialist
Trick Shooter
Vital Shots

**Academic Skills** **84**
Arcane Lore
Battle Tongue
Explorer
Haggle
Hunch
Magical Aptitude
Mind Focus
Scribe
Tactician
Warrior Wizard 84
Well Connected
Wizard Adept

**Speed Skills** **85**
Acrobat
Cragsman
Evade
Fleet Footed
Front Crawl
Hit and Run
Jump Back Up
Leap
Quick Reflexes
Roll Dodge
Scale Sheer Surfaces
Sprint

**Trickster Skills** **86**
Bull Rush
Experienced Drunkard
Espionage
Profanity
Set Traps
Taunt
Throw Sand

## 17.1 Duplicate Model Rules

Sometimes a model or model part may have the same Model Rule more than once, for example when a model gains a Model Rule that it already had. In such a case, the effects of the duplicated Model Rule do not stack and do not offer any additional benefit, unless specifically noted otherwise. If the duplicated Model Rule has different values in brackets (X), use the version with the highest value. If X is the result of a dice roll, you may instead choose which version to use (before rolling any dice). If X is not a value, the Model Rules are not considered to be duplicates of the same Model Rule and both rules are applied (e.g. Dodge (against Shooting Attacks) and Dodge (against Melee Attacks) are considered two different Model Rules, apply the effects of both).

## 17.2 Universal Rules

If at least one model part has a Universal Rule, it affects the entire combined model. For example, if a Hero with a Universal Rule is equipped with a Mount without this Universal Rule, the combined model is affected by the Universal Rule.

**Ambush**

You may choose to not deploy models with Ambush, but instead let them Ambush by bringing them into play later on. Declare which models will be Ambushing during step 6 of the Pre-Game Sequence (after Determining Deployment Zones), starting with the player that picked the Deployment Zone. Deploy your Warband as usual, but without the Ambushing models. Starting with your Player Turn 2, at the start of the Movement Phase, roll a D6 for each Ambushing model. After rolling for all Ambushing models, all models that rolled 3+ enter the Battlefield from any Board Edge. Place the arriving models with their base in contact with the Board Edge.

- Ambushing models cannot make March Move during the Movement Phase in which they arrive.
- Until an Ambushing model arrives at the battlefield, it counts as Delayed for all intents and purposes (including Routing).
- If an Ambushing model has not entered the Battlefield before the end of the game (e.g. due to failing all its 3+ rolls), the model counts as having been Removed from Table.

**Beast-bane**

The model counts as having Fear (0) against Beasts.

**Commanding Presence**

All Leaders have the Commanding Presence Universal Rule.

The Discipline of all model within 6″ of a friendly non-Fleeing model with Commanding Presence may be **set** to the Discipline value of that model (this ability follows the normal rules for "Priority of Modifiers", page 17 , meaning that effects modifying the Discipline of the model with Commanding Presence are applied before setting the recipient model's Discipline to that value; this value may then be further modified).

**Fear (X)**

Models in base contact with one or more enemy models with Fear suffer -X Discipline. At the start of each Round of Combat, such models must take a Discipline Test, called a Fear Test. If this test is failed, Close Combat Attacks made by the model suffer -1 to hit, while Close Combat Attacks allocated against the model gain +1 to hit. These effects apply until the end of the Round of Combat. Models that have Fear themselves are immune to the effects of Fear.

**Fearless**

Models that are Fearless are immune to the effects of Fear.

**Fly (X, Y)**
The model gains **Swiftstride**. Models with Fly may use Flying Movement during Charge Moves, Advance Moves, and March Moves. When a model uses Flying Movement, substitute its models' Advance Rate with the first value given in brackets (X), and their March Rate with the second value given in brackets (Y). A model using Flying Movement ignores all Terrain Features and models during the Flying Movement. Note that:

- It must abide by the Model Spacing rule at the end of the move (unless charging, when the normal exceptions to the Model Spacing rule applies).
- It is affected by the Terrain Features from which it takes off and in which it lands.
- The model treats all terrain directly beneath an Upper Level as Dangerous Terrain (2).
- All modifiers to ground movement values also apply to a model's Fly values (unless specified otherwise).
- When Declaring a Charge with a model with Fly, you must declare if the model will use Flying Movement for the Charge Move.
- If a Manoeuvre during a Flying Movement brings the model to a less elevated position than it was previously, the distance is measured from a top down perspective (meaning it gets a little shorter), otherwise it is measured through 3 dimensional space.
- When charging, only X" of the distance may be made as Flying Movement.

**Frenzy**
At the start of the Charge Phase, each of your models with frenzy that could declare a Frenzied Charge must take a Discipline Test, called a Frenzy Test. If the test is failed the model must declare a Frenzied Charge this Player Turn if possible. A Frenzied Charge follows all the normal rules for charges, with the following exceptions:

- Only Tactical Manoeuvres may be used.
- The target **must** be Within Line of Sight.
- The target **must** be possible to reach with a move needing a Charge Roll of 7.
- The Move **must** be plotted along the shortest possible route.

Any Failed Charge Move is performed as normal if the Charge Range is insufficient. If there are no targets for a Frenzied Charge, the model may act as normal (including declaring normal charges). If there is something written within the brackets of the Model Rule, the Frenzied Charge is forced against what is written instead of against enemy models.

**Ghost Step**
The model can move straight through any terrain, as long as the Move is ended in a legal position.

**Keen Senses**
The model increases the range of its Detection Aura by 4".

**Limited Motions**
Infantry models with Limited Motions that are equipped with a Shield suffer -1 Advance Rate and -2 March Rate.

**Magic Resistance (X)**
Spells and Prayers that are targeting at least one enemy model with Magic Resistance suffer a -X modifier to their casting roll (where X is given in brackets). This is an exception to the Casting and Dispelling Modifier rule. If there are different X values that could be used, use the highest value.

**May not Climb**
The model cannot perform Climb Manoeuvres.

**May not Ride**
The model cannot be equipped with a Mount.

**Never Learns**
The model never gains Experience or Advancements.

**Not a Leader**
The model cannot be the Leader of the Warband and can never take Rout Checks.

**Priest (X; Y)**
The model is a Priest and can cast a single of its Prayers in each of its Magic Phases, provided it is Healthy or Dazed.

Within the brackets of the rule, X will be given as a number and Y as one or more Faiths, separated by commas. When the model is recruited, or the Universal Rule is acquired, the controlling player must choose one of those Faiths. The Wizard will use that Faith for the remainder of the campaign and must immediately generate X Prayers from it (see T9A:SC Paths and Faiths). When writing this Universal Rule on the Warband Rooster, it is recommended to only write the chosen Faith within the brackets.

Whenever a Priest gains a Skill, it can instead choose to generate an additional Prayer instead.

**Scoring**
Scoring models are able to interact with objectives and can score you points to win the game. All models that are Infantry or Cavalry are Scoring inherently. A unit that is Fleeing, Stunned or Knocked Down loses Scoring for as long as it is Fleeing, Stunned or Knocked Down.

**Scout**
At step 6 of the Pre-Game Sequence (after Determining Deployment Zones) a warband that includes models with Scout must state which of its models with Scout will use it, starting with the player that picked the Deployment Zone. Deploy your warband as usual, but without deploying any of the Scouting models. These models are placed after all other non-Scouting models have been deployed. They can either be deployed in your Deployment Zone, using the normal rules, or they can be deployed outside the Deployment Zone, but must be more than 12″ away from any enemy models. Scouting models that are deployed outside their player's Deployment Zone may not Declare Charges in the first Player Turn (if their side has the first turn). If more than one players have Scouting models, alternate deploying one model at a time, starting with the player that completed their normal deployment first.

**Slow Learner**
When the model gains Experience, halve the amount it gains. This can result in fractions.

**Strider**
The model automatically passes Dangerous Terrain Tests taken due to Terrain. Sometimes Strider is linked to a specific type of Terrain, stated in brackets. In this case, models with Strider are considered Striders only when interacting with such a type of Terrain.

**Stupidity**
The model gains **Fearless**. At the Start of the Movement Phase, all of your Healthy models with Stupidity that are not Engaged in Combat must take a Discipline Test. If the test is failed, the model **must** make an D6" Erratic Move in a random direction in the Movement Phase, and may not perform any other Voluntary Actions this Player Turn.

**Supernal**
The model gains **Unstable**, **Feel no Pain** and **Magical Attacks.** When rolling on the Lower Injury Table, the model suffers a -1 modifier. ~~If the warband performs a Rout Check, the model must pass a Discipline Test or immediately be taken Out of Action.~~

**Swiftstride**
When the model rolls Charge Range and distance for Flee Moves (but not other Erratic Moves), the roll is subject to Maximised Roll.

**Towering Presence**
The mode increases its Commanding Presence ranges by 3″. Enemy models can choose to shoot at models with Towering Presence even if they are not the closest model.

**Unarmed**
The model cannot carry any Equipment.

**Unbreakable**
The model gains **Fearless** and automatically passes All Alone Tests.

**Undead**
The model gains **Unstable**, **Feel no Pain** and **Fear (0)**. Models with Undead cannot perform March Moves, unless they start the March Move within the range of a friendly model's Commanding Presence.

**Unstable**
The model gains **Fearless**. Models with Unstable do **not** Flee when failing All Alone Tests. Instead, they lose a single Health Point.

**Vanguard (X")**
After deployment (including Scouts), models with Vanguard may perform an X" move, where X is given within the brackets of the Model Rule. Any number of Tactical Manoeuvres can be made during this Move, but no other Manoeuvres. This move cannot be used to move within 12" of enemy models. Models that have moved in this way may **not** declare Charges in the first Player Turn (if their side has the first turn). If more than one players has models with Vanguard, alternate moving models one at a time, starting with the player that completed their normal deployment first.

**Wanderer (X)**
At the end of each Warband Phase except the one in the same Post-Game Sequence as the model was recruited, roll a D6 for the model. On the result of X+, where X is given within the brackets, the model is Delayed.

**Wizard (X; Y)**
The model is a Wizard and can cast a single of its Spells in each of its Magic Phases, provided it is Healthy or Dazed.

Within the brackets of the rule, X will be given as a number and Y as one or more Paths, separated by commas. When the model is recruited, or the Universal Rule is acquired, the controlling player must choose one of those Paths. The Wizard will use that Path for the remainder of the campaign and must immediately generate X Spells from it (see T9A:SC Paths and Faiths). When writing this Universal Rule on the Warband Rooster, it is recommended to only write the chosen Path within the brackets.

Whenever a Wizard gains a Skill, it can instead choose to generate an additional Spell instead.

## 17.3 Personal Protections

If at least one model part has a Personal Protection, the entire combined model follows the rules of the Personal Protection. For example, if a Hero with Distracting mounts a horse, the combined model is affected by Distracting.

### 17.3.1 Conditional Application

Personal Protections may only work against certain attacks, which are then stated in brackets after "against". There may already be some piece of information relative to the rule specified between brackets, as in Aegis (4+): then the conditions for the rule to work are written in the same brackets, after a comma. This can e.g. be certain kinds of attacks or attacks with a given Attack Attribute (Aegis (4+, against Melee Attacks) or Aegis (2+, against Flaming Attacks)).

**Aegis (X)**
Aegis is a Special Save. A model must reroll successful Aegis Saves against attacks with Divine Attacks.

**Block**
Against Close Combat Attacks, the model's Defensive Skill is always **set** to the Offensive Skill of the attacker. Block cannot be used against models that Multi-Wields.

**Deflect**
A model can have multiple instances of Deflect. For each one, the model gains +1 Defensive Skill against Close Combat Attacks.

**Distracting**
Close Combat Attacks allocated towards a model with Distracting suffer a -1 to-hit modifier. This to-hit modifier cannot be combined with any other negative to-hit modifiers.

**Dodge (X)**
Dodge is a Special Save. Dodge Saves cannot be taken by models that are Knocked Down, Fleeing or Stunned.

**Feel no Pain**
The model never becomes Stunned and is instead Knocked Down whenever they would become Stunned.

**Flammable**
Attacks with Flaming Attacks must reroll failed to-wound rolls against a model with Flammable.

**Fortitude (X)**
Fortitude is a Special Save. Fortitude Saves cannot be taken against attacks with Lethal Strike that rolled a natural 6+ to wound, or against attacks with Flaming Attacks.

**Hard Target**
Shooting Attacks targeting a model with Hard Target suffer a -1 to-hit modifier. This rule is cumulative, allowing an additional -1 to-hit modifier for each instance of Hard Target.

**Regeneration (X)**
During the Injury Phase, before making a roll on an Injury Table with a model with Regeneration, roll a D6. On X+ the following roll on the Injury Table is automatically treated as a Full Recovery result.

**Unusual Shape**
The model must be equipped with two identical Suits of Armour to count as wearing the armour and gain any of its effects.

A model with Unusual Shape gains May not Ride if it is equipped with a Heavy Armour or Plate Armour.

## 17.4 Attack Attributes

Attack Attributes can either be given to a model part, to a weapon, to a Special Attack or to a spell. A model part with an Attack Attribute applies the corresponding rules only to the model part that has the Attack Attribute. Attack Attributes are divided into three sub-categories that define what attacks they affect.

| Close Combat | Shooting | Attacks & Weapons |
|---|---|---|
| A model part with an Attack Attribute with this keyword applies the rules of the Attack Attribute to all its Close Combat Attacks. | A model part with an Attack Attribute with this keyword applies the rules of the Attack Attribute to all its Shooting Attacks that are not Special Attacks. | Attack Attributes with these keywords that are given to a Special Attack, a spell or a weapon are always applied to the attacks coming from that Special Attack, spell or weapon. The rule is not applied to any other attacks made by a model with such Special Attack, spell or weapon. |

Note that an Attack Attribute with Attacks & Weapons and Close Combat keywords could be applied to a Shooting Weapon.

### 17.4.1 Conditional Application

Attack Attributes may only work against certain enemies, which are then stated in brackets after "against". There may already be some piece of information relative to the rule specified between brackets, as in Grievous Attacks (2): then the conditions for the rule to work are written in the same brackets, after a comma. This can e.g. be all models from a given Army Book, with a given Model Rule or of a given Race. If the Attack Attribute is effective against more than one type of enemy, they are separated by commas.

Attack Attributes with Conditional Application can only be applied when they are either allocated or distributed towards a model that fulfil the requirements.

**Accurate - Attacks & Weapons, Shooting**
The attack doesn't suffer the -1 to-hit modifier for shooting at Long Range.

**Blunt Attacks - Attacks & Weapons, Close Combat**
When making Damage Rolls and at least one attack from the attacking model had Blunt Attacks, the defending model is always Stunned if reduced to 2 Health Point remaining (no need to roll the extra D6). This effect is cancelled out against models wearing a Helmet.

**Devastating Charge (X) - Attacks & Weapons, Close Combat**
A charging model with Devastating Charge, or using a weapon with Devastating Charge, gains the Model Rules and Characteristic modifiers stated in brackets (X). For example, a charging model part with Devastating Charge (+1 Strength, Poison Attacks) gains +1 Strength and Poison Attacks when it is charging. This rule is cumulative: a model part with several instances of Devastating Charge applies all Attack Attributes and Characteristics modifiers from all of them when charging.

**Divine Attacks - Attacks & Weapons, Close Combat**
Successful Aegis Saves taken against the attack must be rerolled.

**Flaming Attacks- Attacks & Weapons, Close Combat, Shooting**
The model gains **Beast-bane**. The attack ignores Fortitude Saves and must reroll failed to-wound rolls against models with Flammable.

Any model that suffers one or more hits from an attack with Flaming Attacks must roll a D6 at the end of the phase in which the hit was caused. On 4+ the model is Set Ablaze.

Any model that is Set Ablaze at the End of its Recovery Phase stops being Set Ablaze but also suffers a single hit with Strength 4, Armour Penetration 0, Glancing Blow and Flaming Attacks (which can cause the model to be Set Ablaze again).

A model with Flaming Attacks can at the end of an Advance Move attempt to set a Burnable Terrain Feature within 1" on fire. If a model chooses to do so, roll a D6. If the result is equal to or higher than X (where X is the number written within brackets of the Burnable keyword of the Terrain Feature), that Terrain Feature if from now on Burning. The model cannot perform any further Voluntary Actions in this Player Turn.

If any attack with Flaming Attacks is directed at a model inside a Burnable Terrain Feature, roll 2D6 at the end of the phase. If both show a result that is equal to or higher than X (where X is the number written within brackets of the Burnable keyword of the Terrain Feature), that Terrain Feature if from now on Burning.

**Glancing Blow - Attacks & Weapons**
Do **not** roll Damage for the attack. Instead, the defending model suffers a single Health Point for each unsaved wound suffered by an attack with Glancing Blow. This does **not** change the Health State of the defending model.

**Grievous Attacks (X) - Attacks & Weapons, Close Combat**
When making Damage Rolls and one or more unsaved attacks had Grievous Attacks, the defending model suffers additional Health Points equal to the value given within the brackets (X).

**Hatred - Attacks & Weapons, Close Combat**
During the first Round of Combat, failed to-hit rolls from attacks with Hatred must be rerolled.

A model with Conditional Application of Hatred against any of the following will also always have a Despise Relation with such models (and vice versa) and cannot ever enter an Alliance with such models:

- A Race
- An Army
- A Configuration
- All models of an Alignment
- A specific warband part of the campaign
- A specific model or henchman group part of the campaign

**Holy Attacks - Attacks & Weapons, Close Combat**
Against any models with Undead or Supernal, attacks with Holy Attacks must reroll failed rolls to wound.

**Lethal Strike - Attacks & Weapons, Close Combat**
An attack with Lethal Strike that causes a Critical Wound has its Armour Penetration **set** to 10 and ignores Fortitude Saves.

**Lightning Reflexes - Attacks & Weapons, Close Combat**
The attack gains a +1 to-hit modifier if it is a Close Combat Attack. Model parts with this Attack Attribute wielding a weapon granting Strike Last do not gain this +1 to-hit modifier, but strike with the weapon at the Initiative Step corresponding to their normal Agility instead of striking before Initiative Step 0.

**Magical Attacks - Attacks & Weapons, Close Combat, Shooting**
The attack doesn't have any special effects. However, it interacts with other rules, such as Aegis (X, against Magical Attacks). Model parts with Magical Attacks apply it also to their Special Attacks (such as, Impact Hits and Breath Attack).

**Move or Fire - Attacks & Weapons, Shooting**
The attack may not be used if the attacking model has made an Advance Move, March Move or Erratic Move during the current Player Turn.

**Metalshifting - Attacks & Weapons, Close Combat**
The attack has its Armour Penetration **set** to 10, gains **Flaming Attacks** and **always** wound on a roll equal to or greater than 7 - the target's Armour. An unmodified '6' always wounds and an unmodified '1' always fails to wound. An unmodified '6' always wounds and an unmodified '1' always fails to wound.

**Poison Attacks - Attacks & Weapons, Close Combat, Shooting**
If the attack successfully hits with a natural to-hit roll of '6', it automatically wounds with no to-wound roll made (meaning it cannot cause a Critical Wound). Shooting Attacks with a Ballistic Skill or zero or less can only automatically wound if the first to-hit roll is a natural '6'. Note that the second to-hit roll must still be successful in order to hit the target. If the attack can be turned into more than one hit, only a single hit, chosen by the attacker, automatically wounds. All other hits must roll to wound as normal.

**Quick to Fire - Attacks & Weapons, Shooting**
The attack does **not** suffer the -1 to-hit modifier for Moving and Shooting.

**Scatter Shot - Attacks & Weapons**
After choosing the target for Shooting Weapon with Scatter Shot, roll a D6 and choose up to that many additional targets, all within 3" of the original target or in contact with a line drawn from the centre of the shooter to the centre of the original target. If a natural '6' is rolled, the shooter is also automatically hit by the weapon. Roll to hit for all other targets following the normal rules. The weapon does **not** suffer the -1 to-hit modifier from firing multiple shots.

**Single Wield - Attacks & Weapons, Close Combat**
The model can only fight using a single Close Combat Weapon. Models with Single Wield can still use other hand held Equipment with their other hand though (such as a Shield or a Buckler).

**Slow Reload - Attacks & Weapons**
Each Shot fired with a Slow Reload Shooting Weapon takes a full Game Turn to reload, and can only be reloaded if the wielder is **not** Engaged in Combat.

At the end of every Phase (in every Player Turn), weapons with Slow Reload reduce the number of Shots they can fire by one for each shot they fired in this Phase.

If a model equipped with Slow Reload weapon is **not** Engaged in Combat at the end of its Shooting Phase, the number of Shots that can be fired with the weapon is restored to the number written in its profile. Shot that were fired in the same phase cannot be restored.

**Strikes Last - Attacks & Weapons, Close Combat**
The attack will strike last in any combat. Treat this as an additional initiative step happening after Initiative 0. If two or more models in the same Combat have Strikes Last, use the Initiative of those models to determine who strikes first between them.

**Toxic Attacks - Attacks & Weapons, Close Combat**
The attack has its Strength **set** to 3 and its Armour Penetration **set** to 10.

**Weapon Master - Close Combat**
The model can carry up to 3 Close Combat Weapons. A model with Weapon Master may choose what Hand Held Equipment to use at the start of every Combat Round (instead of just the first of each combat).

## 17.5 Special Attacks

A model part with Special Attacks can make a special type of attack, as described by the rule itself. Attacks made using Special Attacks cannot be affected by Weapons or Attack Attributes, unless stated otherwise.

**Breath Attack**
A model part with a Breath Attack can use it once during each game. . If a model has more than one Breath Attack, it can only use one Breath Attack in a single phase. It can be used either as a Shooting Attack or as a Melee Attack.

- As a Shooting Attack (normally in the Shooting Phase): choose a target using the normal rules for Shooting Attacks, except it can be used even if the model Marched previously in this Player Turn. A model with both a Breath Attack and a Shooting Weapon can use both in the same Shooting Phase, however only against the same target. The attack has a range of 6″.
- As a Melee Attack (normally in the Melee Phase): the attack is made at the model part's Agility. Declare that you are using the Breath Attack when allocating attacks, and choose a model in base contact to attack with it.

No matter if it is used as a Shooting or Melee Attack, the target of the Breath Attack suffers D3 hits. The Strength, Armour Penetration and Attack Attributes (if any) of these hits are given within brackets, such as in Breath Attack (Strength 4, Armour Penetration 1, Flaming Attacks).

**Impact Hits (X)**
At Initiative Step 10, a charging model part with Impact Hits must choose an enemy model in base contact. This model suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the attacking model part's Strength and Armour Penetration, unless otherwise specified.

If a model has both Grind Attacks and Impact Hits, it may only use one of these rules in the same Round of Combat (the owner may choose which).

**Grind Attacks (X)**
A model part with Grind Attacks resolves these attacks at its Agility. It must choose an enemy model in base contact with it. The chosen enemy model suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the model part's Strength and Armour Penetration, unless otherwise specified.

If a model has both Grind Attacks and Impact Hits, it may only use one of these rules in the same Round of Combat (the owner may choose which).

## 17.6 Skills

Skills are a special kind of Model Rules. They are separated from the other Model Rules not because of their effect, nor because of how their rules are applied in the game, but because of how they are acquired. Skills are only in rare cases found on Model Profiles, and when they are they are marked out with *italic text*. Usually, Skills are instead acquired by Heroes and Hirelings through Advancements. Each Skill is however defined as a Universal Rule, Personal Protection, Attack Attribute or Special Attack for clarity on how its rules are applied.

When a model gains a Skill it can choose a single Skill from any of the Skill Lists available to it, or from the Common Skills. No model can ever have duplicates of a single Skill (even if found in different Skill Lists), unless otherwise specified.

This section contains several different Skill Lists. In addition to the Skill Lists given here, many Armies have their own Skill Lists. Note that some Skills are found in several different Skill List, these still cannot be duplicated.

### 17.6.1 Common Skills

All models have access to the Common Skills.

**Cloak Wearer:** Universal Rule
The model may choose up to three Cloaks from the Local Market and gains Armour Proficiency for them. Can be taken multiple times.

**Dirty Fighting:** Universal Rule
The model gains access to Trickster Skills.

**Musician:** Universal Rule
Enemy models within 8" suffer and additional -1 Discipline model when taking March Tests.

**Streetwise:** Universal Rule
In the Trading Phase, provided the model is not Delayed, a single D6 part of the Rarity Roll may be rerolled. If the rerolled die results in a '6', this model becomes Delayed in the following Warband Phase.

**Powerful Build:** Universal Rule
Cannot be taken by Wizards

The model gains access to Strength Skills.

**Unyielding:** Universal Rule
The model can reroll the first failed Rout Check it makes in every game.

### 17.6.2 Assassin Skills

**Hide in Shadows:** Universal Rule
For the purpose of finding this model, enemy model's halve the range of their Detection Aura.

**Infiltration:** Universal Rule
The model gains **Scout**.

**Master of Poison:** Universal Rule
During each Trading Phase, roll a D3-1. The Warband may buy that many Wolfbane Coatings for 15 pts each.

**See in Shadows:** Universal Rule
For the purpose of declaring charges, the model is considered to have an infinitely large Detection Aura.

**Shadow Defences:** Personal Protection
The model gains **Deflect** and +1 Maximum Defensive Skill. The model gains +1 Defensive Skill on its **profile**.

**Silent Strike:** Universal Rule
At the end of any combat round in which the model charged, it may roll a D6. On 5+ the model is placed back in the position it was before it charged, provided this is no further away than the model's March Rate.

**Ultimate Kill:** Attack Attribute - Close Combat
Instead of its normal Close Combat Attacks, the model can make a single Close Combat Attack with Grievous Attacks (3) and a +1 to-hit and to-wound modifier.

**Ultimate Specialist:** Attack Attribute - Close Combat
The model gains **Grievous Attacks (1)** and +1 Maximum Offensive Skill. The model gains +1 Offensive Skill on its **profile**.

### 17.6.3 Combat Skills

**Axe Master:** Attack Attribute - Close Combat
For each Axe wielded by the model, it gains Deflect.

**Combat Master:** Attack Attribute - Close Combat
The model gains **Unbreakable**. If at the Start of the Close Combat Phase the model is Engaged in Combat with two or more enemy models, the model gains +1 Attack Value.

**Combat Specialist:** Universal Rule
The model may choose up to three Close Combat Weapons from the Local Market and gains Weapon Proficiency for them. Can be taken multiple times.

**Disarm:** Special Attack
Instead of making Close Combat Attacks, the model can make a disarm attack. Target a single Healthy or Dazed model in base contact and roll a D6. On 4+ choose a single Close Combat Weapon used by the target model. The target model will be unable to use the chosen Weapon for the remainder of the combat.

**Expert Axeman:** Attack Attribute - Close Combat
When the model charges, it **must** reroll failed to-hit rolls from attacks made with Axes.

**Expert Halberdier:** Attack Attribute - Close Combat
When the model charges, it **must** reroll failed to-hit rolls from attacks made with Halberds.

**Expert Swordsman:** Attack Attribute - Close Combat
When the model charges, it **must** reroll failed to-hit rolls from attacks made with Swords.

**Finishing Move:** Attack Attribute - Close Combat
Instead of its normal Close Combat Attacks, the model can make a single Close Combat Attack with +2 Strength, +2 Armour Penetration and Strikes Last.

**Follow Through:** Universal Rule
If this model was Locked in Combat at the Start of the Close Combat Phase, but isn't at the End of the same Close Combat Phase, it can immediately make a Tactical Manoeuvre up to a distance of 2". If several models wish to use this Skill at the same time, the player controlling the model with the highest Agility chooses who goes first (randomize if equal).

**Paired Fighter:** Attack Attribute - Close Combat
When subject to the rules for Multi-Wielding, the model does **not** suffer -1 Defensive Skill. Instead, the model gains +1 Offensive Skill.

**Pugilist**: Attack Attribute - Close Combat
When choosing Hand Held Equipment at the start of a Combat, the model can choose to fight without Close Combat Weapons. If it does, it gains +1 Attack Value and its attacks are resolved at +1 Strength.

**Shield Smash:** Attack Attribute - Close Combat
If the model is fighting with a Shield in Close Combat, the Shield counts as a Close Combat Weapon (with no additional rules or keywords). It still grants +1 Armour Save as a normal Shield, but the wielder does **not** gain Block.

**Step Aside:** Personal Protection
The model gains **Dodge (5+, against Close Combat Attacks)**.

**Strike to Injure:** Attack Attribute - Close Combat
The model gains **Grievous Attacks (1)**.

**Sweeping Blow:** Special Attack
Provided the model is fighting with a Weapon that requires two hands to use, instead of its normal Close Combat Attacks, the model can make a sweeping blow. All enemy models engaged with the model must pass an Agility Test or suffer a hit as if the attacker had hit them with a Close Combat Attack.

**Web of Steel:** Attack Attribute - Close Combat
Critical Wounds caused by the model gain Grievous Attacks (D3+1).

**Whip Master:** Attack Attribute - Close Combat
When the model charges, it **must** reroll failed to-hit rolls from attacks made with Whips.

### 17.6.4 Strength Skills

**Bell Ringer:** Special Attack
Instead of making Close Combat Attacks, the model can make a single bell ringer attack. Roll to hit as if it were a Close Combat Attack but with a +1 modifier. The attack is resolved at +1 to the model's own Strength and Armour Penetration. Any model brought down to 3 or less remaining Health Points by the attack is Stunned.

**Fearsome:** Universal Rule
The model gains **Fear (1)**.

**Gladiator:** Attack Attribute - Close Combat
Whenever the model is within a Building it gains +1 Offensive Skill, +1 Defensive Skill and Devastating Charge (+1 Att). All are lost as soon as the model moves out of the Building.

**Mighty Blow:** Attack Attribute - Close Combat
The model has +1 Strength on all Close Combat Attacks it makes.

**Strong Arms:** Attack Attribute - Close Combat
The model ignores Strikes Last of any Close Combat Weapon it uses.

**Strong Back:** Universal Rule
The model can carry Objective Markers with it during March Moves as well as Advance Moves.

**Strong Legs:** Universal Rule
The model ignores the effects of Limited Motions.

**Tough:** Personal Protection
All Close Combat Attacks against the model have a -1 to-wound modifier.

**Unstoppable Charge:** Attack Attribute - Close Combat
The model gains **Devastating Charge (+1 Att)**.

**Unstring:** Attack Attribute - Close Combat
The model ignores the -3 Defensive Skill penalty of Flails and Morning Stars.

### 17.6.5 Shooting Skills

**Eagle Eye:** Attack Attribute - Shooting
Any Shooting Weapons used by the model has an extra 6" range.

**Fletcher:** Attack Attribute - Shooting
Any Shortbow, Bow, Longbow and Sylvan Longbow used by the model gains Grievous Attacks (1).

**Heavy Pull:** Attack Attribute - Shooting
Any Bow, Shortbow, Longbow and Sylvan Longbow used by the model gains +1 Strength.

**Hunter:** Attack Attribute - Shooting
The model can ignore Slow Reload of a single shot fired each turn when using a Handgun or Hunting Rifle.

**Knife-Fighter:** Attack Attribute - Shooting
Throwing Weapons (that are not Miscellaneous Equipment) used by the model have Shots (3).

**Nimble:** Attack Attribute - Shooting
When using a Shooting Weapon with Move or Fire, the model can ignore the effects of Move or Fire. When using any other Shooting Weapon, the model can fire it even after making a March Move. This cannot be combined with the effect of the Quick Shot skill.

**Pistolier:** Attack Attribute - Shooting
The model does **not** suffer the -1 to-hit modifier for firing multiple shots in the same turn when using Small Firearms.

**Ranged Specialist:** Universal Rule
The model may choose up to three Shooting Weapons from the Local Market and gains Weapon Proficiency for them. Can be taken multiple times.

**Quick Shot:** Attack Attribute - Shooting
Any Bow, Longbow, Shortbow, Sylvan Longbow and Crossbow used by the model has Shots 2.

**Trick Shooter:** Attack Attribute - Shooting
The attack doesn't suffer the -1 to-hit modifier for shooting at targets in Cover.

**Vital Shots:** Attack Attribute - Shooting
Critical Wounds caused by the model gain Grievous Attacks (D3+1).

### 17.6.6 Academic Skills

**Arcane Lore:** Universal Rule
Cannot be taken by Holy Orders models or by any Priest.

The model can use a Tome of Magic or a Book of the Dead as if it were a Wizard.

**Battle Tongue:** Universal Rule
The model increases its Commanding Presence range by 6". This Skill has no effect if the model is Undead.

**Explorer:** Universal Rule
Max two per Warband

In the Exploration Phase, for each model with this Skill in the Warband that is not Delayed, for an additional D6 in the Exploration Roll.

**Haggle:** Universal Rule
Once per Trading Phase the model can do one of the following:

- Reduce the cost of a single item by Market Status.
- Reduce the Market Status by 1, to a minimum of 1, for the purpose of purchasing a single item.

**Hunch:** Universal Rule
If the Leader of a Warband has this Skill, during the Activate Equipment step of the Pre-Game Sequence the controlling player can select up to D3 models (roll each time the Skill is used) from the Warband. These models cannot be Large nor have Never Learns. The selected models gain Scout for the duration of this game, but they must be deployed within 2" of each other.

**Magical Aptitude:** Universal Rule
Can only be taken by a Wizard. At the end of the Wizard's Magic Phase, once all Casters have been selected, the Wizard **may** take a Resilience Test. If passed the Wizard can immediately cast another Spell, which can be the same as a previously attempted. If failed, the Wizard immediately becomes Stunned.

**Mind Focus:** Universal Rule
Can only be taken by a Wizard or Priest.

Once per game, the model can reroll a single D6 part of any Casting Attempt.

**Scribe:** Universal Rule
Can only be taken by a Wizard or Priest.

Once per Game Sequence, the model has a +2 modifier on the Casting Attempt of a single Spell or Prayer. Choose to use this before performing the Casting Attempt.

**Tactician:** Universal Rule
If the Leader of a Warband has this Skill, during the Activate Equipment step of the Pre-Game Sequence the controlling player can select up to D3 models (roll each time the Skill is used) from the Warband. These models cannot be Large nor have Never Learns. The selected models gain Vanguard (6") for the duration of this game.

**Warrior Wizard:** Universal Rule
Can only be taken by a Wizard.

Choose another Hero in the Warband, this Wizards gains the same Armour Proficiencies as that Hero.

**Well Connected:** Universal Rule
In the Trading Phase, for each model with this Skill in the Warband that is not Delayed, the Rarity Roll is subject to a Maximized Roll.

**Wizard Adept:** Universal Rule
Can only be taken by a Wizard.

The Wizard has a +1 modifier on any Casting Attempts it makes

### 17.6.7 Speed Skills

**Acrobat:** Universal Rule
While on foot, the model can make Jump Down Manoeuvres from up to 12" high, and when performing Down Jumping Tests, a single failed Agility Test can be rerolled.

**Cragsman:** Universal Rule
While on foot, the model gains **Strider (Forest, Tree)**.

**Evade:** Universal Rule
The model gains **Dodge (5+, against Shooting Attacks)**.

**Fleet Footed:** Universal Rule
While on foot, the model gains +1 Advance Rate and +2 March Rate on its **profile**.

**Front Crawl:** Universal Rule
While on foot, the model gains **Strider (Deep Water)**.

**Hit & Run:** Universal Rule
When the model makes Disengage Manoeuvres, enemy models do **not** hit automatically but must roll to hit as normal. Before rolling the distance of any Flee Move the model makes, the controlling player may choose to make it a Maximised or Minimised Roll.

**Jump Back Up:** Universal Rule
Whenever the model becomes Knocked Down while on foot, roll a D3 and add the model's current Health Points. If the result is a 4 or higher the model instead becomes Dazed.

**Leap:** Universal Rule
While on foot, during Tactical Manoeuvres, the model:

- ignores Obstacles and Wall Surfaces up to 2" high,
- can treat Crevices up to 2" high as Wall Surfaces,
- and ignores models on foot of Standard Height.

**Long Jumper:** Universal Rule
While on foot, the model can make Jump Gap Manoeuvres up to 8" across, and when performing Gap Jumping Tests, a single failed Agility Test can be rerolled.

**Quick Reflexes:** Universal Rule
The model has its Agility **set** to 10 in the first round of any combat, not just those in which it charged.

**Roll Dodge:** Universal Rule
Enemy models cannot make Intercept Charges against this model while it is on foot.

**Scale Sheer Surfaces:** Universal Rule
The model can make Climb Manoeuvres without first passing an Agility Test. The model can make Climb Manoeuvres during March Moves.

**Sprint:** Universal Rule
While on foot, the model gains **Swiftstride** and +4 March Rate on its **profile**.

### 17.6.8 Trickster Skills

**Bull Rush:** Universal Rule
When the model charges, it can exchange all of its normal attacks to make a single attack. This attack has a +1 to-hit modifier. If it hits, the target is automatically Knocked Down, do **not** roll for Damage.

**Experienced Drunkard:** Personal Protection
The model gains **Flammable** and **Distracting**.

**Espionage:** Universal Rule
Max one per Warband

At the end of step two of the Exploration Phase, immediately before checking for multiples, you may choose a single D6 part of your Exploration Roll, and switch it with a single D6 part of any opponent's Exploration Roll. Your D6 must show a higher result than the opponent's.

If multiple warband at the table have this Skill, randomize who uses it first.

**Profanity:** Universal Rule
Once per game turn, the model can attempt to dispel a Prayer cast by an enemy Priest. To do so, roll 2D6. If the result is higher than the result of the casting roll made for the Prayer, it is dispelled and has no effect.

**Set Traps:** Universal Rule
Instead of shooting in the Shooting Phase, the model may place a Trap Marker in base contact with itself. You may not place Trap Markers if there are 4 or more Trap Markers placed by your models on the board.

If any model (friend or foe) without this Skill comes within 2" of a Trap Marker, that model suffers a hit with Strength 3 and Armour Penetration 1. This counts as a Ranged Attack. Remove the Trap Marker afterwards.

**Taunt:** Special Attack
The model has a special Shooting Attack with unlimited range that hits automatically. The target gains Frenzy (against the Taunting model) and suffers a -3 modifier to its Frenzy Test until the shooting model's next Shooting Phase.

**Throw Sand:** Universal Rule
Whenever the model becomes Knocked Down in Close Combat, when on foot and while standing at Ground Level, choose an enemy model in base contact. That enemy model becomes Knocked Down.

## 17.7 Equipment

Equipment is a special kind of Model Rules. It is separated from the other Model Rules not because of the effect, but because of how they are acquired. Equipment is only in rare cases found on Model Profiles, and when it is it is marked out with underscored text. Usually, Equipment is instead bought by the Warband and equipped to its models. What Equipment a model can be given is dependent on whether it is a Hero or Henchman and is often limited by Weapon or Armour Proficiency, for more details see the Equipment Allocation Phase. Generally, a model can be equipped with duplicates of equipment items.

This section contains several different categories of Equipment. It also lists the cost and rarity of each item on the Local Market. In addition, many Armies have unique Equipment that can only be acquired through their special Market.

**One Use Only**

Some Model Rules are labeled as One Use Only, most commonly found among Equipment Upgrades and Miscellaneous Equipment. Such Models Rules are removed from the mode once it has been used.

### 17.7.1 Close Combat Weapons

Close Combat Weapons are used in Close Combat and can confer various benefits and penalties. The rules for these weapons only apply to attacks made with the weapon in question.

A model cannot be equipped with more than two Close Combat Weapons, unless otherwise specified. Which Close Combat Weapons a model can be equipped with is limited by its Weapon Proficiency.

A model fighting with two or more Close Combat Weapons gains the effects of Multi-Wielding.

| Weapon | Hands | Rules | Cost (pts) | Rarity |
|---|---|---|---|---|
| **Axe** | 1 | Attacks made with an Axe gain +1 Armour Penetration. | 6 | 0 |
| **Beast Axe** | 1 | Attacks made with a Beast Axe gain +1 Strength and +1 Armour Penetration. The wielder gains **Single Wield**, **Strikes Last** and +2 Defensive Skill. | 40+2MS | 12 |
| **Brass Knuckle** | 1 | Attacks made with a Brass Knuckle gain +1 Strength and **Blunt Attacks** but are resolved at -1 Offensive Skill. A model fighting with one or more Brass Knuckles suffers -1 Defensive Skill. | 12+MS | 6 |
| **Brazier Iron** | 2 | Attacks made with a Brazier Iron gain +1 Strength, +1 Armour Penetration and **Flaming Attacks**. The wielder gains **Strikes Last**. | 25 | 7 |
| **Club** | 1 | - | 3 | 0 |
| **Dagger** | 1 | Attacks made with a Dagger suffer -1 Armour Penetration (note that this can improve the defender's Armour Save). The first Daggers a model carries does **not** count towards the limit of how many Close Combat Weapons a model can carry. | 1 | 0 |
| **Executioner's Blade** | 2 | Attacks made with an Executioner's Blade gain +2 Strength,+2 Armour Penetration, **Lethal Strike** and **Grievous Attacks (1)**. The wielder gains **Strikes Last**. | 50 | 15 |
| **Fighting Claw** | 1 | A model equipped with two Fighting Claws must rerolled failed Agility Test when Climbing, but cannot be equipped with a Shooting Weapon. A model fighting with two Fighting Claws gains Deflect. | 20 | 6 |
| **Flail** | 2 | Attacks made with a Flail gain +2 Strength and +2 Armour Penetration. The wielder suffers -3 Defensive Skill. | 15 | 0 |
| **Great Weapon** | 2 | Attacks made with a Greataxe gain +2 Strength and +2 Armour Penetration. The wielder gains **Strikes Last**. | 15 | 0 |

| | | | | |
|---|---|---|---|---|
| **Halberd** | 2 | Attacks made with a Halberd gain +1 Strength and +1 Armour Penetration. | 10 | 0 |
| **Hammer** | 1 | Attacks made with a Hammer gain **Blunt Attacks**. | 6 | 0 |
| **Iron Fist** | 1 | The wielder gains **Deflect**. The model cannot be equipped with a Shield, Buckler or Pavise. A model equipped with one or more Iron Fists gain +1 Armour. | 25+2MS | 12 |
| **Lance** | 1 | Mounted models only. Attacks made with a Lance gain **Devastating Charge (+2 Str, +2 AP)**. The wielder gains **Single Wield**. | 40 | 8 |
| **Light Lance** | 1 | Mounted models only. Attacks made with a Lancee gain **Devastating Charge (+1 Str, +1 AP)**. The wielder gains **Single Wield**. | 10 | 0 |
| **Morning Star** | 1 | Attacks made with a Morning Star gain +1 Strength and +1 Armour Penetration. The wielder gains **Single Wield** and suffers -3 Defensive Skill. | 15 | 0 |
| **Pike** | 2 | Cannot be used by mounted models. Attacks made with a Pike gain +1 Armour Penetration. When charged, Close Combat Attacks from model parts wielding a Trident have their Agility **set** to 10 and gain an additional +1 Armour Penetration in the first Round of Combat.<br>Can be used as a Shooting Weapon with the following profile:<br>Range 3". Shots 1. Str as user. AP 1. Roll to hit as if the shooter and target were in Close Combat. | 15 | 7 |
| **Rapier** | 1 | The wielder gains **Deflect**. Attacks made with a Rapier suffer -1 Armour Penetration.<br>For each failed To Wound roll, immediately make a new attack. These new attacks can also generate further attacks, but each new round of generated attacks has a cumulative -1 to-hit modifier. | 15 | 7 |
| **Spear** | 1 | Cannot be used by mounted models. Attacks made with a Spear gain +1 Armour Penetration. When charged, Close Combat Attacks from model parts wielding a Spear have their Agility **set** to 10 and gain an additional +1 Armour Penetration in the first Round of Combat. The wielder gains **Single Wield**. | 10 | 0 |
| **Staff** | 2 | Attacks made with a Staff gain **Blunt Attacks**. The wielder gains **Deflect**. | 5 | 0 |
| **Sword** | 1 | The wielder gains **Deflect**. | 10 | 0 |
| **Trident** | 1 | Cannot be used by mounted models. The wielder gains **Deflect**.<br>When charged, Close Combat Attacks from model parts wielding a Trident have their Agility **set** to 10 in the first Round of Combat. The wielder gains **Single Wield**. | 15+2MS | 10 |
| **Whip** | 1 | The wielder gains **Beast-bane**. Attacks made with a Whip ignore Deflect, gain **Devastating Charge (+1 Att)** but suffer -1 Armour Penetration. | 10 | 0 |

### 17.7.2 Shooting Weapons

Weapons listed in this section are used in the Shooting Phase and can confer various benefits and penalties. The rules for these weapons only apply to attacks made with the weapon in question.

A model cannot be equipped with more than one Shooting Weapon, unless otherwise specified. Which Shooting Weapons a model can be equipped with is limited by its Weapon Proficiency.

| Weapon | Range | Shots | Strength | Armour Penetration | Rules | Cost (pts) | Rarity |
|---|---|---|---|---|---|---|---|
| **Blowpipe** | 12" | 2 | 2 | 0 | Poison Attacks. If used by a Hiding model the model may remain Hidden if it wishes. | 30 | 8 |
| **Blunder-buss** | 12" | 1 | 4 | 1 | Scatter Shot, Quick to Fire. Ignores Cover. Can only be used once per Game Sequence | 35 | 10 |
| **Bow** | 24" | 1 | 3 | 0 | | 10 | 0 |
| **Crossbow** | 30" | 1 | 4 | 1 | Move or Fire. | 30 | 0 |
| **Flintlock Axe** | 18" | 1 | 4 | 2 | Slow Reload. Takes up a Close Combat Weapon slot and can be used as a Close Combat Weapon with the following profile: Hands 2. Attacks made with a Flintlock Axe gain +1 Strength. | 50+3MS | 15 |
| **Hand Cannon** | 24" | 1 | 4 | 2 | Scatter Shot. Quick to Fire. Slow Reload. Can only be used by Large models. | 70+3MS | 14 |
| **Handgun** | 24" | 1 | 4 | 2 | Slow Reload. Move or Fire. | 35 | 8 |
| **Hunting Rifle** | 48" | 1 | 4 | 2 | Slow Reload. Accurate. Move or Fire. Can always pick targets other than the closest enemy model. | 160+5MS | 12 |
| **Hunting Spear** | 12" | 1 | As user +1 | As user +1 | Quick to Fire, Grievous Attacks (1). Can only be used by Large models. Can only be used once per Game Sequence. | 35+2MS | 12 |
| **Javelins** | 8" | 1 | As user | As user | Quick to Fire | 5 | 0 |
| **Longbow** | 30" | 1 | 3 | 0 | | 15 | 0 |
| **Nets** | 6" | 1 | - | - | Quick to Fire, Accurate. If the target is Hit, it suffers -1 Strength and -1 Armour Penetration until the start of the Active player's next Shooting Phase. | 20 | 0 |
| **Repeater Crossbow** | 24" | 2 | 3 | 1 | | 35 | 10 |
| **Repeater Gun** | 24" | 3 | 4 | 2 | Slow Reload, Move or Fire. | 80+3MS | 12 |
| **Shotgun** | 12" | 1 | 4 | 2 | Slow Reload, Quick to Fire. Ignores Cover. Additional -1 to-hit at Long Range. | 40 | 13 |
| **Shortbow** | 18" | 1 | 3 | 0 | | 5 | 0 |
| **Sling** | 18" | 1 | 3 | -1 | Quick to Fire | 5 | 0 |

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| **Sylvan Longbow** | 30” | 1 | 3 | 1 | When shooting from Short Range, the Strength is **set** to 4. | 40+3MS | 14 |
| **Throwing Weapons** | 8” | 2 | As user | As user | Quick to Fire, Accurate | 15 | 0 |

### 19.7.2.1 Small Firearms

Small Firearms are a special kind of Shooting Weapons.

Up to two such Small Firearms count as only a single Shooting Weapon for the limit of how many weapons the model can carry. Alternatively, a Small Firearm may count as a single Close Combat Weapon. Which is decided by the controlling player when the weapon is equipped.

A model equipped with more than one Small Firearm can choose to use either one or two in the same Shooting Phase. The model must announce how many shots will be fired with each weapon, but if more than one shot is fired in total, the -1 to-hit modifier is applied to all shots.

In Close Combat, a Small Firearm counts as a ‘Club’ Close Combat Weapon, with the following addition:

> Any Close Combat Attack made with the weapon can be made with the same Strength and Armour Penetration that the weapon has when used in the Shooting Phase. Announce if this is used when attacks are allocated. Roll to hit as any other Close Combat Attack. Each attack made in this way counts as firing a Shot for the purpose of Slow Reload. (Remember that Slow Reload Shots cannot be reloaded while Engaged in Combat.)

| Weapon | Range | Shots | Strength | Armour Penetration | Rules | Cost (pts) | Rarity |
|---|---|---|---|---|---|---|---|
| **Duelling Pistol** | 12” | 1 | 4 | 2 | Slow Reload. Quick to Fire. When fired in Close Combat, attacks made with a Duelling Pistol gain a +1 to-hit modifier. | 35 | 10 |
| **Pistol** | 6” | 1 | 4 | 2 | Slow Reload, Quick to Fire. | 20 | 8 |
| **Repeater Handbow** | 12” | 2 | 3 | 0 | Quick to Fire. | 25 | 9 |
| **Repeater Pistol** | 6” | 3 | 4 | 2 | Slow Reload, Quick to Fire. | 45+2MS | 13 |

### 17.7.3 Armour Equipment

Armour Equipment is the most common source of Armour (the Characteristic) for most models. It is used to avoid Wounds, more details on which can be found in Attacks, page 46.

What Armour Equipment a model can be equipped with is limited by its Armour Proficiency.

#### 19.7.3.1 Suits of Armour

A model can only be equipped with up to one Suit of Armour, unless specifically stated otherwise (such as Unusual Shape).

| Armour | Rules | Cost (pts) | Rarity |
|---|---|---|---|
| **Leather Armour** | The wearers Armour is **set** to 1 and cannot be improved beyond this. Cannot be sold. | 10 | 0 |
| **Light Armour** | +1 Armour. | 20 | 0 |
| **Heavy Armour** | +2 Armour and +3 Rating. The wearer gains **Limited Motions**. | 40 | 0 |
| **Plate Armour** | +3 Armour and +6 Rating. The wearer gains **Limited Motions**. | 80 | 10 |

#### 19.7.3.2 Cloaks

A model can only be equipped with up to one Cloak.

| Armour | Rules | Cost (pts) | Rarity |
|---|---|---|---|
| **Elven Cloak** | The wearer gains +1 Armour. | 40+2MS | 14 |
| **Forest Cloak** | The wearer gains **Hard Target**. When the wearer is within a Forest or within 3" of a Tree, it gains Magic Resistance (3). | 70+10MS | 15 |
| **Kraken's Hide** | If on foot, the wearer gains +2 Armour.<br>If mounted, the wearer gains +1 Armour.<br>Cannot be worn by a model with Plate Armour. | 70+10MS | 15 |
| **Lion's Fur** | If on foot, the wearer gains +1 Armour, which is improved to +2 Armour against Shooting Attacks. | 70+10MS | 16 |
| **Wolfcloak** | The wearer gains +1 Armour against Shooting Attacks. | 20+2MS | 14 |

#### 19.7.3.3 Hand Held Armour

Hand Held Armour requires a Hand to be used in Close Combat. To gain the benefits from its rules while in combat, the model must dedicate a hand to it. A model can only be equipped with up to one piece of Hand Held Armour.

| Armour | Hands | Rules | Cost (pts) | Rarity |
|---|---|---|---|---|
| **Buckler** | 1 | While the wielder is Healthy, it gains Distracting. | 5 | 0 |
| **Pavise** | 1 | The wearer gains +3 Armour against Ranged Attacks. If the wielder has Limited Motions, it suffers -1 Advance Rate and -2 March Rate. | 25 | 8 |
| **Shield** | 1 | The wielder gains +1 Armour. If the model has Deflect, it gains **Block**. If the wielder has Limited Motions, it suffers -1 Advance Rate and -2 March Rate. | 5 | 0 |

### 19.7.3.4 Other Armour

A model can only be equipped with a single of **each** piece of Other Armour.

| Armour | Rules | Cost (pts) | Rarity |
|---|---|---|---|
| **Barding** | +1 Armour and +2 Rating. The model suffers -1 Advance Rate and -2 March rate on its **profile**. | 30 | 12 |
| **Helmet** | The wearer is never Stunned when reduced to 2 remaining Health Points by a Damage Roll (no need to roll the extra D6). This effect is cancelled out against Blunt Attacks. | 10 | 0 |

## 17.7.4 Equipment Upgrades

Some Weapons and Armour Equipment can be upgraded. For each upgrade it is specified which items it can be used with. Unless otherwise specified, equipment Upgrades are available to all models, provided the model can use the relevant item.

Upgraded weapons are sometimes referred to by the name of the upgrade followed by the name of the weapon. For example: a "Cursed Axe" is an Axe that has been upgraded with Cursed.

### 19.7.4.1 Upgrade Keywords

**Allocated**

The upgrade can be allocated just like any other item.

**Inbuilt**

The upgrade must be bought with the item, as a single item. A single item can only have up to one Inbuilt upgrade. The cost is written as a modifier to the upgrade item. For Rarity, use the highest and add +1 if both have a Rarity larger than zero.

**Single Shot**

The upgrade affects only a single shot fired by the weapon. Announce its usage right before rolling to hit.

**Pre-Game**

The upgrade can be activated during the Pre-Game Sequence.

### 19.7.4.2 Armour Upgrades

| Upgrade | Item | Keywords | Effect | Cost (pts) | Rarity |
|---|---|---|---|---|---|
| **Black Steel** | Heavy Armour | Inbuilt | The wearer gains +1 Health Points. The armour does **not** grant its wearer Limited Motions. | 2x Price | 11 |
| **Cold Forged** | Heavy Armour, Light Armour | Inbuilt | The wearer gains **Deflect**. The armour does **not** grant its wearer Limited Motions. | 25+1.5x Price | 11 |
| **Lightweight** | Heavy Armour, Plate Armour | Inbuilt | The armour does **not** grant its wearer Limited Motions. | 1.5x Price | 10 |

### 19.7.4.3 Close Combat Weapon Upgrades

| Upgrade | Item | Keywords | Effect | Cost (pts) | Rarity |
|---|---|---|---|---|---|
| **Blessed** | Dagger, Axe, Club, Flail, Great Weapon, Halberd, Hammer, Lance, Light Lance, Morning Star, Rapier, Pike, Spear, Sword, Whip | Inbuilt | Attacks made with the weapon gain **Magical Attacks**. | 15+ Price | 12 |
| **Bloodroot Coating** | Any Close Combat Weapon | Allocated, Pre-Game | One Use Only. Until the end of the Game Sequence, attacks made with the weapon gain a +1 to-wound modifier and **Grievous Attacks (1)**. | 15+2MS | 9 |
| **Cursed** | Dagger, Axe, Club, Flail, Great Weapon, Halberd, Hammer, Lance, Light Lance, Morning Star, Rapier, Pike, Spear, Sword, Whip | Inbuilt | Critical Wounds caused with the weapon gain **Grievous Attacks (D3)**). | 10+3x Price | 12 |
| **Enchanted** | Dagger, Axe, Club, Flail, Great Weapon, Halberd, Hammer, Lance, Light Lance, Morning Star, Rapier, Pike, Spear, Sword, Whip | Inbuilt | Attacks made with the weapon gain **Magical Attacks** and one of the following effects, randomize when acquired (roll a D6):<br>**1** **Flaming Attacks** and +1 Strength<br>**2** **Poison Attacks** and Armour Penetration 10<br>**3** Reroll failed to-wound rolls and **Divine Attacks**.<br>**4** **Grievous Attacks (2)** and +1 Armour Penetration<br>**5** **Devastating Charge (+2 Str, +2 Att)**<br>**6** Reroll failed to-hit rolls and **Holy Attacks**. | 100+2x Price | 15 |
| **Lucky** | Dagger, Axe, Club, Flail, Great Weapon, Halberd, Hammer, Lance, Light Lance, Morning Star, Rapier, Pike, Spear, Sword, Whip | Inbuilt | Attacks made with the weapon gain a +1 to-hit modifier. | 15+3x Price | 11 |
| **Mithril** | Dagger, Axe, Club, Flail, Great Weapon, Halberd, Hammer, Lance, Light Lance, Morning Star, Rapier, Pike, Spear, Sword, Whip | Inbuilt | A model fighting exclusively with Mithril Weapons gains +3 Agility. | 15+2x Price | 11 |
| **Poison Infusion** | Dagger, Axe, Club, Flail, Great Weapon, Halberd, Hammer, Lance, Light Lance, Morning Star, Rapier, Pike, Spear, Sword, Whip | Inbuilt | Attacks made with the weapon gain **Poison Attacks**. | 10+3x Price | 11 |
| **Sharpened** | Dagger, Axe, Club, Flail, Great Weapon, Halberd, Hammer, Lance, Light Lance, Morning Star, Rapier, Pike, Spear, Sword, Whip | Inbuilt | Attacks made with the weapon gain +1 Armour Penetration. | 10+2x Price | 11 |
| **Wolfsbane Coating** | Any Close Combat Weapon | Allocated, Pre-Game | One Use Only. Until the end of the Game Sequence, attacks made with the weapon gain **Lethal Strike** Failed to-wound rolls made with the weapon must be rerolled. | 15+2MS | 9 |

### 19.7.4.4 Shooting Weapon Upgrades

| Upgrade | Item | Keywords | Effect | Cost (pts) | Rarity |
|---|---|---|---|---|---|
| **Abramelin Oil** | Handgun, Hunting Rifle, Pistol, Duelling Pistol, Shotgun, Repeater Gun, Repeater Pistol | Allocated, One Use Only, Pre-Game | Until the end of the Game Sequence, the weapon gains **Divine Attacks**. | 20+MS | 10 |
| **Bayonet** | Handgun, Hunting Rifle | Allocated | The weapon can be used as a Spear in Close Combat. | 10 | 7 |
| **Bitter Arrows** | Shortbow, Bow, Longbow, Sylvan Longbow | Allocated, One Use Only, Pre-Game | Until the end of the Game Sequence, the weapon gains **Poison Attacks**. | 20+3MS | 12 |
| **Black Arrow** | Bow, Shortbow, Longbow, Sylvan Longbow, Crossbow, Crossbow, Repeater Crossbow | Allocated, One Use Only, Single Shot | The shot gains **Grievous Attacks (20)**. | 25+2MS | 8 |
| **Composite** | Bow, Shortbow, Longbow, Sylvan Longbow | Inbuilt | The weapon gains **Accurate**. | 10+2x Price | 10 |
| **Double-barrelled** | Handgun, Hunting Rifle, Pistol, Duelling Pistol, Shotgun | Inbuilt | The weapon gains Shots 2. | 10+2x Price | 13 |
| **Fire Arrows** | Bow, Shortbow, Longbow, Sylvan Longbow, Crossbow, Crossbow, Repeater Crossbow | Allocated, One Use Only, Pre-Game | Until the end of the Game Sequence, the weapon gains **Flaming Attacks**. | 15+MS | 9 |
| **Heavy Bullet** | Handgun, Hunting Rifle, Pistol, Duelling Pistol, Shotgun, Repeater Gun, Repeater Pistol | Allocated, One Use Only, Single Shot | The shot gains +1 Strength and +1 Armour Penetration. | 5 | 5 |
| **Hunting Arrows** | Bow, Shortbow, Longbow, Sylvan Longbow | Allocated, One Use Only, Pre-Game | Until the end of the Game Sequence, the weapon gains **Grievous Attacks (1)**. | 15+MS | 8 |
| **Modified Gun Sight** | Handgun | Allocated | The weapon gains 6” longer Range. | 25 | 11 |
| **Moonlight Arrows** | Shortbow, Bow, Longbow | Allocated, One Use Only, Pre-Game | Until the end of the Game Sequence, the weapon gains **Magical Attacks**, has its Strength **set** to 4 and its Armour Penetration **set** to 1. | 25+3MS | 14 |
| **Silver Bullets** | Handgun, Hunting Rifle, Pistol, Duelling Pistol, Shotgun, Repeater Gun, Repeater Pistol | Allocated, One Use Only, Pre-Game | Until the end of the Game Sequence, the weapon gains **Holy Attacks**. | 20+MS | 10 |
| **Superior Black Powder** | Handgun, Hunting Rifle, Pistol, Duelling Pistol, Shotgun, Repeater Gun, Repeater Pistol | Allocated, One Use Only, Pre-Game | Until the end of the Game Sequence, the weapon gains +1 Strength. | 15+MS | 11 |

### 17.7.5 Miscellaneous Equipment

Heroes can be equipped with any of the Miscellaneous Equipment listed here, unless otherwise specified. They can also use Miscellaneous Equipment unique to their Army. Henchmen cannot use Miscellaneous Equipment, unless otherwise specified.

Unless otherwise specified, a model cannot carry duplicates of Miscellaneous Equipment.

| Equipment | Effect | Cost (pts) | Rarity |
|---|---|---|---|
| **Amulet of Power** | A wizard with an Amulet of Power can once per Game Sequence reroll a failed Casting Attempt. | 50+5MS | 13 |
| **Bear-Claw Necklace** | The wearer gains **Fearless**, **Frenzy** and +1 Attack Value. | 65+3MS | 13 |
| **Blessed Water Vial** | One Use Only. Used as a Shooting Weapon with the following profile: Range 8", Shots 1, Str 3, AP 0, Quick to Fire, Holy Attacks. | 10+3MS | 5 |
| **Book of the Dead** | If the bearer is a Wizard (or has the Arcane Lore skill) it can cast the following spell: | 125+25MS | 16 |

**The Dead Arise**

| *Casting Value* | *Range* | *Type* | *Duration* | *Effect* |
|---|---|---|---|---|
| **7+** | **6"** | Ground | Instant | Summon a Zombie (see VC army) on the target point. |

| | | | |
|---|---|---|---|
| **Caltrops** | One Use Only. Can be used whenever an enemy model declares a charge against the model. The Charge Range of the charging model is subject to a Minimised Roll. | 15+2MS | 8 |
| **City Map** | One Use Only. Can be activated during the Pre-Game Sequence immediately before randomizing a Common Scenario. When used, roll a D6 to determine its effect. | 20+4MS | 9 |

| Result | Effect |
|---|---|
| 1 | *Fake!* The Warband has +100 Warband Rating*. During the following Exploration Phase, roll one fewer D6 for the Exploration Roll. |
| 2-3 | *Catacomb Map*. The controlling player can choose which Common Scenario to play. If multiple players at the table has this effect, no one benefits from it. |
| 4-5 | *Vague*. The Warband has -50 Warband Rating*. During the following Exploration Phase, roll an additional D6 for the Exploration Roll. |
| 6 | *Accurate*. The Warband has -100 Warband Rating*. During the following Exploration Phase, the result of any single D6 part of the Exploration Roll can be modified by ±1. |

*In effect for all purposes during the Pre-Game Sequence. Does **not** affect the Underdog Bonus.

| | | | |
|---|---|---|---|
| **Dispel Scroll** | One Use Only. A wizard with a Dispel Scroll can use it after an enemy Wizard or Priest has successfully cast a Spell or Prayer. The effect of that Spell or Prayer is ignored. | 25+4MS | 11 |
| **Fey Runestone** | A Wizard with a Fey Runestone can attempt to dispel a single enemy Spell or Prayer in each game turn. To do so, roll 2D6. If the result is higher than the result of the Casting Roll made for the spell, that spell is dispelled and has no effect. | 80+2MS | 14 |
| **Garlic** | One Use Only. **Must** be used during the Pre-Game Sequence. Models of the Vampire species do **not** have Fear against models that carry Garlic. Instead, any model that carries Garlic has Fear against models of the Vampire species, which overrides any of their usual immunity to Fear. The effect lasts until the end of the Game Sequence. | 1 | 0 |
| **Halfling Cookbook** | The maximum number of models that the bearer's Warband can include is increased by 1. | 30+3MS | 7 |

| | | | |
|---|---|---|---|
| **Holy Relic** | The model automatically passes the first Discipline Test it is required to make. This can be a Rout Check. | 15+MS | 8 |
| **Lantern** | The Detection Aura of the model is increased by 4". | 15 | 0 |
| **Lucky Charm** | The first time the bearer is hit by an attack in each Game Sequence, you **must** roll a D6. On a roll of 4+ that hit is ignored. Attacks with Glancing Blow are ignored for this purpose. | 20 | 6 |
| **Opulent Coach** | Cannot be equipped. A Warband with an Opulent Coach in the Stockpile gains a +3 modifier to its Rarity Roll. | 100+50MS | 12 |
| **Obsidian Charm** | The bearer gains **Magic Resistance (2)**. | 40+3MS | 12 |
| **Rabbit's Foot** | One Use Only. Can be used to let the bearer immediately reroll a single D6 part of a to-hit, to-wound, Armour Save or Characteristic Test roll. | 10 | 5 |
| **Rope & Hook** | At the start of Climb Manoeuvres, the bearer can do one of the following. Decide which before taking the Agility Test.<br>● To reroll the Agility Test if failed.<br>● To treat Crevices of any height as Wall Surfaces. | 10 | 0 |
| **Silk Clothes** | The wearer may reroll the first Rout Check it fails. If the model is taken Out of Action, roll a D6 during the Injury Phase. On 1-3 the Silk Clothes are destroyed. | 50+2MS | 9 |
| **Tarot Cards** | A Hero equipped with Tarot Cards may use them during the Pre-Game Sequence. The Hero then takes a Discipline Test. If passed, choose a single D6 part of the Exploration Roll before performing the roll. That D6 can be modified by ±1. If an '11' or '12' is rolled on the Discipline Test, the model is immediately Delayed. | 40+2MS | 7 |
| **Telescope** | Any Shooting Weapon used by the model has 3" longer range. The Detection Aura of the model is increased by 8". | 75+3MS | 10 |
| **Tome of Magic** | When a Tome of Magic enters a campaign, randomize a Path and a Spell from that Path. This Spell is known by the item. If the bearer is a Wizard, or has the Arcane Lore skill, it can cast this Spell. | 100+25MS | 16 |
| **Torch** | One Use Only. Can be activated during the Pre-Game Sequence. Until the end of the Game Sequence, the Detection Aura of the user is increased by 4" and the user gain a Close Combat Weapon with the following profile:<br>Hands 1. Attacks made with a Torch gain **Flaming Attacks** but suffer -1 Armour Penetration. | 5 | 0 |
| **Treasure Dowser** | During the Exploration Phase, when the Exploration Roll is modified, the bearer may take a Discipline Test unless it is Delayed. If passed, any single D6 part of the Exploration Roll can immediately be rerolled. If a '12' is rolled, the model becomes Delayed during the following Warband Phase. | 25+3MS | 10 |

### 19.7.5.1 Drugs

Drugs are a special kind of Miscellaneous Equipment that interact differently with other rules. All Drugs have an *Effect* that starts applying after it has been used. Some have a *Side Effect* that also applies if used.

Models that are Supernal or Undead are not affected by Drugs.

**Addicted**

Some drugs have a Side Effect that cause the user to become Addicted. In the Trading Phase, for each Addicted model you have, you may purchase one dose of each Drug a model is Addicted to at half Rarity. In the Warband Phase, if an Addicted model is not equipped with a dose of the Drug it is addicted to, it is Vanquished. During the Pre-Game Sequence, Addicted models must use the Drug they are Addicted to, if able.

| Drug | Usage | Effect | Side Effect | Cost (pts) | Rarity |
|---|---|---|---|---|---|
| **Barrel of Booze** | One Use Only.<br>Use during Pre-Game Sequence. | Until the end of the Game Sequence, all models in the user's Warband gain Fearless and Feel no Pain. | | 20+3MS | 9 |
| **Crimson Shadow** | One Use Only.<br>Use during Pre-Game Sequence. | Until the end of the Game Sequence, the user gains **Fearless**, **Frenzy**, +1 Attack Value, +2 Agility, +1 Advance Rate and +2 March Rate. | During the Start of the Post-Game Sequence, roll 2D6. On a result of '2' or '3', the user becomes Addicted to Crimson Shadow. | 10+5MS | 8 |
| **Healing Herb** | One Use Only.<br>Use **before** the model rolls on an Injury Table. | For the following roll on the Injury Table, the user treats all results except 'Dead' and 'Captured' as 'Full Recovery'. | | 30+MS | 8 |
| **Healing Potion** | One Use Only.<br>Use during the End of Recovery Phase if the model is Healthy. | The user Recovers all Health Points it has lost in this game. | | 20+2MS | 8 |
| **Liquor Flash** | Can be used twice per Game Sequence.<br>Use during the End of Recovery Phase if the model is Healthy. | The user gain Fearless and Feel no Pain until its next Recovery Phase. | If used at least once during a Game Sequence, the user gains +5 Upkeep until the next Warband Phase. | 30+MS | 7 |
| **Mad Mushroom** | One Use Only.<br>Use during Pre-Game Sequence. | Until the end of the Game Sequence, the user gains +1 Strength and +1 Armour Penetration. | During the Start of the Post-Game Sequence, roll 2D6. On a result of '2' or '3', the user becomes Addicted to Mad Mushrooms. | 20+3MS | 9 |
| **Mandrake Roots** | One Use Only.<br>Use during Pre-Game Sequence. | Until the end of the Game Sequence, the user gains +1 Resilience and **Feel no Pain**. | During the Start of the Post-Game Sequence, roll 2D6. On a result of '2' or '3', the user becomes Addicted to Mandrake Roots. | 25+MS | 8 |
| **Potion of Speed** | One Use Only.<br>Use during the End of Recovery Phase if the model is Healthy. | Roll a D6 and consult the table below to determine the effect.<br>**Result** / **Effect**<br>1 / None.<br>2-3 / +1 Adv, +2 Mar and +1 Agi.<br>4-5 / +3Adv, +6 Mar, +3 Agi and -1 Res.<br>6 / +3 Adv, +6 Mar, +3 Agi, +3 Off and +3 Def. | During its following End of Recovery Phases, the user must take a Resilience Test. If passed, the effect lasts another turn. Test again in the next turn. If failed, the model is Stunned and the effect wears off. | 40+MS | 10 |
| **Potion of Strength** | One Use Only.<br>Use during the End of Recovery Phase if the model is Healthy. | The user gains +D3 Strength and +D3 Armour Penetration. | During its following End of Recovery Phases, the user must take a Discipline Test. If passed, the effect lasts another turn. Test again in the next turn. | 30+MS | 6 |
| **Tears of Sunna** | One Use Only.<br>Use during Pre-Game Sequence. | Until the end of the Game Sequence, Poison Attacks have no effect against the user. | | 10+2MS | 7 |

### 17.7.6 Mounts

Heroes have the option of selecting mounts from the mount section of their Army. Hirelings are sometimes When a Hero, referred to as the rider, selects a mount, apply the following rules:

Mounts are bought and allocated just like any other equipment, but can only be equipped to Heroes (unless otherwise specified). However, a Mount can only be bought and kept by Warbands if the Configuration table allows the inclusion of it (with the exception of Hireling Mounts). If a Warband somehow acquires a Mount not allowed by the Configuration table, it is Vanquished.

A model equipped with a mount replaces its Global and Defensive profile with that of its mount. In addition:

- Always use the Height, Type and Base of the mount.
- The mount has its own Offensive profile that it uses. The Offensive profile of the rider is unaffected unless otherwise specified.
- Any instance of "R" in the mount's profile is replaced with the same value or text from the rider's profile. For example, if a Hero (Armour 0) that rides a Riding Horse (Armour R + 1), wears a Heavy Armour (+2 Armour), and carries a Shield (+1 Armour), the combined model has an Armour equal to: 0 + 1 + 2 + 1 = 4.

**Black Steed** 90+3MS pts
Rare: 13

Height: Standard | Base: 25x50mm
Type: Cavalry | Species: R, Horse

| *Global* | *Adv* | *Mar* | *Dis* | *Rat* | *Upk* | *Exp* | *Model Rules* |
|---|---|---|---|---|---|---|---|
| | **8"** | **16"** | **R** | **R+15** | **R+5** | **R** | R, **Prized Stallion** |

| *Defensive* | *HP* | *Def* | *Res* | *Arm* | | | *Armour Proficiency* |
|---|---|---|---|---|---|---|---|
| | **R+1** | **R** | **R** | **R+1** | | R | R , Barding |

| *Offensive* | *Att* | *Off* | *Str* | *AP* | *Agi* | *BS* | *Weapon Proficiency* |
|---|---|---|---|---|---|---|---|
| | **1** | **3** | **4** | **0** | **3** | **0** | |

**Prized Stallion:** Universal Rule
If equipped with Barding, the model does **not** suffer -1 Advance Rate (though it still suffers -2 March Rate).

**Elven Horse** 90+3MS pts
Rare: 13

Height: Standard | Base: 25x50mm
Type: Cavalry | Species: R, Horse

| *Global* | *Adv* | *Mar* | *Dis* | *Rat* | *Upk* | *Exp* | *Model Rules* |
|---|---|---|---|---|---|---|---|
| | **9"** | **18"** | **R** | **R+15** | **R+5** | **R** | R |

| *Defensive* | *HP* | *Def* | *Res* | *Arm* | | | *Armour Proficiency* |
|---|---|---|---|---|---|---|---|
| | **R+1** | **R** | **R** | **R+1** | | R | R, Barding |

| *Offensive* | *Att* | *Off* | *Str* | *AP* | *Agi* | *BS* | *Weapon Proficiency* |
|---|---|---|---|---|---|---|---|
| | **1** | **3** | **3** | **0** | **4** | **0** | |

## **Raptor** 120+3MS pts

Rare: 15

Height: Standard | Base: 25x50mm
Type: Cavalry | Species: R, Raptor

| *Global* | *Adv* | *Mar* | *Dis* | *Rat* | *Upk* | *Exp* | *Model Rules* |
|---|---|---|---|---|---|---|---|
| | **7”** | **14”** | **R** | **R+15** | **R+10** | **R** | R |

| *Defensive* | *HP* | *Def* | *Res* | *Arm* | | | *Armour Proficiency* |
|---|---|---|---|---|---|---|---|
| | **R+1** | **R** | **R** | **R+2** | | R | R |

| *Offensive* | *Att* | *Off* | *Str* | *AP* | *Agi* | *BS* | *Weapon Proficiency* |
|---|---|---|---|---|---|---|---|
| | **2** | **3** | **4** | **1** | **2** | **0** | |

## **Riding Horse** 40+3MS pts

Rare: 8

Height: Standard | Base: 25x50mm
Type: Cavalry | Species: R, Horse

| *Global* | *Adv* | *Mar* | *Dis* | *Rat* | *Upk* | *Exp* | *Model Rules* |
|---|---|---|---|---|---|---|---|
| | **8”** | **16”** | **R** | **R+10** | **R+4** | **R** | R |

| *Defensive* | *HP* | *Def* | *Res* | *Arm* | | | *Armour Proficiency* |
|---|---|---|---|---|---|---|---|
| | **R+1** | **R** | **R** | **R+1** | | R | R |

| *Offensive* | *Att* | *Off* | *Str* | *AP* | *Agi* | *BS* | *Weapon Proficiency* |
|---|---|---|---|---|---|---|---|
| | **0** | **3** | **3** | **0** | **3** | **0** | |

## **Scuttle Spider** 100+3MS pts

Rare: 15

Height: Standard | Base: 25x50mm
Type: Cavalry | Species: R, Spider

| *Global* | *Adv* | *Mar* | *Dis* | *Rat* | *Upk* | *Exp* | *Model Rules* |
|---|---|---|---|---|---|---|---|
| | **7”** | **14”** | **R** | **R+15** | **R+5** | **R** | R, **Wall Crawler** |

| *Defensive* | *HP* | *Def* | *Res* | *Arm* | | | *Armour Proficiency* |
|---|---|---|---|---|---|---|---|
| | **R+1** | **R** | **R** | **R+1** | | R | R |

| *Offensive* | *Att* | *Off* | *Str* | *AP* | *Agi* | *BS* | *Weapon Proficiency* |
|---|---|---|---|---|---|---|---|
| | **1** | **3** | **3** | **0** | **4** | **0** | Poison Attacks |

**Wall Crawler:** Universal Rule
The model loses May Not Climb gained by its Type. When making Climb Maneuvers, the model’s Agility is **set** to 4.

## **Skeletal Steed** 80+3MS pts

Rare: 14

Height: Standard | Base: 25x50mm
Type: Cavalry | Species: R, Undead

| *Global* | *Adv* | *Mar* | *Dis* | *Rat* | *Upk* | *Exp* | *Model Rules* |
|---|---|---|---|---|---|---|---|
| | **8”** | **16”** | **R** | **R+15** | **R+5** | **R** | R, Undead |

| *Defensive* | *HP* | *Def* | *Res* | *Arm* | | | *Armour Proficiency* |
|---|---|---|---|---|---|---|---|
| | **R+1** | **R** | **R** | **R+1** | | R | R, Barding |

| *Offensive* | *Att* | *Off* | *Str* | *AP* | *Agi* | *BS* | *Weapon Proficiency* |
|---|---|---|---|---|---|---|---|
| | **1** | **2** | **3** | **0** | **2** | **0** | |

## **Warhorse** 80+3MS pts

Rare: 12

Height: Standard | Base: 25x50mm
Type: Cavalry | Species: R, Horse

| *Global* | *Adv* | *Mar* | *Dis* | *Rat* | *Upk* | *Exp* | *Model Rules* |
|---|---|---|---|---|---|---|---|
| | **8”** | **16”** | **R** | **R+15** | **R+5** | **R** | R |

| *Defensive* | *HP* | *Def* | *Res* | *Arm* | | | *Armour Proficiency* |
|---|---|---|---|---|---|---|---|
| | **R+1** | **R** | **R** | **R+1** | | R | R, Barding |

| *Offensive* | *Att* | *Off* | *Str* | *AP* | *Agi* | *BS* | *Weapon Proficiency* |
|---|---|---|---|---|---|---|---|
| | **1** | **3** | **3** | **0** | **3** | **0** | |

## **Wolf** 60+3MS pts

Rare: 13

Height: Standard | Base: 25x50mm
Type: Cavalry | Species: R, Horse

| *Global* | *Adv* | *Mar* | *Dis* | *Rat* | *Upk* | *Exp* | *Model Rules* |
|---|---|---|---|---|---|---|---|
| | **9”** | **18”** | **R** | **R+15** | **R+5** | **R** | R, Keen Senses |

| *Defensive* | *HP* | *Def* | *Res* | *Arm* | | | *Armour Proficiency* |
|---|---|---|---|---|---|---|---|
| | **R+1** | **R** | **R** | **R+1** | | R | |

| *Offensive* | *Att* | *Off* | *Str* | *AP* | *Agi* | *BS* | *Weapon Proficiency* |
|---|---|---|---|---|---|---|---|
| | **1** | **3** | **3** | **0** | **3** | **0** | |

# 18 Local Market Price Chart

### CLOSE COMBAT WEAPONS

| Item | Cost (pts) | Rarity |
|---|---|---|
| Axe | 6 | 0 |
| Beast Axe | 40+2MS | 12 |
| Brass Knuckle | 12+MS | 6 |
| Brazier Iron | 25 | 7 |
| Club | 3 | 0 |
| Dagger | 1 | 0 |
| Executioner's Blade | 50 | 15 |
| Fighting Claw | 20 | 6 |
| Flail | 15 | 0 |
| Great Weapon | 15 | 0 |
| Halberd | 10 | 0 |
| Hammer | 6 | 0 |
| Iron Fist | 25+2MS | 12 |
| Lance | 40 | 8 |
| Light Lance | 10 | 0 |
| Morning Star | 15 | 0 |
| Pike | 15 | 7 |
| Rapier | 15 | 7 |
| Spear | 10 | 0 |
| Staff | 5 | 0 |
| Sword | 10 | 0 |
| Trident | 15+2MS | 10 |
| Whip | 10 | 0 |

### SHOOTING WEAPONS

| Item | Cost (pts) | Rarity |
|---|---|---|
| Blowpipe | 30 | 8 |
| Blunderbuss | 35 | 10 |
| Bow | 10 | 0 |
| Crossbow | 30 | 0 |
| Duelling Pistol | 35 | 10 |
| Flintlock Axe | 50+3MS | 15 |
| Hand Cannon | 70+3MS | 14 |
| Handgun | 35 | 8 |
| Hunting Rifle | 160+5MS | 12 |
| Hunting Spear | 35+2MS | 12 |
| Javelins | 5 | 0 |
| Longbow | 15 | 0 |
| Nets | 20 | 0 |
| Pistol | 20 | 8 |
| Repeater Crossbow | 35 | 10 |
| Repeater Gun | 80+2MS | 12 |
| Repeater Handbow | 25 | 9 |
| Repeater Pistol | 45+2MS | 13 |
| Shotgun | 40 | 13 |
| Shortbow | 5 | 0 |
| Sling | 5 | 0 |
| Sylvan Longbow | 40+3MS | 14 |
| Throwing Weapons | 15 | 0 |

### CLOSE COMBAT WEAPON UPGRADES

| Item | Cost (pts) | Rarity |
|---|---|---|
| Blessed | 15+ Price | 12 |
| Bloodroot Coating | 15+2MS | 9 |
| Cursed | 10+3x Price | 12 |
| Enchanted | 100+2x Price | 15 |
| Lucky | 15+3x Price | 11 |
| Mithril | 15+2x Price | 11 |
| Poison Infusion | 10+3x Price | 11 |
| Sharpened | 10+2x Price | 11 |
| Wolfsbane Coating | 15+2MS | 9 |

### SHOOTING WEAPON UPGRADES

| Item | Cost (pts) | Rarity |
|---|---|---|
| Bayonet | 10 | 7 |
| Bitter Arrows | 20+3MS | 12 |
| Black Arrow | 25+2MS | 8 |
| Composite | 10+2x Price | 10 |
| Double-barrelled | 10+2x Price | 13 |
| Fire Arrows | 15+MS | 9 |
| Heavy Bullet | 5 | 5 |
| Hunting Arrows | 15+MS | 8 |
| Modified Gun Sight | 25 | 11 |
| Moonlight Arrows | 25+3MS | 14 |
| Silver Bullets | 20+MS | 10 |
| Superior Black Powder | 15+MS | 11 |

## ARMOUR EQUIPMENT

| Item | Cost (pts) | Rarity |
|---|---|---|
| Barding | 30 | 12 |
| Buckler | 5 | 0 |
| Elven Cloak | 40+2MS | 14 |
| Forest Cloak | 70+10MS | 15 |
| Heavy Armour | 40 | 0 |
| Helmet | 10 | 0 |
| Kraken's Hide | 70+10MS | 15 |
| Leather Armour | 10 | 0 |
| Light Armour | 20 | 0 |
| Lion's Fur | 70+10MS | 16 |
| Pavise | 25 | 8 |
| Plate Armour | 80 | 10 |
| Shield | 5 | 0 |
| Wolfcloak | 20+2MS | 14 |

## ARMOUR UPGRADES

| Item | Cost (pts) | Rarity |
|---|---|---|
| Black Steel | 2x Price | 11 |
| Cold Forged | 25+1.5x Price | 11 |
| Lightweight | 1.5x Price | 10 |

## MOUNTS

| Item | Cost (pts) | Rarity |
|---|---|---|
| Black Steed | 90+3MS | 13 |
| Elven Horse | 90+3MS | 13 |
| Raptor | 120+3MS | 15 |
| Riding Horse | 40+3MS | 8 |
| Scuttle Spider | 100+3MS | 15 |
| Skeletal Steed | 80+3MS | 14 |
| Warhorse | 80+3MS | 12 |
| Wolf | 60+3MS | 9 |

## MISCELLANEOUS EQUIPMENT

| Item | Cost (pts) | Rarity |
|---|---|---|
| Amulet of Power | 50+5MS | 13 |
| Barrel of Booze | 20+3MS | 9 |
| Bear-Claw Necklace | 65+3MS | 13 |
| Blessed Water Vial | 10+3MS | 5 |
| Book of the Dead | 125+25MS | 16 |
| Caltrops | 15+2MS | 8 |
| City Map | 20+4MS | 9 |
| Crimson Shadow | 10+5MS | 8 |
| Dispel Scroll | 25+2MS | 11 |
| Fey Runestone | 80+2MS | 14 |
| Garlic | 1 | 0 |
| Halfling Cookbook | 30+3MS | 7 |
| Healing Herb | 30+MS | 8 |
| Healing Potion | 20+2MS | 8 |
| Holy Relic | 15+MS | 8 |
| Lantern | 15 | 0 |
| Liquor Flash | 30+MS | 7 |
| Lucky Charm | 20 | 6 |
| Mad Mushroom | 20+3MS | 9 |
| Mandrake Roots | 25+MS | 8 |
| Opulent Coach | 100+50MS | 12 |
| Obsidian Charm | 40+3MS | 12 |
| Potion of Speed | 40+MS | 10 |
| Potion of Strength | 30+MS | 6 |
| Rabbit's Foot | 10 | 5 |
| Rope & Hook | 10 | 0 |
| Silk Clothes | 50+2MS | 9 |
| Tarot Cards | 40+2MS | 7 |
| Tears of Sunna | 10+2MS | 7 |
| Telescope | 75+3MS | 10 |
| Tome of Magic | 100+25MS | 16 |
| Torch | 5 | 0 |
| Treasure Dowser | 25+3MS | 10 |

# 19 Change Log

**v0.9.97**
Grammar and wording improved throughout.

Setting up a Campaign
New chapter!

Alignments removed. Replaced by Army and Devotion. The purpose is to better reflect the background of T9A, where all factions could work together under particular circumstances, but it is highly dependant on individual disposition.

Determine Order of Deploy
180 change to better reflect T9A:FB. Now the player who picked zone last deploys first.

Health States
Streamlined.
Dazed, Knocked Down and Fleeing all set Agi to 1.
Dazed can use Deflect and Block

Higher Injury Table
Near Death Experience added.

The Limits of Species Table
Dwarves have max 13 HP

Model Rules
May not Charge removed
Supernal do not take special Rout Checks
Holy Attacks must reroll failed rolls to wound instead of gaining +2 Str
Ambremelin Oil, new upgrade!