

Figure Stat Costs							
Movement		Melee		Shooting		Armour	
<b>Fly</b>	5	<b>5</b>	10	<b>5</b>	15	<b>5</b>	10
<b>18"</b>	4	<b>4</b>	8	<b>4</b>	12	<b>4</b>	8
<b>15"</b>	3	<b>3</b>	6	<b>3</b>	9	<b>3</b>	6
<b>12"</b>	2	<b>2</b>	4	<b>2</b>	6	<b>2</b>	4
<b>9"</b>	1	<b>1</b>	2	<b>1</b>	3	<b>1</b>	2
<b>6"</b>	0	<b>x</b>	<b>x</b>	<b>0</b>	0	<b>0</b>	1

The numbers in **bold** are the stat the figure will have. The number to their right is the points cost. Add all the point costs together. A figure with two weapons may have two attacks, simply add the Melee cost twice. A very large figure can have **Mighty** (5 points). Enemies get -1 to Armour from both melee and shooting attacks. It has no effect on other figures with **Mighty**.

All dice are regular six sided dice (d6).

### The Turn Sequence

- 1. Initiative:** Each side rolls a dice. A player adds the number of heroes and wizards in their army, and the player with the highest total may decide to go first or nominate another player to go first. Play then proceeds clockwise around the table.
  - 2. Movement:** Each side moves all of their troops in order of initiative. A flying figure moves 18". Rough terrain costs 2 inches of movement for each inch traversed. Obstacles such as hedges and walls cost half of a figures movement.
  - 3. Magic:** Each side casts spells in initiative order. All spells have a range of 18". Spells may be cast into combat, but not out of it.
  - 4. Shooting:** All shooting is simultaneous. All missile weapons have a range of 18". Roll Shooting skill or lower to hit the target. The target may ignore the hit if it rolls Armour or lower. A figure that moved more than half its move may not shoot. You may not shoot into combat. For each piece of cover (walls, hedges, trees) between the shooter and the target, roll a dice. On a 3 or lower the missile misses the cover and continues on its path. You may only shoot at a hero or wizard if they are the closest target. You cannot shoot through more than 2" of woods.
  - 5. Melee:** All melee is simultaneous. Roll Melee skill or lower to score a hit. The target may ignore the hit if it rolls Armour or lower. You may withdraw from combat up to 1/2 of your Movement score but every enemy in base contact gets 1 free attack.
- Heroes and Wizards:** Each army gets 1 Hero and 1 Wizard per 250 points. They may have any stats desired. Heroes roll a random magic item, Wizards get to roll 2 random spells. If a wizard rolls the same spell twice, they may cast it twice a turn. Otherwise each wizard can cast only one spell per turn.

### Magic Items

1. Armband of Toughness: After failing an Armour save, if the figure rolls 3 or lower they may still ignore the hit.
2. Battle Axe of Slaughter: On a successful hit the hero hits all enemies in base contact.
3. Battle Sword: +1 to Melee, -1 to Enemy Armour.
4. Magic Armour: Only one enemy may attack the hero in melee per turn with a maximum of one attack.
5. Obsidian Amulet: The Hero is immune to magic and may have a random spell.
6. Quick Sword: The Hero gets two extra attacks.

### Magic Spells

1. Curse: The target gets -1 to their Melee and Shooting stats for the rest of the game and -1 attack (min 1). This spell may only be cast once per target.
2. Death Bolt: Target suffers a hit with a penalty of 1 to their Armour.
3. Fireball: The Fireball attacks all targets touched by a 3" diameter circle. They may save the hit by rolling under their Armour.
4. Blood Lust: The target gets a free move, and if they touch an enemy they may immediately attack it with 1 extra attack.
5. Paranoia: The target immediately moves towards and attacks the closest friendly figure.
6. Teleport: The target is moved up to 18".

**Deployment:** One player sets up all terrain and the other chooses a table edge. Both armies deploy a minimum of 18" apart. Low roller must start deployment first. Alternate placing all figures of a particular type.

**Campaign Rules:** At the start of the campaign there are 10 unclaimed territories for every player. The goal is to conquer more than anyone else. Before each battle each player must state their Objective. The Objectives are:

1. Expand - If you win you may claim 2 unclaimed territories.
2. Invade - If you win you may steal one of your opponents territories.
3. All or Nothing - If you win you claim 2 of your opponents territories. If you lose he may claim 1 of yours in addition to those he gets from his chosen objective.
4. Raid - If you win, 3 of your opponents territories become unclaimed.

New players may join the campaign any time, they bring 10 unclaimed territories with them which anyone may conquer.

**Scenarios:** Roll for scenario randomly. All scenarios last 6 turns.

- 1. Pitched Battle** - Whoever slays the higher points value of enemies wins. +50 Bonus points for Heroes and Wizards.
- 2. Capture Terrain** - A terrain piece is captured by whoever has the most figures on it at the end of the game. Whoever captures the most terrain wins.
- 3. King of the Hill** - Place a large piece of terrain in the center of the table. Whoever has more figures on it at the end of the game wins.
- 4. Rescue** - The defender places a building that represents a prison anywhere on the table. The building contains a Hero (with magic item) or Wizard (with spells) of the attackers choice, who must be rescued. This figure costs no points and doesn't count towards the Hero/Wizard limit. The prisoner can be released by any friendly figure who ends their movement touching the prison. The prisoner may move no more than 6" per turn. The attackers win if the prisoner is free and still alive or has left the table by the end of the game, otherwise the defender wins.

**5. The Cursed Gem** - Place a cursed gem in the center of the battlefield. The goal is to move the gem as far as possible into the enemies half of the table. The gem may be picked up by any figure who ends its movement touching it. If the bearer is slain the attacker gets the gem. The gem may be carried no more than 6" per turn, and passed once per turn up to 6", over friends but not over enemies. The winner is the player who has placed the gem in the enemies table half.

**6. Loot** - All enemies slain in melee are worth gold coins. You get d6 gold for enemies with Armour 0-2, 2d6 for Armour 3 and 4 and 3d6 gold for enemies with Armour of 5. Heroes and Wizards are worth an extra 3d6 gold. The winner is the player with the most gold.