

An **Army** consists of 24 Army Points (AP). At least 12 AP must be AP1 or AP2 elements. Any one element can be designated the

General, except #3, 7, 9, 13, 15, 18. **Victory**: kill the General, ½ the enemy AP, or capture the Stronghold.

Sequence: **1.** Roll for PIP; **2.** Activate off-board elements, Desorcell, Movement; **3.** Long-range Combat; **4.** Close Combat.

# & Element	Movement (P) (Road: over Good/Bad)				Combat				Value AP	Notes:
	Good	Road	Bad	Water	Type	vs S,F	vs M,A	If Minor Defeat		
1. Airboat	500	500	500	500	A	+5	+3	R: 14:F6	3	Shooters shooting at other Shooters can be shot back at.
2. Artillery	200	300	0	0	F	+4	+3	R; Con:D	3	
3. Beast	400	400	400	100	M	+3	+4	R; M:D	2	
4. Behemoth	300	400	200	100	M	+4	+5	4,9;R; 2,7,14:F6	4	
5. Blade	200	400	200	100	F	+5	+3	R; 21:D	2	
6. Cleric	200	400	200	100	F	+4		R; 12*,21:D	3	Magicians bespelling Gods or other Magicians can be affected if they lose the combat.
7. Dragon	1,200	1,200	1,200	1,200	A	+6		10,15:D; 4,7,9:FB	4	
8. Flyer	1,200	1,200	1,200	1,200	A	+2		R; 14:F6	2	
9. God	1,200	1,200	1,200	1,200	A	+6		6,9,14:FB	4	
10. Hero	500	500/400	200	100	M	+5		Note H	4	
10. Hero (A)	1,200	1,200	1,200	1,200	A	+5		Note H	6	The 2nd time a Magician rolls a "1" for a spell, he is self-ensorcelled as a Toad or Bug!
11. Horde	200	400	200	100	F	+2		R; 12*,21:D	1	
12. Knight	300	400	200	100	M	+3	+4	Note K	2	
13. Lurker	0	0	300	0	F	+2		FB	1	
13. Lurker (W)	0	0	0	300	F	+2		FB	1	
14. Magician	500	500/400	200	100	F	+4		Note M	4	
15. Paladin	500	500/400	200	100	M	+6		R; Con:D	4	
16. Rider	500	500/400	200	100	M	+3		R; In Bad:D	2	
17. Shooter	300	400	300	100	F	+3	+4	R; M:D	2	
18. Sneaker	300	400	300	100	F	+5	+3	F6	3	
19. Spear	200	400	200	100	F	+4		R; 12*,21:D	2	
20. Stronghold	0	0	0	0	S	+6		Cap; A:No Effect	-	
21. Warband	200	400	200	100	F	+3		R; 4,12*:D	2	

Abbreviations: **AP** = Army Points; **A** = Aerial; **F** = Foot; **M** = Mounted; **S** = Stronghold; **W** = Water; **Good** = Off-Road Good Going (Plain, Gentle Slope); **Bad** = Off-Road Bad Going (Rough Terrain, Woods, Town); **Road** includes fords and bridges; **P** = Paces.

If Minor Defeat: **R** = Recoil; **#** = Element # that defeated it; **D** = Destroyed; **E** = Ensorcelled; **FB** = Flee from battlefield; **F6** = Flee 600 Paces; **Con** = if in Contact; **Cap** = Captured; **In Bad** = in Bad Going; **M** = Mounted; **A** = Aerial. **12*** = #12 (Knights) Destroy only if their enemy is in Good Going - otherwise R. **Note H:** R; 14:E; 2,10,15:D; 20:F6. **Note K:** R; In Bad:D; 4:D; (2,14,17:D if Knights are aggressors this turn). **Note M:** R; 14:E; 7,9,10,15:D.

Major Defeat: most units are Destroyed. Flyers flee 600p, but are Destroyed by Hero, Magician, Shooters, or any aerial.

Draws: 10 vs 10 **OR** 14 vs 15: if all dice + modifiers = odd, both Destroyed if in contact. Anything else is a standoff.

Tactical Combat Factors If **YOUR** element is:

- +2 Bespelled across water (shortest distance)
- +2 Bespelled or Shot at while in Wood or Town
- +2 Fighting a Magician who is within 600P of any Cleric or Paladin
- +1 A General, or your General is contacting the rear of your element
- +1 Uphill of the enemy
- +1 Defending a River Bank (except at ford or bridge, or vs Aerial)
- 1 for each enemy in contact with flank or rear or overlapping a flank
- 2 In Bad Going (except Shooters, Warband, Lurkers, Beasts)
- 2 Fighting a Water Lurker
- 2 Bespelling a Magician within 600 P of his own Stronghold
- 2 Mounted or Aerial, and if foe is in Bad Going
- 1 For each additional element shooting at your element, attacking your stronghold, or bespelling your element

Miscellaneous:

Mounted (except Behemoths) can pass through friendly foot if aligned the same or opposite direction.

A single element can **turn** freely while moving. A Group must all move the same, and can turn no more than 90°.

To fight, a unit must move far enough to align its base squarely with an enemy's. An element hit in the flank or rear turns to face the attacker unless already engaged. You cannot move within one base of an enemy except to attack.

Aerials can be fought if their front is contacted from the prev. turn, OR by Arty, Hero, Mage, Paladin, Shooter, other Aerial.

Sneakers can only hurt other Sneakers, a General, or a Stronghold. They can pass through other troops of both armies.

Knights, Warbands, Behemoths and Beasts must advance one base depth after victory unless in contact or overlapping.

Spears add +1 to other Spears directly in front, if neither is in Bad Going and the ones in the rear not under attack.

Magicians pass through friendly units; **Gods** can pass through **any** units. **Recoiling**: see p. 15 for unusual cases.

Player Initiative Points (PIP) Expenditure

2 PIP to move a Group containing **both** Elves and Dwarves.

2 PIP to move a Group containing an Aerial Element or Magician Element. (Aerials can group only with Aerials.)

1 PIP to move any other Element or Group; or to activate a Horde.

+1 PIP to move any Element or Group not within 600 P of General (1,200 P if in line of sight.)

6 PIP to activate a God or all your Dragons. (A God disappears next roll of 1 PIP).

1 PIP to activate each Lurker. (2 PIP second time for the same Lurker, 3 PIP 3rd & Final Time).

2 PIP to attempt to bespell an Element; 1 PIP per aiding Magician.

6 PIP to Desorcell a Hero or Magician.

1 PIP gives a bonus of 100 P Road Movement to a Group containing a General. May be repeated.

Ranges:

Shooters: 200 P

Magicians: 600 P

Artillery: 500 P (during enemy turn)