

Legiones Antiquitata



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General Introduction

The aim of these rules is to give players with collections of ancients figures the opportunity to play an 'Ancients' type game with fantasy elements, or indeed for those players with Fantasy armies the opportunity to play with those figures but with Ancients' elements. For example who wouldn't want to use their Macedonian pikemen and peltasts alongside Hercules and a Hydra? Or your Japanese Samurai but with Yokai and Oni?



The increasing use and popularity of 3d printers is also opening up new possibilities for using impressive and dramatic new models whether they be Norse, Celtic or Aztec, which can be played with these rules.

The game has 17 'Historical' lists which have 'historical/geographical' armies (using both terms in the very loosest sense of the words. Armies contain troop types from hundreds of years and hundreds of miles apart in the same list. This is not meant to be a simulation! This allows the player considerable latitude and the fact your army might contain a Wendigo or a Troll makes any historical concerns mute.

The game itself is played on hexes which removes all measurements and speeds play. We use 3" hexes for 28/32mm miniatures but you can use smaller or bigger scales as long as the number of hexes in play remains the same or similar. There are recommended numbers for troops per hex but the game plays exactly the same whether you use two loose hoplites in a unit or four fixed on a base. Once you are comfortable with the mechanisms, a game is over in between two and two and a half hours.



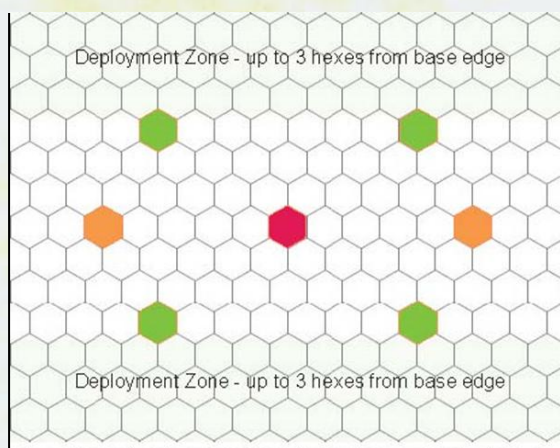
1.0 The game - introduction

The game is played over 4 (or 5) turns and victory is decided by a combination of Kill Points (7.0.1), Points dependent on the Mission Objective (7.1) and Local objective cards (7.2) in play. The first player to 70 vp wins **immediately**. Otherwise the player with the most points at game end wins.

The battlefield is 15 x 13 hexes for 100 point games. Armies must contain 40 points of keyword troops – (these units are marked in red on the army lists). One and only one of the general choices - marked with an asterisk - must be used. An army may stray beyond 100 points to a maximum of 105 points but your opponent starts with 2 Victory Points for every 1 point over 100 (FRU). E.g. 101 points gives your opponent 2 victory points, 104 points = 8VP, 105 points = 10 VP

15 x 13 3" hexes fits easily onto a 4' x 3' mat. A printable map which can be taken to a print shop is available here <https://www.firstcommissionpainting.co.uk/general-clean>

There are three possible deployments that are rolled for (see 7.12) but the standard deployment zone map is laid out as below



Coloured hexes show various alternate target hexes used in the objectives although different deployments are possible see 7.12



Unit Definitions

The word Unit refers to a both a single figure unit (SFU) and a multi figure unit (MFU) and the cost listed in Victory Points is that of a single unit. A group of units can be up to 6 of the Same name units if they have the Massed attribute. For example a group of Hoplites could be anywhere between 1 and 6 units.

Infantry type multi figure units are usually 2-3 miniatures on foot, cavalry type units are 2-3 miniatures riding a horse, camel or similar. The Hoplite unit above could therefore be any number between 1 unit of 2 to 3 minis up to 6 units of 2-3 minis.

Non *Massive* Beasts can be any number of figures depending on whether listed in the singular or in the plural. For Example from the Warriors of the Sun list - a Crocodile is just one Beast therefore is a SFU, whereas a Snake Swarm is obviously multiple snakes on a base and is an MFU. *Massive* units such as Trolls, dragons or giants are always just one miniature.

Hero units are always a single figure whether on foot, mounted or riding a beast.

Army composition

The lists in the Army booklet are designed to be used with 100 point armies and with the core rule that 40 points **must** come from the army choices listed in red **excluding the General**. (says 20 pts earlier in the rules - highlighted) Yup ta

These represent the core troops. After choosing your core 40 you may choose any of the remaining units in the list up to the number in brackets which indicates the maximum of any unit which can be present on the battlefield at any point in time.

There are usually 2 or 3 list options in the accompanying Army List Booklet each with their own advantages in terms of troop types and numbers allowed or through special rules. For each army you need to ensure you are complying with any limitations to access these advantages.

All armies must be led by a general or equivalent – these are marked with an asterisk on the army list. Some army choices have named leaders who must be the army general. The general must be identified to the opponent before the start of the game. Only one unit marked as a general in the list with an asterisk - ie General* - can be used in any army.

Units marked in blue on the lists are units that a Magician is able to summon using the Summons spell – one **successful** summons is allowed per Magician per turn unless the summoner has a special attribute. These units may be bought normally at the start but like all units cannot exceed their limit even when summoned.

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Turn sequence

1.01 Pre-game actions

Pick your army from your list, including your Army Special Rule and choose any spells your magician(s) are taking allocating spells to each magician if more than one magician is taken.

a. Roll d6 for Home and Away. Then the Home players uses their terrain chart (see army lists) to lay out terrain **7.1**

b. Draw a card (ignoring Royals) for the Mission Objective **7.2** and then draw a card for deployment type to define table deployment zones. **7.3**

b. Both sides draw 5 cards from the Local Objective/Tactical deck. These are private information.

c. Both sides draw 10 activation cards from their own deck of 52 standard playing cards.

d. Roll d6 for Deployment order – the highest roll may choose deployment area **or** to deploy first or second. Whichever he chooses the other alternative passes to the other player. The home player rolls 2 dice and chooses one of them in this roll off to represent home advantage.

e. Deploy armies as decide in step d. The player deploying first deploys half his units (FRU) including units with the Ambush attribute. The second player deploys **all units** then first player deploys remaining units. Any units with the Ambush attribute are then deployed alternately with the player who deployed second placing one unit first ie the player who deployed their full force has first placement in ambush.

f. Roll d6 for initiative in turn 1 and subsequent turns

1.1 Player activations

a. Player 1 decided by the Initiative roll plays an activation card to activate a unit or passes.

b. Move, fight, spell, etc. the activated unit. See sections **3, 4 & 6**. Tactical cards must be played on a unit at start of activation or at the point in time stated on card. Local Objective cards played as they are achieved or at end of turn depending on the objective. Casualty VP are added to the VP totals **as they are achieved**.

c. Player two repeats steps a & b

d. Repeat until both players have completed all the activations they are able to, or wish to with the cards they have.

End of turn

(a) Conditions such as burning, poison and regeneration are applied in alphabetical order with the effects taking effect and potentially affecting Hit Points. Such losses if any, are scored simultaneously at the end of this phase.

(b) Removal of 'end of turn' spell effects eg Blind, Barrier etc

- (c) Play of Objective cards for points (simultaneous scoring) Check for objective points - ***Check for Sudden death conditions – if both sides reach 70vp during end turn phase the higher total wins***

Discard any unwanted cards remaining from activation hand and draw new hand up to 10. Used and discarded cards are not returned to the deck unless due to game mechanisms reason there are insufficient to deal a full 10 cards. If this should happen deal the remaining cards then shuffle the discards and deal to make up the difference.

1.1 Activation of units

At the start of each turn player receives 10 randomly dealt playing cards. A unit is activated by the playing of a card (or cards) the number on which equals or is greater than the activation number of the unit type as defined in the army lists with Royals counting as any required number.

Gameplay is by alternately activating units with the side that wins initiative choosing whether to take first activation of a unit or passing initiative to the opponent. If you wish you may pass your activation but passing costs an activation card and you cannot pass twice in a row. You may choose to completely stop activating units at any time but cannot restart once stopped.

If either side runs out of activations the other side may continue activating until unable to.

Unit activation numbers

The activation numbers required through cardplay are as follows.

Heroes 3+

Most Troops 5+

Some troops and some Beasts 7+

Worst troops and most Beasts 9+

Every unit has a type which consists of a letter **H, T** or **B** which defines its type (Hero, Troop or Beast) and a number which is the minimum number required to activate it eg a dragon is B5 showing it is a Beast but quite an intelligent one as it only requires a 5 or better whereas a Troll is B9 as it lacks intelligence.

You can add playing cards together to equal or exceed the activation number required - card colour is irrelevant for activation.

Example 1 – A player wants to activate a troll but has no card higher than an 8. The Troll is Beast 9 so requires a 9. The player adds together a 6 and a 4 he has in hand and as this equals or exceeds 9 he plays them together to activate the troll.

An actually impossible to achieve Mission Objective card can be used to activate any unit. For example a card such as 'lead by example' requiring a Hero to kill something may be impossible if all your Heroes are dead but not beforehand.



A **Captain** with *Advance* or a **Hero** with *Follow me* (or other skill which allows it to activate other units) may activate equal or worse quality troops as part of his activation on his lower value card. (3.7)

Example 2 - A Viking Captain adjacent to one of 3 other Viking Bondi units – adjacent to each other and of the same name - may play a single 5+ card of any colour (his Captain activation card number) to activate himself and the valid Viking Bondi units. Neither He, nor they, can activate again this turn after taking their actions.



Advance attribute - Up to 3 friendly troop units with the same name ie. Hoplites which start adjacent and have the *Advance* attribute may activate as one activation.



Example 3 - Up to 3 Troop units with the same name for example the three Hoplites, which start adjacent and have the *Advance* attribute may activate as one activation but must end their activation adjacent to each other and take the same actions. If there were up to 6 Hoplites they could all activate as one activation if they all have the *Massed* attribute.

If activated by a captain see 3.5 and 3.71

The 3 Bondi may do the same but the Dwarf unit may not activate with any of the Bondi despite also having the *Advance* attribute as he has a different name (and therefore a different profile).

Advance and Massed attribute –All units activated on *Advance* (up to 3 units) or *Massed* (up to 6 units) must be adjacent to another same name unit at the moment of activation and end their movement adjacent to a same name unit activated on the same order. All must carry out the same actions eg. Move and close combat or move and move or move and shoot. Move each unit in turn to allow any possible responses through Tactical cards. If a unit finds it cannot end adjacent to another same name unit that activated on the *Advance* or *Massed* order, it remains where it started and counts as having activated



1.2 Activation Action types

Each Activated unit may carry out 2 Actions. These may be any of

- * Double move (counts as 2 actions)
- * Move plus another action
- * Fight - Missile or Close Combat/Close combat
- * Command x (see Attribute Command X)
- * Cast spells
- * Card actions – specific to unit/character eg Fireball for dragons
- * Interaction eg pick up or drop objective, drop a trap etc

A unit can do these in any order but may not **fight** twice unless specifically allowed by its attributes. **Nor may it move after fighting unless it has an Attribute such as *Hit and run* or *is following up a retreating enemy***

Example 4 - A unit may fight and cast a spell within the same activation if possible due to its attributes. For example a dragon may use its fireball attack and its close combat attack if it has not moved. Though its fireball would have to be against an adjacent enemy if possible as ranged attacks cannot be used while adjacent to an enemy – even magical ranged attacks.

Units may also occasionally trigger a different unit to do an Action outside its Activation as a card action. This is resolved within the active players turn at the moment of triggering.



1.3 Card usage options

RED Cards (Hearts and Diamonds)

1 to 5 REROLL Attack dice / spell dice of the SAME number as the card or use for valid unit activations

6 to 10 any valid unit activations or reroll **all** attack / spell dice up to this card's number or take an extra INTERACTION action

ROYALS (face cards) Reroll any number of dice on attacks / spells or to activate any unit

BLACK Cards (Clubs and Spades)

1 to 5 REROLL Defence dice / WP dice of the SAME number as the card or use for valid unit activations or gain extra movement (3.5)

6 to 10 use for MOVEMENT bonus (3.5) or unit valid activations or reroll **all** defence / WP dice up to this card's number.

ROYALS (face cards) Reroll any number of dice for defence /WP rerolls or for movement bonus (3.5) or for unit activations



2.0 Command

At start of turn draw 10 cards from your deck. These cards represent your resources in several ways.

- A. **Winning Initiative**, roll d6, the highest roll wins Initiative and may choose to go first or second in this turn. Each turn the player with the lower roll may play one card face down to try and steal initiative that turn, the higher rolling player then responds in the same manner if he wishes. This card play is part of the 'roll off' after which tactical cards may be played.

On simultaneously revealing cards, the higher value card takes initiative. IF players play the same value card then decide the winner in the order **Spades, Hearts, Diamonds, Clubs**. If both sides still play the same card then continue playing cards until resolution or one player decides to not use a card.

- B. At the end of the turn you may retain or discard any number of unused cards you may have then at the start of the next turn, before initiative, draw back up to 10 cards.

C. Cards are required to Activate a unit, or group of units which have the Advance/Massed Attribute **or** through a 'captain' activation (this is a single figure with the advance/massed attribute, actual name may vary eg captain, veteran, centurion, but the listing will also list them as a captain. Captains adjacent to a unit with Advance or Massed may activate themselves and the group of same name units **1.1.2**

D. Passing – you may discard a card to pass an activation but cannot pass two activations in a row.



3.0 Movement

3.1 All movement is in hexes as per the unit card represented as 2 numbers separated by a slash /.

The x number to the left of the x/y is it's first activation move, the y number to the right is it's **total movement** if it uses both activations to move. This is called a double move.

EG 3.1 Standard foot movement is 3/5 which allows a first action move of 3 points of movement or a double action move of 5 points of movement.

3.2 Movement can be affected by terrain (see Terrain table **8.0**) and the presence of enemy units. Moving through different terrain types will usually cost an additional movement point per hex unless the unit has the Skirmish, Light, Ethereal or Flight Attribute.



3.2.1 **Light and Skirmish** – troops with the Skirmish or Light Attribute may move through Type A terrain as if it were open ground. Skirmish units may move through all type A and type B terrain as if they were open ground. Mounted units are distinguished by an ‘M’ on their army list profile and may not enter type B terrain. They may attack units in Type B terrain but may not follow up even if they have the *unstoppable* attribute.

Single figure hero units on foot normally count as Skirmish (or occasionally as Light as per their profile) but not if mounted. See Army lists for details.

3.3 Movement from a hex adjacent to an enemy unit (Zone of Control - ZoC) to another hex costs an extra point of movement. This is cumulative with terrain penalties (3.2) unless the unit has a keyword which allows them to ignore Adjacency eg *Flight, Skirmish or Massive*.

Units with these specific abilities cannot use it to ignore the Zones of control of units with the same attribute eg massive units cannot ignore the ZoC of another massive unit nor Skirmish to avoid the ZoC of another Skirmish unit.

3.4 Units with the Skirmish attribute on foot may pass through *friendly units*

3.5 A Unit may gain an additional movement point by playing *any additional black card* from their hand at activation. Units moving together with Advance do not, though **one of them** may benefit as long as it remains adjacent at end of movement to another unit in the *advance* move.

3.5.1 Units with *Advance* or *Massed* may all gain the extra point of movement if activated on a ‘Captain activation’ (2.0 C) but all must remain adjacent to one other element in the move and all must follow the same second action in this case.

The first and second actions of the advance/massed activation is defined by the first unit to make an action. The action taken by this unit defines the action for all units using *advance* or *Massed*. If a unit is unable to follow the first action it becomes inactive for that action eg the *first unit* makes an attack action as its first action defining a fight action as the action for all

units however some units on the advance/massed have no enemy adjacent. These units become inactive and their action is over. Similarly if the first unit uses missile fire other units must also use missile fire or become inactive.

3.6.1 No unit may pass through enemy units unless the moving unit has *flight or ethereal*. A unit with *Crush* may end it's movement on a non massive enemy unit which then has to move to an adjacent hex chosen by the 'crushed' unit.

3.6.2 Units may also not pass through friendly units unless one of them has the *flight, Skirmish or Ethereal* keyword. Units with *Skirmish, Flight or Ethereal* may pass through any friendly unit.

3.7 Special Moves

3.7.1 Advance and Massed attribute –All units activated on Advance (up to 3 units) or Massed (up to 6 units) must be adjacent to another same name unit. If activated by a Captain he must be adjacent to one of the units being activated. Units may also use the Captain for the adjacency at the moment of activation and end their movement adjacent to a same name unit activated on the same order. All must carry out the same actions eg. Move and close combat or move and move. Move each unit in turn to allow any possible responses through Tactical cards. If a unit finds it cannot end adjacent to another same name unit that activated on the Advance or Massed order, it remains where it started and counts as having activated

All first actions must be completed by all units activated on the advance/massed order before any second actions are carried out.

If they are activated by a 'Captain' adjacent to one of them they may all benefit from the use of a black card movement bonus (3.5). If no 'Captain' is adjacent only one of the units on advance may gain the black card move bonus per black card played.

If a Tactical card is played on one of the units in an *Advance* or *Massed* move only that unit gains any benefit from the card. Unless the card specifically states otherwise

3.7.2 Retreat. A unit which suffers damage **must** retreat 1 hex away from the attacking unit. The retreating unit's owner chooses the direction *but must prioritise ending NOT in contact with any enemy if possible*. If it cannot retreat at least one hex away from the attacking unit it takes an extra damage.

3.7.2.1 Some units may be *Steadfast* and choose not to retreat. Heroes may discard a black card to not do so.

3.7.2.2 Units with *Flight, Massive* or *Skirmish* can retreat through any friendly units. Such retreats end on the other side of the unit retreated through in shortest route in hexes. (4.1.7) In rare cases this might require a retreat of more than two hexes.

Trolls, Giants, or any other *Massive* creature by attribute, can retreat through any other non massive troops or terrain not defined as impassible.

3.7.3 Evade. When attacked in Close Combat a unit with the **Evade** attribute imposes disadvantage on the attacker. Regardless of the result, unless killed, it must then retreat 2 hexes following the standard retreat rules 3.7.2. The **evading** unit cannot choose the **Last Gasp fight back** option. (4.4)

An evading unit cannot evade off the table and therefore cannot choose to evade in this situation and will take an extra damage. The evader chooses the direction but must not pass through, or end in, an enemy zone of control if alternatives exist

Retreats and Evades ignore additional movement costs. Flight ignores all additional movement costs

3.7.4 Attachment. Some units with the **attachment** attribute may be attached to a group of **troop** units with the Advance or Massed attribute at deployment. They then are activated, move and fight as per the unit to which they are attached. They behave as if under the advanced / massed attribute of the unit to which they are attached but do not affect the number of units which can be activated.

Attachment ends if the attached unit is separated for any reason ie retreat **or** if it chooses to separate by activating on its own **before** the host unit. Once detached an attachment cannot reattach to any unit and activates as it's own unit from that point.

No more than one unit with the same name can be attached to a group of same name units . E.G. No more than one Naffatun may be attached to a single group of same name units.

3.8 Movement outside the activation phase

When due to retreat, spells or card effects a unit is moved outside its movement activation the owning player moves the unit following all compulsory rules for movement. When it occurs movement 'directly away or towards' is calculated from the initial hex and must end as far away or in the case of 'Lure' as close as possible to the unit causing the movement 'directly away or towards.'

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4.0 Combat

4.1 Units must be in base contact along an allowed hexside for close combat **or** in Range and LoS for shooting.

4.2 Order of combat

4.2.1 The Attacker declares target of attack and the Defender declares whether he will Defend, Evade (3.7.3) or Last Gasp Fight Back (4.4)

4.2.2 The Attacker rolls X dice according to his base attack characteristic plus any bonuses, 4-6 are hits. **Natural 6s are critical and count as 2 hits in an attack.** (units with **critical hit** X also count natural 5s as 2 hits against specified target types X)

4.2.3 The Defender rolls X dice according to his base characteristics plus any bonuses, 4-6 are blocks each cancelling a point of damage. Defensive rolls do not benefit from critical effects, a roll of 6 will only block one point of damage.

4.2.3 The Attacker declares and rolls any built in rerolls such as **Skill** and **card use rerolls** simultaneously **then** the defender declares any defence rerolls by card use or built in rerolls such as **Brace** in the same manner.

NO DIE CAN BE REROLLED MORE THAN ONCE FOR ANY REASON

4.2.4 Hits and blocks are netted off against each other and If the attacker achieves more hits than the defender blocks, the difference is the amount of hits converted to **damage** inflicted on the defender. These are marked against the defenders Hit Points and once the defender receives damage equal to his HP it is killed and the unit removed.

VP are awarded to the attacking side immediately according to the killed unit's VP value on the army list.

If not killed the defender records the damage inflicted and then retreats 1 space if any damage was caused by close combat. If no damage is caused by close combat **or** it was a ranged attack no retreat is necessary.

4.2.5 Attributes requiring damage to trigger (eg **poison**) must inflict at least one damage to take effect.

4.2.6 Retreat. A unit which suffers damage from close combat must retreat 1 hex away from the attacker, see 3.7.2. If it cannot retreat it takes an extra damage.

Some units may be *steadfast* and ignore retreat. Heroes may discard a black card to do so. Units with *flight* can retreat through any units, those with *Skirmish*, massive or ethereal through friendly units only and appear directly behind a unit retreated through. (3.7.2)

The attacker may choose to follow up only into the vacated hex and must do if it has the Unstoppable, Frenzy or Impetuous attributes .



4.2,7 Shooting

Shooting units must be within range of the target, have a clear Line of Sight (LoS) and not be adjacent to an enemy unit. Units with a shooting attack (*except artillery*) may use this attack against an enemy unit moving into combat with itself as its **Last Gasp Fight Back** but will fire **ignoring criticals** at the attackers.

Shooting units which move before shooting will shoot as disadvantaged if they do not have the *Light* or *Skirmish* attributes.

Trebuchets, catapults, cannon, ballistae, catapults etc may not move and fire in the same turn unless have the **Steady** attribute. Additionally a **target** in Type A or B terrain causes disadvantage to the shooting unit as does shooting whilst the **shooting unit** is inside A or B type terrain unless the shooters are Light or Skirmish. Check table 8.1 for specifics

Units with the **Hit and Run** attribute are allowed to fire without penalty before movement

4.3 Disadvantage

When attacking or defending units may sometimes be disadvantaged by terrain (see 8.0), spell effects or by an attribute of the defender such as *evade*. *Disadvantage means that attacks or defence only succeed on a 5-6 rather than 4-6*. Where there exists more than one cause of disadvantage there is a cumulative disadvantage to the attack die per cause of

disadvantage up to a maximum of hitting only on 6s. Defenders rolling against missile attacks are NOT disadvantaged.

*E.G. A unit of Roman Legionaries attacks an enemy light infantry unit in a woods hex. The enemy Lights have the **evade** attribute and choose to evade, The Romans suffer double disadvantage as they are attacking woods and are do not have the **Light** or **skirmish** attribute - additionally the target unit has chosen to evade. They require 6's to hit.*

4.4 Last Gasp Fight Back

Last Gasp Fight Back Rule – at the start of combat before ANY dice rolls the defender may declare *last gasp fight back* and use his successful blocks on his *defence dice* rolls as damage on the attacker instead of blocks on attackers' hits but without the benefit of criticals. Effectively trading survival for damage to the attacking unit. The **Support** attribute is in effect but no other rerolls are allowed. Disadvantage rules apply normally.

Units with missile fire (except **artillery**) may use the last gasp fight back rule using their missile attack value instead of their close combat defence if they were **not in contact with any attacker** at the start of the attackers move.

Such use allows no criticals and as with hand to hand combat above no rerolls are allowed other than for the **Support** attribute . If more than one enemy moves into contact the missile attack value can be used only once but the second attacker may be defended against using normal defence dice.

Combat sequence summary

Attacker declares attack – defender declares using it's DF dice to defend, *last gasp fight back*, or to evade (if has Evade attribute). Attacker and defender both roll their dice

Attacker declares any inbuilt rerolls eg Skilled or Frenzy and the Attacker plays red reroll cards being used and rerolls all valid dice (you can't reroll a reroll) at the same time.

Defender declares built in reroll eg Brace and plays black defence reroll cards and rerolls all valid reroll dice at the same time

NO DIE/DICE CAN BE REROLLED MORE THAN ONCE FOR ANY REASON If an attack causes more hits than defender blocks the difference is damage on the defender who must then retreat, if attacked in close combat and any damage was caused unless it has the Steadfast attribute.

The Attacker may follow up. Unstoppable, Impetuous and Frenzy attribute units **must** follow up if possible – where the defender cannot retreat a unit with Unstoppable may attack it again using unstoppable.



5.0 Willpower

Willpower represents a unit's psychology encompassing basic intelligence, willpower and morale.

5.1 When a unit needs to pass a WP test, for example Terror, spell resistance etc. It rolls x d6 where x is the WP number of the unit. As with defence rolls each 4-6 is equal to a pass with Criticals counting as 2 passes as usual. Rerolls require a Black card.

5.2 Terrifying 1/2 – when seeking to **attack or defend** against a unit with the Terrifying Attribute unit or against the Terrorise spell, the unit must use its willpower roll to pass either Terrifying 1 -requiring 1 pass or Terrifying 2 - requiring 2 passes. Failure results in fighting as *disadvantaged* **whether attacking or defending**.

6.0 Magic users and spells



6.1 Magic users (Magicians) have a casting 'Hit number' which they use as 'attack dice' to cast spells based on their Magian level expressed as a number after the word magician on their army list.

As with combat they are looking for 4-6 for successes. As usual 6 is a double hit success. Most armies have access to a "Totem" or "Altar" which acts to focus magic allowing adjacent Magicians to reroll some failed dice. Eg Altar 2 allows rerolls of 1s and 2s.

6.1.1 Units named 'Magician' may not cast spells if adjacent to an enemy unit. Other units with inherent spell type abilities such as griffons, dragons, banshees etc may do so as they are not 'magicians' but have individual spells by attribute.

6.2 If the spell is cast at enemy the target rolls its WP dice as defence dice as per combat to try and negate the spell if they choose to resist. This is a WP duel. If the magician's successes outmatch the defender's blocks the spell has succeeded. Some spells may carry over onto

units adjacent to the target unit with each success **beyond those necessary for the initial success** affecting an adjacent same type unit

*E.G. A Magician 5 casts 'Confuse' on an infantry unit which is the central unit of a group of three same name units with the advance attribute. The Magician rolls 5 dice obtaining 1,1,4,5,6, for 4 successes. However because it is adjacent to its totem with **Altar 1** attribute it rerolls the two results of 1 achieving one more success for a total of 5 successes. The defending target infantry unit now rolls their dice based on a WP of 3 and manage just two blocks even with the reroll available from having the **Support** attribute. As a result there are 3 successes which go through, one on the original target and one on each of the other adjacent units. Note that the defender could have used a black card for rerolls if it had one that would help as if it were a normal combat.*

6.2.1 Spells cast on friendly units e.g 'Heal' or against an area (eg 'Barrier') have no defence WP roll and go through as long as the magician scores at least 1 successful roll to cast.

6.3 All magicians have access to all spells in the spell chart (6.7) that are not limited to specific magic users or magical creatures as noted (6.8) They choose their spells in the pregame phase up to their Magician number. E.G. A Magician 5 can choose 5 spells for the battle. These can be used more than once in the battle but may have some limitations per activation. If more than one magician is chosen in the army keep the spells for each separate.

Magician/Necromancer are listed as '4/5 magician' showing they act as a level 4 magician for all spells and spell choices except when casting 'Raise dead' and the Summoning of undead creatures when they act as a level 5 magician.

6.4 Some units are not Magicians but have specific spells in their Attributes. These will have the name of the spell plus a number of dice eg. Compel 4. This requires an action to use and the unit simply rolls 4 dice to try and succeed against the opponent's WP or DF as appropriate.

6.5 The owning player controls all movement and actions of their units under spell effects unless a specific trait, ability or spell wording says otherwise. Movement 'directly away and toward' is measured from the initial hex occupied by the unit at the point of the spell being cast. The affected unit must follow all standard movement rules such as terrain, Zones of control impassible terrain, etc

6.6 Area spells such as 'Barrier' or 'Fog' require the initial target hex to be within range and no affected hex more than 1 hex beyond the initial target hex.

6.7 A successful spell takes Immediate effect. It's duration will be specified on the spell card and spell chart as either *until the end of turn* or *the end of the target unit's next activation*. The exceptions are spells such as Missile, Summons or Fireball whose effect is immediate and completed.

6.7.1 As long as the initial target/target hex is visible terrain has no effect on spells. There is no disadvantage caused to the spell caster.

6.7.3 Spell chart

Spell name (range)	Effects and Timing
Barrier (4)	Creates a 3 hex dangerous terrain barrier, thorns, flames etc. This creates +2 movement to enter for ALL units but does not block LoS. A unit which enters a barrier hex suffers an attack die attack with no DF die roll. and if damaged it's movement ends immediately. Cannot be placed on or within 1 hex of a objective hex. (end of turn removal)
Blind (4)	Target unit and 2 adjacent units of any type who fail their WP duels v spell caster suffer disadvantage to attacks and defence (end of turn removal)
Cleanse and Dispel (4)	Remove one spell effect/condition on target unit(s) or area of the table eg a fog spell. A summoned unit(s) can be dispelled following a WP duel with the caster. Each success beyond the first affects an adjacent same name summoned unit requiring another WP duel with each affected unit. - immediate effect
Compel (4)	An <i>enemy</i> unit chosen by the spellcaster takes a WP duel v the spellcaster. If target unit fails it attacks a unit adjacent to itself, also chosen by the spellcaster. Alternatively it moves legally its first movement activation controlled by the caster. No attributes or rerolls.
Confuse (4)	Target unit suffers -1 Attack & DF dice per unblocked hit/success to a maximum -3. OR each success after those required to win the duel may affect an adjacent same name unit as the first to a max of -1 per hit. <i>I.E. One unit may suffer all effects up to -3 or 3 same name units may all be affected by -1</i> (removed at end of target unit's next activation)
Fireball (4)	Once per activation – X attacks against DF. Successful damage causes <i>Burning 2</i> and sets fire to burnable terrain if target unit is within such terrain. (immediate). Available only as an attribute
Fog (4)	Creates a 3 hex Line of sight blocking feature. Line of sight exists into and out of a fog hex but there is no LoS through a Fog hex. Adds +1 movement point to movement into a fog hex. Combat into or out of a fog hex is disadvantaged
Hasten (4)	Single target unit gains +2 Movement to its first movement activation. Each success beyond the first may move an adjacent same name unit. (removed at end of target unit's next activation)
Heal (4)	Heal is the number of successful 'hits' to a maximum of 3, once per target unit per magician per activation (immediate)
Immobilise (4)	Opposed WP duel, target immobilised it is unable to move or attack. It Defends as disadvantaged. (Immediate effect and requires a face card to activate when the condition is then removed)
Inspire (4)	Cast unopposed on a target unit this allows the target unit to reroll 1s and 2s. Each success beyond the first may affect an additional target adjacent same name unit. (remove on use for next die roll)
Lure (4)	Target's failure of WP duel requires it to be moved by owning player immediately up to it's maximum 1st action movement using the shortest number of MP directly towards caster. It stops if it contacts the caster.
Missile (4)	Target unit attacked against DF with a (x) dice where x equals magician number. Disadvantage for target's terrain may apply (immediate)
Raise Dead (1)	Necromancer only. Target returns as a zombie unit with all stat numbers at -1 to normal and under the control of spellcaster's army. No previous attributes remain except flight. It crumbles to dust if killed again or the Necromancer dies. Target unit must fail an opposed willpower test against the necromancer to return and is placed in an adjacent hex to the Necromancer. One successful cast per turn per necromancer.
Shield (4)	Target unit gains Brace 2 attribute - each additional success affects an adjacent unit of same name. Place a Brace 2 token on unit(s) and remove after use (remove on use for next die roll)
Slow (4)	Target unit loses 1 action, mark with slow (removed at end of unit's next activation)
Summon (1)	Declare the type of summons. A successful summons requires successes equal or greater than the declared target number. Additional successes may result in extra summons of same name unit. EG. 4 successes would summon two Summons 2 units of same name. Summoned creature(s) has Slow attribute but may be activated on same turn. NB some specialist Summoners may summon twice per turn by attribute.

Terrorise (4)	Opposed duel – If Target loses it moves it's full first activation move directly away from the terror causing unit (immediate) and fights as disadvantaged until the end of its activation - each additional success after winning the duel affects an adjacent unit of same type.
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Spells have a range in hexes and need line of sight. The effects are described as per the Spells table. Users have access to all spells except those in Italics which are specific to certain named users, eg necromancer 'Raise dead' or by attribute eg 'fireball' (6.8)

6.8 Limited spells

Raise dead only available to Necromancers

Shapeshift available only to specified shapeshifters and is automatic requiring no action to be spent.

Fireball only available by attribute at range & strength (x) specified

All defender tests against WP except where specified eg Fireball & Missile when they defend using their DF – there is no advantage or disadvantage cause on spells.



7.0 Points, Terrain choice, Objectives, Deployment, Objectives and Tacticals

After Terrain Layout **7.1** but before initiative and deployment draw a card (ignoring Royal cards) for the game's **Main Objective 7.2** – There are 9 possible objectives and they are scored at the end of every turn. Return the card to the deck after use.

Deployment type is also rolled for at this point using a D6 as described in Deployment below **7.3**

Objective control - Control of any objective requires one side to have more units on/adjacent to the objective than the other side. ***All units count for Objective control.***

Local Objectives/Tactical cards – Each side draws 5 random cards at the start of game **before** initiative and deployment. Additionally each side draws 2 new cards at start of each turn and keeps one of them. A player may choose either to score the Local Objective at the top of the

card if the conditions are fulfilled, take advantage of the tactical advantage in the bottom half of the card if valid, or on rare occasions use it as an activation card for any unit if it impossible to achieve the secondary objective described on the card eg 'kill a hero' if there are no enemy heroes or if the enemy has none of the named unit the player needs to affect. The card is discarded when either option is used

7.0.1 Kill points – VP are gained for each enemy VP killed as listed by unit. These are awarded immediately.

7.1 Terrain Layout

7.1.1 Each Army has an Expansion number reflecting it's historical expansionist tendencies from 1 to 5. Each side rolls d6 and adds its Expansion number. The side with the lower total is the Home Player, the higher total is the Away player.

The Home player draws 12 cards and uses his Home Terrain table (found with his Army List) to lay out 3 pieces of terrain per quarter using the types drawn from the Home Terrain Table quarter by quarter Where this proves impossible due to a terrain maximum being reached treat the card as next *nearest number* terrain type.

E.G. A terrain type numbered 4-6 has reached its maximum when the player draws a 6 card. He must then use a terrain piece from the terrain category 7. If he had drawn a 5 he could use the next higher *or* lower terrain type.

Terrain pieces should be 3 hexes minimum and 7 hexes maximum in size though in friendly games you can essentially use whatever size pieces you like. Terrain pieces other than hills cannot be laid on any board edge hex.

7.1.2 Where a terrain piece falls into 2 quarters it must be counted as in only one for the purpose of 7.1.1. NB an open area chosen by a player from his list counts as terrain as long as the conditions of 7.11 are realised.

7.2 Mission Objectives (see maps)

1. **Capture the Relics** – 3 objective markers are placed equidistant along the centre hex row with one in the centre hex Control of the central objective is worth 10 points the other two are worth 7 points if each controlled at the end of every turn.

2. **Domination** – In the central hex and the centre of each quarter place an objective marker. Control of markers gains 6 points for each marker in the opponent's half of the board controlled at the end of each turn. The centre hex is in both sides of the board and is worth 10 points to either side.

3. **Line breaker** – Each player places 3 objective markers at least 4 hexes from any other marker within the enemy deployment area but not on the enemy back row. Score 10 points for each of your objectives in the enemy deployment area you control at the end of the turn. *Remove each objective once scored.*

4. **Rescue** – 5 markers placed on the centre row secretly marked 10,8,8,6,6. Control of a marker reveals its score to both sides at the end of the turn and scores that number of points for the side which controls it at end of every turn.

5. **Invasion** – points are gained at the end of every turn for each unit fully inside the enemy half of the table. The centre row is in neither half. A unit in the enemy table half is worth 3 point while a unit in the enemy deployment zone is worth 6 points (see 7.1.1 below)

6. **Slaughter** – Each side gains VP points from enemy units killed within the enemy's table half at 50% extra (FRD to a min of 1) and normal VP (Fractions Rounded Up) if killed elsewhere. The centre row is in neither half

7. **Scorched Earth** – Each side gains 5 VP for each hex of burnable terrain set alight or on fire within the enemy table half at the End of Turn phase (a) when burning effects are applied. If there is an unequal amount of Burnable terrain in one half the player who **who sets up the terrain but before choosing sides** may add brush hexes until there is the same number of burnable hexes in both halves. The centre row is in neither half

8. **Breakthrough** – Each side gains double the VP value for each Troop or Hero unit which exits the board via the enemy back row. These VP are counted immediately on exit

9. **Loot the camp** – At the end of the deployment phase in deployment order, each side places their tokens for a 3 hex camp with at least 2 hexes on their own base row. No camp hex can be within 3 hexes of a table corner. An enemy troop or hero which enters an enemy camp hex gains 10 VP if in occupation at the end of the End of Turn phase (a) after the application of conditions. Once scored that camp token is then discarded.

10. **Home Advantage** – Players roll a die with the home player adding 2 to the result. The player with the highest modified result chooses the Objective. In the case of a draw redraw a card and apply new result.

7.2.1 Objective marker control remains with last person to control the marker even if they move away unless opponent subsequently takes control

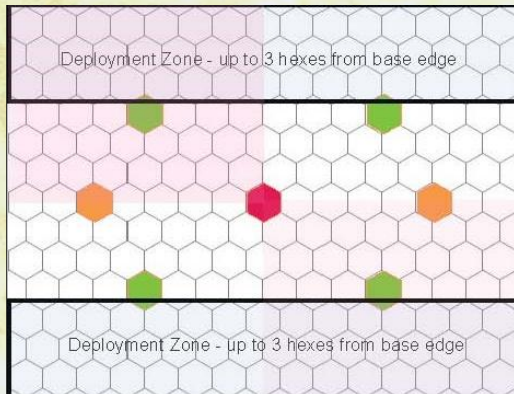
7.3 Deployment - Deployment Type is drawn for after the Objective (**7.2**) using the following card draw results

1 - 5 Standard

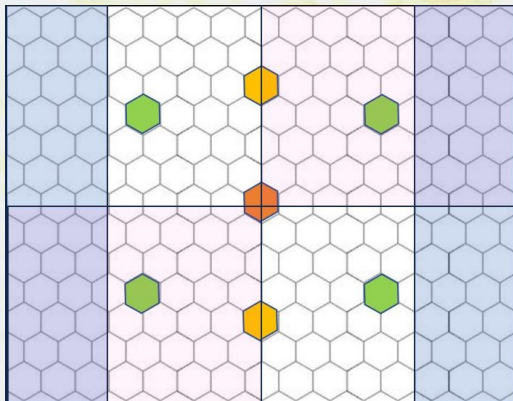
6 - 8 Vertical (As standard but with a 4 hex deployment zone along the shorter edge)

9 - 10 Diagonal

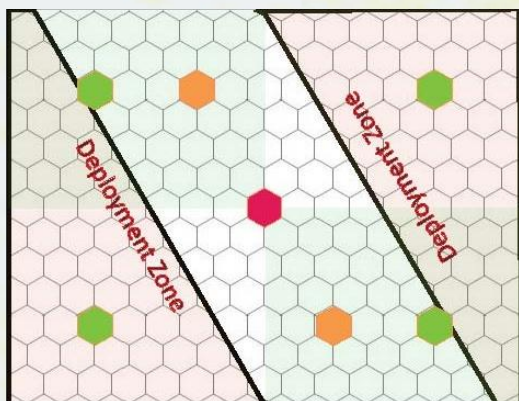
During Deployment no unit may be on or beyond the half way hexline for any reason other than Ambush. Army special rules allowing extra forward deployment do not allow placement in or beyond the halfway hexline. In non standard deployment the longer edge is your baseline.



Standard Deployment



Vertical Deployment This is wrong should be 4 hexes in



Diagonal Deployment

Hex Key

Dark Pink – centre hex

Green – quarter hexes

Orange – centre line hexes

7.4 Local Objective cards

These cards are played and points are scored *at the point in time they are achieved*. Objectives marked with a red triangle are scored Immediately, others at the end of round scoring phase.

Only 1 card of same wording can be scored per round.

7.5 Tactical deck

Play at start of a unit activation unless *otherwise stated in Italics*

8.0 Terrain

8.1 Default terrain is open with no disadvantage or movement costs to any unit type. Flyers ignore movement restrictions and zones of control. Combat Effects apply into and out of terrain unless otherwise specified. Terrain features should be between 2 and 6 hexes in size but can be bigger for special features.

8.2 Burnable terrain in Red – Any 'burning' attack caused by fireball, burning or other attack is defended as DF2. If a damage is caused it then becomes impassible los blocking terrain. Any unit therein must exit 1 hex immediately. If it cannot retreat it takes a 4 dice attack with no defence. A fire can be started or extinguished by an attack by troops or a hero which causes 2 'damage' against DF2.

Terrain types and LOS

Terrain in normal font does not block LoS

Terrain in *Italics* blocks LoS AFTER crossing one hex i.e. you can see through one hex.

Terrain in **Bold** Blocks LoS beyond the hex

Terrain in red is burnable. Any terrain with a LoS effect underlined is usable for units with the *Ambush* attribute

Type A terrain - No disadvantage or movement costs to *light* or *skirmish* units

Brush, Ruins, Rocky, Fields, Gardens, Orchards, Marsh/Bog, Oasis, Vinyards, Thorn/Cactus, Paddy fields, **Sand dunes**, **Woods**, Streams, Soft Sand, Deep Snow, and any other designated Rough Going by scenario.

Type B terrain - No disadvantage to *skirmish* units

Buildings, Forests, Swamp, Jungle, Bamboo, and any other terrain designated as Difficult Going by Scenario.

Terrain can be placed on hills except Oasis, lakes, rivers and streams.

Water terrain – Lakes and rivers are impassible except for units with the Amphibious attribute and do not block LoS.

Hills / Rise / Sand Dunes

A unit in combat with another unit one level higher on a hill suffers disadvantage. A unit in combat with / shooting at another unit two levels higher on a hill suffers double disadvantage.

Hill levels are abstracted as plateaus. Hills block line of sight to any lower level units except to the hill edge hexes, interior plateau hexes cannot be seen from a lower ground hex. As with all terrain a unit can always see into the first hex but not beyond UNLESS to a higher level beyond.

Hill edge hexes are the first hexes of the hill level where the level changes. On a larger multi hex hill there may be both hill edge hexes and interior plateau hexes. A small hill or a higher level within a larger hill may only have hill edge hexes.

A unit on a hill hex can see all units on the same level of hill hex, both its own or other hills.

A unit on a *hill edge hex* of a hill level can see to lower terrain or to a higher *hill edge hex*. A unit not a *hill edge hex* can only see to other hill hexes on its own level

Units on hills can see over all terrain except other same level or higher hills. Massive units, Woods, Jungles, Bamboo, Oasis, Orchards, Villages or Ruins create 1 blind hex to the viewers LOS from hills if a Los drawn from the centre of the hill hex passes over any part of the blocking terrain in front of the target hex. This does not change if other terrain types are placed on top of hills.

Non Massive units do not create blind hexes to a viewer on a hill. Lower levels of the same hill as the viewer do not create blind hexes to a viewer on a higher hill edge hex.

Terrain on a hill hex such as a woods blocks terrain as it would on the ground level including creating of 1 blind hex to a viewer on a higher hill edge hex and vice versa.

A **Rise** blocks Line of Sight except from a hill but has no effect on movement or combat.

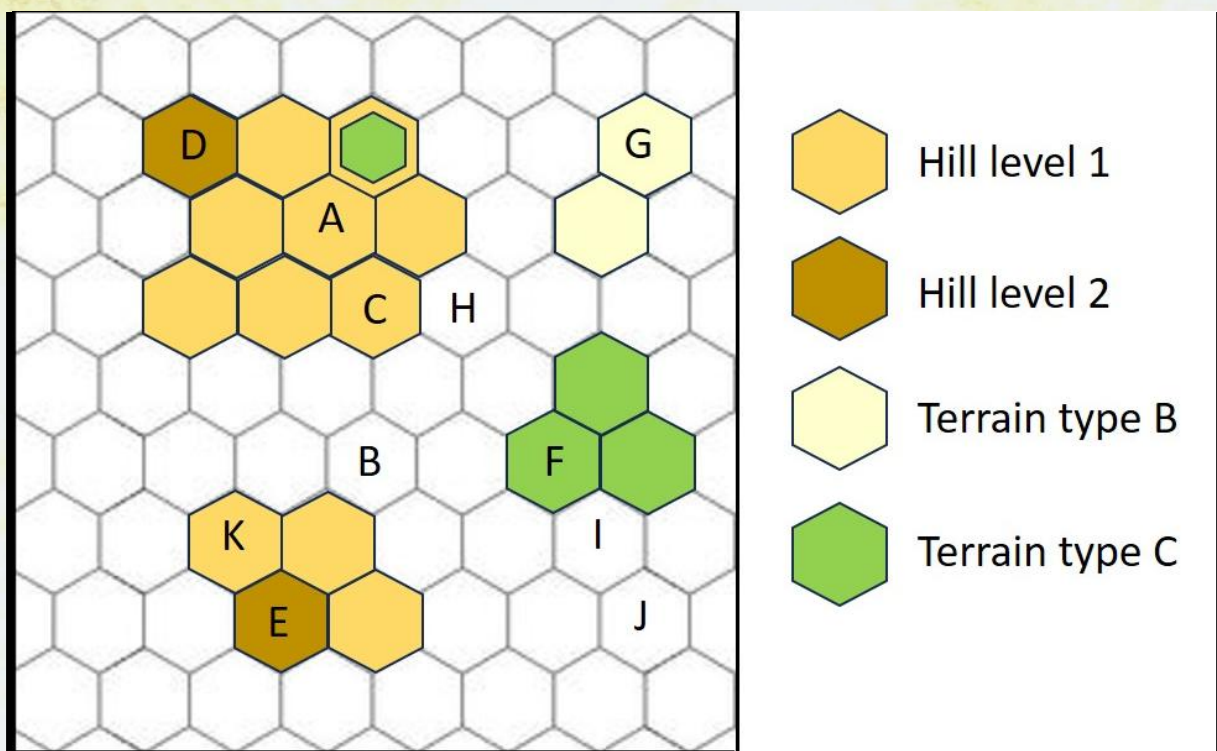
Sand Dunes act as rises for Line of sight but are Type A terrain for movement and combat

Impassable terrain is designated before the start of the game in 1.01a



LOS Basics

- * A hex containing any terrain other than open ground is filled with that terrain edge to edge. There is no true line of sight. Line of sight is measured from the centre of the viewers hex to the centre of the target hex. If the line crosses any blocking terrain hex LoS is blocked (9.0).
- * A unit can see into the first hex of **all** terrain types but no further
- * All units block same level LoS to all other units except Flyers. Massive units create a blind hex to higher level viewers.



Line of Sight examples

A is on a level 1 hill hex and can see every other level one hill hex plus D which is on a level two hill edge hex. A can also see K and the level 1 hill hexes on that hill plus E which is a level 2 hill edge hex.

B can see every other Letter except A as A is not on a hill edge hex and the plateau effect makes it invisible to B.

C can see every letter except I which is in the blind hex caused by los blocking terrain type C in F. It can see J which is beyond the blind hex.

D can see every letter except I for the same reason that C cannot, the blind hex caused by F. The woods between D and G cause a blind hex in the next hex along the row but not to G.

E can see all other letters

F cannot see K as it is blocked by the level one hill hex between them. Nor can it see A due to the plateau effect.

G can see through the type B terrain to all letters except A (plateau effect) and f, I and J which are Los blocked by the Terrain type C

H also cannot see A nor can it see I and J due to LoS blocking Terrain type C

I cannot see A (plateau), nor G or H due to Terrain type C blocking LoS. It cannot see K as the hill hex between blocks LoS. It also cannot see D as it is in a blind hex and LoS is reciprocal.

J is the same as I except it is not in the blind hex to D.

9. Attributes

Advance

Up to 3 adjacent units (adjacent to at least one other unit in the Advance move) with the *Advance* Attribute may activate as one group activation but must also end similarly adjacently and complete same actions. One unit is activated as the 'lead' and carries out the first action to be followed by all units on the advance order. All first actions must be completed by all units activated on the advance/massed order before any second actions are carried out.

The first or second action of the advance/massed activation is defined by the lead unit to make an action. If a unit is unable to follow the action it becomes inactive eg the *lead unit* makes a move action as its first action so defining a move action as the first action for all units however some units on the advance/massed are unable to move and remain adjacent for whatever reason. These units become inactive and their activation is over wherever they started their activation.

Units activating on Advance without a captain may not benefit together from a black card movement bonus, only the unit on which it was played and that unit must follow Advance rules above.

If activated by a 'captain' on his activation order whilst adjacent to any member of the group they do not have to end adjacent to each other or take same second action.

NB Units with *Advance* or *Massed* may all gain the extra point of movement if activated on a 'Captain activation' (2.0C) *but all must remain adjacent to one other element in the move and all must follow the same second action in this case.*

Agile

When defending in close combat an *agile* unit may choose one of the attacker's dice to be rerolled.

Altar 1/2

Allows rerolls of 1s or 1s and 2s failed dice to a magician in hex contact with the 'altar'.

Ambush

At deployment a unit placed anywhere outside enemy deployment area not next to an enemy unit. Use Initiative order **1.01e** for alternate placement. If in terrain providing cover to sight it cannot be attacked until "discovered" by enemy spending attempting to attack in Close Combat.

Amphibious

The unit may move/attack through any water terrain unhindered.

Attachment

At deployment the unit may be attached to any adjacent unit with advance/massed. It moves with and fights on the parent unit's advance/massed activation. If it becomes detached for any reason or detaches voluntarily at the start of an activation it may not then re-attach.

Banner 1/2

Reroll 1s/2s on any rolls for troop units within 4 hexes & LOS (visible over non massive units).

Blast

A unit adjacent to the target (Firer's choice) takes half of initial final damage taken by the target unit, FRD.

Bodyguard

This unit can take half the damage inflicted (FRU) on an adjacent SFU up to bodyguard units' HP total. Damage so absorbed counts as normal damage on the Bodyguard unit.

Brace 1/2

A unit with *Brace* may reroll defence dice which failed on a 1 or 2 depending on the level of *brace*.

Burning X

Target unit which suffers damage to an attack with the *burning* attribute takes 1 burning damage at end of each turn the condition exists as determined by X – X reduces by one each turn. Burning can be stopped by the target unit taking an interact action or through a Cleanse/Dispel spell.

Channel X

Spells or command may be cast from a unit with this attribute by an x named magician or general as if the magician or general was in the same hex as the channelling unit. There is no activation required for the channelling unit

Charge

This unit gains +1 attack die on a move into close combat. Charge is not applicable if this unit starts adjacent to any enemy or if any cause of disadvantage is present during the entire movement or combat. Nor if this unit starts its activation in disadvantage terrain.

Cleave

A unit with the Cleave attribute may perform a 2nd attack on any valid enemy if its first attack killed its initial target, or caused the initial target unit to retreat. No rerolls or other attributes such as skilled can be used in the second attack and the second attack is disadvantaged.

Command X

A unit with the Command attribute may use an activation to order X friendly units to perform a move using their 1st movement action. The units ordered must be within LoS at the moment it is ordered and within 4 hex command range. X is the number of units which may be commanded. They may not start, move adjacent to, or end in contact with an enemy unit. The Advance/Massed attribute is ignored and only individual units may be commanded.

Critical hit X

A unit with the critical hit attribute gains the double hit bonus usually only available on a 6 when it rolls 5s and 6s against the target unit type X. X might be, Heroes, Beasts, Troops, Artillery, Massive or Flyers.

Crush

This unit may **end** its movement on a non *massive* target. The target unit suffers a 1 die *crush* attack immediately with no defence roll and retreats in the opposite direction the @crushing unit. This does not count as the units' attack as it is part of its movement.

Deadly

Units with this attribute are particularly dangerous in close combat and cause the defending target unit to be disadvantaged when rolling its defence dice.

Deep Strike Flank

Units with Deep strike flank may enter on any flank hex as its first movement action. It may then use its second movement action to move again. If it does not move as its second action it may attack an adjacent enemy unit as disadvantaged and may follow up if any such enemy retreats or evades. To enter it must use an activation card then pass a WP test with at least one success. Should it fail it remains off table but the activation card is used.

Units with the advance/massed attribute may enter as a group on one successful WP check but all pass or fail on the same WP test result. There must be enough flank edge hexes available for the whole group should this be attempted. No unit may benefit from additional black card movement.

Units with the advance/massed attribute may enter with a 'captain' using his activation and WP test result but may not benefit from additional black card movement.

Deep Strike Cover

Unit enters on any unoccupied hex providing terrain ambush cover outside the enemy deployment area not on or adjacent to a main objective location using the same rules as Deep Strike Flank. Units with the advance/massed attribute may enter as a group as deep strike flank but all must enter adjacent and in terrain ambush cover.

Dubious

Units with the Dubious attribute or who gain it through a spell effect must pass a Terror 1 WP check before **any** combat action as per the Terror attribute. If it fails the WP check it fights disadvantaged. Additionally it always retreats 2 hexes after taking **any** damage.

Ethereal

Movement for units with the *Ethereal* attribute is unaffected by terrain or other units and they can pass through anything if they have sufficient movement points. Non magical attacks against ethereals suffer disadvantage.

Evade

When attacked in Close Combat a unit with the **Evade** attribute imposes disadvantage on the attacker. Regardless of the result it must then retreat 2 hexes following the standard retreat rules 3.7.2 ending as far as possible from the attacking unit. If **evading** the unit cannot choose the *Last Gasp fight back* option.

An evading unit cannot evade off the table and therefore cannot choose to evade in this situation and will take an extra damage. The Evader chooses the evade direction but must not pass through or end in an enemy zone of control if possible alternatives exist.

Fearless

A unit with the Fearless attribute ignores the Terrorise spell and any Terror tests

First Strike Shieldwall

Units with this attribute may **After** rolling their Defence roll, choose the result as either a standard defence roll or as a standard attack roll (using their defence dice) acting **simultaneously** with the attacker's roll. In either case card rerolls follow the usual rules with black cards for 'defence' rerolls and red for 'attack' rerolls. This attribute is cancelled if the unit is in any terrain or situation with a combat penalty applicable to this unit. It automatically has the *Shieldwall* attribute. Shieldwall attribute also applies.

Flight

Units with the flight attribute are unaffected by terrain or other units. It is simply placed in its target hex at the end of its chosen movement. It may retreat over blocking terrain or units to the nearest valid space of the owners choice (see 3.7.2)

Follow me

A unit with the *Follow me* attribute may have up to 2 adjacent friendly troop units follow it using exactly the same actions ie move then fight, or move and move for example. If a follower

is unable to follow the first action it remains inactive and does nothing. If unable to follow the second action it becomes inactive at the point where it was stopped being able to follow the leading unit's action. Units affected by *Follow me* must start and end adjacent to the unit with the *follow me* attribute. *Follow me* is an innate ability and does not count as an action for the follow me unit itself but units which follow count as having activated and cannot activate again this turn.

Frenzy

Units with the Frenzy attribute may choose to reroll ALL their attack dice without the use of a red card. A Frenzy reroll cannot be combined with any skill or card rerolls. It is all or nothing. A Frenzy unit must always follow up after combat if possible.

Hack

A unit which moves out of the zone of control of a faster enemy with the *Hack* attribute immediately receives a single die attack from that enemy with no DF roll. Damage does not force a retreat as the unit is already 'moving out of contact'. A moving unit can be subjected to only one *Hack* attack per turn.

Heal

A unit with the *Heal X* attribute may use an activation to cast *Heal* as per the spell using X number of dice. Some units with Heal may have *Heal X adjacent* which only allows the spell to be cast on adjacent units rather than at range 4.

Hit and run

Units with the *Hit and run* attribute may move after attacking without no penalty to missile fire. Units with Hit and run may shoot after movement with no disadvantage. Rule 3.3 zones of control applies to units using this attribute.

Hidden

Units with the *Hidden* attribute cannot be targeted with missile attacks until it moves, shoots, interacts or casts a spell. Units can regain *Hidden* as an interact action within ambush terrain defined as per the terrain chart.

Immobilise

A Target unit which fails a WP duel against a unit with the **Immobilise** attribute becomes unable to move or attack, it defends as disadvantaged until it loses the Immobilised condition. Removal can happen through a Cleanse/Dispel spell or by the use of a face card to activate.

Immortal

The *Immortal* attribute allows the unit to heal 2 hp at every activation though not to go above it's initial HPs. If killed it can be brought back into play by using an **additional** face card to

activate it in the next turn. It is then placed anywhere within it's in own deployment zone on half its initial HP (FRU). If killed a second time it cannot be resurrected within the time frame of the game.

Impact

The Defender is disadvantaged during an attack which fulfils the conditions of Charge by an attacker with this attribute. Cancelled by Spearwall and First strike Spearwall.

Impetuous

A unit with the Impetuous attribute starts the game with an impetuous token . On it's first combat it may reroll **one die** on a move ending in valid combat. The Impetuous condition is lost after it's first **close combat** whether in attack or defence. The token is removed immediately after the Impetuous condition is lost. An impetuous unit must always follow up after combat if possible.

Light

A unit with the *Light* attribute may move through most terrain without movement penalty but still fights as disadvantaged in Type B Terrain (Terrain 8.0). It cannot pass through any friendly units except those with the *Skirmish* attribute.

Lucky

A unit with the Lucky attribute may remove 1 success dice from an enemy a tttack or spell if it is the target before rerolls, and reroll it. The new result stands with no further rerolls allowed by either side.

Lure

A unit with the Lure attribute may initiate a WP duel with an enemy target unit within 4 hexes as an action. The target's failure of WP duel requires it to be moved by owning player immediately up to it's maximum 1st action movement ,using the shortest number of MP, directly towards caster. It stops if it contacts the caster.

Magical Resistance +1

A unit with the Magic Resistance +1 attribute has Magic Resistance (MR) which adds a designated value to their WP dice roll eg +1 against Magical attacks but not other uses of WP.

Magician X

A unit with this attribute is by definition a magician able to choose it's spells from the full range and to cast them using an activation. All magicians defined as and activated as Heroes. The number of spells it can choose and the number of dice it can attempt to cast those spells with are determined by the number X.

Massed

Essentially units with the *Massed* attribute are treated as *Advance* but for up to 6 units of the same name type instead of 3. If activated by Captain as per *advance* or not, **all** must end adjacent and have the same action though they may benefit from the captain's use of a black movement card.

Massive

Models with the massive keyword ignore all Zones of control except those of other massive units. They can see and be seen over non massive units allowing ranged shooting by and against them over intervening non massive units

Mob

Units with *Mob* attribute gain the benefit of the *Support* attribute but only when defending.

Mounted (M)

Units marked as Mounted on the army lists are subject to the +1 per hex movement penalty when moving through Terrain type C even when they have the *Light* attribute

Poison X

A unit with the *Poison X* attribute that inflicts at least one damage on an enemy unit also inflicts 1 extra damage on that same enemy unit during the end of each turn phase until it is either subject to a Cleanse/dispel or the *Poison X* effect finishes at the end of X turns.

Regenerate

A unit with the regenerate attribute heals 2 HP at the start of it's activation.

Reload

A unit with the reload attribute fires as disadvantage if it moves during its activation

Scavenger

A unit with the Scavenger attribute gains 1 extra attack die against an enemy unit which has already suffered damage that has not been healed back to full strength.

Self destruct

Units with the *Self Destruct* attribute may choose to self destruct at end of the unit's attack action in order to inflict a second attack, which is worked out as a *Cleave* attack. It is then removed and casualty VP for it's loss awarded to the enemy immediately

Shapeshift

Units with the *Shapeshift* attribute must roll v it's WP to change its form at the start of it's activation. If successful it transforms immediately and no action is used. It is an innate ability. If it fails it remains in it's existing shape but has again spent no action.

Shieldwall

Units with the *Shieldwall* attribute cancel the *charge* attribute when in terrain which does not cause disadvantage for the Shieldwall unit

Skilled X

The *Skilled X* attribute allows a unit to reroll 1s or 1s and 2s on attack dice rolls depending on whether it has *skilled 1* or *skilled 2*

Skirmish

A unit with the skirmish attribute can pass through almost all terrain using no extra movement points. It can also fight in most terrain without disadvantage. A unit with the skirmish attribute can pass through or be passed through by any friendly units if it has enough movement points.

Slow

An Enemy unit that takes damage from a unit with the *Slow* attribute loses an action from its next activation and has the Slow condition imposed. A summoned unit enters the game with the Slow condition. Place a token to indicate the Slow condition. The Slow condition can be removed with Cleanse/Dispel.

Soul Stealer

A unit with this attribute regains a HP for every 2 damage it inflicts upon an enemy unit in close combat. It cannot gain more HP than it's starting number of HP.

Spy

A unit with the *Spy* attribute may spend an action to look at either the opponent's current activation cards or their objective/tactical cards. The Spy player may not record what they learn in any manner other than memory. Only one spy action may be taken per turn and only one unit with the Spy attribute may be fielded by an army unless specifically allowed in their army lists.

Stagger

For every 2 damage, that a unit with the *Stagger* attribute inflicts upon an enemy unit the enemy unit loses 1 hex of movement from it's next movement action. This condition is cumulative. If several units with the *Stagger* attribute inflict damage on the same target unit the stagger tokens are added by unit not by cumulative damage to a maximum of 3.

Steadfast (x)

Units with the *Steadfast* attribute may ignore retreat after loss in combat unless inflicted by a unit with the Unstoppable attribute. A unit with Steadfast(x) gives the Steadfast attribute to all troops within X hexes.

Steady

A unit with the *Steady* attribute allows missile fire **after** movement to not suffer disadvantage.

Support

Units with the Support attribute gain a single reroll die on **all** rolls if they are adjacent to a same name unit that also has the support attribute. Applies in last gasp rolls.

Swoop

After an attack against a non massive/non flyer single figure unit target inflicts damage, a unit with the *Swoop* attribute may place the damaged target unit within an adjacent (to the attacker) empty hex. It may not place the target unit in impassible terrain or a hex occupied by another unit. The unit with Swoop then rolls an additional single die attack roll with no defence roll against the target unit - no rerolls can be used on the subsequent single roll attack.

Terror 1/2

A unit with the *Terror* attribute causes a WP test to any attacking unit requiring 1 or 2 passes depending on the level of Terror. Failure of the WP test causes the failing unit to fight at disadvantage in close combat or shooting.

Unreliable

A unit with the unreliable attribute malfunctions if it rolls two 1s when firing. This means it cannot shoot next activation. A unit which rolls three 1s cannot shoot for the rest of the game. Red card rerolls may be used to reroll dice as usual

Unstoppable

A unit with *Unstoppable* must follow up and attack any unit which retreats after being damaged by the unstoppable unit. The second attack is disadvantaged and allows no attributes or rerolls and must also follow up if the target unit retreats or is killed.. A unit which cannot retreat due to impassible terrain or other units blocking retreat must be attacked again in it's current position as if it had retreated.

If a unit with *Flight*, *Evade* or *Skirmish* retreats beyond one hex, or the initial target is killed in its hex the unstoppable unit moves into the hex the target has vacated and may attack any valid adjacent target it chooses.

Veteran

A unit with the Veteran attribute may discard **any** type of card, including Objective/tactical cards to reroll any number of dice in attack or defence.

Volley

A unit with the Volley attribute may add the ranged fire dice of up to 2 adjacent friendly units with the same name and the advance or massed attribute. The target must be in range of all the volley shooting units and none may be disadvantaged. The additional dice are halved fractions rounded up. The units adding dice are considered to have activated. Any units which have activated on the same advance/massed order but have not been used in volley fire may shoot normally at any valid target.

Units with the Volley attribute shoot disadvantaged if they move during their activation

Appendix 1 – reading a list

	vp	type	mv	df	hp	wp	ranged	attacks	
Japanese									<i>Honour - Samurai fighting a higher cost enemy gain 1 attack die</i>
Samurai general foot (1)*	12	h3	3/5	3	10	5		5	skilled 2, command 2, steadfast, cleave, brace 2, follow me, deadly, fearless, skirmish
Samurai general mtd (1)* M	13	h3	4/7	3	10	5		5	skilled 2, command 2 steadfast, brace 2, cleave, charge 1, follow me, deadly, fearless
Samurai (6)	5	t5	3/5	3	4	4	4/4	4	skilled cc/bow 1, steadfast, deadly, advance
Warrior monks bow (4)	3	t5	3/5	2	3	5	4/4	2	ambush, skirmish, evade, advance
shikome (2)	4	b5	4/7	3	4	2		3	flight, confuse 4, summons 3

Above we have a very truncated version of the Japanese Samurai army list as found in the Army list section. It will be used as an example of how to read and use an army list.

Column one is obviously the unit name which is relevant for both identification but also for some rules where 'same name unit' is involved such as Advance or spells such as Haste. Three colours are also relevant here as Red are core units counting towards the minimum 40 points required from core units. Units in black are normal non core units which can make up to 60 points in your army. Units in blue are also non core but are units which can be summoned by a magician or start as non core.

Column 1 also shows (in brackets) the maximum amount of any given unit allowed on table at any time, whether a unit counts as Mounted 'M' and whether it is a choice as your general – of which you can have one and only one.

Column 2 shows the Victory Points which are used in pointing up your army and as 'Kill points' for your opponent when they kill the unit.

Column 3 lists the type of unit, Troop, Hero or Beast and the number required to activate that unit. For example h3 is a Hero with an activation number of 3 whereas b5 is a Beast with an activation number of 5. The type is important in spells, attributes and objectives.

Column 4 is the movement rate in movement points. The first number is the first action move and the second number the total movement if both actions are used for movement eg 3/5 means a first action move of 3 and a total move of 5 hexes if entirely in open ground.

Column 4 is the number of defence dice rolled against combat attacks either close combat (CC) or shooting.

Column 5 is the number of hit points the unit can take before it is killed. Once it's final HP is removed it is dead, the opponent immediately receives the VP from column 2 and the mini leaves the table

Column 6 is the Willpower which is the number of dice used to take Terror tests or resist spells. Successes are as per attacks but disadvantage is never counted.

Column 7 is for those units which have some form of ranged or missile attack. The first number is the number of attack dice rolled and the second is the range of the attack.

Column 8 shows the number of dice rolled in a close combat (CC) melee attack. A unit must be adjacent to the target of the attack to use this form of attack.

Column 9 comprises of a list of Attributes which the unit has. These represent special abilities specific to that unit and which are described individually in section 9

Legiones - Army Lists





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How to use the army lists

The lists are designed to be used with 100 point armies and with the core rule that 40 points must come from the army choices listed in red. These represent the core troops. After choosing your core 40 you may choose any of the remaining troops in the list up to the number in brackets which indicates the maximum of any unit which can be present on the battlefield at any point in time. For every 2 points over the limit Fractions rounded up, (up to a maximum of 105 points) 5 Vp is given to the opponent at the start eg 5 extra points gives 15 VP to your opponent

There are usually 2 or 3 list options each with their own advantages in terms of troop types or special rules. For each army you need to ensure you are complying with any limitations to access these advantages.

All armies must be led by a general or equivalent. Some armies have named leaders who must be the army general. The general must be identified to the opponent before the start of the game. Only one unit marked as a general - ie General* - can be used in any army.

Units in blue are units that a Magician is able to summon with the Summons spell – one *successful* summons is allowed per Magician per turn.

Disclaimer – where historical or geographic accuracy clash with coolness there is only one winner.

Lists

1. Africana
2. Amerindian
3. Ancient Greece
4. Araby
5. Cathay
6. Celtic
7. Egyptian
8. Horse Lords
9. Imperial Electors
10. Indian Classical
11. Japanese
12. Medieval Europe
13. Northmen
14. Persian Empire
15. Roman
16. Slavonia
17. Warriors of the Sun



Africana

African armies are Sub Saharan including units as far apart as Zulus to Masai with Central African thrown in for good measure! It is clearly at the fantastical end of the scale...

The **Africana United Army** led by the Warrior chief benefits from the **Missiles to water army rule**. This allows 'tribal' hero and troop units to reroll any of their defence dice against missile fire. It requires at least one witch doctor unit to be on the battlefield.

West African Army led by Warrior chief must contain at least 6 West African units but cannot contain Zulu, Rhino riders or Masai. This army benefits from **Disciplined army rule** which allows the army to immediately activate a second 'West African or Azande' unit once per turn. Tikoloshe goblins are only available to a West African army as a non summoned unit.

A **Zulu Army** requires at least 9 units of Azande/Zulu. This army gains the **Deep strike flank army rule** for up to 6 units of troops with the massed attribute.

A **Ritual Warfare Army** must contain 12 units of ‘Tribal’ Warriors/Warriors Bow in any combination and be led by a ‘Tribal’ Chief. Pygmies may now be fielded with the Advance attribute. It may also have up to 3 ‘tribal’ warrior heroes. It has the **Will of the Gods Army rule** which is that when any enemy unit dies this army may draw an activation card and discard another card of *any* type.

Africana Terrain (2)	card	max #
open	K	1
scrub	1-2	4
impassable hill	3	1
woods	4-5	3
jungle	6	3
village	7	1
gulley	J	1
hill	8-9	3
thorn bush	Q	2
rocky	10	2



Amerindian

An army which covers all of the Native American cultures of North America is ridiculous but here it is. There are elements from many peoples across the whole continent.

Great Nation Army – led by a Warchief this army benefits from the **Count Coup Army Rule** which allows Amerindian armies to draw and then discard a card of any type immediately when it kills an enemy unit ie draw an activation card then discard an objective card or vice versa. It may field any units up to stated limits.

Woodland Shock Army – led by a Warchief this army must include a minimum of 6 Iroquois shock troops who gain **Brace 1** and **Charge**. Additionally Bears, Adlets and Wendigo become Summon 3. The Army may not use Plains mounted, Apaches or a Thunder Eagle. It gains the **Move like ghosts army rule** which allows heroes and troops to gain hidden if they end the turn in woods or jungle and not adjacent to an enemy

Western Army – led by a War chief this army must contain minimums of 6 Plains Mounted and 3 Apache (who gain *advance*). It may not use a Giant, Adlets, Wendigo, Giant Serpent or Witches. Heroes gain Command 2 and summons of Mountain Lions, Coyotes and Buffalo become Summons 2. It also has the **Forwards army skill** which allows all troop units, heroes, banners and General to deploy up to 2 additional hexes in from their base edge .

Amerindian Terrain (2)	card	max #
Eastern		
woods	1-3	4
village	6-7	2
fields	8-9	2
stream	10	1
hills	4-5	3
Marsh	J	2
lake	Q	1
Steep hill	K	1



Western		
village (tented)	J	1
scrub	1-3	4
cactus thorn	9-10	2
hills	4-5	4
rocky	6-7	3
gully	8	2
steep hill	Q	3
impassable hill	K	2



Ancient Greek

The Ancient Greek lists represent an amalgam of myth and reality across roughly 1000 years of history from the Bronze Age to the Alexandrian Successors. They will be familiar to most readers and there are 3 lists to choose from.

A **Classical Greek army** benefits from the ***Prophecy army skill*** which allows you to draw 12 cards (or back up to 12 cards) at the start of each turn and then discard 2. Classical Greek lists can use any units on the list but may not use any more than 3 Homeric units or any Companion cavalry units, nor any elephants. Additionally they may take only one of the named Heroes marked in green on the army list. They must be led by a General but not Alexander.

Alexander the Great armies benefit from the ***Forwards army rule*** which allows all troop units, captains, banners and Alexander to deploy up to 2 additional hexes in from their base edge. They cannot use any Spartan, Helot, Theban or Homeric Warrior units, nor any *named* Hero other than Alexander. It must contain a minimum of 6 Phalanx and 3 Companion cavalry units and Alexander.

A **Leonidas army** benefits from the ***Steadfast army rule*** which makes all troop units *Steadfast* and gain *Brace 1* if they do not already have it. Leonidas lists must have a minimum of 6 Spartan units and 3 Helot units plus Leonidas. They may not contain Phalanx, Companions, Alexander, nor any named Hero other than Leonidas nor Elephants.

The **Heroic age army** benefits from ***the Honour army rule*** which gives attacking 'Homeric' troops an extra reroll when attacking units of greater points value or other 'Hero' unit types. It must contain at least 9 Heroes/Homeric units but no more than 3 named heroes. It cannot include hoplites, phalanx, elephants, helots, Spartans or Thebans. Additionally it cannot include Leonidas or Alexander.

Greek (3)	card	max #
village	Q-K	2
ruins	9	2
hill	1-3	3
steep hill	9	2
woods	8	2
scrub (olive/vineyard)	4-5	4
fields	J	1
rocky	6-7	3



Araby

This represents armies of the Arabic world from the earliest period through to the period of Aladdin and the 40 thieves including the famous “Sheherazadic era.”

An **Araby army** is led by a Sheik and has the **Desert Mirage Army rule**. At the start of each turn before the first activation the Araby player declares one unit, or group of 3 same name adjacent units with Advance, to have the *Hidden* special rule. It must be a different unit each turn. It may use any units up to their maximums.

The **Evil Vizier army** is led by a Vizier and may not contain Palace Guards, Mamelukes, Armoured elephants or Stone throwers and all ‘Warrior’ troops have are (t7). On the positive side it may ignore maximums on Assassins, mages and summoned creatures other than elementals who are limited to 2. It gains the **Magic in the air army rule** allowing spell rerolls of 1 or 2.

The **Religious army** is led by a mounted Sheik. It cannot summon creatures, has no Palace guard, Mamelukes, Elephants or Stone throwers but may *deploy troops and heroes up to 5 hexes from the base edge*. All troops gain the Steadfast attribute and there are no maximums on Ghazis and camel riders. It gains the **Inspired by death army rule** whereby whenever a hero or troop unit dies, an inspire counter is placed on a unit in line of sight.

Araby Terrain (4)	card	max #
Fields/walls	1	2
dune	2-3	3
scrub	4-6	4
oasis (lake & woods)	J	1
village	7	1
wadi	8	2
soft sand	9-10	3
steep hill	Q	1
hill	K	3



Cathay

Cathay represents the whole of ancient China geographically plus the Indochina area throughout ancient history..

Imperial Chinese army has access to all troops in the list and benefits from **Disciplined army rule** which allows the army to immediately activate a second 'Imperial' unit once per turn

Ancestral Army may ignore restrictions on Chariots, Cataphracts and Terracotta army. It may not use Rocketeers or Elephants. It benefits from the **mandate of heaven army rule** which allows it to draw 2 objective cards at the start of each turn instead of one, then discard one of these or one already held.

A **Southern army** may use up to 3 Elephants, 6 Rocketeers and 6 Pirates but no Chariots, Cataphracts, Steppe nomads or Terracotta army. It has the **Eager army rule** which gives all troops the *Impetuous* attribute.

Cathay Terrain (3)	card	max #
village	5-6	3
shrine	Q	1
paddy fields	1-2	4
stream	10	1
hill	3-4	3
steep hill	6	1
impassable hill	7	2
bamboo grove	8-9	3
woods	10-J	3
orchard	K	1



Celtic Army

This represents all the Celtic Iron Age across Europe from the hard charging Galatians to the British chariot formations with the Standard army representing the classic Gallic Wars armies of Vercingetorix.

The **Celtic army** has the ***Eager army rule*** which gives all 'Celtic' troops the Impetuous attribute. All units are available to this army and it must be led by a chief.

The **Britons army** may field up to 6 chariots and 2 druids. It may use up to 3 forest trolls and 3 possessed. The army has a terrain number of 1 instead of 3. No Cavalry are available. When summoning Druids may always reroll one die for free. It also has the ***Magic in the air army*** rule allowing spell rerolls of 1 or 2.

Gaesati Army has no limit on Gaesati and may have up to 3 Scythed chariots. It may not have Dryads, Forest Trolls or a Druid. It also has the ***Inspired by death army rule*** whereby whenever a hero or troop unit dies an inspire counter is placed on a single unit in line of sight.

Celtic Terrain (3)	Card	max #
woods	1-4	4
village	10	1
marsh	J	2
hill	5-6	3
fields / ditches	7-8	2
fog	9-10	3
shrine	Q	1
open	K	2



Egyptian

Egyptian armies are probably the tightest geographically and loosest chronologically. To maintain some level of historical relevance there are fewer fantasy elements included in this list than there might have been.

New Kingdom army is led by a Pharoah in a chariot and must have a minimum of 6 light chariot units (inc Pharoah). They gain the **Deep Strike Flank army rule** for 6 units of troops with the *advance* attribute. May not use Greek mercenaries, Libyans or Scouts

Saitic Army led by a Pharoah mounted and must contain 6 units of Greek Mercenaries gains the **Professional army rule** which allows Mercenary Greek to activate using Advance as (t3), Libyan Javelin and Scouts gain the *Advance* attribute. May not use Sherden, Sea Peoples or more than 3 chariot units.

Old Kingdom Army led by a Pharoah on foot has **Desert Mirage Army rule**. At the start of each turn before the first activation the Egyptian player declares one unit - or group of 3 same name adjacent units with the Advance rule - to have the Hidden special rule. It must be a different unit/group each turn. Additionally Mummies, Constructs and Giant Snake riders gain Advance attribute. May not use Greek Mercenaries, Sea Peoples or Scouts.

Egyptian Terrain (2)	card	bax #
ruins	1-2	3
village	10	1
rise	J	1
fields / fences	7-8	2
wadi	9	2
soft sand	3-4	3
dune	5-6	3
steep hill	10	2
Scrub	Q-K	2



Horse Lords

This army is a composite of the many steppe nomad armies from the Scythians, through the Huns to the Mongols and all points in between. The main difference in the lists is the change from a traditional mainly light cavalry army towards the more Chinese influenced Eastern and the more Western armies incorporating cataphracts and elephants.

Steppe Army led by mounted general must have a minimum of 9 Steppe nomads. Steppe Nomads gain T5. The army has the **Deep strike Flank army rule** for up to 6 units of troops with Advance attribute (see Attributes). It may not use Chariots, Cataphracts, Dragon, Cannon or Elephants.

The **Eastern Khanate Army** is led by a Mounted General and has the **Endless Horde army rule** whereby any troop unit killed by the enemy returns at the start of the next turn on the owning player's table edge. Cataphracts and Elephants are not allowed. Up to 6 Chariots may be used

The **Cataphract army** led by a mounted General and has the **Forwards army skill** which allows all troop units, Captains, Banners and General to deploy up to 2 extra hexes in from their base edge instead of the normal. The limit on Cataphracts is raised to 6 units but no Chariots, Dragon or Medusa may be used.

Horse lords Terrain (5)	card	max #
open	J-Q	3
encampment	8-9	2
hill	1-3	5
steep hill	10	2
gully	10	2
rise	6-7	3
scrub	4-5	4
oasis	K	1



Imperial Maximilian

These lists represent European Holy Roman Empire lists in transition to the Renaissance with Kurassiers and Reiters replacing Knights and light cavalry archers. Muskets and artillery are more available but exist alongside crossbows and pike/halberd units.

The Elector Army – default army lead by a general on horseback. It has access to all troops in the list at the limits listed except those designated ‘Imperial’ and benefits from **Disciplined army rule** which allows the army to immediately activate a second ‘Electoral’ unit once per turn.

The Imperial army – lead by a general on beast has access to all units listed as Imperial or Electoral. It must contain 6 Imperial units and It has the same **Discipline Army rules** as the Electoral Army but gains the advantage that All ‘Imperial’ units gain Veteran.

The Religious Revolt army - lead by a General on foot or a Warrior Priest who gains Magician 5 at no extra cost. May not field Imperial units, Kurassiers, halberdiers or greatswords. It may use up to 9 units of pilgrims/Penitents. The Revolt Army has the **Endless Horde army rule** whereby any troop unit of 20 points or less killed by the enemy returns at the start of the next turn on the owning player’s respawn point placed wholly within their deployment zone available to activate.

The **Local Defence army** – lead by a General on foot/horse it cannot include Imperial units and no more than 3 types of ‘Electoral’ troops. All troop units benefits from the **Steadfast army rule** which makes all troop units Steadfast and gain Brace 1 if they do not already have it.

Imperial (4)	Terrain	card	max #
	village	1-2	2
	orchard	3	1
	woods	4-5	3
	fortified tower/farm	6	1
	Fields/walls	7-8	4
	stream	9	1
	lake	Q	1



hills	9-J	4
open	K	2

Indian Classical

This army represents Indian subcontinent armies from Classical to Early Medieval with a strong Mythical contingent

Classical Army – lead by a General who may be in a 4 horse Chariot or on an elephant, This army has access to all units except the Heavy Cavalry, Heavy Infantry guards and Thugee assassins and it has the ***Disciplined Army Rule*** which allows the army to immediately activate a second t5 unit once per turn.

Medieval Army – lead by a General on a horse. This army may not use chariots but may ignore maximums on cavalry units. It has the Cavalry Horde Army Rule whereby any ‘cavalry’ troop unit up to 25 points killed by the enemy to return at the start of the next turn anywhere on the owning player’s table edge.

Holy army – Lead by a general on a horse. This army cannot use chariots but may include 2 Gurus and has no limit on Holy Warriors. It has the Magic in the Air Army Rule allowing all spell attempts rerolls of 1 or 2.

Medieval Terrain (4)	card	max #
village	1-2	2
orchard	3	2
woods	4-5	3
Fields/walls	6-7	4
marsh	8	3
hills	9-10	4
open	J	2
Rise	Q-K	2

Japanese

This represents a relatively short period of Japanese history from around 1400 to 1600 and is basically the 'Samurai period' with all the associated warrior Monks, Ninjas and increasing amounts of Ashigaru infantry. The Ashigaru musket unit being the only firearm in the game.

Samurai army – where the list contains more Samurai troop units than any other troop units combined, the army benefits from ***the Honour army rule*** which gives attacking 'Samurai' units an extra reroll when attacking units of greater points value.

Ashigaru army – where the army contains more Ashigaru troop units than other troop units combined the army gains the ***Professional army rule*** which allows Ashigaru to activate on Advance as t3). The army may only use Samurai and Ashigaru troops and no monks or Acolytes.

Rebels army – where the army contains more non Samurai and non Ashigaru troops combined, the army gains ***the Forwards army rule*** allowing all non Samurai/Ashigaru troops to deploy 2 extra hexes in from the base edge. It also gains a free Acolyte.

Japanese Terrain (1)		
	card	max #
village	1-2	2
shrine	K	1
hill	3 -4	4
orchards	J	2
woods	5-6	3
paddy field	7-8	3
Lake/pond	8	1
fields/ gardens	9-10	3
bamboo grove	Q	2



Medieval European

Covering three types of Medieval knight-based armies across mainly Western Europe with a bit of Arthurian mystical thrown into the mix. These armies have access to lots of knights and some light horse but also effective missile troops

Baronial armies benefit from the *Feudal army rule* whereby any Knights attacking troop units of less points than themselves gain one additional reroll. Baronial armies may access all troops but may not mix any Crusader army units with any Mystical army units.

Crusader armies gain the *Inspired by death army rule* whereby whenever a crusader army troop unit dies an inspire counter is placed on a single unit in line of sight. Crusader armies must include a Saint, 3 Templar knight units and 3 Pilgrim units as a minimum. They may not include Mystical army units (see below) nor reivers or brigands.

Mystical armies must include the Green Knight and Lady of the Lake. They cannot include Templars, Trebuchet, Reivers or Brigands. It may include up to 4 Hero knights and has the **Magic in the air** army rule allowing spell rerolls of 1 or 2.

Revolt Army – lead by a Priest who gains Magician 5 at no extra cost. May not field ‘knights’ of any type. The Revolt Army has the **Endless Horde army rule** whereby any troop unit of 20 points or less killed by the enemy returns at the start of the next turn on the owning player’s respawn point wholly within their deployment zone available to activate

Medieval Terrain (4)	card	max #
open	K	2
village	7-8	2
ruins	9	2
orchard	10	1
woods	5-6	3
marsh	9	2
fields	1-2	4
stream	J	1
Keep, impassible	Q	1
hills	3-4	4



Norse Army

Norse here is a catch all for Norse, Danes, Swedes and any other Northern warrior societies. Any European Dark Age type figures will serve here for troops. It can be a very hard hitting army in any of it's three variants.

The Great Army – default army. This army is led by a Warchief or Jarl and benefits from the ***Flexible strategy army rule***. For each enemy unit killed you may draw a plot card and then throw one away. This army can use any units up to the maximums listed.

Raiding Party – led by a Hero and must contain at least 3 units of Reavers and 3 of Hunters who all gain Advance (t7) attribute. May also take up to 3 heroes - including the leader. They cannot use Trolls, Giants or Mammoths. They gain the ***Deep Strike Flank army rule*** for 6 units of troops with the advance attribute (see attributes).

The Witch Army – an army led by the Seidmann shaman may ignore the requirements to take core troops and may take up to 6 units each of Dwarves, Elves and Cave Savages. Minimums on beasts are raised by one per type (except only 1 Giant). This army has the ***Magic in the Air army rule*** allowing rerolls of 1 or 2 on any spell

Northmen Terrain (5)	card	max #
lake	Q	1
village	9	2
forests	1-3	3
hills	4-5	3
steep hills	10-J	2
rocky / boulders	6-7	3
open	K	2
snow drift	8-9	2



Persian

Probably the most historically and geographically tight of all the armies covering the classical period of Cyrus to Darius III but also with a nod to the later Sassanids with the inclusion of cataphracts.

King of Kings This army is led by a General in a Chariot and benefits from the ***Flexible strategy army skill***. For each enemy unit killed you may draw a plot card and then throw one away. This army can use any units up to the maximums listed.

End of Empire army is led by a General in a Chariot and has the ***Endless Horde army rule*** whereby any troop unit of 3 points or less killed by the enemy returns at the start of the next turn on the owning player's respawn point wholly within their deployment zone available to activate. Sparabara may not be taken but up to 6 units of Hoplites may be included.

Zarathustran mystical army led by General mounted. This army has the ***Magic in the Air army rule*** allowing rerolls of 1 or 2 on any spell. It may have Hoplites or Sparabara but not both. Must include a High Priest and at least 1 Priest. Summons require one less success than usual.

Persian Terrain (3)	card	max #
open	K	2
village	7	2
scrub	8	2
woods	5-6	3
hill	3-4	3
gardens	9	2
steep hills	10	2
fields / walls/	1-2	4
stream	J	1
orchards	Q	2



Roman

This list covers Rome from the Republic to the end in the West in quite a generic way. Barbarians might be Goths or Gauls and there is no effort to differentiate Caesarian legionaries from Late Roman. The Eagle represents any type of iconic army symbol not just the famous Imperial Eagle.

The Republican Army – a generic army led by a General which has the **Discipline Army rule** which allows the army to immediately activate a second ‘Roman’ unit once per turn. The Republican army may not use Cataphracti, steppe cavalry or Elephants but may use any number of levied citizens and 2 Augurs. A Prefect is added for free.

Imperial Rome – led by a General and must include an Eagle, 6 Legionary and/or Auxiliary units. It has the same **Discipline Army rules** as the Republican Army but gains the advantage that it can access all listed units. All ‘Roman’ units gain Veteran.

End of Empire. Led by a Mounted General this army may use any number of non Roman units such as barbarian Allies and/or (6) steppe cavalry. Up to 4 cataphracti may be used but no Gladiators or Elephants. No Augurs can be used but up to 2 Libitinarii or vicarii may be used. It has the **Flexible Strategy Army rule** - For each enemy unit killed you may draw a plot card and then throw one away.

Romans Terrain (4)	card	max #
village	8-9	2
fields / walls	6-7	3
scrub (olives etc)	1-3	4
hills	4-5	4
hills steep	10	2
stream	J	1
ruins	Q	2
open	K	2



Slavonia

‘Slavonia’ is clearly a catch all name for the various cultures of Eastern Europe from Muscovy to Transylvania and as far west as Bohemia. There is room in the list for Hussite wagons, Gothic knights, Polish Hussars and Cossacks as well as some strong mythical elements.

A **Slavonian army** is led by a Baron and may use all units as listed except for a Count. The Army benefits from the **Forward defensive army rule** which allows all Eastern Infantry to be deployed +2 hexes forward of their deployment zone as if behind Walls which make all attacks disadvantaged (does not stack) until the unit moves in any way, War Wagons count as Eastern Infantry for this rule but do not gain any ‘wall bonus’ only the +2 hex deployment gain.

The Witch Army is led by a Witch and gains the **Magic in the air army rule**. It may only use ‘Eastern’ units from the red section but can use 6 Beastmen and one more of all units than the list maxima for all units *below* the Witch in the list except the dragon and giant

The Count Army is led by the Count (and may not include a Baron) and ignores all minimums on cavalry. It has the **Eager army rule** which gives all horsemen troops the **impetuous attribute**. It may use only Militia infantry and only a

Witch, Wolfpacks, Werewolves and Vampyrs of the creatures listed below the Bear in the list.

Slavonia terrain (3)	card	max #
open	K	2
woods	1-4	5
dense woods	5	2
village	6-7	2
fields/ walls	8	2
hills	9	2
marsh	10-J	2
stream	Q	1



Warriors of the Sun (Mesoamerican)

This list encompasses all the civilisations of central America and even adds a little bit of Inca. The Aztecs are at the front of the list as at the time of writing there are few options around to field miniature Incas. Hopefully as 3d printing progresses we will be able to separate off a purely Pre-Colombian South American list based on the Incas with Amazonian additions.

Great King Army – must have an Army General as leader. This Army has access to all units (except Conquistadors) and benefits from the ***Sacrifice army rule***. Once per turn when any enemy unit is killed this army gains a prisoner token which can be used for either an any number of dice reroll, or to spend on a new plot card. It can be kept beyond the turn in which it was gained.

Religious Army – must be led by High priest and contain the altar and at least 1 other Shaman. This army may have up to 6 Heroes, contain at least 6 Cuachic and *all* troops become *Fearless* with *Steadfast*. It may not use Conquistadors. It also gains the ***Magic in the air army rule*** allowing spell rerolls of 1 or 2.

Coyote army – A coyote army must include at least 10 points and no more than 15 points of Conquistador units. It must also include the Maximum amount of Otomi mercenaries. It may not include a High Priest, Altar or Jaguar

/ Eagle knights. It benefits from the **Flexible strategy army skill** for each enemy unit killed you may draw a plot card and then throw one away.

Warriors of the sun (3)	Card Max #	
village	8	2
woods	1-3	4
jungle	9-10	2
fields/walls	4-5	3
marsh	6-7	2
lake	J	1
hill	Q	2
Temple impassible	K	1



Legions Fantastical

The undead list is essentially four different lists, one generic and three more specialised lists depending on the flavour of undead

The Undead generic army

May take any of the marked leaders and any units but must take the Wight King and 12 units of Skeleton Warriors/Zombies in any combination. Only 3 units of any other troop type are allowed and no Zombie dragon or Black Coach unless lead by Vampire Lord. While the general lives the army benefits from the **Flexible strategy army skill**. For each enemy unit killed you may draw a plot card and then throw one away

Vampire Lord

The Vampire army must be lead by a Vampire lord and may only contain a Necromancer as a magician. It cannot use any Ghouls, Vargulf, Vargheists or crypt horrors. Knights, Grave guard and Peasant Levy gain Fearless whilst the Vampire Lord remains on the table and the Black Coach becomes free. This army benefits from the **Endless Horde army rule** whereby any troop unit of 3 points or less killed by the enemy returns at the start of the next turn on the owning

player's respawn point placed wholly within their deployment zone available to activate.

Army of the Dead

This army is lead by the King of the dead and may take *either* the Necromancer or the Liche Lord as Magic User. It cannot use any Ghouls, Vargulf, Vargheists crypt horrors, Knights, or Grave guard. The army has the **Deep strike Flank and Deep Strike cover army rules** for up to 9 units of *ethereal troops* with Advance/Massed attribute.

The Ghouls

Must be lead by The Ghoul King and may not take any Knights, Warriors of the dead, Peasant Levy, Black coach, Lahmians or Grave Guard. The Army has the **Eager army rule** which gives all 'Ghouls' including Crypt Horrors and Vargheists the Impetuous attribute. It may take *either* the Necromancer or Liche Lord as Magician. It may take up to 9 Crypt Horrors and 3 Vargheists and the Corpse cart is free.

Undead terrain (3)	card	max #
woods	1-4	3
dense woods	5	2
village	6-7	2
fields/ walls	8	2
hills	9	2
marsh	10-J	2
scrub	Q-K	3

Goblins

Classic Goblin army

Lead by the Goblin King this army has the **Endless Horde army rule** whereby any troop unit of 3 points or less killed by the enemy returns at the start of the next turn on the owning player's respawn point placed wholly within their deployment zone available to activate. It may not use the Balrog but can use any other units as listed.

Forest Goblins

Lead by the Goblin King This army gains the **Deep strike flank/cover attribute** for up to 6 units of troops with the advance or massed attribute in any combination. In addition it can use up to 6 spider rider units and 2 Great Arachnids. It cannot use the Balrog nor the Trebuchet or Doom Diver artillery. Spider swarms become Summon 2.

The Goblin Deeps

Lead by the Goblin King on foot or The Balrog. It must contain the Balrog. This army can use none of the units in purple or the Trebuchet but has the **Inspired by Fear Army** rule whereby all 'Goblin' units start the game as Impetuous and gain the Fearless attribute while the Balrog is on the table. Additionally it may take 2 Ambush spiders and 3 trolls and Spider swarms become Summon 2.

Goblin terrain (3)	card	max #
woods	1-4	3
dense woods	5	2
village	6	1
Hills	7-8	3
Lake	9	2
rocky	10-J	2
scrub	Q-K	3

Coming soon – Legiones Fantastical



