

KINGS OF WAR

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2nd Ed

UNITS

In *Kings of War*, all units are made up of one or more models. These models must be glued on the bases provided with them and formed up into units as described below. Each unit belongs to one of the following categories:

Infantry (Inf)

Infantry units normally consist of models fielded **5 models wide**.

Infantry units consist of ten models in two ranks of five, fifteen in three ranks, twenty in four ranks or twenty-five in five ranks, which is the largest standard unit.

The number of models that make up a unit is specified in its stats (explained on page 7), and will normally correspond to the number of models you get in boxes supplied by Mantic.

Hordes

Hordes are the largest infantry unit in *Kings of War* and are highly resilient and dangerous. The frontage of Hordes is double that of normal units – **10 models wide**. They are normally three or more ranks deep.

Large Infantry

Some infantry units consist of large infantry models fielded **3 models wide** (in one rank, or in two ranks for Hordes). There are rumours of larger, wider formations, but they are probably just a myth... or are they?

Cavalry (Cav)

Cavalry units normally consist of mounted models fielded **5 models wide** (and one or two ranks deep). Cavalry are not usually as numerous as infantry on the battlefield, but the very rare cavalry Hordes are fielded **10 models wide** and are two or more ranks deep.

Large Cavalry

Some cavalry units consist of large cavalry models fielded **3 models wide** (in one rank, or in two ranks for Hordes). Larger units are probably just a made-up tale to scare little goblins at bedtime.

War Engines (War Eng)

A War Engine is a unit consisting of a single war machine, like a catapult or a bolt thrower. It will also have number of crew models, but these are purely decorative and should be arranged around the machine in a suitably entertaining fashion.

Monsters (Mon)

A Monster is a unit consisting of a single model – a large and powerful mythical beast or magical construct.

Heroes (Hero/xxx)

A Hero is a unit consisting of a single model. It can be an officer, a sorcerer or even a mighty lord of its race. Heroes vary in size between different races, and can ride many types of mount or even monstrous war-beast, so a Hero always has a tag in bracket specifying what type of unit he belongs to – which helps with determining its height and other special rules that are related with certain units.

So a Hero could be a (Hero/Inf), or a (Hero/Cav), or a (Hero/Mon), or a (Hero/Large Inf), or a (Hero/Large Cav), and though we have not conceived yet a (Hero/War Eng), one never knows...

Sometimes a Hero has options that allow him to choose different mounts – if it does so, his unit type will of course change to that of the relative mount, as specified in the Hero's entry.

Model's Base Sizes

Infantry models are based on 20mm square bases, apart from some that will be marked as exceptions in their entry (such as Orcs, Sylvan Kin, Salamanders, Lower Abyssals, Gargoyles, etc, which are on 25mm square bases).

Large Infantry models are based on 40mm square bases, apart from some that will be marked as exceptions in their entry (such as Lesser Obsidian Golems, which are on 50mm square bases).

Cavalry models are based on 25x50mm.

Large Cavalry models are based on 50mm square bases, apart from some that will be marked as exceptions in their entry (such as Mincers, all Chariots & Fight Wagons, which are on 50x100mm).

Monsters and War Engine models are based on 50mm square bases, but you can use a base that is 50mm wide and 100mm deep if your model doesn't fit. You may even need a wider or deeper base for exceptionally large models – in such rare cases, use the smallest base that you can fit your model on.

Heroes fit on the relevant base – i.e. a model on foot will use a 20mm base (unless it's an Orc or other race that uses larger bases for infantry, as noted). If you mount a character on a horse, he is then put on a 25x50mm. Mount them on something bigger like a Slasher/Griffon/Dragon etc, and they'll be on a 50mm square base. Again, if your Dragon needs a bigger base, that's fine.

Unit footprint, movement trays and multibases

If a unit consists of a large number of models, it is far more convenient when moving it around to place a 'movement tray' underneath it – that way you effectively have a single object to move on the battlefield rather than a large number of them (say 20 Elf infantry models). This speeds up gameplay immensely. The ideal movement tray is a piece of plastic, thick cardboard or plasticard that is cut to the exact space occupied by the bases of the models forming the unit, and painted to match the colour of their bases. For example, a regiment of 20 Elf infantry models occupy a rectangular tray 100mm wide and 80mm deep. If the tray has a little 'lip' around the unit (normally up to a couple of millimetres wide), this does not matter and player should agree to either always ignore the lip when measuring distances (our favourite solution) or to always measure distances from/to it – as long as this is done consistently for all units and both sides, it should not present a problem.

It is even faster, not to mention more practical, to actually glue the models' bases directly onto the tray – that way you have an army that effectively consists of a very small number of individual 'elements' – very compact and easy to store and transport. Some people even go to the next level, and glue their models directly onto the tray, without first placing them on their individual bases. We refer to these solutions as 'multibases'. Multibases are very useful, but make sure that the multibase itself conforms to the correct size for the ranked up models as if their were mounted onto their individual bases. To continue the example above, you could mount the 20 Elf infantry models directly onto a 100x80mm multibase.

This last way of mounting models directly onto the multibase offers great modelling opportunities, as the multibase can effectively be treated as a mini-diorama in itself, creating great looking and very individual units like the ones shown below. You might even end up with a little more or less than the correct number of models on the multibase – this is fine, but it must be reasonably close to the correct amount, so that there is no chance of misleading your opponents in regards to the real size of the unit. It's best to quickly explain to your opponent what your units are before you play to clarify anything like this.

Unit Leaders, Banners and Musicians

Some units include models that are equipped differently from the rest of the unit – normally the unit's leader, banner-bearer and musician. These models count as equipped like the rest of the models in the unit and have a purely decorative function in the game – placed in the front rank of your unit, they offer you a good chance of showing off your painting skills and help making the unit look splendid and unique.

FRONT, REAR, FLANK

Normally in *Kings of War*, units have four facings: front, rear, left flank and right flank. Each of these facings possesses an 'arc', an area determined by drawing imaginary lines at 45 degree angles from each corner of the unit, as shown in Diagram A.

CAN THEY SEE?

During the game, you will at times need to determine whether one of your units can see another one, normally an enemy unit that your unit intends to charge or shoot.

Arc of Sight

First, we'll assume that your unit can only see things that are at least partially in its front arc – its 'arc of sight'. The flank and rear arcs are completely blind.

Line of Sight (LOS)

Of course, terrain and other units can still get in the way and hide targets that are in your unit's arc of sight. To determine whether your unit can actually see a target that is in its arc of sight, follow the rules below.

Unit height

Each unit has a height assigned according to its type:

Unit Type	Height
Infantry	1
Large Infantry	2
Cavalry	2
Large Cavalry	3
Monsters	4
War Engines	1

A hero's height is equal to that of its type. E.g. a hero on foot has a height of 1 while a hero mounted on a horse has a height of 2 etc.

Some units may be an exception and have a different height – this will be specified in their entry (e.g. Orclings are height 0).

Drawing LOS

To determine line of sight, draw an imaginary line from the point in the exact centre of the front of your unit's base to ANY point of its target's base. If this imaginary line passes over no other unit's base or terrain features, then line of sight is not blocked.

If either your unit or the target unit are taller than any other units or terrain in the way, then line of sight is not blocked. If any units or terrain in the way are the same height or taller than both your unit and the target unit,

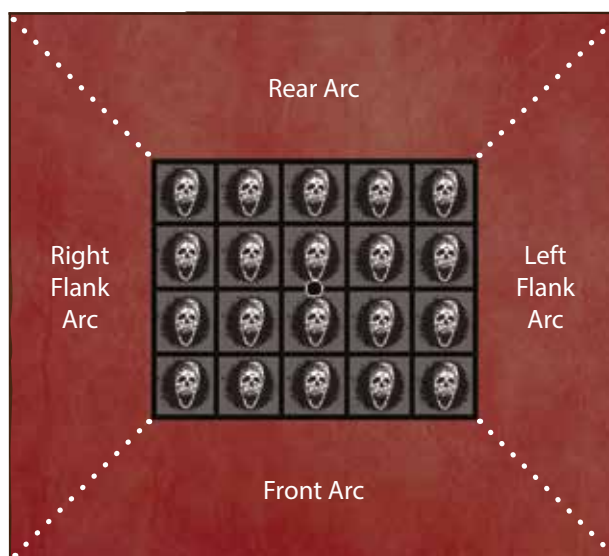


DIAGRAM A

then line of sight is blocked.

Note that the line of sight does not have to be the shortest line between your unit's front centre and the target unit's base; any line from the front centre of your unit to any part of the target unit's base will do fine.

If you're unsure whether your unit can see a target unit or not, roll a die. On a 4+ it can see it, on 3 or less it cannot.

Example A

Unit A is trying to draw line of sight to Unit C. The dotted line represents the line of sight trying to be drawn.

If either Unit A or Unit C are taller than Unit B then line of sight is NOT blocked. If Unit B is the same height or taller than both Unit A and Unit C then line of sight is blocked.

Example B

In this example, Unit B is considered to be as tall as Units A and C and therefore blocks line of sight. Unit A can still see Unit C by looking around the edge of Unit B, even though the line drawn is not the shortest one possible.

TERRAIN AND LOS

This is discussed in more detail on page @@.

STATS

Each unit in *Kings of War* has a name and a series of statistics (for short, we call them 'stats'), which define how powerful it is in the game. These are:

- **Type.** What type of unit and how many models it comprises.
- **Speed (Sp).** How fast the unit moves, in inches.
- **Melee (Me).** The score needed by the unit to hit in melee.
- **Ranged (Ra).** The score needed by the unit to hit with ranged attacks. If it has no normal ranged attacks, this is a '-'.
- **Defence (De).** The score the enemy requires to damage the unit.
- **Attacks (Att).** The number of dice the unit rolls when attacking, both at range and in melee.
- **Nerve (Ne).** A combination of the unit's size and its training and discipline, this stat shows how resistant it is to damage suffered.
- **Special.** Any special equipment (like ranged weapons) and rules the unit has.

Example

Elf Bowmen (Type: Infantry)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	6	4+	4+	4+	10	11/13	120
Regiment (20)	6	4+	4+	4+	10	14/16	160
Horde (40)	6	4+	4+	4+	20	21/23	305

MEASURING DISTANCES

You can measure distances at any time you like. Distances are always measured to/from the nearest points between the bases of the nearest models in the two units you are measuring from/to.

If models don't have bases, but have been mounted directly onto a movement tray, then measure to the closest point on the unit's movement tray.

If models don't have bases or movement trays (a very rare case possible with some very large models), then measure to the nearest part of the model's body, ignoring limbs, weapons and other elements that 'stick out' of the body.

Keep your distance!

In order to avoid confusion, keep your units at least 1" away from enemy units at all times, except when charging.

For the same reason, make sure your own units are not literally in base to base contact, as for example two Regiments pushed together side by side look very much like a Horde. So it's best to keep your units at least 1mm away from friendly units at all times.

THE TURN

Much like chess, *Kings of War* is played in turns. Just roll a die to decide who is going to have the first turn – the player winning the die roll decides who goes first. That player moves, shoots and strikes blows in close combat with his units – this concludes Turn 1 of the game. After that, his opponent takes a turn – Turn 2 of the game, and then the players keep alternating this way until an agreed time limit or turn limit is reached.

In his turn a player goes through the following three phases:

- 1) Move phase;
- 2) Shoot phase;
- 3) Melee phase.

We'll examine each of these phases in detail on the following pages.

DICE

In these rules, whenever we refer to a die or dice, we mean a normal six-sided die, which we call D6. Sometimes we also use terms like 'D3', which is the result of a D6 divided by 2 (rounding up), or 'D6+1', meaning rolling a D6 and adding 1 to the result, or 2D6, which is rolling two dice and adding them together.

RE-ROLLS

When you are allowed a re-roll, simply pick up the number of dice you are allowed to re-roll and roll them again. The second result stands, even if it's worse than the first. Regardless of the number of special rules that apply to a particular circumstance, you can never re-roll a re-roll, the second roll always stands.

Move

During the Move phase of your turn, pick each of your units in turn, and the unit's Leader will give them one of the following orders:

Halt!

The unit does not move at all.

Change Facing!

The unit remains stationary and can pivot around its centre to face any direction. See Diagram B.

Advance!

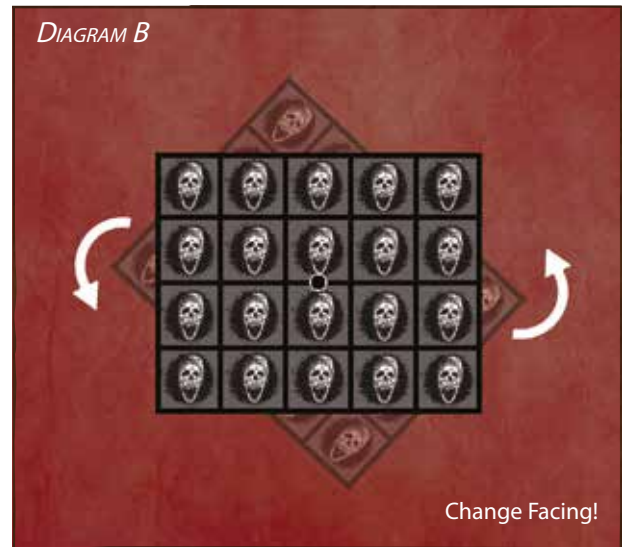
The unit can advance straight forward up to a number of inches equal to its Speed. At any point during this move (i.e. before or after advancing, or anywhere along its advance), the unit can also make a single pivot around its centre of up to 90 degrees from its original facing. See Diagram C.

Back!

The unit can move straight backwards at up to half of its Speed. See Diagram D.

Sidestep!

The unit can move sideways straight to its left or straight to its right at up to half of its Speed. See Diagram D.



At the Double!

The unit can advance straight forward up to double its Speed. See Diagram D.

Charge!

This is by far the most exciting of orders. It is also the most complicated and so it's described in detail below.

UNIT INTERPENETRATION

Interpenetration when moving

The following rules regulate interpenetration when a unit moves directly forward, backwards or sideways.

Friends

Friendly units can be moved through (except when charging, see below), but you cannot end a unit's move on top of another unit, so you'll have to be sure that your units have enough movement to end up clear of their friends. Also, at the end of their move, your units must be at least 1mm away from friendly units. This ensures that both you and your opponent can clearly tell them apart.

Enemies

Enemy units, on the other hand, block movement. Your units can never approach to within 1" of them, except when charging or during a pivot.

Interpenetration when pivoting

In reality, regimented units are more flexible in rearranging their ranks than our miniatures, so we allow units that are pivoting around their centre as part of their move (whether it's a Change Facing, an Advance, etc.), to pivot through both friends and enemy units, and all types of terrain, including blocking terrain and even the edge of the table.

They must of course still end their move clear of blocking terrain (and completely on the table!), 1mm away from friendly units, and 1" away from enemy units.

CHARGE!

A charge is the only way your units can move into contact with the enemy. A unit can charge a single enemy unit ('the target') as long as the following conditions are met:

- the target is at least partially in your unit's front arc;
- the unit can see the target;
- the distance between the point in the exact centre of your unit's front and the closest visible point on the target unit's base is equal to or less than double your unit's Speed;
- there is enough space for your unit to physically move into contact with the target by moving as described below.

DIAGRAM C

Advance!



This Skeleton regiment has a Speed of 5" and it's ordered to Advance! First, it's moved 4" straight forward, then it's pivoted around its centre, and finally it completes its advance by moving a further 1" straight forward.

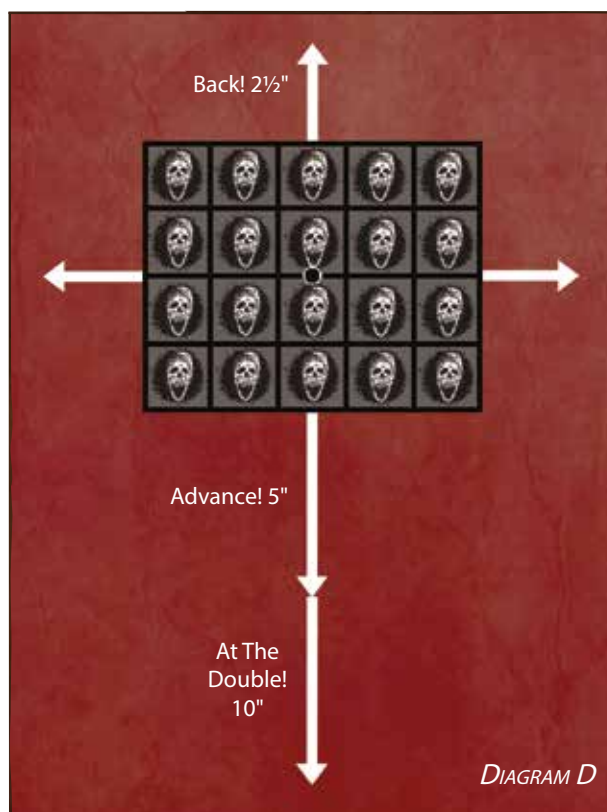


DIAGRAM D

Moving Chargers

As they move, charging units can move forward without measuring how much distance they actually cover, and pivot once around their centre up to 90°, at any point during their move.

They must, however, always use the shortest way possible, going around any blocking terrain and any unit in their way (friends and foes). Note that they must go through any area of difficult terrain or obstacle that would normally slow down their movement. These elements of terrain do not slow down Charge moves, but they cause the charging unit to suffer a slight penalty in the ensuing melee.

Basically, the only thing that matters during a Charge move is that the unit has physically enough space to move into contact with the target. Note that the unit needs to be able to have at least some of its front physically into contact with the unit being charged, contacting a unit exclusively with the point in the exact corner of the unit is not allowed.

Once the charging unit is in contact with the target, align it with the side of the target you are charging so that it is flush with it.

Finally, shuffle the chargers sideways until the centre of their front is facing directly opposite the centre of the target unit, or as close as possible to it.

Flank and Rear Charges

If the point in the exact centre of the front of the charging unit is in the target's front arc when the order to Charge is given, the unit **must** charge the target's front facing.

If the point in the exact centre of the front of the charging unit is in the target's right or left flank arc when the order to Charge is given, the unit **must** charge the target's appropriate flank facing.

If the point in the exact centre of the front of the charging unit is in the target's rear arc when the order to Charge is given, the unit **must** charge the target's rear facing.

<DIAGRAM!>

Proximity to enemies

Remember that when charging, units don't have to stay 1" away from enemies, and this means that sometimes a charging unit may end up in contact with both its target and one or more enemy units it has not charged (e.g. when charging a unit that is part of a tight enemy battle line). In this case, you'll have to nudge these enemy units

away by an inch or as much as possible to ensure that they are no longer touching. This represents the charging unit concentrating its fighting efforts against a single enemy, while holding at bay the other enemy units nearby. It might look a bit strange at first, but remember that the enemy units will normally get to charge back into the fight to help their friends in their following turn.

Corner-to-corner charges

In some rare cases, the only possible way for a charger to make physical contact with a target would be by literally having one corner of its frontage in contact with one corner of the target. This extreme cases are called 'corner to corner' contact – one example of this is shown in the diagram below.

<diagram of two friendly unit perfectly aligned in column, both visible and in front arc of the charger>

We deem that this is not enough to warrant a sensible charge and combat, so we disallow these charges. The charger must be able to place at least one millimetre of its frontage in base contact with the side of the target that it is charging.

Defending an Obstacle

Sometimes a unit will be placed with one of its facings in contact with an obstacle, as this makes for a strong defensive position. Even though it's physically impossible to move a charging unit in contact with the target unit's facing that is 'defended' by the obstacle, your units can still charge it – move the charger to align against the obstacle rather than the target unit's facing. If the majority of the charging unit's front is covered by the obstacle, then the target counts as Defending an Obstacle, and will benefit from a defensive bonus in the ensuing combat, as explained in the Melee section on page @@.

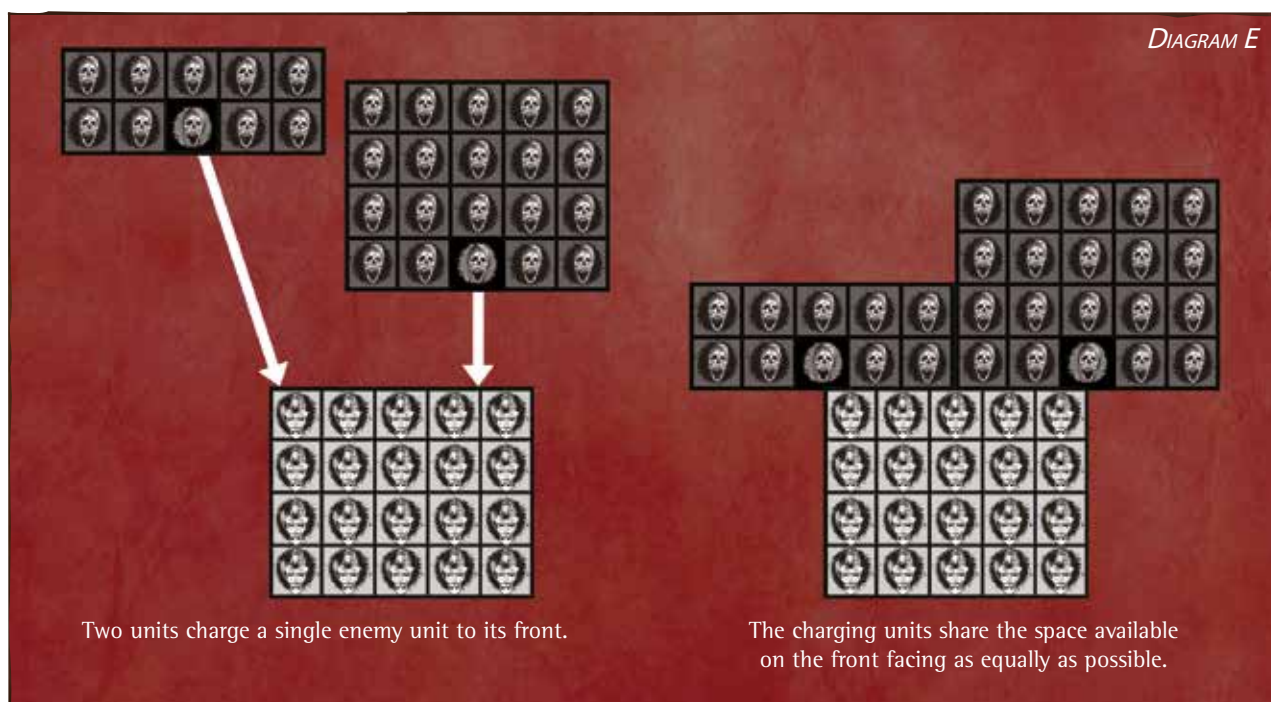
Multiple Charges Against the Same Target

If two or more of your units are able to charge the same enemy unit, they can do so, as long as they can fit (leaving the mandatory 1mm distance between friendly units!). Just issue a simultaneous order to all of the units that are charging the same target.

Once contact is made, any units that have charged the same facing of the target will have to share the space available as equally as possible, so shuffle them sideways as shown in Diagram E.

If there isn't enough space for all of the units to fit against the facing of the target they are charging, some of the units will not charge and must be given a different order.

You will notice how it is impossible for three units of exactly the same frontage (e.g. 100mm) to charge the facing of an enemy that has the same width (100mm). This is because you have to respect the 1mm distance between friendly units (and anyway corner-to-corner charges are not allowed!). So only two such units can charge the same facing, the third will have to be given a different order.



TERRAIN

Elements of terrain make your table look more impressive, but they also make the game more complex, so don't use too much terrain in your first games of *Kings of War*.

In war games, terrain is normally made in either of two ways: single terrain pieces or areas of terrain. The rules for both are below. Before the game, it's always a good idea to agree with your opponent how you are going to treat each of the pieces of terrain on the table.

TERRAIN AND MOVEMENT

Single Terrain Pieces

These are individual pieces like a lone tree, a house, a boulder, a fence, a hedge or a wall. They will be either blocking terrain, an obstacle or decorative terrain.

- **Blocking Terrain.** Units cannot move across blocking terrain and must go around it. We recommend treating buildings, high walls and other large pieces as blocking terrain.
- **Obstacles.** Obstacles are long and narrow pieces of terrain, like a low wall, a fence, a hedge, a stream, etc. – something that a roughly man-sized creature could see over and clamber across easily. Units can move over obstacles normally (even ending halfway over them), but cannot cross them while moving 'At the Double'.
- **Decorative Terrain.** A unit can move over decorative terrain pieces as it pleases, ignoring them altogether and nudging them out of the way if it ends its move on top of any (but remember to put them back in their original position once the unit moves off!). This is best for small terrain pieces like small bushes or individual trees.

Areas of Difficult Terrain

This type of terrain consists of things like woods, farms/hamlets, crop fields, areas of broken, rocky terrain or scree, and so on. They are normally made by gluing a number of pieces of terrain onto a large base. This conveniently shows the area of the terrain – the entire area of this base counts as difficult terrain. If a unit's move would cross an area of difficult terrain, the unit cannot move 'At the double'. It is of course absolutely fine for a unit that starts its move outside an area of difficult terrain to move at the double and stop its move just as it comes into contact with one such area, stopping just outside it.

TERRAIN AND LOS

Terrain height

Heights of all terrain should be agreed before the game. As a guideline for 'measuring' the height of terrain, use your tape measure and translate every inch of actual height of the terrain piece as 1 level of height, for example:

- a one-inch tall wall is Height 1
- a two-inch tall hill is Height 2
- a three-inch tall building is Height 3
- a wood with four-inch tall trees is Height 4)

If a terrain piece includes elements with different heights (like a wood made of trees of different height), use its average height.

Single Terrain Pieces

Blocking Terrain blocks LOS drawn across it in the same way as a unit of the same height.

Obstacles and Decorative Terrain do not block LOS.

Areas of Difficult Terrain

Areas of difficult terrain are treated as blocking terrain when drawing LOS across them to a unit that is behind, in the same way as a unit of the same height.

However, if any part of a unit is inside an area of difficult terrain, ignore that area of difficult terrain when drawing LOS to/from the unit.

In other words, areas of difficult terrain block LOS to units behind them (depending on height, of course), but not to/from units inside them.

Hills

As for other terrain, the Height of a hill should be agreed between players at the start of a game. For example a hill around 25mm high, which would realistically hide a human, would be height 1 while one which would hide a mounted knight but not a drakon would be height 2.

Any models standing on the hill add the hill's height to their own. For example, a war engine on a height 2 hill would be considered height 3 while large infantry would be considered height 4.

SHOOT

When you're done moving all of your units, it's time to shoot with any of them that can do so. Pick one of your units at a time, choose a target for them, and let loose!

If you start the Shoot phase and have not issued orders to all of your units, it is assumed that all units you have not ordered during the Move phase have been ordered to Halt.

If a unit has two or more types of ranged attacks (including magical ones), it can only use one per turn.

MOVING AND SHOOTING

Units that have received an 'At the Double' order that turn are too busy moving to be able to shoot.

MELEE AND SHOOTING

Units that are in base contact with enemies cannot shoot, and cannot be shot at.

PICKING A TARGET

A unit can pick a single enemy unit as a target for its ranged attacks as long as the following conditions are met:

- the target is at least partially in the unit's front arc.
- the target is visible to the unit.
- the distance between the unit and its target is equal to or less than your unit's weapon range.

RANGES

The ranges of the most common weapons used in *Kings of War* are:

- Bows, crossbows, rifles: 24"
- Pistols, javelins, thrown weapons: 12"

If a unit has a ranged attack with a range that is different from the ones above, it will be specified in its special rules.

SHOOTING AND HITTING THE TARGET

Once the target has been picked, roll a number of dice equal to the firing unit's Attacks value. Your unit's dice rolls, with any modifiers that apply, must score a number equal to or higher than its Ranged Attack value in order to hit its target. Discard any dice that score less than that.

Modifiers

A number of factors can make a hit less likely to happen. The most common are:

- +1 close range. The target is within 6".
- -1 cover. The target is in cover (see below).
- -1 moving. The firing unit received any order other than Halt that turn. This modifier does not apply to pistols, javelins, thrown weapons.

For each of these factors, add or deduct one from the score rolled by the dice. For example, if your unit normally needs a 4 or more to hit, but it has moved, you will need 5 or more to hit instead. If the target was in cover as well, you would need 6s.

Any dice that rolls a 1 is always a miss, regardless of modifiers. However, if modifiers to the roll mean that the unit would need more than 6 to hit, it can still shoot and will need 6 to hit, but it only rolls dice equal to half of its Attacks (rounding down).

DAMAGING THE TARGET

After discarding any dice that missed, pick up the dice and roll them again, to try and damage the enemy unit. The number your unit needs to damage the target is equal to the target's Defence value. This roll can sometimes be modified by special rules, etc.

Any die that rolls a 1 always fails to damage, regardless of modifiers. If a modifier brings the score required to damage a target to above 6, that target cannot be damaged.

Recording Damage

For each hit that scores damage, place a damage marker next to the unit. This represents physical damage and casualties as well as a decline in the unit's morale, cohesion and will to fight on.

As the unit accumulates damage markers, it might be more convenient to record this by writing it down, or placing a die (possibly an unusual one, of a different size or colour, to avoid rolling it by mistake) next to a single damage marker behind the unit, or using some other suitable tokens.

TESTING NERVE

At the end of the Shoot phase, test the Nerve of any unit you inflicted damage on in that phase. This test is described on page 37, and will determine whether the damaged units stand, waver or run away.

COVER VERSUS RANGED ATTACKS

In cases when the target unit is partially visible behind a unit or terrain piece, the firing unit might suffer from the negative 'cover' modifier on its rolls to hit. To decide whether the target unit is in cover, draw LOS from the centre of the front rank of the firing unit to the side of the target unit that the firing unit is in (front, rear, or either flank).

Partially obscured targets

If at least half of the target's side is not visible, then the target is in cover.

If a unit is visible, but the LOS to at least half of its side is drawn over intervening blocking terrain or units that are smaller than the target, the unit is in cover.

Note however that if the intervening units/terrain are three height levels smaller than the target, then they offer no cover.

For example, a height 2 cavalry unit or a height 3 Large infantry unit is in cover behind a height 1 infantry unit, while a height 4 Dragon is not.

Obstacles

Obstacles follow the rules above, but as they are lower than height 1, they offer cover exclusively to height 1 units.

Areas of Difficult Terrain

If at least half of the footprint of the target unit is inside an area of difficult terrain, the target is in cover.

Note however that if the area of difficult terrain is three height levels smaller than the unit in it, that area of terrain offers no cover (e.g. a height 1 corn field would offer cover to infantry, cavalry and large infantry, but not to a height 4 dragon).

Players may agree at the beginning of the game that some areas of difficult terrain, in the same way as obstacles, only offer cover to height 1 units, or even that they do not confer any cover at all (like a shallow pond, or quicksand, for example...).

Not sure?

In the rare, marginal cases when you're not sure whether your target is in cover or not, simply roll a die. On a 4+ it is not, on 3 or less it is.

<insert diagrams>

MELEE

When you're done shooting with all of your units, it's time for your warriors to strike against the enemies that they have charged that turn. Of course, in reality the enemy warriors would be striking against yours, but for the sake of playability we imagine that in your turn the impetus of the charge means that your men will be doing most of the hacking and slashing, while the enemy mostly defend themselves. If the enemy is not annihilated or routed, your men will fall back and brace themselves, for you can be sure that the enemy will charge back into the fight during their turn to avenge their fallen comrades.

At this stage, there will be a number of combats on the table equal to the number of enemy units you charged in the Move phase. Pick one of these combats and resolve it completely before moving to the next, and so on until all combats have been resolved.

STRIKING

To attack the unit you charged, roll a number of dice equal to the charging unit's Attacks value.

If your unit is attacking an enemy to the flank, it doubles its Attacks.

If your unit is attacking an enemy to the rear, it trebles its Attacks.

HITTING THE TARGET

This process is exactly the same as described for ranged attacks, except that it uses the unit's Melee value rather than the Ranged one, and the modifier below rather than the ones for shooting.

Modifiers

A number of factors can make a hit less likely to happen. The most common is:

- -1 defended obstacle or hindered charge
The charger is fighting across an obstacle against a target that is defending an obstacle (see page @@), or the chargers' move has gone through an obstacle or any portion of an area of difficult terrain.

DAMAGING THE TARGET

This process is exactly the same as described for ranged attacks.

Recording Damage

This process is exactly the same as described for ranged attacks.

TESTING NERVE

At the end of each combat, if you have managed to score at least one point of Damage on the target, test the target's Nerve. This test is described on page 37, and will determine whether the damaged units stand, waver or run away.

REGROUP!

Target Destroyed – Chargers Regroup

At the end of each combat, if your unit(s) managed to rout the target, it can do one of the following:

- stay where it is and pivot around its centre to face any direction (as per a Change Facing order).
- move directly forward D6". The unit must move the full distance rolled. This move is not affected by difficult terrain and obstacles.
- move directly backwards D3" (as above).

Note that in any of the cases above the unit must stop 1" away from enemy units, as normal.

Target Remains – Chargers Pull Back

If, on the other hand, your unit did not manage to rout its enemies and is therefore still in contact with them, it must be moved directly back 1" – your warriors have been fought off and must fall back, close ranks and brace themselves for the inevitable counterattack.

If the target unit has suffered at least one point of damage in the melee, however, it has been Disordered by the chargers, and should be marked with an appropriate counter. See below for the effect of being Disordered.

Remember at this point to separate any unit that ended up very close to other enemy units when charging the target, so that they are 1" apart once again. Also, make sure that your own units are separated by a little visible gap (a millimetre or so...). If it is impossible to achieve the 1" distance from enemies, see if this can be done by moving said enemies away until they are 1" away. In the very rare cases when even this is impossible, then it's fine to leave them closer than 1".

DISORDERED

Units that have just come out of combat with the enemy (i.e. were charged in the previous enemy turn and survived), and have suffered at least ONE point of damage in the previous melee, are Disordered – mark them with an appropriate counter.

They will remain disordered until the end of their following turn, when the Disordered counters are removed.

No Ranged Attacks

Disordered units cannot use any form of ranged attack (including magic). This is because they have been disrupted by the melee or are busy fighting back in close quarters.

Counter-charge!

When a Disordered unit charges back into melee with a unit it had fought in the previous turn, this is called a Counter-charge.

When counter-charging, the looser formation of Disordered units works to their advantage, so they can charge any one of the enemy units that had charged them in the previous turn, INCLUDING A UNIT THAT THEY CANNOT SEE. This allows the Disordered unit to charge an enemy that is in the Disordered unit's side or even rear arc – which of course represents an ongoing combat with its ebbs and flows, attacks and counterattacks.

Another benefit of counter-charging is that the unit does not suffer from the -1 penalty for defended obstacle or hindered charge. Terrain is effectively ignored.

Counter-charging to the flank can prove sometime slightly tricky in narrow confines. Square units can normally do that without a problem, but rectangular units might not fit. It is perfectly fine to slide the rectangular unit sideways to fit against the front of the enemy, as long as the final position does not overlap any other unit. If the unit cannot fit against a unit in its flank, then it cannot counter-charge that unit.

<insert diagram with two examples of this, one possible, one not possible>

NERVE

As a unit accumulates damage, it will become more and more likely to lose cohesion, until eventually it will turn tail and run from the field, never to return.

WHEN TO TEST

At the end of both the Move and Shoot phase of your turn, you test the Nerve of any enemy unit you managed to inflict damage upon during that phase. In the Melee phase, however, this test is done immediately at the end of each combat, if you managed to inflict damage on the target during that combat. In a combat where more than two units are involved, resolve all of the attacks first, and then take the Nerve test.

HOW TO TEST

Each unit has two numbers under its Nerve value. The first number is the unit's Wavering limit, the second number is its Routing limit.

To test the Nerve of an enemy unit, roll 2D6 and add to the result the points of damage currently on the unit, plus any other modifiers that apply (such as some special rules). This is the total you're using to 'attack' the enemy unit's Nerve. This total is then compared with the Nerve value of the enemy unit.

- If the total is equal to or higher than the unit's Routing limit, the unit suffers a Rout (see below).
- If the total is lower than the Routing limit, but equal to or higher than the Wavering limit, the unit suffers from a Wavering result (see below).
- If the total is lower than the unit's Wavering limit, then

the unit is said to be Steady, which means it is completely unaffected and continues to fight on as normal.

For example, let's assume you are testing the Nerve of an enemy unit that has a Nerve of 11/13 and has suffered 3 points of damage. If you roll a seven or less, your total will be ten or less and the enemy will be Steady. If you roll an eight or nine, your total will be eleven or twelve and the enemy will be Wavering. If you roll a ten or more, the enemy Routs!

Steady

The unit continues to fight normally and does not suffer any negative effects. Remember however that units capable of ranged attacks, which have been Disordered will not be able to use their ranged attacks in their next turn. You may want to mark these units with an "Disordered" counter.

Wavering

The unit does not rout, but is severely shaken. In its next Move phase, it can only be given one of the following orders: Halt, Change Facing or Back. In addition, the unit is Disordered (so it will not be able to use its ranged attacks in its next Shoot phase).

It is normally a good idea to mark Wavering units with a token of some kind (like a bit of cotton wool).

Rout!

The unit routs of the field, is butchered to a man, or surrenders to the enemy and is taken prisoner – in any case, as far as this game is concerned, it is destroyed. Remove it.

EXCEPTIONAL MORALE RESULTS

Double Six – We Are Doomed!

If you roll double six when testing Nerve and the unit is not Routed, it will still suffer from a result of Wavering, as insidious news of defeat start to spread through the ranks.

Double One – Hold Your Ground!

If you roll snake eyes (double one) when testing Nerve, the enemy is filled with implacable resolve and will always be Steady and fight on, regardless of any modifier.

BERSERKERS!

A few units in the game have a value of "-" for their Wavering Limit. For example, they could be -/14. These units are normally composed of fanatical, frenzied warriors or mindless supernatural creatures - in any case, they cannot Waver, and will therefore remain Steady until they eventually Rout.

WAR ENGINES

Following are all of the exceptions that apply to War Engine units, unless differently specified in their entry.

Move

War Engines cannot be ordered to move At the Double, nor to Charge.

Terrain

War Engines treat all obstacles as blocking terrain instead.

Shooting

Unless otherwise specified, War Engines have a range of 60”.

Melee

Attacking War Engines

Units attacking a War Engine always treble their Attacks, regardless of position. Remember also that even if it survived such an onslaught, a War Engine would become Disordered as normal.

INDIVIDUALS

Units with this rule are normally made of a single model representing a roughly man-sized individual, on foot or horseback. These obviously behave in a very different manner from regimented units or very large creatures. The following rules represent this:

Line of sight

The individual is able to see, and therefore shoot and charge, all around.

Move

Individuals have the Nimble special rule.

Shooting

Enemies shooting against Individuals suffer an additional -1 to hit modifier.

Melee

Enemies never double/treble their Attacks when fighting the individual. Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however.

If an individual is routed and the charger (including another individual) decides to advance D6" directly forward, it can make contact with another enemy unit. This is treated as a successful charge and the charger is lined up against the new enemy as normal and can immediately attack again! This rule represents the fact that an individual is often not enough to completely stop a charging unit in its tracks.

Note that in this second combat the penalty for hindered charge or defended obstacle apply as normal if charging the target unit normally would have encountered these conditions.

Also note that if the new enemy is another individual, which is then routed, the charger can again advance D6" forward as above, and so on – you can run over any number of meddling individuals in a single charge!

Objectives

Individuals are always ignored when it comes to determine who controls an objective.

SPECIAL RULES

Some units, or even entire armies, possess what we call 'special rules'. Each of these special rules is an exception to the normal rules. More of these will be added later (we won't be able to help ourselves...), but the most common are listed below.

Blast (n)

This rule is used for all weapons that explode on impact with the target or otherwise inflict massive amounts of damage with a single hit.

If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. For example, if a unit suffers a hit from a *Blast (D6+3)* attack, it will suffer from four to nine hits rather than a single one. Once this is done, roll for damage as normal for all of the hits caused.

Breath Attack (n)

This rule is used for dragon breath and other attacks where a great gout of flame or toxic gas fills an area.

The unit has a ranged attack for which you roll (n) dice rather than the Attacks value of the unit. This attack has a range of 12" and always hits on 4+, regardless of any modifier.

Crushing Strength (n)

This rule is used to represent the devastating effects of melee hits from creatures of terrible strength or that are equipped with very heavy close combat weapons or even magical weaponry.

All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.

Elite

Creatures with this rule are supremely skilled – true masters of the art of war.

Whenever the unit rolls to hit, it can re-roll all dice that score a natural, unmodified 1.

Fly

This rule can literally represent flying movement (not really soaring high in the sky, however... more like fluttering around, a bit like a chicken), or even a ghostly creature's ability to move through solid matter.

The unit can move over anything (blocking terrain, enemy units, friendly units when charging, etc.), but still cannot land on top of them. As a consequence, in melee it never suffers the -1 to hit penalty for charging a defensive position or for a hindered charge. The unit also has the *Nimble* special rule.

Headstrong

"Wavering's for little wide-eyed girls with ribbons in their hair... and Elves." – Dwarf proverb.

Whenever the unit begins a turn Wavering, it rolls a die. On a 4+ it shrugs off the effects of Wavering and is Disordered instead.

Indirect Fire

The unit fires its shots in high arcing trajectories, which means that the distance to the target is pretty much irrelevant and that most cover is pretty much useless. However, if any enemies get really close, it's impossible to hit them.

The unit fires in high arcs, hitting the target from the top, which means it does not suffer the -1 to hit modifier for cover.

On the other hand, the unit cannot shoot targets that are within 12".

Note that the firing unit does still need to see its target to fire at it.

Inspiring

The bravery of a heroic general, or the presence of a great big flag, can convince warriors to stand their ground a little longer. For creatures like the undead (that don't care much about banners), the proximity of their general or of a sorcerous banner fills them with supernatural energy.

If this unit, or any friendly unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.

Nimble

Used for flyers, lightly armed units like skirmishers and scouting cavalry, and heroic individuals that venture on the battlefield on their own, this rule makes the unit considerably more manoeuvrable and more suited at using their ranged weapons to harass the enemy.

The unit can make a single extra pivot of up to 90 degrees around its centre while executing any move, including a Charge!

In addition, the unit does not suffer from the -1 to hit modifier for moving and shooting.

Phalanx

From the front, these units look like a forest of sharp spikes pointing at you – not the most inviting of proposals for a charging horse... or anyone else really.

Units that charge this unit's front cannot use the Thunderous Charge special rule.

Pathfinder

Mystical affinity to nature or simply a very good eye for terrain?

The unit suffers no movement penalties for difficult terrain and obstacles, simply treating them as open terrain. Note that this means the unit also suffers no penalty for 'hindered charges' caused by terrain, but it does suffer from the 'defended positions' penalty if charging a unit that is defending an obstacle.

Piercing(n)

This rule is used for all ranged attacks that can penetrate armour with ease (such as shots from rifles and war engines), as well as spells and other magical ranged attacks.

All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.

Regeneration

Creatures gifted with this ability are very difficult to kill, as their wounds heal at incredible speed, their torn flesh re-knitting itself under the very eyes of the enemy.

Every time this unit receives an order (including Halt!), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of 6+, the unit recovers a point of damage.

Reload!

Some powerful missile weapons take much longer to reload, making them less flexible.

The unit can fire only if it received a Halt order that turn.

Shambling

Braiiinsss... braiiinnsssss...

The unit cannot be ordered 'At the Double'.

Stealthy

The unit is extremely adept at hiding or benefits from magical protection that makes it very difficult to target with ranged attacks.

Enemies shooting against the unit suffer an additional -1 to hit modifier.

Thunderous Charge(n)

This rule is used for mounted knights equipped with lances and other units that rely on momentum to deliver a powerful charge, but that can lose efficacy if bogged down in a protracted fight.

All melee hits inflicted by the unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's Crushing Strength (if any), however the unit loses this bonus when Disordered or during Hindered charges.

Vanguard

This unit is trained to range ahead of the main force, scouting the terrain and gathering information about the enemy.

The unit can make a single At the Double move after set-up is finished, but before the players roll to decide who goes first.

If both armies have units with this rule, roll a die. The highest scorer decides who begins to move one of his *Vanguard* units first, then the players alternate until all *Vanguard* units have been moved.

Very Inspiring

The best leaders are able to command every unit on the battlefield by use of sorcery or numerous brave messengers.

This is the same as the *Inspiring* special rule, except that it has a range of 9".

Vicious

The unit fights with utter ferocity, resorting to poisoned arrows, serrated blades and wicked hooks, clubs festooned with barbed wire, eye gouging, kneeling in the groin and all manner of other unsporting behaviour.

Whenever the unit rolls to damage, it can re-roll all dice that score a natural, unmodified 1.

PICKING A FORCE

You can play *Kings of War* with just a few units per side, without worrying about the two sides being equally matched. This is great for learning the game, but after you've become familiar with the rules and have amassed a large collection of models, you might want to try a game where the forces facing one another across the battlefield are balanced, so that both players have an equal chance of winning the game.

In order to achieve this, you and your opponent must pick an army before the game. First agree a total of points, say for example 2,000 points. Then start picking units from one of the force lists provided in this book – each unit costs a certain amount of points, as listed in its entry in the appropriate force list (including any options like magical artefacts). For example a regiment will cost around 100 points. As you pick them and include them in your army, keep adding their cost until you have reached the total you agreed. You can of course spend less than the agreed total, but you cannot spend even a single point more. However, an army is still considered to be the size of the maximum total the players agreed on (e.g. an army which come to 1995 points would still be considered a 2000 point army).

Army selection

In order to restrict the possible (nasty) combinations that can be fielded and to make sure armies have a resemblance of 'realism' about them, we introduce the following limitations to the unit types that can make up your army:

Regiments

Your army can include as many Regiments as you like.

For every Regiment in the army, you can also include the following:

1 War Engine OR 1 Monster OR 1 Hero

E.g. including 3 Regiments gives you access to up to 3 additional units chosen from War Engines, Heroes or Monsters.

Hordes

Your army can include as many Hordes as you like.

For every Horde in the army, you can also include the following:

1 War Engine AND 1 Monster AND 1 Hero

E.g. including 3 Hordes gives you access to up to 3 additional War Engines, up to 3 additional Heroes AND up to 3 additional Monsters.

Troops

Your army can include up to 2 Troops per Regiment in the army.

Your army can also include up to 4 Troops per Horde in the army.

< Insert diagram! see right >

Irregular units

Note that some units have an asterisk next to their name (for example: Gargoyles*). We call these *irregular units*, because they are not representative of the core, or mainstay force, of their army. This means that the unit is treated as a Troop from the point of view of Army Selection, even if it is a Regiment or Horde – i.e. it does not unlock any optional Troops, Heroes, Monsters or War Engines, and it needs to be unlocked by a Regiment or Horde of 'regular' troops.

Living Legends

In addition, if a unit has [1] after its name in the list, it is a Living Legend and this means that only one such unit exists and can therefore be included in an army. Of course it might happen that both opponents field this unit... in which case one of them must surely be an impostor and only the test of battle can show which one!

ALLIES & ALIGNMENTS

As you have noticed, you are not normally allowed to mix unit from different force lists into your army (except when a special rule specifies otherwise). Allies and mixed armies can be good fun though, and you and your friends should feel free to agree to use the following rules for Allies.

When playing with Allies, you are free to mix units from different races in your army, as long as you always keep in mind that you need Regiment/Hordes of a specific race to include Troops, War Engine, Heroes or Monsters of that race, as normal. It seems fair also to limit the amount of points of Allied troops so that they never come up to more than a third of your army's total.

In addition, alliances between races that are hated enemies in the *Kings of War* background are not very 'realistic', so we have given a specific Alignment to each army – either Good, Evil or Neutral.

Good races should never ally with Evil races, but anybody can ally with Neutral races. So please don't mix Evil and Good units in the same army, unless your opponent agrees, of course.

You can also join forces with your friends and play with several allied armies on either or both sides, as long as the points values are balanced.

AN (OBSOLETE!) EXAMPLE FORCE

THE SERVANTS OF VOITOLIOUS

The Undead army pictured below was created using the following force list:

Voitolious the Wraith (Necromancer) 135 points
Equipped with Boots of Levitation

1 Horde of Skeletons 210 points
Equipped with Brew of Sharpness, banner & musician

1 Regiment of Revenants 135 points
Equipped with banner & musician

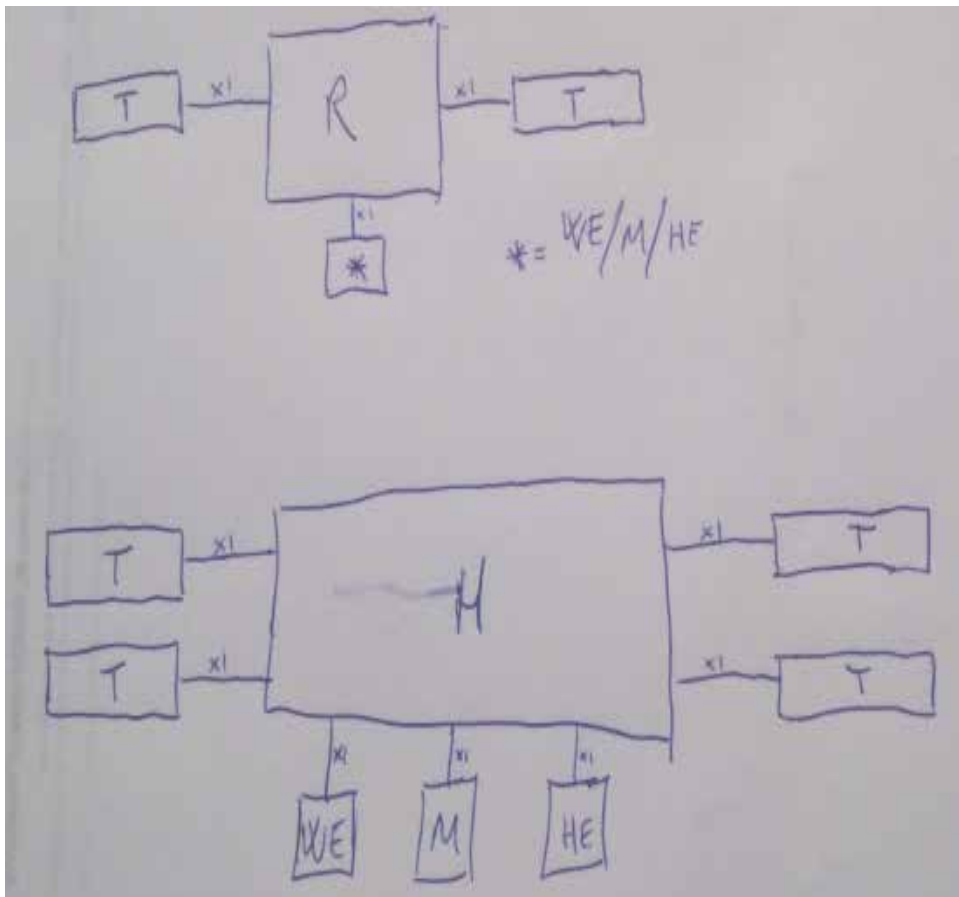
1 Troop of Revenant Cavalry 100 points
Equipped with banner

1 Regiment of Skeletons 110 points
Equipped with spears, banner & musician

1 Troop of Ghouls 45 points

1 Balefire Catapult 65 points

Total: 800 points



MAGIC

MAGICAL ARTEFACTS

Magical artefacts bestow bonuses to the unit they are given to. Each unit can have a single artefact chosen from the list below, which is normally carried by the unit's Leader. The cost of the artefact is added to that of the unit.

Unless the artefact specifies otherwise, the following limits also apply:

- Each artefact is unique and therefore can only be chosen once per army.
- War Engine units cannot choose artefacts.
- Monster units cannot choose artefacts. But Hero/Mon units definitely can.
- Living Legends (i.e. units with a [1] limit) cannot choose artefacts.

Artefacts are magical in nature (some of them might even be sentient!), and all of them have the magical power of changing their shape. This allows them to morph into a weapon, piece of armour, jewel or other implement that is more akin to the race of the warrior carrying it. For example, a Blade of Slashing could be an elegant sword in the hands of an Elf, but will turn into a crude meat cleaver in the hands of an Orc. This magical property is of course very convenient from the point of view of the average war gamer!

As the presence of these items is not obvious, players must tell their opponent which artefact any of their units is carrying as they deploy them on the battlefield. If both players agree before deployment, you may want to play with 'hidden artefacts'. This is somewhat less fair, but can be considerably more fun...

Note that when an item refers to 'normal' ranged attacks, it means shots from bows, crossbows, rifles, pistols,

javelins, thrown weapons and the like, and not those conferred or covered by a spell.

Blade of Slashing **Cost: 10 pts**
The unit rolls one extra dice when attacking in melee.

Mace of Crushing **Cost: 5 pts**
When the unit attacks in melee, roll one of its dice separately. This one attack has *Crushing Strength (1)*, or if the unit already has *Crushing Strength*, this one attack's *Crushing Strength* is increased by 1.

Piercing Arrow **Cost: 10 pts**
Every time the unit uses a ranged attack, roll one of its dice separately. This one attack has the *Piercing (4)* rule on top of any other special rule. This artefact only works on 'normal' ranged attacks.

Talisman of Inspiration **Cost: 20 pts**
This artefact can only be used by Heroes. The Hero has the *Inspiring* special rule.

Brew of Haste **Cost: 15 pts**
The unit has +1 Speed.

Pipes of Terror **Cost: 15 pts**
If this unit inflicts damage on an enemy in melee, it adds an additional +1 to the ensuing Nerve test.

Blasting Arrow **Cost: 25 pts**
Every time the unit uses a ranged attack, roll one of its dice separately. This one attack has the Blast (D6) rule on top of any other special rule. This artefact only works on 'normal' ranged attacks. If the unit already has Blast D3 then it is replaced by D6 on this single attack.

Blessing of the Gods **Cost: 25 pts**
The unit has the *Elite* special rule.

Brew of Courage **Cost: 15 pts**
When testing Nerve against this unit, the enemies suffer an additional -1 to their total.

Chant of Hate**Cost: 25 pts**The unit has the *Vicious* special rule.**The Fog****Cost: 35 pts**The unit has the *Stealthy* special rule.**Brew of Strength****Cost: 30 pts**The unit has *Crushing Strength (1)*, or if the unit already has *Crushing Strength*, it is increased by 1.**Heart-seeking Chant****Cost: 30 pts**The unit's 'normal' ranged attacks have the *Piercing (1)* special rule, or if the unit already has *Piercing*, it is increased by 1.**Boots of Levitation****Cost: 30 pts**

This artefact can only be used by Heroes. The Hero can Advance and then shoot as if it had Halted that turn. It can also move At the Double and shoot as if it had Advanced that turn.

Wings of Honeymaze**Cost: 40 pts**

This artefact can only be used by a Hero with the Individual special rule. The Hero has the Fly special rule and increases his speed to 10.

Helm of Confidence**Cost: 20 pts**

You must always reroll a rout result for this unit even if they are not in range of a unit with inspiring.

Brew of Keen-eyeness**Cost: 35 pts**

The unit has +1 to hit with 'normal' ranged attacks.

Ensorcelled Armour**Cost: 35 pts**

This artefact can only be used by Heroes. The Hero's Defence is improved by 1, to a maximum of 6+.

Brew of Sharpness**Cost: 40 pts**

The unit has +1 to hit in melee.

Healing Charm**Cost: 30 pts**This artefact can only be used by Heroes. The Hero has the *Heal (3)* special rule.**Medallion of Life****Cost: 20 pts**

This artefact can only be used by Heroes. The Hero has the Regeneration special rule.

Jar of the Four Winds**Cost: 25 pts**

The unit's 'normal' ranged attacks gain 12" to their maximum range.

The Boomstick**Cost: 30 pts**This artefact can only be used by Heroes. The Hero has the *Lightning Bolt (3)* spell.**Boots of the Seven Leagues****Cost: 35 pts**This artefact can only be used by a Hero with the Individual special rule. The Hero has the *Vanguard* special rule.**Dwarven Ale****Cost: 20 pts**The unit has the *Headstrong* special rule.**Wine of Elvenkind****Cost: 40 pts**The unit has the *Nimble* special rule.**Diadem of Dragon-kind****Cost: 30 pts**The unit has the *Breath Attack (10)* special rule.

War-bow of Kaba

Cost: 5 pts

The unit has a ranged attack for which you roll a single die, regardless of the Attacks value of the unit. This attack has a range of 36" and, when rolling to hit, the unit uses a basic Ra value of 3+, regardless of its actual Ra value. The roll to hit is affected as normal by to-hit modifiers, and if a hit is scored, it is resolved at *Piercing (1)*.

Myrddin's Amulet of the Fire-heart

Cost: 10 pts

Wizards only. Once per game, the unit can use one spell as normal and then immediately use one other ranged attack it possesses (including another spell), against the same or a different target.

Kevinar's Flying Hammer

Cost: 5 pts

The unit has a ranged attack for which you roll a single die, regardless of the Attacks value of the unit. This attack has a range of 18" and always hits on the Ra value of the unit (or on 4+ if the unit does not have a Ra value), regardless of modifiers, and if a hit is scored, it is resolved at *Piercing (2)*.

Maccwar's Potion of the Caterpillar

Cost: 20 pts

The unit has the Pathfinder special rule.

Orcsbain's Amulet of Thorns

Cost: 15 pts

The unit has the *Phalanx* special rule.

Darklord's Onyx Ring

Cost: 20 pts

The first time the unit is hit by an enemy spell, the attack has no effect.

Crepognon's Scrying Gem of Zellak

Cost: 30 pts

When starting to deploy his units, the opponent must deploy D3+1 units instead of a single one.

Myrddin's Dwarven Rune Stones

Cost: 50 pts

This artefact can only be used by Heroes. It allows the Hero's side to re-roll their dice roll when deciding who goes first. If both sides have Rune Stones they cancel each other out and neither works!

Scarletmaw's Fenulian Amulet

Cost: 25 pts

This artefact can only be used by Neutral or Evil Heroes. The Amulet grants *Vicious* and *Lightning Bolt (1)* to the bearer.

Mreb's Grimoire of Unspeakable Darkness

Cost: 30 pts

Units with the Surge special rule only. This item increases the unit's *Surge (n)* value by 4. For example, *Surge (8)* becomes *Surge (12)*.

Blade of the Beast Slayer

Cost: 20 pts

This artefact can only be used by Heroes. The Hero has *Crushing Strength (2)* when attacking large infantry, large cavalry and monsters (including heroes of the same types). If the Hero already *has Crushing Strength*, it is increased by 2 when attacking those same targets.

Kaba's Holy Hand Grenades

Cost: 25 pts

This artefact can only be used by Good units (i.e. units of Good alignment). The unit has a ranged attack for which you roll a single die, regardless of the Attacks value of the unit. This attack has a range of 12" and always hits on the Ra value of the unit (or on 4+ if the unit does not have a Ra value), regardless of modifiers. The attack also has the Blast (D6) and *Piercing (2)* special rule.

Crystal Pendant of Retribution

Cost: 50 pts

When the unit is Routed, all units in base contact with it suffer 2D6 hits at *Piercing (3)*. These hits are resolved by the player that Routed the unit with the Crystal, which now has to (grudgingly, we're sure) resolve the hits against his own unit(s). After the damage has been resolved, no Nerve test is taken by the damaged units – they proceed to Regroup, but cannot move directly forward D6" for their Regroup action, deterred by the huge explosion.

SPELLS – THE ART OF ZAPPING

The spells listed below summarize in brief the wealth of subtly different magical powers wielded by the spellcasters of the world of Mantica, which we refer to with the generic term of ‘Wizards’. A wizard is any unit that has access to the spells below, and not a unit that is equipped with a magical artefact that reproduces the effects of a spell (like the Boomstick, for example).

Casting any one of the spells listed below counts as making a Shooting attack. Spells follow the normal rules for shooting attacks (e.g. a model that moves at the Double cannot use these powers that turn), with the few exceptions listed below.

- For spells, you always roll the number of dice indicated in the (n) value in the Wizard’s entry for that spell, rather than the Att value of the Wizard itself. The Att value of the Wizard is only used if the model was to use a normal ranged attack, like a bow, instead of his spells.

- Spells always hit on 4+, and ignore all to-hit modifiers for ranged attacks, including any modifiers from special rules.
- Some spells can only target a friendly unit – this is marked as ‘friendly unit only’. Note that such spells cannot normally target the wizard itself.

Each wizard’s individual entry lists which spells can be purchased for him/her, much in the same way as equipment, and how much each additional spell is going to cost. This allows you to customise your wizards for your favourite battlefield role. Keep in mind, however, that a unit can make only a single shooting attack per turn, so buying more than one spell gives your wizard flexibility, as you can choose which one to use, but does not allow the Wizard to cast more than one spell per turn.

Spell	Range	Special Rules
Fireball (n)	12”	-
Bane-chant (n)	12”	<i>Friendly unit only, including units engaged in combat. If one or more hits are scored, for the rest of the turn all of the unit’s melee and ranged attacks increase their Piercing and Crushing Strength value by 1, or gain Piercing (1) and Crushing Strength (1) if they don’t already have these rules. Note that multiple bane-chants hitting the same unit do not have cumulative effects.</i>
Wind Blast (n)	18”	<i>Hits don’t inflict damage. Instead each hit pushes the target enemy unit 1” directly backwards if the caster is in the target unit’s front arc, directly sideways and away from the caster if the caster is in either of the target unit’s flank arcs, or directly forwards if the caster is in the target unit’s rear arc. The target stops 1” away from enemy units or just out of contact with blocking terrain and friends.</i>
Lightning Bolt (n)	24”	<i>Piercing (1)</i>
Heal (n)	12”	<i>Friendly unit only, including units engaged in combat. For every hit ‘inflicted’, the friendly unit removes a point of damage that it has previously suffered.</i>
Surge (n)	12”	<i>Friendly unit with the Shambling special rule only. For every hit ‘inflicted’, the Shambling friendly unit moves straight forward a full inch (stopping just out of contact from friendly units and blocking terrain). If this movement brings it into contact with an enemy unit, treat this as a successful charge against the enemy facing that has been contacted. However, the charged unit will not take any Nerve tests for any damage it might have taken previously in that Shoot phase.</i>

Note that in this ensuing combat the penalty for hindered charge or defended obstacle apply as normal if charging the target unit normally would have encountered these conditions.

GAME SCENARIOS

1) Prepare your Forces

First of all you and your opponent need to pick armies to an agreed total of points, using the process described in 'Picking a Force', on page 21.

2) Choose a Gaming Area

We assume that games of *Kings of War* will be played on a 6'x4' foot table or other flat surface, like a floor.

3) Place the Terrain

Before the game, it's a good idea if you and your opponent put some terrain on the battlefield. Arrange it in a sensible manner, trying to recreate a plausible landscape of the fantastic world your armies are battling in. Alternatively, find a third and neutral person to lay out the terrain for you.

During this stage it's vital that you agree what each piece of terrain is going to count as during the game – is it blocking terrain, an obstacle, a piece of decorative terrain or an area of difficult terrain?

4) Duration

The game lasts twelve turns (each player taking six turns). At the end of turn 12, the player rolls a die. On a 1-3 the game ends. On a 4-6 both players play an extra

turn and then the game ends – work out the winner as described below.

You can of course vary the number of turns you want to play for, or decide to play for a set amount of time instead (e.g. two hours), after which the game continues until each player has had the same number of turns. Alternatively, you could also play a Timed Game, as explained in the Timed Games section (page 51).

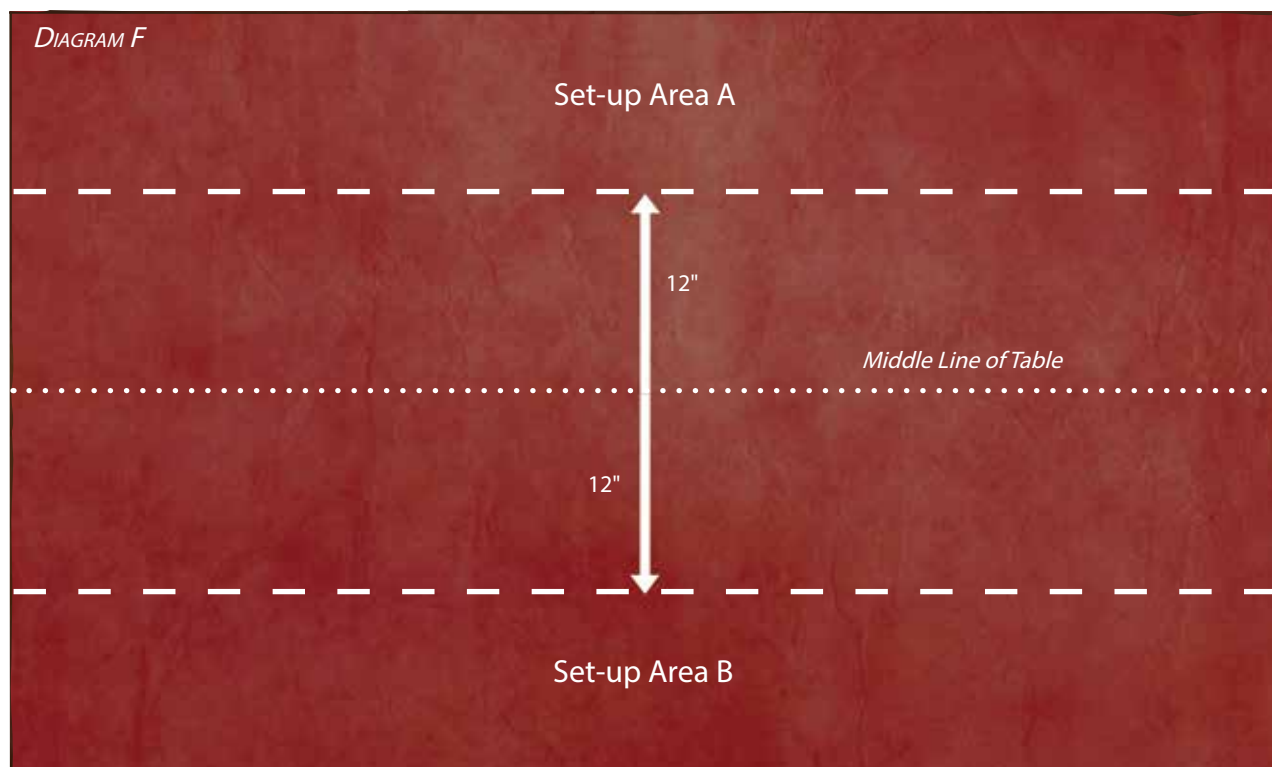
5) Victory!

So, how do you win the game? To determine that, roll a die:

D6	Type of Game
1	Kill!
2	Invade!
3	Dominate!
4	Pillage!
5	Loot!
6	Kill and Pillage!

Kill!

At the end of the game, add up the cost of all of enemy units you Routed. That is your score. Your opponent does the same and you compare scores.



If the difference between the scores in favour of a player is at least 10% of the total cost of the armies, that player wins, otherwise the game is a draw. For example, in a game where armies are 2,000 points, you need at least 200 points more than your opponent to win.

Invade!

At the end of the game, add up the cost of all of your units that are entirely inside the opponent's half of the table. That is your score. Your opponent does the same and you compare scores.

If the difference between the scores in favour of a player is at least 10% of the total cost of the armies, that player wins, otherwise the game is a draw. For example, in a game where armies are 2,000 points, you need at least 200 points more than your opponent to win.

Dominate!

At the end of the game, add up the cost of all of your units that are entirely within 12" of the centre of the playing area. That is your score. Your opponent does the same and you compare scores.

If the difference between the scores in favour of a player is at least 10% of the total cost of the armies, that player wins, otherwise the game is a draw. For example, in a game where armies are 2,000 points, you need at least 200 points more than your opponent to win.

Pillage!

Place D3+4 objective markers on the battlefield. For objective markers you should use 25 mm round bases, but two pence coins or other items of similar size are also acceptable.

Both players roll a die. Whoever scores highest places a marker anywhere on the battlefield. Players then take turns to place objective markers, which must be more than 12" apart from one another.

If, at the end of the game you have at least a unit within 3" of an objective and there are no enemy units within 3" of it, you control that objective. *Individuals* are always ignored from the point of view of controlling objectives (if it helps, remove them from the table before determining control of objectives). A single unit can control any number of objectives.

If you control more objectives than your opponent, you win, otherwise the game is a draw.

Loot!

Place D3+4 loot markers (same size as objective markers) on the battlefield, using the same procedure described above for the objectives.

During the game, when one of your units (except for *Individuals*) moves over a loot counter, it automatically

picks it up as it moves. That unit will then keep the loot counter. Units with one or more loot counters can leave the battle by moving into contact with their own table edge. If your unit leaves the battle it cannot return, but the loot counters it is carrying are safe. If one of your units is Routed while carrying loot, place the counters anywhere within its footprint before removing the unit. If the unit was destroyed in a melee, the opponent automatically distributes the loot counters however he likes among his units that are in contact with yours before your unit is removed. *Individuals* cannot pick up nor carry the Loot – the best they can do is stand on a loot counter to defend it – as long as an individual is standing on a Loot counter, it cannot be picked up by the enemy.

At the end of the game you score one point for each loot counter in possession of one of your units, including those that have left the battle. If you score more points than your opponent, you win, otherwise the game is a draw.

Kill and Pillage!

Proceed as for Pillage above, but at the end of the game count the points just like in a Kill game. In addition to points for Routing units, however, any objective you control at the end of the game (as described in Pillage) is worth an amount of points equal to 10% of the total cost of the armies. For example, in a game where armies are 2,000 points, each objective is worth 200 points.

6) Set-up

After rolling for the type of game and setting up the objectives/loot, if any, both players roll a die. The person scoring highest chooses one long edge of the battlefield as his own and then places one of his units on that side of the battlefield, more than 12" from the middle line (see Diagram F, left). His opponent then does the same on the opposite side of the table.

The players keep alternating in doing this until they have placed all of their units onto the table.

7) Who Goes First?

Both you and your opponent roll a die. The highest scorer chooses whether he is going to have the first turn or give the first turn to his opponent instead. Game on!

TIMED GAMES

We really enjoy playing *Kings of War* in a relaxed atmosphere, accompanied by epic music, beer, pizza and the unavoidable truculent banter. However, the game is designed so that you can also decide to introduce another dimension to the fight: time. This way you'll be able to experience some of the pressure of real battle, when snap decisions make the difference between victory or defeat, life or death!

Chess Clocks

The best tool for timed games is a chess clock, a device that ensures time is equally divided amongst the players, thus creating the ultimate fair and balanced war game.

Simply agree a number of turns for the game and an amount of time per player, and set the chess clock accordingly. For a 2,000 points game, we suggest six turns and one hour per player, but it's up to you to find the pace you prefer for your games.

After deciding which player begins to set-up, start that player's clock. Once he's finished setting up his first unit, he stops his clock and activates his opponent's clock, and so on. Once set-up is finished, stop both clocks and roll to see who has the first turn. Once the winner of the roll has made his choice, re-start that player's clock. That player plays a turn then stops his clock and activates the opponent's clock, and so on.

The game ends at the agreed number of turns and victory conditions are worked out as normal. However, if a player happens to run out of time during one of his turns, the game ends instantly and his entire army routs – immediately remove all of his remaining units, as if they suffered a Rout result, and work out the victory conditions as normal. However, in an objective-based game (like 'Pillage' or 'Kill and Pillage', in the Scenarios section), the opponent is allowed to keep moving his units for as many turns as there are left in the game in order to grab objectives before the victory conditions are worked out.

Other Timers

If you don't have a chess clock at hand, don't worry – the stopwatch in your phone or watch, or even an hourglass or egg timer will do fine. If you use one of these, then each player gets an agreed amount of time per turn (agree first how many turns the game is going to last for). We suggest that each turn should take around two to three minutes per 500 points in your game (say, ten minutes in a 2,000 points game). If a player runs out of time during his turn, his move ends and any melee that has not been fought yet is cancelled – move the chargers back 1".

Make sure you set a time limit for set-up (30 seconds per unit works fine).

Be Nice!

Of course it's only fair to stop the chess clock or timer if one of the players is distracted from the game (by a phone call or the like), or if the players need to check a rule, an unclear line of sight, etc. It is also best if any unit you destroy during your turn is removed by the opponent, together with all of its damage markers, at the beginning of his turn.

By all means, you and your opponent can vary the amount of time you have for your game or your turns according to your own taste, but if you're like us, you are going to love the pressure created by timed games – after all, in real war one rarely has the luxury of time...

FORCE LISTS

DWARFS

Dwarfs are an ancient people, their civilisation second only in age to that of the Elves. For all their history, the Dwarfs have dwelled in halls under the earth, carving out a large subterranean empire beneath the feet of the surface peoples who remain largely ignorant of the true extent of the Dwarfs' realm.

Tenacious, hardy and determined, an average Dwarf stands only as high as the shoulder of a man, yet they are far more massive, broad across the back and heavy-skulled. The hands of a Dwarf are wide, with strong fingers whose thickness belies their dexterity. Their hair tends toward the red, from a deep russet brown to flaming orange. Their heads are set forward from their shoulders, giving them a downward facing countenance that other races unkindly say comes from the Dwarfs' never-ending search for gold (those unkindly still say that it is to prevent the Dwarf tripping over his large feet, while the unkindest yet whisper it is because Dwarfs bear such enormous chips on their shoulders). Their flinty brows, small glittering eyes

and hawkish noses speak volumes about the Dwarf character – suspicious and insular. Dwarfs do not offer their friendship easily, and are widely mistrusted for it. However, once a dwarf does become a friend, he will prove a great ally indeed.

Dwarfs are stolid and unyielding in all matters, whether in business or war, and Dwarfs excel at both. “Never cross a Dwarf” is a common saying, for Dwarfs are sticklers for detail, and a contract struck by them will be adhered to the letter, if not always the spirit.

Dwarfs are expert craftsmen, workers of metal beyond compare, and their Warsmiths experiment endlessly. Their artefacts are wondrous creations and all, from jewelled clockworks of marvellous intricacy to new-fangled black powder weaponry are much sought after. Their armour and weaponry are the envy of the world, their technology giving them a superior advantage in times of war, yet all of it can be bought, for a price.

Dwarfs lack the sensitivity to magic that Elves or even Men possess, but there are certain Dwarfs, but a few born out of every generation, who have an affinity for fire magic. As soon as their talents make themselves manifest, these young dwarfs will be spirited away by the secretive College of Flame, whether they wish to go or not. Within the halls of the College the raw skill of these individuals will be hammered like steel until they attain a mastery few non-Dwarfs can hope to match. For a fee these powerful Warsmiths will weave their art into the works of others, binding the awesome energies of the earth's interior into the Dwarf's most potent weapons by rune and incantation, or harnessing it to drive the engines of their clanking machines.

Dwarfs have a deep sense of loyalty to hearth and home and a natural inquisitiveness into the workings of the world. A Dwarf working upon a new project will be energetic, and exhibit a demeanour approaching delight, but at all other times the Dwarfs are a stern folk, prone to melancholy, especially when they are their cups, which is often. A drunken Dwarf is not to be trifled with, for they are as likely to hew a drinking companion in twain with an axe at some perceived slight as weep openly about their mother. Never, ever tell a Dwarf to cheer up.

Two or more Dwarfs together in an open house are perhaps more predictable and companionable. They take comfort in their shared woes, and their tearful reminiscences about home will surely give way to ear-splitting singing as the evening, and the ale, wears on. Their songs are of favoured sheep high in the mountain pastures, sorely missed, or their many and varied kinds of mine, which Dwarfs will happily spend hours tediously detailing in excruciating close harmony ballads. They love to sing, Dwarfs, unfortunately, for their voices are scratchy and flat, as tuneful as the scrape of rock upon rock in the bowels of the earth.

It need not be said that a full choir of Dwarf males is a potent battlefield asset.

The Dwarf Creation Myth

Dwarf legend has it that they were born from the tears of the goddess of the underworld, who wept for her lack of children. Over long ages, her tears dripped from the roof of her sacred cave, forming a stalactite in the semblance of a dwarf. The lord of creation took pity on her, and brought the statue of tears to life. Thus was born the first Dwarf from stone and tears, and their character reflects this beautiful, poetic myth.

On the other hand, others say less polite things involving heroic quantities of ale, a lonely human woodsman and a particularly short-tempered badger, but it is a disgusting story that does not bear repeating, especially in the earshot of a Dwarf.

Alignment: Good

Army Special Rules

All units are *Headstrong*.

Dwarven Throwing Mastiffs

The Dwarfs train a breed of war-dog that is infamous for being even more vicious and hard-headed than its creators.

Mark a unit that has been equipped with throwing mastiffs with one or more such model. The unit then counts as being equipped with a throwing weapon that can be used only once per game (remove the mastiff markers once the weapon is used up).

When you release the hounds, roll 5 dice to hit, regardless of the firer's Attacks. Dogs always hit on 4+ regardless of modifiers. Then, for each point of damage caused, roll to hit and to damage again, as the surviving dogs savage the unfortunate opponents.

Repeat this process again and again until you fail to score any damage, at which point even the toughest of the dogs have been put down or have run off to bury some of the enemies' limbs.

Against units with the *Shambling* special rule, you can re-roll any dice that fails to damage... the mastiffs are that keen.

Ironclad

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	4	4+	–	5+	10	11/13	85
Regiment (20)	4	4+	–	5+	12	15/17	115
Horde (40)	4	4+	–	5+	20	21/23	185

Options

- Dwarven Throwing Mastiff (+15 pts)

The core of most Dwarven armies consists of reliable, solid Dwarf warriors equipped with heavy armour, shields and axes or hammers. As solid as a rock, and just as flexible and compromising, these dour fighters are difficult to stop once they gather momentum.

Ironguard

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	4	3+	–	6+	10	11/13	115
Regiment (20)	4	3+	–	6+	12	15/17	150

Options

- Exchange shields for two-handed weapons for free (lower Defence to 5+, gain *Crushing Strength (1)*)
- Dwarven Throwing Mastiff (+15 pts)

Hand-picked veterans and sworn defenders of the Dwarf Lords, the Ironguard are the toughest and most stalwart of Dwarf troops – it is said that nothing can breach their shield wall.

Shieldbreakers

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	4	4+	–	4+	10	11/13	100
Regiment (20)	4	4+	–	4+	12	15/17	130
Horde (40)	4	4+	–	4+	20	21/23	210

Special: *Crushing Strength (2)*

Options

- Dwarven Throwing Mastiff (+15 pts)

The Shieldbreakers are the strongest of the Ironclads, equipped with heavy two-handed hammers, enchanted with powerful runes. Their blows can shatter the toughest shield... together with the arm that carries it!

Bulwarkers

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	4	4+	–	5+	10	11/13	110
Regiment (20)	4	4+	–	5+	15	15/17	145
Horde (40)	4	4+	–	5+	25	21/23	230

Special: *Phalanx*

Options

- Dwarven Throwing Mastiff (+15 pts)

Equipped with the heaviest armour available and long spears, these Dwarven warriors actively seek enemy cavalry squadrons and place themselves in the way of their advance. Their excellent training allows them to get to the right position while still maintaining their impenetrable formation of serried ranks.

Garrek Heavyhand [1]

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	4	3+	-	6+	5	14/16	150

Special: *Individual, Inspiring, the Warp Hammer, the Shield of Miph*

Garrek, mightiest scion of the Heavyhand clan, is a Dwarf cursed by the sins of his forebears. His deeds are celebrated across the length and breadth of Mantica, sung in ghostly harmony by the song-wrights of Galahir and roared by drunken hirdmen at Iceblood Fjord.

The Warp Hammer

The bearer has *Crushing Strength (4)*. In addition, when attacking the Undead, the bearer has both the Elite and the Vicious rules.

The Shield of Miph

The bearer has *Regeneration*.

Herneas the Hunter [1]

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	4	3+	3+	5+	3	12/14	135

Special: *The Skewerer, Crushing Strength (2), Individual, Inspiring (Rangers only), Stealthy, Vanguard, Pathfinder*

Herneas is a living legend amongst the Dwarfs – a solitary figure who incarnates all of the tenets of the Rangers' way of war: stealth, ambush and mastery of the light crossbow and two-handed axe.

The Skewerer

The Skewerer is a magic crossbow that in rules terms is treated as a bow with Piercing (3).

Leader of the Hunt

If your army includes Herneas, you may upgrade any number of Troops (not Regiments) of Rangers to represent his handpicked Ranger patrols (+20 pts per unit). These units have the *Elite* and *Stealthy* special rules.

Ironwatch Crossbows

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	4	5+	5+	4+	10	11/13	100
Regiment (20)	4	5+	5+	4+	12	15/17	130
Horde (40)	4	5+	5+	4+	20	21/23	210

Special: Crossbows, *Piercing (1)*, *Reload!*

When a Dwarf gets older and fatter, he is normally made to join these detachments of troops equipped with crossbows, so that he does not have to move around as much.

Ironwatch Rifles

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	4	5+	5+	4+	10	11/13	110
Regiment (20)	4	5+	5+	4+	12	15/17	145
Horde (40)	4	5+	5+	4+	20	21/23	230

Special: Rifles, *Piercing (2)*, *Reload!*

Why shoot a silent crossbow when you can fire a weapon that can unleash the mighty sound of thunder!?

Sharpshooters

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (5)	4	5+	4+	5+	5	9/11	100

Special:

Range 36", *Piercing (3)*, *Reload!*

Note that the Sharpshooter models are mounted on cavalry bases.

Big rifles!

Rangers

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	4	4+	4+	4+	10	11/13	120
Regiment (20)	4	4+	4+	4+	12	15/17	160

Special

Light crossbows (treat as bows)

Crushing Strength (1)

Vanguard, Pathfinder

Options

- Dwarven Throwing Mastiff (+15 pts)

Expert woodsmen and borderers, the Rangers are elite troops, armed with crossbows and two-handed axes or

hammers. Their role is to venture ahead of the Dwarf army and guard its flanks, scouting out forests and other terrain where the enemy could be lying in ambush.

Ironwatch Rifles

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	4	5+	5+	4+	10	11/13	115
Regiment (20)	4	5+	5+	4+	12	15/17	145
Horde (40)	4	5+	5+	4+	20	21/23	260

Special: Rifles, Piercing (2), Reload!

Why shoot a silent crossbow when you can fire a weapon that can unleash the mighty sound of thunder!?

Berserkers

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	4+	-	3+	20	-/16	135
Regiment (20)	5	4+	-	3+	25	-/22	180

These frantic lunatics are famous for fighting with frenzied abandon in a bloodthirsty battle-trance. When they suffer critical wounds that would fell a normal Dwarf, they continue to hack and slash with their axes without slowing, until the moment they finally fall over dead.

Earth Elementals

Large Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (3)	5	4+	-	6+	9	-/13	140
Horde (6)	5	4+	-	6+	18	-/17	200

Special: Shambling, Crushing Strength (1), Pathfinder

Berserker Brock Riders

Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (5)	8	4+	-	4+	13	-/16	140
Regiment (10)	8	4+	-	4+	26	-/22	215

Special: Vicious

These mounted Berserkers charge forward on their ferocious wild mounts, uttering their infamous battlecry – ‘Go for Brock!’

Greater Earth Elemental

Monster

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	4+	-	6+	8	-/18	160

Special

Shambling, Crushing Strength (3), Pathfinder

Black stone-giants that tower over the battle-field, these monsters thunder against the enemy under the control of the Stone Priests that summoned them.

Ironbelcher Cannon

War Engine

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	4	-	5+	5+	1	10/12	100

Special

Reload!, Blast (D6+3), Piercing (4),

Dwarfs are masters at designing and forging engines of destruction. The most ancient and reliable of Dwarven war machines is the Ironbelcher cannon, which fires round iron shot into the ranks of the enemy with horrendous consequences.

Flame Belcher

War Engine

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	4	-	-	5+	*	10/12	85

Special

Breath Attack (22)

This short-ranged flame-throwing weapon projects great gouts of flammable liquid that is almost impossible to extinguish. The Flame Belcher is universally feared for the horrible death it condemns its victims to.

Battle Driller

Monster

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	4	4+	-	5+	(D6+6)*10/12	70	

Special

Crushing Strength (1), Individual

* Roll for the number of Attacks every time you resolve a melee

Some members of the Dwarf Engineering Guild take their drilling devices to battle, and charge them at the enemy with spectacularly unpredictable results.

Ironbelcher Organ Gun

War Engine

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	4	-	5+	5+	15	10/12	85

Special

Reload!, Range 24". Piercing (2)

The Ironbelcher Organ Gun is a new design, built on the same chassis as the Ironbelcher cannon, which employs a number of smaller barrels that are fired all at the same time, riddling the target with a veritable hail of shot.

Steel Behemoth

Monster

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	4	5+	-	6+	(D6+20)*	18/20	250

Special

Breath Attack (10), Crushing Strength (3)

*Roll for the number of Attacks every time you resolve a melee

The Steel Behemoths are innovative fighting vehicles propelled by the power of an internal combustion engine fuelled by the black blood of the earth. Protected by a thick metal armour plating and equipped with flame-throwing guns, they are a real nightmare for the enemies of the Dwarfs.

Jarrun Bombard

War Engine

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	4	-	5+	5+	1	10/12	110

Special

Reload!, Blast (D6+4), Piercing (2), Lob it!

Lob It!

The Bombard can be fired directly, just like a cannon. Alternatively, you can choose to fire it indirectly, following the Indirect Fire special rule. When firing indirectly, the Bombard has a range of 90", but cannot be fired against targets within 24".

The Bombard is a revolutionary weapon designed to either fire directly at the enemy like a cannon or in high trajectories in a similar way to a mortar.

King

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	4	3+	–	6+	5	13/15	120

Special*Crushing Strength (1), Individual, Inspiring**The Dwarf lords wear ancient suits of armour covered in protective runes, and wield powerful magical weaponry.***Army Standard Bearer**

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	4	4+	–	5+	1	10/12	50

Special*Individual, Inspiring***Berserker Lord**

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	3+	–	4+	8	–/17	115

Special*Crushing Strength (1), Individual, Inspiring (Berserkers only)***Options**

- Mount on a brock (+25 pts), increasing Speed to 8, gaining Vicious and changing to Hero (Cav).

Warsmith

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	4	4+	4+	5+	2	11/13	85

Special*Crushing Strength (1), Individual, pistol, Piercing (1), Inspiring (War Engines only), friendly War Engines within 3" of a Warsmith have the Elite special rule***Ranger Captain**

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	4	3+	4+	5+	3	11/13	75

Special*Crushing Strength (1), Individual, Light Cross Bow (treat as bow), Vanguard, Pathfinder**It is a great honour to be given the task of carrying into battle one of the ancient battle-banners of one of the noble Dwarf houses.**These ultimate combat monsters are unstoppable killing machines brandishing a lethal pair of magical axes.**Living repositories of the ancient Secret of Steel, these mysterious personages are able to communicate with the iron spirits that animate every metal construct.***Stone Priest**

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	4	4+	–	5+	2	11/13	85

Special*Individual, Inspiring (Earth Elementals only), Surge (8), Bane Chant (3)***Options**

- Bane Chant (2) for +30 pts

ELVES

The Elves are the eldest of all the races of Mantica. Their kind has raised cities and song since time immemorial, since even before the advent of the Celestians. They are a people in decline. Many of their ancestral lands are gone, all of the Western Kin's holdings, bar the city of Therennia Adar, are lost to the sea, most of those of the Southern Kin's and a good deal of the Eastern Kin's are buried under desert sands. Still the Elves are mighty, masters of magic beyond compare. Their mages are the greatest the in the world. Their armies are disciplined, as effective as individual warriors as they are as in ranks. Bows and spears are their favoured weaponry, and regiments equipped with such are deadly indeed.

A host of creatures accompany the Elves to war and among the greatest are the dragons. Only the Elves have ever truly mastered these ancient reptiles. Others have tried but the ties of respect that a dragon forms with an Elf are unsurpassed. These bonds are so strong that should an Elf Dragon Lord die his mount quickly pines and falls into a deep sleep from which it can only rarely be roused.

Elves are slender, much thinner than a man, but deceptively strong. Their muscles are hard and supple, and they can perform athletic feats that other races could not hope to perform. Next to an Elf, a human is graceless and ungainly. They are beings of poise, uniformly beautiful, quick to laugh and quick to anger. They are long-lived and wise, and yet impulsive. They love to create, their arts are beyond compare, and an Elven sword is as fine as it is sharp. They are less joyous than once however, the passing of their golden age has given many cause to regret, and some have become bitter. Others are seized with sorrow so deep they die of it, or gripped by lassitude that leaves them helpless for months. The Elves also bear terrible guilt, for they are responsible for much folly. It was the Mage Calisor Fenulian who forged the mirror that caused the Sundering of the Celestials and ruined the world. If that were not a heavy enough shame to bear, more recently their affection for a human youth blinded them to his propensity for evil, and so the necromancer Mhorgoth was made by their love.

Elves are born of the deep green places of the world, their primitive ancestors creeping out from under the boughs of the greenwood to gaze upon the young world. Leaving the trees behind, they made the world their own, but always they have kept an affinity for nature, wherever they dwell. When the Celestians came to Mantica the Elves were readily adopted by the female known as the Green Lady, whom they hold dear to this day. Most Kins can call upon her aid in battle, summoning Tree Herds, Forest Shamblers and elementals of the earth and forest to their armies.

The Kins of the Elves

There are many kindreds of Elves, ranging in size from small bands to entire nations consisting of subclans and different tribes. Below are the largest and most renowned.

The Sea Kin – The lands of the Western Kin were located to the far west, and are now under the waters of the Great Ocean. Only the Brokenwall islands and the City of Therennia Adar – known by men as Wallddeep – remains, saved by the sacrifice of Valandor the Great, although its Sacred Groves are drowned. The Western Kin are more commonly called the Sea Kin or Sea Elves in this age, for those that remain have become masters of the oceans. Their thin-hulled ships leaps like gulls over the waves. Their Sea Mages can sing up a storm, and command the mighty Kraken with a word. These mariners furnish the Elven Kins with their navy, and are the finest sailors in Mantica.

The Northern Kin – The most powerful of all the Kins, the Northern Elves counts the Mage-Queen among their number. Ileuthar, the de facto capital of Elvenholme in these dark days, is their city, and the Twilight Glades grow upon their land.

The Dragon Kin – Once a tribe among the Northern Kin, the Dragon Lords' power is out of all proportion to their Kin's small size. Inhabiting the peaks of the Alandar mountains, the Dragon Lords are arrogant people, if noble to the core.

The Eastern Kin – These Elves were once renowned as the most carefree of all. In their silk-covered wagons they roamed the savannahs of the east, making camp under the stars. The most talented musicians and poets were said to be of the Eastern Kin, quick-witted and mirthful. Now they are a dour people, victims of the encroaching desert and the depredations of the Twilight Kin, they are better known for blade craft than poetry. The bladedancers and Drakon riders are their greatest warriors.

The Southern Kin – Proud and haughty, the southern kindred defy the moving desert with magic and, when that fails, sheer stubbornness. Most of their cities are wind-blasted ruins, but they remain in their tall towers, standing sentinel over the unending southern wastes.

The Ice Kin – Inhabitants of the Bitter Lands, masters of ice magic, the Ice Kin are the most enigmatic of all

Alignment: Good

Army Special Rules

Unless otherwise specified, all units are *Elite*.

Elven Sabre-Toothed Pussycat

Meeoww!

Mark a Hero that is accompanied by a sabre-toothed pussycat with an Elven cat model. The Hero then counts as being equipped with a throwing weapon that can be used only once per game (remove the cat once it has been unleashed). This weapon can only be used against Heroes or Monsters, War Engines and units of Infantry or Cavalry of 10 models or less. The cat, with typical feline obedience, refuses to attack any body of troops larger than that.

When you send the cat to seek its prey, roll 5 dice to hit, regardless of the firer's Attacks. The cat always hits on 4+, regardless of modifiers, and has the *Piercing (1)* rule. Then, for any point of damage caused, roll to hit and to damage again, as the cat has its way with the victims. Repeat this process again and again until you fail to score any damage, at which point the cat has been slain or has wandered off to lick the gore off its paws.

Elves, even more reclusive and hostile to strangers than the Sylvan Kin. Followers of the renegade King Tyris, they permit access to their lands infrequently, and travel rarely to the courts of the Twilight Glades and Wallddeep.

The Sylvan Kin – Living deep in the green places of the world, the Sylvan Kin are at one with nature. Long ago they rejected the ways of the other kindreds, and fully embraced the arboreal origins of all elves. They are antagonistic to any who would alter the natural order of the world, and have little contact with other races. Most dwell inside the bounds of the mystic forest of Galahir, but a large contingent live in Ileuthar, and several are the closest confidantes of Mage-Queen Laraentha.

The Twilight Kin – Of these dark-hearted Elves, the other kindreds will not speak to outsiders, but that they remain a part of wider Elven society is without doubt, for ambassadors of their kind are found in Ileuthar.

Spearmen

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	6	4+	–	4+	10	11/13	105
Regiment (20)	6	4+	–	4+	15	15/17	140
Horde (40)	6	4+	–	4+	25	21/23	225

Special
Phalanx

Solid ranks of spearmen normally form the backbone of the Elven armies. With shields locked and spears lowered, they defend the more fragile line of bowmen and war

engines.

Sea Guard

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (20)	6	4+	4+	4+	15	15/17	190
Horde (40)	6	4+	4+	4+	25	21/23	305

Special
Bows, Phalanx

Trained to fight on the upper decks of the Elven navy's sleek ships, the highly flexible Sea Guard are equipped to fulfil the roles of both spearmen and bowmen, an ability

that makes them a most adaptable multi-role unit on the battlefield.

Palace Guard

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	6	3+	–	4+	10	11/13	90
Regiment (20)	6	3+	–	4+	12	15/17	120

Special
Crushing Strength (1)

The most experienced and skilled Elven warriors wear the finest enchanted armour and fight with long glaives and two-handed blades that they wield with impossible speed and elegance, synchronizing their attacks with

their comrades with uncanny precision.

Bowmen

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	6	5+	4+	4+	10	11/13	115
Regiment (20)	6	5+	4+	4+	12	15/17	155
Horde (40)	6	5+	4+	4+	20	21/23	250

Special
Bows

Elven tactics rely heavily on shooting a deadly rain of arrows into the advancing enemies, to thin their numbers before the clash, or even to completely annihilate them before they can make contact.

Scouts

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	6	5+	4+	3+	10	11/13	105
Regiment (20)	6	5+	4+	3+	12	15/17	140

Special
Bows. A Troop has *Nimble & Vanguard*

Lightly armoured scouts are normally used to reconnoitre the battlefield for the advancing army. At times they can also be formed up in larger formations to supplement

the fire of the bowmen.

Sylvan Kin

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	6	4+	–	4+	20	11/13	145
Regiment (20)	6	4+	–	4+	25	15/17	190

Special
Vanguard, Pathfinder. This unit is not *Elite*.

Spirits and faery folk of the forest realms, these creatures can assume many guises, but their war-aspect is of humanoid elementals of nature, fighting with the fury of the Great Wild.

Forest Shamblers

Large Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (3)	6	4+	–	5+	9	–/13	135
Horde (6)	6	4+	–	5+	18	–/17	190

Special
Shambling, Pathfinder, Crushing Strength (1), Vanguard.
This unit is not *Elite*.

Even the trees animate and march against the enemies of the Elves, or the very earth animates as humanoid beings of foliage, mud and stone.

Stormwind Cavalry

Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (5)	9	3+	-	5+	7	11/13	125
Regiment (10)	9	3+	-	5+	14	15/17	195

Special

Thunderous Charge (2)

Fast and deadly, the knights of Elvendom can hit a foe in the eye with the tip of their lance while charging at full tilt.

Silverbreeze Cavalry

Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (5)	10	5+	4+	3+	6	11/13	105
Regiment (10)	10	5+	4+	3+	12	15/17	165

Special

Bows. Nimble

Mounted on the fleetest horses, these scouts ranged ahead of Elf armies and protect their flanks when on the march.

Drakon Riders

Large Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (3)	10	3+	-	5+	9	11/13	165
Horde (6)	10	3+	-	5+	18	15/17	250

Special

Crushing Strength (1), Thunderous Charge (1), Fly

Mounted on winged Cold Drakes, these knights are one of Mantica's most deadly type of heavy cavalry.

Bolt Thrower

War Engine

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	6	-	4+	4+	2	10/12	70

Special: *Reload!, Blast (D3), Piercing (2)*

Shunning the slow and cumbersome black powder weapons used by other races, the Elves train in the use of their gigantic crossbows so that they can unleash a quick series of iron-tipped shafts capable of piercing several ranks of enemy warriors.

Dragon Breath

War Engine

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	6	-	4+	4+	*	10/12	90

Special: *Breath Attack (20)*

This arcane weapon can engulf an enemy regiment in a magical inferno powerful enough to eradicate its target or send the survivors running for their lives.

War Chariots

Large Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (1)	9	4+	4+	5+	2	10/12	40
Regiment (3)	9	4+	4+	5+	6	12/14	120
Horde (6)	9	4+	4+	5+	12	15/17	185

Special: *Thunderous Charge (2), Nimble, Bows*

Two elves on chariots pulled by two horses, I assume...

The Green Lady [1]

Hero (Inf)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	10	-	-	6+	-	14/16	200

Special: *Fly, Inspiring, Regeneration, Heal (8)*

Options

- Up to 2 Sabre-Toothed Pussycats (+20pts each)

The incarnation of the life-giving energies of Water and Earth, this Elven spirit manifests as a ghostly dame, as tall as the oak and as fleet as the falcon. She can restore to health scores of wounded allies with a simple gesture.

The Sylvan Guard

If your army includes the Green Lady, for +20 points you may upgrade a single Regiment of Sylvan Kin to represent the Green Lady's Sylvan Guard, her most devoted and sworn guardians. This unit has the *Headstrong* and *Regeneration* special rules.

Argus Rodinar [1]

Hero (Inf)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	-	-	-	5+	-	11/13	50

Special: *Individual, Altar of the Elements*

Argus Rodinar duty is to balance the elements and to forge victory from potential defeat, to manipulate the unseen forces of the world in an effort to ensure that victory lies with the servants of the Shining Ones.

Altar of the Elements

Argus Rodinar is deployed as normal, but then cannot move for the duration of the game. He treats all *Wavering* results as *Steady* and is never *disordered* by chargers – he is protected by powerful enchantments.

Otherwise, using the Altar is the same as using a ranged attack. When the Altar is used, it casts a protection spell on any one friendly unit. This unit counts as being in range of an inspiring unit until the start of your next turn.

Elven Stormcaster

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	7	4+	–	4+	1	11/13	90

Special
Individual, Lightning Bolt (5)

The Stormcasters unleash the force of thunderbolt and lightning against the enemies of the Elves.

Options

- Fireball (10) for +10 pts
Wind Blast (5) for +30 pts
- Mount on a horse, increasing Speed to 9 (+10 pts) and changing to Hero (Cav)
- Sabre-Toothed Pussycat (+20 pts)

Elven Mage-Queen

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	7	4+	–	4+	1	11/13	85

Special
Individual, Heal (3)

Unsurpassed weavers of powerful defensive charms, the fey Mage-Queens are an invaluable asset for any Elf general.

Options

- Bane Chant (2) for +30 pts
- Mount on a horse, increasing Speed to 9 (+10 pts) and changing to Hero (Cav)
- Sabre-Toothed Pussycat (+20 pts)

Elven Prince

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	6	3+	–	5+	3	11/13	60

Special
Crushing Strength (1), Individual

Brave heroes of Elvenkind come to battle to prove their worth in the eyes of both their peers and their superiors.

Options

- Mount on a horse, increasing Speed to 9 (+10 pts) and changing to Hero (Cav)
- Sabre-Toothed Pussycat (+20 pts)

Elven King

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	6	3+	–	5+	5	13/15	120

Special
Crushing Strength (1), Individual, Inspiring

Fighting with the skills of the War Gods of legend, the Elven Kings lead their armies from the front.

Options

- Mount on a horse, increasing Speed to 9 (+20 pts) and changing to Hero (Cav)
- Sabre-Toothed Pussycat (+20 pts)

Army Standard Bearer Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	6	4+	-	4+	1	10/12	50

Special: *Individual, Inspiring*

Options

- Mount on a horse, increasing Speed to 9 (+10 pts) and changing to Hero (Cav)

Bearing ancient enchantments of protection, the standards of the Elven Lords are a blessing to their battle-warriors and anathema to the forces of evil.

Tree Herder Monster

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	6	3+	-	6+	7	18/20	260

Special: *Crushing Strength (3), Vanguard, Pathfinder, Inspiring, Surge (8).*

A Tree Herder is not *Elite*.

The Tree Herders are mighty wooden giants that spend the long millennia of their lives protecting their forests from all threats.

Prince on Drakon Hero (Large Cav)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	10	3+	-	5+	4	13/15	140

Special

Crushing Strength (1), Thunderous Charge (1), Fly

Smaller than a full-grown Dragon, Drakons nevertheless make excellent flying mounts for Elven generals.

Lord on Battle Dragon Hero (Mon)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	10	3+	-	5+	10	17/19	300

Special

Breath Attack (15), Crushing Strength (3), Fly, Inspiring

The noblest Elves can call upon the ancient pact between their people and the Dragons.

Forest Warden Hero (Large Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	6	4+	-	5+	3	10/12	75

Special: *Crushing Strength (2), Vanguard, Nimble Pathfinder.*

A Forest Warden is not *Elite*.

Young tree herder or 'awaken' Forest Shambler...

Master Hunter Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	7	3+	3+	4+	3	11/13	90

Special

Bow, Piercing(1), Individual, Stealthy, Pathfinder, Vanguard

Options

- Sabre-Toothed Pussycat (+20 pts)

KINGDOMS OF MEN

Of all the Noble Peoples, men are the most numerous. Men can be found everywhere, from the most verdant valley to the harshest environment, anywhere a living can be scratched from the land. In blazing deserts, the frozen north, jungle, plain and mountain, men dwell. They exhibit a bewildering array of outer forms and skin colour, and the palette of their emotions is equally as varied. Men can be black of heart or as pure as snow. Men have been known as great Elf Friends, men have been known to embrace and serve the Abyss willingly. Men are anything but predictable.

Men were once more inclined to good than they are now. The Republic of Primovantor was the apogee of human civilisation, a grand coalition of nations ruled by an elected senate and headed by the High Consul. The men of this time were long-lived and keen-minded. Nearly a thousand years after the republic collapsed, its feats of magic and art have yet to be matched. The Primovantians learned much from the Elves, and gave them much in return. From their mountain home of Primovantia, the early Primovantians brought as many lands into their Republic by diplomacy as by conquest. All citizens were treated equally under her laws, no matter whether they willingly joined or their country had been defeated in war, and it flourished because of it.

Every man who fought for Primovantor did so willingly, to protect a land they were proud to call their own.

Winter's war finished the Republic, already severely weakened by the God War. The provinces north of the Dragon's Teeth mountains were ground to clay under the ice, its rich southlands drowned by the sea. Whereas once Primovantor was a mountain kingdom looking over fertile plains, it is now a peninsula.

The memory of this noble state lives on in Basilea, the largest and most powerful of today's nations. The Basileans are adherents of the Shining Ones, and large numbers of paladins, warrior monks and battle nuns are found in their armies. The angelic Elohi fly above the hosts of Basilea, lending their pure voices to the battle hymns of holy warriors, and their strength to the army's assault.

The Successor Kingdoms are descended from Primovantor also, but the similarity to Basilea ends there, for they have been much influenced by admixtures of culture and thought from other lands and have followed their own path. There are as many as a hundred of these small statelets, ranging from independent cities to large dukedoms, and the genuine kingdom of Valentica. These small lands are in a constant state of rivalry. War between them is not uncommon. As a

result of this the city-states are vital places, breeding brave men who range far in their ships.

In other places men live in conditions ranging from great culture to orcish barbarism, and everywhere in between. Dark Ophidia is the home of vile sorcery. To the far north, hordes of horsemen fight over the herds of mammoth and bison with Goblins. On the icy seashores beyond the Bitter Islands, reavers set sail in longships, raiding and trading as far south as Elvenholme and Basilea. Upon the contested plain of Ardovikia, new lands reclaimed from the ice's retreat are founded. Caravans of camels criss-cross the deserts of the south between desert oases and dry cities, bringing exotic wares from cultures so far afield what is known of them by the nations around the Infant Sea is more legend than fact.

Naturally, man's method of war differs from place to place. The Successor Kingdoms are the homes of engineers and wizard-scholars, and their armies reflect this. Gunpowder weapons such as cannon and primitive handguns are common there. Basilea also possesses this technology, but relies more on divine magic and armoured horsemen to win its wars, backed up by Griffins and the Elohi. All the kingdoms born from Primovantor's ruins favour blocks of pikemen, a weapon used for millennia.

The Ophidians can draw upon a wide range of troops from across their empire; including desert-horsemen, fierce tribal warriors from the green south and all manner of light troops suited for their harsh land, supported by heavy infantry and horse drawn from the Ophidian cities. The Ophidians also enslave desert spirits to fight for them, and make use of legions of undead skeletons. The northern tribes are less disciplined, but formidable nonetheless. Whether steppe rider or sea raider, all are raised as warriors from childhood, and they are consequently skilled individual fighters.

As a whole, men have a somewhat ambivalent relationship with the other speaking races of Mantica. Several states have very close ties with the Elves, the Valenticans in particular, with two great Elven cities actually being part of it, and Elven quarters in every other city besides. Dwarfs live throughout man's lands, descendants of refugees from the fall of the northern holds and, more recently, King Golloch's reign. The northern tribes sometimes make common cause with the Orcs or the Abyssal Dwarfs, or are else forced to fight for them as slaves. The great alliances of the past may be fading memories, men are as likely to fight shoulder to shoulder with the Elves and Dwarfs as they are to oppose them, and on many occasions men have fought on both sides of the battle in these grand alliances.

Men however most often fight other men, whether through greed or hatred or honour or just through misunderstanding. Men are hot-blooded, and not always wise, their vivacity is a curse as much as it is a blessing.

Alignment: Neutral

Army Special Rules

None.

Foot Guard

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	3+	–	5+	10	11/13	100
Regiment (20)	5	3+	–	5+	12	15/17	135

Options

- Exchange shields for two-handed weapons for free (lower Defence to 4+, gain *Crushing Strength (1)*)

Human noblemen tend to equip the elite warriors making up their bodyguard with the best armour and weaponry that their wealth can afford.

Spear Phalanx

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	4+	–	4+	10	10/12	90
Regiment (20)	5	4+	–	4+	15	14/16	120
Horde (40)	5	4+	–	4+	25	20/22	190

Special Phalanx

The most classic variant on the shield wall formation is a shield wall bristling with sharp metal-tipped spears.

Shield Wall

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	4+	–	4+	10	10/12	75
Regiment (20)	5	4+	–	4+	12	14/16	100
Horde (40)	5	4+	–	4+	20	20/22	160

These warriors are quipped with chain mail or leather armour and carry a sword or axe and a wide shield that they can lock together to adopt a defensive formation.

Pole-Arms Block

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	4+	–	3+	10	10/12	75
Regiment (20)	5	4+	–	3+	12	14/16	100
Horde (40)	5	4+	–	3+	20	20/22	160

Special Crushing Strength (1)

Strong Men armed with halberds, partisans, fauchards and other oddly-shaped poleaxes.

Pike Phalanx

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (20)	5	4+	–	3+	18	14/16	135
Horde (40)	5	4+	–	3+	36	20/22	215

Special

Pike Phalanx

Units that charge this unit's front suffer the Hindered Charges penalty.

Some Human kingdoms train their spearmen to use very long pikes, losing the protection of their shields, but forming impenetrable hedgehogs.

Militia Mob *

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	5+	–	3+	10	9/11	55
Regiment (20)	5	5+	–	3+	12	13/15	70
Horde (40)	5	5+	–	3+	20	19/21	110

Hurriedly conscripted in time of dire need, these rag-tag formations never last very long.

Bowmen

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	85
Regiment (20)	5	5+	5+	3+	12	14/16	110
Horde (40)	5	5+	5+	3+	20	20/22	175

Special: Bows

The most common ranged weapons in human kingdoms.

Crossbowmen

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	85
Regiment (20)	5	5+	5+	3+	12	14/16	110
Horde (40)	5	5+	5+	3+	20	20/22	175

Special: Crossbows, *Piercing (1)*, *Reload!*

Some human rulers equip some of their troops with crossbows, trading tactical flexibility for hitting power.

Arquebusiers

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	95
Regiment (20)	5	5+	5+	3+	12	14/16	125
Horde (40)	5	5+	5+	3+	20	20/22	200

Special: Rifles, *Piercing (2)*, *Reload!*

A relative new weapon, hard-hitting arquebuses are an expensive replacement for crossbows.

Knights

Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (5)	8	3+	–	5+	7	11/13	120
Regiment (10)	8	3+	–	5+	14	15/17	185
Horde (20)	8	3+	–	5+	28	21/23	305

Special

Thunderous Charge (2), Headstrong

Fanatical templars, brave knights on a chivalrous quests, or disinherited noblemen in search of redemption, these heavily armoured cavalymen make fearsome shock troops.

Mounted Sergeants

Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (5)	9	4+	–	4+	7	10/12	90
Regiment (10)	9	4+	–	4+	14	14/16	135

Special

Thunderous Charge (1)

Lightly armed compared with the knights, these swift cavalry units are used most often on the wings of a battle line, and to pursue and cut down enemies that are retreating from the battlefield.

Mounted Scouts

Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (5)	9	6+	5+	3+	6	10/12	85

Special

Bows. Nimble

Options

- Exchange bows with pistols for free (gain *Piercing (1)* but halve their range) or exchange bows with rifles for free (gain *Piercing (2)* and *Reload*)

These fast and flexible warriors form the eyes and ears of the army as it advances.

Cannon

War Engine

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	–	5+	4+	1	9/11	85

Special: *Reload!*, *Blast (D6+2)*, *Piercing (4)*

The simplest and perhaps still the most cost-effective of war machines, the cannon is one Dwarf tradition that the Humans were very keen to make their own.

Catapult

War Engine

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	–	5+	4+	1	9/11	90

Special

Reload!, *Blast (D6+3)*, *Indirect Fire*, *Piercing (3)*

The most ancient of Human war engines, the Catapult is mostly used in sieges, but it can also make itself useful on the battlefield in several situations. An advantage it has over its black powder counterparts is that it works perfectly fine in the rain!

General

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	3+	-	5+	4	12/14	100

Special: *Crushing Strength (1), Individual, Very Inspiring*

Options

- Mount on a horse, increasing Speed to 9 (+20 pts) and changing to Hero (Cav), or mount on a Pegasus, increasing Speed to 10 and gaining *Fly*, but losing the *Individual* special rule (+50 pts) and changing to Hero (Large Cav).

Human generals are not the most powerful warriors, but they are the best battle-leaders.

General on Winged Beast

Hero

(Mon)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	10	3+	-	5+	6	14/16	190

Special: *Crushing Strength (2), Fly, Very Inspiring*

Only the richest noblemen can afford to ride a Hippogryph, Manticore or similar winged beast.

Hero

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	3+	-	5+	3	10/12	50

Special: *Crushing Strength (1), Individual*

Options

- Mount on a horse, increasing Speed to 9 (+10 pts) and changing to Hero (Cav), or mount on a Pegasus, increasing Speed to 10 and gaining *Fly*, but losing the *Individual* special rule (+25 pts) and changing to Hero (Large Cav).

These heroic knights are entirely absorbed with fulfilling a quest or other dangerous mission.

Army Standard Bearer

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	4+	-	4+	1	9/11	50

Special: *Individual, Very Inspiring*

Options

- Mount on a horse, increasing Speed to 9 (+10 pts) and changing to Hero (Cav)

Men are especially trained to follow the battle-signals issued by these large banners.

Wizard

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	4+	-	4+	1	10/12	50

Special: *Fireball (6), Individual*

Options

- Lightning Bolt (3) for +15 pts, or free if it replaces Fireball
- Wind Blast (5) for +30 pts
- Mount on a horse, increasing Speed to 9 (+10 pts) and changing to Hero (Cav), or mount on a Pegasus, increasing Speed to 10 and gaining *Fly*, but losing the *Individual* special rule (+25 pts) and changing to Hero (Large Cav).

These lonesome, mysterious figures are a rare and powerful addition to any Human army.



ABYSSAL DWARFS



It is common knowledge that all Dwarfs love gold and jewels. But Dwarfs are governed by a strong moral code, dictating that the only riches that one truly owns are those that have been earned with hard, honest toil – “With the sweat of the brow and the callus on the hand holding the pick” goes an ancient Dwarven adage.

But not all Dwarfs show such fortitude. At the time of the God War, The Father of Lies, great among the Lords of the Abyss, spied a weakness in the heart of the Dwarfs, a shame that they will not own to. It is greed, above all, a perverse longing for gold can only be sated by the hard work of others. Seduced by the promises of the Father of Lies, some Dwarfs will begin to covet and eventually take the wealth of others employing guile, threats and, ultimately, violence. In the end, when a Dwarf takes another Dwarf’s life to satisfy this greed, there is much rejoicing in the Abyss, as another Dwarf has lost his soul forever – another Abyssal Dwarf is born.

Only two choices are then left to such individuals. Some decide to remain hidden within Dwarf society behind a façade of normality, forming secret cults that worship the Black Ones and cultivate all sort of forbidden arts in

order to grow in power to gain more of their beloved gold, inevitably becoming enmeshed in the worship of dark and terrible gods. Others flee, to seek shelter in hidden enclaves of fugitives deep beneath the earth. Through the centuries, with the help of infernal powers, some of these groups of escapees have grown into large settlements, even entire subterranean cities. These sinister colonies are not only populated by Abyssal Dwarfs, but also by masses of slaves that are used for all physical labour, and by the Abyssal Halfbreeds. Insane hybrids, half-Dwarf, half-Abyssal, these dark creatures are the result of unspeakable experiments.

The influence and arrogance of these Abyssal Dwarf cities have grown to the point that they have become a serious threat to other races. With their numbers and power swelling, they have begun to assemble vast armies of slaves. In battle, the Abyssal Dwarfs are dangerous foes indeed, as they mix the well-crafted weaponry of the Dwarfs with the dark powers of sorcery and summoned beasts of the Abyss. Their attacks have moved ever further south, toward the lands of better folk. Many mining outposts, small trading settlements and even towns have fallen to their hosts, their population either slaughtered or taken into captivity. Even though they prefer to raze the dwellings of their hated brethren, the Abyssal Dwarfs’ greed is so immense that no race has been spared their attention. The threat is real, and is growing rapidly. Already the rulers of the Free Races are gathering their armies and looking to the north, ready to face the menace of the Abyssal Dwarfs.

The greatest, most cruel and wealthy of the Abyssal Dwarfs often lead their armies into battle. Mighty Overmasters, armed with ensorcelled weaponry and covered in the most impenetrable obsidian armour, bellow orders to their own warriors. Mysterious Iron-casters unleash the twisted fire-magic of Ariagful, the evil Queen of the Black Flame, and summon her Abyssal servants to the field to do their bidding alongside the monstrous Half-breeds and other strange war-engines that they have created.

The Abyssal Dwarfs have thousands of slaves, and they employ each race of slaves for the tasks they are most suited for: Dwarves are excellent miners, Elves make good toys, Humans can be put to work and Goblins are perfect house servants. Orcs however have one clear area where they excel above all others – war. Their great strength and brutal ferocity are an asset to any army, and the Abyssal Dwarfs push vast hordes of the brutes towards the enemy before committing their own troops. This has the double advantage of causing damage and tiring out the enemy, as well as testing their firepower and the quality of their different troops. It matters little to the slavers if hundreds of Orcs are slain in the process.

Alignment: Evil

Army Special Rules

All units are *Vicious*.

Mutated Throwing Mastiffs

The Abyssal Dwarfs engage in wicked (but admittedly quite amusing) alchemically-adjusted cross-breeding of the traditional Dwarven Throwing Mastiff with all sorts of monstrous creatures. The results are bizarre, sometime spectacular, but always very dangerous!

Mutated Throwing Mastiffs are the same as Dwarven Throwing Mastiffs, except they re-roll failed rolls to damage against all enemies.

Yellow-Bellied

What did the master say? Sounded like ‘Retreat!’ to me...

This unit is not *Vicious* and is immune to the effect of the *Inspiring* rule. In addition, any time it receives a Charge! order, you must roll a die. If the die result is a 1, the unit ‘misunderstands’ the order and thinks it has been ordered to ‘Halt!’ instead.

Blacksouls

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	4	4+	-	5+	10	11/13	85
Regiment (20)	4	4+	-	5+	12	15/17	115
Horde (40)	4	4+	-	5+	20	21/23	185

Options

- Mutated Throwing Mastiff (+20 pts)
- Exchange shields for two-handed weapons for free (lower Defence to 4+, gain *Crushing Strength (1)*)

Advancing in tight ranks, clad in ancient Dwarf armour and protected by the dark powers of the Abyss, the Blacksouls are feared by all, and they never pass on a chance to add to the tally of misery and slaughter they are responsible for.

Decimators

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	4	5+	-	4+	10	11/13	110
Regiment (20)	4	5+	-	4+	12	15/17	145
Horde (40)	4	5+	-	4+	20	21/23	230

Special

Thunderpipe (Troops & Regiments have Breath Attack (15). Hordes have Breath Attack (30))

The Decimators' weapons are cruder in construction when compared with the rifles of the Dwarfs, but what they lose in range and stopping power, they more than make up with close-range devastation.

Slave Orcs *

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	70
Regiment (20)	5	4+	-	4+	12	14/16	90

Special

Crushing Strength (1), Yellow-Bellied

The Orcs' great strength and brutal ferocity are an asset to any army, and the Abyssal Dwarfs push vast hordes of enslaved brutes towards the enemy before committing their own troops.

Immortal Guard

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	4	3+	-	5+	10	-/13	100
Regiment (20)	4	3+	-	5+	12	-/17	130

Options

- Exchange shields for two-handed weapons for free (lower Defence to 4+, gain *Crushing Strength (1)*)

The warriors forming the bodyguard of the Overmasters and Iron-casters are given the gift of eternal life. There is however a terrible price to pay for this 'honour', and many of these veterans end up as nothing more than war-thirsty spirits trapped inside ancient sets of fully enclosing armour.

Abyssal Berserkers

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	4+	-	3+	20	12/14	130
Regiment (20)	5	4+	-	3+	25	15/17	170

Special

Crushing Strength (1)

Dwarf Berserkers are easily swayed by the Abyss, convinced to give up their soul in return for the promise of eternal slaughter and a never-ending supply of willing foes.

Slave Orc Gore Riders *

Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	8	4+	-	4+	8	9/11	85
Regiment (10)	8	4+	-	4+	16	12/14	130

Special: *Crushing Strength (1), Thunderous Charge (1), Yellow-Bellied*

Abyssal Halfbreeds

Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (5)	8	3+	-	4+	6	11/13	110
Regiment (10)	8	3+	-	4+	12	15/17	170

Special

Crushing Strength (2), Regeneration

These debased monstrosities, product of the Iron-casters' insane crossbreeding experiments, often have the body of a quadrupedal Abyssal creature and the upper torso of a Dwarf.

Lesser Obsidian Golems

Large Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (3)	5	4+	-	6+	9	-/13	155
Horde (6)	5	4+	-	6+	18	-/17	220

Special: *Crushing Strength (2), Shambling, Pathfinder*

Soulless constructs animated by the dark powers of the Iron-casters, these automatons are slow and dim-witted, but extremely strong and almost indestructible.

Gargoyles *

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	10	4+	-	3+	10	10/12	85

Special: *Fly, Regeneration*

These dumb creatures always follow the armies of the Abyssal Dwarfs, hanging in the sky like a sinister pall, ready to plunge with voracious appetite onto wounded warriors and stragglers.

Katsuchan Rocket Launcher

WarEngine

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	4	-	5+	5+	1	10/12	50

Special: *Reload!, Blast (D6+3), Indirect Fire, Piercing (1)*

At the start of an engagement, the Katsuchans unleash a relentless bombardment that is used to force the hand of the enemy, leaving them no choice but to retreat or advance into the waiting Decimators and Blacksouls.

'Dragon' Fire-team

War Engine

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	4	-	-	4+	*	10/12	50

Special: *Breath Attack (10), Individual*

This fiendish weapon consists of a team of two, carrying a canister of a highly volatile, flammable liquid with a pipe coming from it, which is used to project great gouts of alchemical fire into the ranks of the enemy.

Angkor Heavy Mortar

War Engine

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	4	-	5+	5+	1	10/12	110

Special: *Reload!*, *Blast (D6+5)*, *Indirect Fire*, *Piercing (3)*

The Angkor mortar is a large artillery piece that fires huge shells filled with the explosive concoctions of the Iron-casters – any regiment it hits directly disappears in a cloud of smoke.

G'rog Mortar

War Engine

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	4	-	5+	5+	1	10/12	90

Special: *Reload!*, *Blast (D6+4)*, *Indirect Fire*, *Piercing (2)*

The most common guns in the service of the Abyssal Dwarfs, these versatile weapons are used both in sieges and on the battlefield, where they make it almost suicidal for the enemies to concentrate their forces.

Overmaster

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	4	3+	–	6+	5	13/15	120

Special

Crushing Strength (1), Individual, Inspiring

The generals of the Abyssal Dwarf armies are ruthless, cunning and armed with mighty tools of destruction and thick magical armour of obsidian and cast iron.

Overmaster on Great Abyssal

Dragon

Hero (Mon)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	10	3+	–	6+	8	17/19	300

Special

Breath Attack (10), Crushing Strength (3) Fly, Inspiring

Huge, winged, Abyss-spawned nightmares are often used as steeds by the highest-ranking Iron-casters and Overmasters.

Slavedriver

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	4	4+	–	5+	1	10/12	50

Special

Individual, Inspiring

The cruel symbols born on the banners of the Abyssal Dwarfs are often the last thing many folk see as free individuals.

Iron-caster

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	4	4+	–	5+	2	11/13	85

Special

Crushing Strength (1), Heal (3 – works only on War Engines, Golems and Immortal Guard), Individual, Inspiring (War Engines only), Fireball (6)

Options

Lightning Bolt (3) for +20 pts

Surge (8) for +15 pts

The Iron-casters wield the twisted fire-magic of Ariagful, evil Queen of the Black Flame.

Supreme Iron-caster on Great Winged Halfbreed

Hero (Mon)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	10	4+	–	5+	5	15/17	190

Special

Crushing Strength (2), Fly, Heal (4 – works only on War Engines, Golems and Immortal Guard), Inspiring, Fireball (10)

Options

Lightning Bolt (3) for +20 pts

Surge (10) for +20 pts

This evil spellcasters can channel the hellish energies of the Abyss and shape them into horrible sorceries and summoning rituals, greatly aiding the cause of the Lords they serve.

Abyssal Halfbreed Champion Hero

(Cav)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	8	3+	–	5+	6	12/14	160

Special

Crushing Strength (3), Individual, Inspiring, Regeneration

The greatest amongst the Halfbreeds are given great two-handed hammers and axes, and let loose against the enemy before their fury takes over and they endanger their own side.

Greater Obsidian Golem Monster

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	4+	–	6+	8	–/18	170

Special

Shambling, Crushing Strength (3), Pathfinder

Black stone-giants that tower over the battle-field, these monsters thunder against the enemy under the control of the Iron-casters that animated them.

Ba'su'su the Vile [1] Hero (Mon)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	10	3+	–	5+	8	15/17	220

Special

Crushing Strength (2), Fly, Individual, Inspiring (Gargoyles only), Regeneration

A halfbreed of great power, Ba'su'su the Vile, Lord of Gargoyles, is a mighty pinioned monster, tormented by the low status his halfbreed nature condemns him to.

Vile Spawn

If your army includes Ba'su'su, for +20 pts you may upgrade a single unit of Gargoyles to represent his flock of elder Gargoyles. This unit has *Defence 4+* and *Crushing Strength (1)*.

Brakki Barka [1] Hero (Cav)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	8	3+	–	5+	6	13/15	200

Special: *Crushing Strength (3), Individual, Regeneration, Bhardoom!*

When he goes to war Barka leads from the front and while he is nominally the Lord of the Legion of Bardoorm, his battle orders are a single bellow of the word 'Bhardoom', that roars impossibly loud over the entire field of battle – its message unmistakable.

Bhardoom!

Because of his awesome battle-cry, and what that means to his own troops, Brakki Barka is *Extremely Inspiring* (this is the same as the *Inspiring* special rule, except that it has a range of 12").

GOBLINS

Goblins can be found in every corner of Mantica. They are a persistent nuisance, and sometimes a genuine threat, to all other creatures. Goblins are even more numerous than their Orcish cousins. For the most part, they are subservient to the larger Orcs, employed in every role in society that Orcs are too lazy to fill themselves (meaning most of them). They are deployed in war by their masters to wear down an enemy with sheer weight of numbers before the Orcs move in for the kill. Where they are not enslaved by Orcs, they form their own petty kingdoms and tribes. These are of a bewildering variety – Goblins dwell in swamps, jungle, deserts, forests, mountains, hills, caverns and even sewers. Thousands roam the mammoth steppe in huge federations of clans, riding a variety of fierce and malodorous beasts. Here they fight with savage humans and hunt the shaggy behemoths that live there.

That Goblins are related to Orcs is obvious. They share the same colour of skin, similar physiological quirks and an underlying sense of malice. A Goblin's idea of heaven is finding something smaller and weaker than itself and tormenting it to death, although in reality they are so jumpy the source of their attentions has to be half-dead already. But whereas the creation of the Orcs is relatively well-understood, not one scholar has a clear idea how the goblins came about, and it has been opined that

they are a kind of cosmic mistake, something cobbled together by lesser Abyssals while the dark gods were looking the other way. They are not entirely evil. Goblins can be traded with. As one finds the occasional truly evil man, it is possible to find the occasional truly good goblin, but such individuals are rarer than hen's teeth, and are usually murdered by their compatriots. Goblins are certainly nowhere near as brave as Orcs, exhibiting a degree cowardice that verges on the comical. The only thing that Goblins have in great abundance, apart from each other, is self-preservation.

Most Goblins are far too weaselly for proper fighting, generally taking to the field in a large, poorly armed rabble that has to be kicked toward the enemy. Whereas Orcs are badly disciplined but bold, Goblins are just badly disciplined. Given the chance, they will flee from a fight at the slightest opportunity, and must be tightly controlled by their betters if they are to function as a useful force.

The greater strategists among Orc-kind recognise this and give allow their smaller cousins bows, provided the Goblins stand in front of the Orcs and point the weapons away from them. The bow is the preferred weapon of the Goblin in any case, as they generally feel safer when they can inflict harm on their enemies from a distance, and,

should the opportunity arise, and they can get up the courage, it also affords them the opportunity for revenge on their oppressors...

Not all Goblins are quite so timid, and the larger ones will form into fighting units with some value. These Goblins commonly call themselves 'Gutrenders', although that is not how the Orcs tend to refer to them, instead derisively calling them 'Sharpsticks'. For all their bragging, Sharpstick's still exhibit some degree of Goblin fearfulness, and carry spears, the better to keep the enemy at arm's length. Shields too are favoured, the larger the better. Naturally, these items are of little use in the caverns and close tunnels of overrun Dwarf citadels where many Goblins make their home, and a close second favourite is a curved knife, preferably wielded behind the backs of their enemies.

Goblins are more ingenious than Orcs and do most of the building and smithying in their lands. They are especially cunning when it comes to devising new weapons, although it has to be said that most of them are also laughably incompetent when it comes to building them. Nevertheless, some Goblin inventions become firm favourites on the battlefield, and it is common for warriors bearing nets, lassos, spring-powered harpoons, beehive-flingers and large, iron-toothed traps to fight alongside their spear-armed brethren.

Away from the Orcs, the goblin mind can shine. They have an affinity for wicked creatures, forming alliances with all kinds of sharp-toothed, stinking beasts and possess them in great multitudes. Many are employed as draft animals or mounts. Not only do the Goblins relish the ability to escape quickly, the animal they sit upon is usually the better fighter. Another favourite asset of Goblin 'Biggits' (their generals) are the ferocious but dumb Tolls and Giants. Shambling monsters many times the size of Goblins, they follow their little masters around, either in the hope of a free meal provided by the Goblins, or in the hope of a free meal provided by a Goblin.

Among the 'free' Goblins are those Goblins who exhibit true genius. There are the Goblin wizards, or 'Wiz', who are bright enough to remember spells and the ingredients to go with them provided they are not too complicated, and Goblin Engineers, brightest of all the greenskins. How these small and stupid creatures can produce inventors intelligent enough to dabble successfully in steam power and black powder weaponry is the source of much debate, among those who care about such things. There are even rumours of an entire ramshackle city of Goblins full of bizarre machines. This mythical place is said to be the home of the Engineer's Guild, and they rule it with a (literally) iron fist. Supposedly it lies somewhere in the marshes beyond the northern border of Basilea, but few folk give this outlandish rumour much credence.

Alignment: Evil

Army Special Rules

Unless specified, all units are *Utterly Spineless*.

Utterly Spineless

Getting stuck in? That's what Orcs are for!

Any time the unit is ordered to 'Charge!' against an enemy unit front facing, you must roll a die. If the die result is a 1, the unit 'misunderstands' the order and thinks it has been ordered to 'Halt!' instead. If ordered to charge the enemy's flank or rear, the Goblins have no problem at all.

Small Sharpstick Thrower

Not as powerful as a full-size version, this artillery piece is still quite unpleasant.

The unit has 1 ranged attack with Range 36" and the *Piercing (1)* and *Blast (D3)* special rules.

Big Shield

A very large shield made with several planks of wood badly strung together is good protection for the lads, and a great place for obscene pictures.

All attacks (ranged and melee) from enemies that are in the unit's front arc treat its defence as 6+ rather than 4+.

Sharpsticks

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (20)	5	5+	–	4+	15	13/15	95
Horde (40)	5	5+	–	4+	25	19/21	150

Special
Phalanx

The best Goblin warriors (i.e. those that stand their ground at least once against the enemy) are armed with long spiky sticks, which better suit their mainly defensive combat style.

Spitters

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (20)	5	6+	5+	3+	12	13/15	90
Horde (40)	5	6+	5+	3+	20	19/21	145

Special
Bow

Goblins have a natural preference for keeping their distance and peppering the enemy with missile weapons, so these diminutive archers are the most valued troops of Goblindom.

Rabble

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (20)	5	5+	–	4+	12	13/15	75
Horde (40)	5	5+	–	4+	20	19/21	120

Equipped with scraps of armour and shields of all shapes and sizes picked up from the debris of battle, and armed with a mix of rusty, blunted blades, the Goblin Rabble are not exactly elite troops.

Mawbeasts Pack

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (5)	8	4+	–	3+	6	9/11	60
Regiment (10)	8	4+	–	3+	12	13/15	90

Special
Crushing Strength (1), Nimble. Note that the Mawbeasts models are mounted on cavalry bases and that handlers models are purely decorative.

The Mawbeasts are ferocious critters goaded into battle by their Goblin handlers.

Fleabag Chariots

Large Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (1)	9	4+	5+	5+	2	8/10	35
Regiment (3)	9	4+	5+	5+	6	10/12	100
Horde (6)	9	4+	5+	5+	12	13/15	155

Special: *Crushing Strength (1)*, *Thunderous Charge (1)*, *Nimble*, *Bows*

Two goblins on chariots pulled by one or two fleabags, I assume...

Fleabag Rider Sniffs

Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (5)	9	4+	5+	3+	7	9/11	85
Regiment (10)	9	4+	5+	3+	14	13/15	130

Special: *Crushing Strength (1)*, *Bows*, *Nimble*

*These mounted
Goblin archers
excel at lightning
hit and run attacks.*

Fleabag Riders

Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (5)	9	4+	–	4+	7	9/11	90
Regiment (10)	9	4+	–	4+	14	13/15	140
Horde (20)	9	4+	–	4+	28	19/21	230

Special: *Crushing Strength (1)*, *Thunderous Charge (1)*, *Nimble*

Goblins give the name 'Fleabags' to any beast that they manage to tame enough to ride: giant rodents, ferocious wolves, wild dogs or even horrid giant bugs.

Trolls*

Large Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (3)	6	4+	–	5+	9	10/13	135
Horde (6)	6	4+	–	5+	18	14/17	190

Special
Crushing Strength (2), *Regeneration*

Note that Trolls are not *Utterly Spineless*, as that would require too much intelligence on their part.

Trolls are large, feral humanoids whose appearance varies considerably depending on the environment they live in. However, all Trolls have dim wits and an insatiable appetite.

Giant

Monster

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	7	4+	–	5+	(2D6+2)*	17/19	190

Special: *Crushing Strength (3)*

Note that Giants are not *Utterly Spineless*, as that would require too much intelligence on their part.

* Roll for the number of Attacks every time you resolve a melee

The brain of a Giant is way too small to properly control the creature's huge body. However, when goaded in the right direction, these dumb brutes are a terrible threat to any foe.

Sharpstick Thrower

War Engine

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	-	5+	4+	1	8/10	40

Special

Reload!, Blast (D3+2), Piercing (3)

This crude bolt thrower allows its crew to 'stick' the enemy from a reasonably safe distance – this explains the huge number of volunteers that vie for this role in battle.

King

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	4+	4+	4+	5	11/13	80

Special

Bow. Individual, Inspiring

Options

- Mount on a Fleabag, increasing Speed to 10 (+20 pts and changing to Hero (Cav))

The largest Goblins boss around their smaller brethren in a fashion reminiscent of the Orcs they want to emulate.

King on chariot

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	9	4+	4+	5+	5	13/15	150

Special

Bow. Nimble, Inspiring, *Crushing Strength (1)*, *Thunderous Charge (1)*

The largest Goblins boss around their smaller brethren in a fashion reminiscent of the Orcs they want to emulate.

War-Trombone

War Engine

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	-	-	4+	*	8/10	65

Special

Breath Attack (15), Piercing (1)

Certainly less reassuring than a sharpstick thrower because of its considerably more limited range, the war-trombones are still quite popular because these huge wheeled blunderbusses can unleash terrible destruction amongst the enemy.

Big Rocks Thrower

War Engine

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	-	5+	4+	1	8/10	80

Special

Reload!, Blast (D6+3), Indirect Fire, Piercing (3)

Crewing one of these catapults is the ultimate fun for a Goblin, as the great cheers that accompany each shot can attest.

Biggit

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	4+	4+	4+	3	9/11	60

Special

Bow. Individual, Inspiring

Options

- Mount on a Fleabag, increasing Speed to 10 (+10 pts and changing to Hero (Cav))

The largest Goblins boss around their smaller brethren in a fashion reminiscent of the Orcs they want to emulate.

Wiz

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	5+	-	4+	1	9/11	45

Special

Individual, Lightning Bolt (3)

Options

- Wind Blast (5) for +15pts
- Bane-chant for +15pts
- Fireball (6) for +15pts
- Mount on a Fleabag, increasing Speed to 10 (+10 pts and changing to Hero (Cav))

The leaders of Goblindkind are known as the Wiz, all of whom are diminutive but dangerous spellcasters.

Flaggit

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	5+	–	3+	1	8/10	40

Special: *Individual, Inspiring*

Options

- Mount on a Fleabag, increasing Speed to 10 (+10 pts) and changing to Hero (Cav)

The job of carrying one of the sorcerous Wiz-banners is very sought-after, as it involves staying well away from the enemy.

Mincer

Monster

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	4+	–	4+	(2D6+2)*	9/11	80

Special: *Big Shield, Thunderous Charge (3)*

* Roll for the number of Attacks every time you resolve a melee.

Goblins make all manner of bizarre devices, including a great many war machines. Most of these are badly built, dangerous to operate and occasionally deadly to the enemy. The Mincer is all of the above.

The Mincer is essentially a carriage powered by the frantic labour of Goblins or a small steam engine. The rear sports a large counterweight, necessary to offset the huge weight of the Mincer itself, a large, cone of counter-rotating segments. An adaptation of a digging machine, the Mincer's grinding cone is fitted with blades, its purpose to be sent hurtling at high speed down a tunnel packed with Dwarfs. The Mincer's cone is thick enough to deflect a cannon shot, so it usually manages to hit the Dwarf lines and live up to its name...

Magwa & Jo'os [1]

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	6	3+	–	4+	3	11/13	100

Special: *Crushing Strength (3), Individual, Inspiring, Vicious, Lightning Bolt (3).*

Note that the *Utterly Spineless* rule in this case represents Magwa's troubles controlling his ferocious pet!

Keep the models within 1" of each other. The model of Magwa is just decorative and is always ignored, except when working out the range of his *Inspiring* rule, and the range and line of sight of his *Lightning Bolt*.

Slasher

Monster

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	7	4+	5+	5+	8	14/16	165

Special: *Crushing Strength (2), Thunderous Charge (1)*

Options

- Mount on it a small sharpstick thrower – Range 36", 2 attacks, Piercing (2) – for +10 pts.

A small crew of particularly brave (insane?) Goblins riding atop a wooden platform unsteadily strapped onto the back of a giant Slasher... with a sharpstick thrower on it!

Troll Bruiser

Hero (Large Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	6	3+	–	5+	5	11/14	125

Special

Crushing Strength (3), Inspiring (Trolls only), Nimble, Regeneration

Bigger and nastier than the others...

The Magwa'ns

If your army includes Magwa and Jo'os, for +5 points you may upgrade a single Mawbeast Pack Regiment to represent the Magwa'ns, a group of enthusiastic, would-be successors to the role of Jo'os handler if (when) Jo'os is finally going to devour Magwa. This unit has the *Vicious* special rule.

Magwa was a simple Mawbeast handler until the day he found a magical sharpstick in an abandoned Troll's lair. The powerful artefact allowed him to subdue and gain control of the mightiest of Mawbeasts – the terrible Jo'os.

ORCS

Orcs are among the vilest of all creatures; evil beings created for war. They delight in destruction, all their essence is bent towards violence, mind and body. They despise beauty and goodness, finding their presence painful, and do all they can to bring what is right in the world to ash. It is said that if they ever achieve this aim, they will then fight among themselves in the ruins of the realms of better races, unheeding and uncaring, hatred driving them on to ultimate self-destruction.

Orcs are the foot soldiers of evil. At the height of the War with Gods, Garkan the Black, the dark aspect of the God of Smiths, bethought himself that he would forge an army of man-beasts made for his armies. For 900 days and nights he toiled in his forge pits until, by the light of a blood-moon, he hauled forth in chains the first of Orc kind. Not forged of metal, these warriors, for Garkan took the living bodies of purer souls, and struck with his hammer upon them, working and reshaping them with magical heat on his forge of sorrow-cursed obsidian until they were made anew; twisted into near-animals by pain and self-loathing at what they had become.

Other gods, and later, other speaking creatures, took these monsters and experimented on them, much to Garkan's annoyance, giving rise to the confusing array of Orcoids that plague the world to this day.

Although the dark gods were cast down into the Abyss at the climax of the War With Gods many millennia ago, and Winter, the last of their kind, was finally driven from the surface of the world 900 past, their servants have prospered in the gods' absence. After Winter's armies were defeated, many lands were left empty and desolate, and more still were revealed by the melting ice. Orcs breed quickly, and they have spread like a disease to infest large tracts of this new earth. From deep caverns to the heights of the mountains, Orcs and their wicked kin dwell everywhere. Small bands of them can be found in the most civilised of lands, while in the wild north kingdoms of slaughter are raised and cast down by Orcs in relentless succession. Roving hordes of Orcs, Goblins, Hobgoblins, Half-Orcs and worse, accompanied by all manner of monsters and war engines, are a constant threat to the realms of finer folk.

Orcs are large, muscular creatures, with hugely muscled limbs and thick bones. Their hands are large and grasping, their arms long, like an ape's. They hunch habitually, but when they stand tall they overtop most men, and their body mass easily twice as great as a man's. An Orc is tireless. They are lazy creatures, but suitably motivated by the promise of war or the slaver's lash, they can run without pause for day upon day, their shuffling run eating up leagues eagerly.

Their minds are narrow and as ugly as their faces; their greatest preoccupation being the invention of ever-greater torments for the innocent and good. Humans and Elves alike (the Dwarfs know better) mistake their inability to concentrate and propensity to sudden, mindless violence as stupidity, but Orcs are far from stupid. From their father god Garkan the Black they have inherited an affinity for making; and though their creations are crude and ugly to others' eyes, they are strong. Orcs are capable of awesome feats of smithying and engineering when inspired - the might of their war machines and weapons is surpassed only by the twisted ingenuity of their instruments of torture.

Orcs have long faces and fang-lined maws. Their tongues are clumsy, ill-suited to speech, and their language is harsh, full of rasping and barking. Above tiny, hooked noses their red eyes glimmer in deep sockets like pits, miniature copies of the Abyss itself.

Wherever there are Orcs, there are their kinsfolk, the Goblins and Urkin. Lesser creatures than the Orcs, what the Goblins lack in size they make up for in viciousness. Many other sub-species of Orcoid curse the world - Greater Goblins, Hobgoblins and the vile Half-Orcs. There are many, many types of these creatures, and the scholars of the speaking peoples spend much time in categorising and describing them, but in truth they are all the same, and interbreed freely. All were forged by evil for evil intent, no matter their size or strength.

Orc Heroes

As far as an Orc is concerned, might is right. He who hits hardest laughs longest, and all of their leaders have had to fight their way into their positions of power. A good Orc chief might last a decade or more, before age, infirmity or old wounds weaken him, and then he will be bested in combat by another Orc and replaced, his body devoured at his vanquisher's victory feast. It is a brutal way of life, but the Orcs do not bemoan it. For them it is the way of things, and so only right. Other creatures that follow more civilised ways they see as weak and feeble.

As a result, Orc heroes tend to be very large. Big Orcs are stronger Orcs, and so big Orcs are more likely to be king. Powerful Orcs are marked out from youth. This can be dangerous, as some Orc chiefs prefer to cull the bigger young, sparing themselves from the blade for a few years longer, and Abyssal Dwarf slavers follow this line of reasoning religiously, to prevent rebellion. Many Orc kings, however, have little truck with this, holding that to kill the biggest and best weakens the tribe, and a king with a weak tribe is nothing. With weak followers, a king's achievements will be unremarkable, and his name forgotten to song and legend. To be forgotten is the fate of most chiefs; but to be remembered for all time is the goal of them all.

Alignment: Evil

Army Special Rules

All units have the *Crushing Strength (1)* special rule, or better if stated in their entry.

Goblin Stabby Sneek

Goblin Stabby Sneeks are tiny treacherous assassins of uncommon bravado.

Mark a Krudger that is accompanied by a Sneek with an appropriate model. The Krudger then counts as being equipped with a throwing weapon. When you send the Sneek on a stabby mission, roll 3 dice to hit, regardless of the firer's Attacks. The Sneek always hits on 4+, regardless of modifiers. Roll to damage as normal. After this, roll a die. On a 3 or less the Sneek has been caught by the enemy and is removed. On a 4+ he goes, stabs and returns to the Krudger's side cackling with evil satisfaction.

Goblin Zappy Sneek

Zappy Sneeks are clever little imps gifted with nasty and unpredictable magical powers.

Mark a Krudger accompanied by a Sneek with an appropriate model. The Krudger has the *Zap (2)* special rule. Each time you order the Zappy Sneek to zap someone, roll a die. On a 2+ the Sneek obeys, but if you roll a 1, he zaps the Krudger instead and disappears in a puff of rancid-smelling smoke (remove the model).

There are Goblin chiefs and war leaders, and even those who wield power in the domains of the Orcs. But they are rare beings, and if there are Orcs nearby, Goblin tribes are usually crushed and subjugated. However, Goblins do have one big advantage over their larger relative, and that is magic. Orcs have very little affinity for wizardry, and certainly lack the patience. Goblins, on the other hand, are quite imaginative creatures, and among their kind spell-weavers of sort can be found; beast-callers, shaman and other low kinds of wizard, natural born and untutored, although some are powerful indeed...

Ax

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	4+	–	5+	10	10/12	95
Regiment (20)	5	4+	–	5+	12	14/16	125
Horde (40)	5	4+	–	5+	20	20/22	200

Named after the vicious axes they carry, the orcs forming the core regiments of the Orc hordes also carry sharpened, spiked shields that are as much a weapon as protection.

Greatax

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	3+	–	4+	10	10/12	110
Regiment (20)	5	3+	–	4+	12	14/16	145
Horde (40)	5	3+	–	4+	20	20/22	230

Special
Crushing Strength (2)

The toughest, strongest Orcs discard their shields, so that they can have both hands free to wield the huge two-handed cleavers they call 'greatax.'

Skulks

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	6	4+	5+	3+	10	10/12	90

Special
Bows. Vanguard

A wilder, smaller sub-race of Orcs, the Skulks are unique amongst their race because they like to use bows. Other Orcs think them cowardly, but their keener senses make them useful as scouts.

Morax

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	3+	–	4+	20	10/12	150
Regiment (20)	5	3+	–	4+	25	14/16	200

Experts in fighting with a large axe in each hand with uncanny ease, these ruthless veterans are a fearsome foe.

Orclings *

Large Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (3)	4	5+	–	3+	12	9/11	65
Horde (6)	4	5+	–	3+	24	13/15	90

Special: *Vicious*. Size 0. Orclings do not have *Crushing Strength*.

Malevolent imps of very little consequence, but source of very great irritation for everyone.

Trolls *

Large Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (3)	6	4+	–	5+	9	10/13	135
Horde (6)	6	4+	–	5+	18	14/17	190

Special
Crushing Strength (2), Regeneration

Note that Trolls are not *Utterly Spineless*, as that would require too much intelligence on their part.

Trolls are large, feral humanoids whose appearance varies considerably depending on the environment they live in. However, all Trolls have dim wits and an insatiable appetite.

Gore Riders

Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (5)	8	3+	-	5+	8	10/12	125
Regiment (10)	8	3+	-	5+	16	14/16	195

Special

Thunderous Charge (1)

Gores need little reason to disembowel anyone that gets too close, making them perfect battle-mounts for bloodthirsty Orcs.

Fight Wagons

Large Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (1)	6	3+	-	5+	5	9/11	60
Regiment (3)	6	3+	-	5+	15	11/13	175
Horde (6)	6	3+	-	5+	30	15/17	270

These bizarre contraptions consist of a wheeled platform crammed full with eager Morax at the front, pushed by two gores enclosed in an armoured compartment at the back.

Gore Chariots

Large Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (1)	7	3+	-	5+	3	9/11	50
Regiment (3)	7	3+	-	5+	9	11/13	145
Horde (6)	7	3+	-	5+	18	15/17	225

Special: *Thunderous Charge (2)*

Sometimes a pair of Gores is attached to a war-chariot carrying a couple of Orcs armed to the teeth. Their tactic is simple: charge at the nearest enemy regiment.

War Drum

Monster

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	4+	-	5+	3	9/11	150

Special: Size 1, Great Thunder

Great Thunder – playing the drum is the same as using a ranged attack. When the drum is played, all friendly Orc units within 12" are immediately affected by a Bane Chant (1) spell - roll for each unit separately.

The toughest, strongest Orcs discard their shields, so that they can have both hands free to wield the huge two-handed cleavers they call 'greatax'.

Krudger

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	3+	–	5+	5	12/14	130

Special

Crushing Strength (2), Individual, Inspiring

Options

- Mount on a Gore, increasing Speed to 8 (+20 pts) and changing to Hero (Cav)
- Goblin Stabby Sneak (+10 pts)
- Goblin Zappy Sneak (+15 pts)

The Krudgers have managed to make it to the top of Orc society.

Krudger on Slasher

Hero (Mon)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	7	3+	–	5+	10	16/18	235

Special

Crushing Strength (3), Inspiring

Options

- Mount on a Winged Slasher instead, increasing Speed to 10 and gaining the Fly special rule (+50 pts)

Almost as prized as their winged brethren, Slashers are giant carnivorous reptiles, all fangs, claws and bad attitude. Only an equally lethal Orc leader can think of using one as a mount.

Krudger on Gore Chariot

Hero (Large Cav)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	7	3+	–	5+	7	14/16	185

Special

Crushing Strength (2), Thunderous Charge (2), Inspiring

Options

- Goblin Stabby Sneak (+10 pts)
- Goblin Zappy Sneak (+15 pts)

Gore chariots make less impressive rides than a slasher for an Orc general, but are much safer...

Troll Bruiser

Hero (Large Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	6	3+	–	5+	5	11/14	125

Special

Crushing Strength (3), Inspiring (Trolls only), Nimble, Regeneration

Bigger and nastier than the others...

Flagger

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	3+	-	4+	2	9/11	60

Special

Individual, Inspiring

Options

- Mount on a Gore, increasing Speed to 8 (+10 pts) and changing to Hero (Cav)

Trying to convince these hand-picked Orc champions not to use the large implement they carry to hit the enemy on the head is not difficult... it's pointless.

Giant

Monster

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	7	4+	-	5+	(2D6+2)*	17/19	190

Special

Crushing Strength (3)

* Roll for the number of Attacks every time you resolve a melee

A Giant is a huge humanoid, a veritable mountain of bone, sinew and flesh with a very, very tiny brain and a massive appetite.

Wip the Half-cast [1]

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	6	4+	-	4+	1	11/13	90

Special

Elite, Heal (3), Individual, Lightning Bolt (3)

Note: Wip does not have *Crushing Strength*

Strange things keep happening around Wip... things connected with his bizarre powers, his frail yet agile body... and his pointy ears.

Wip's Playmates

If your army includes Wip, for +5 points you may upgrade a single unit of Orclings to represent Wip's affectionate playmates and adorers. This unit has the *Headstrong* special rule, and Wip counts as *Inspiring* for them.

Godspeaker

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	3+	-	4+	2	10/12	100

Special

Individual, Bane-chant (3)

Options

- Heal (2) for +10pts
- Mount on a Fleabag, increasing Speed to 10 (+10 pts) and changing to Hero (Cav)

A mysterious summoner of the powers of the Orc gods of war.

Gakamak [1]

Hero (Inf)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	2+	-	5+	7	13/15	210

Special: *Crushing Strength (3), Individual, Very Inspiring, Vicious*

Options

- Mount on a Gore, increasing Speed to 8 (+30 pts)
- Have a Goblin Stabby Sneak (+10 pts)
- Have a Goblin Zappy Sneak (+15 pts)

In battle, Gakamak the Smasher lives up to the title by which he is known and feared across the whole of northern Mantica. He is utterly unafraid of engaging even the most threatening enemy and has felled every foe from noble Elven Drakon Knights to the winged Abyssal demon known only as the Lord of Midnight.

UNDEAD

Necromancy is the most abhorrent of sorcery, and those who practise it are hated and feared in equal measure. In all civilised places, its use is outlawed. Those caught studying these black arts are likely to find themselves dragged in ensorcelled iron to a painful execution, but established Necromancers are never short of acolytes. Necromancy offers immortality to those who master it, never mind that few actually do, and that the price of failure is to be condemned for eternity to the endless cold and night of the Utterdark.

For that handful that escape detection and that succeed in their quest, such devotion does have its rewards – the most powerful Necromancers are all but immortal. In violation of natural law, Necromancers are able to use their power to defy death itself, extending their own lives virtually indefinitely. Furthermore, they are able to create armies to do their bidding and seize power of a more mundane sort. Invoking powers learnt from ancient tomes, they are able to make corpses clamber back to their feet, and skeletons claw their way up from ancient battlefields. The greatest Necromancers are able to raise armies numbering the tens of thousands, armies that never tire, never need feeding, and never disobey.

Necromancy is a hateful art. The souls of those risen by its black magics are dragged screaming from whatever

afterlife they might inhabit and forced back into their decayed mortal frames. Trapped in prisons of decayed flesh, they can only watch as their new master uses their very essence as a fuel to drive their old body on as a magical automaton, hacking down the innocent. Worse by far is the fate of those imprisoned – if the vessel is destroyed, there is a good chance that the summoned soul will not be able to find its way back to its rest. Such benighted spirits wander Mantica in agony until laid to rest by priest or paladin, or are cast out into the Utterdark for all time. It is for this reason that its practice causes such revulsion in right-thinking folk.

Of course, there are those wicked creatures, tormented in infernal planes of existence, who welcome a return to the land of the living, even if it is as an unfeeling corpse. These spirits are the most dangerous of a Necromancer's servants, for they obey him willingly and are thus allowed some measure of self-determination.

Ophidia is a hotbed of necromancy. In this ancient kingdom all manner of vile magical practises are condoned and encouraged. In Ophidia necromancy, demonology and other unnatural arts are studied like any other school of magic, and there necromancers are given high status. Far from being reviled, the people of that strange land worship the Necromancer-priests

of the great temples. They can call back the dead, and so the common man sees for himself some measure of immortality. Ophidia is unusual in that its armies consist of undead and live warriors marching side by side, and its monumental buildings are raised by the labours of the dead. The Ophidians are bemused by the reactions of others to their dead magic, pointing out with some justification that necromancy helps to keep their kingdom mighty.

The work of Ophidia's dark scholars has unleashed many unclean things, close to the realm of death yet not truly dead, to prowl the dark. Both vampires and Ghouls are reckoned to be the products of the sorcerers of Ophidia, who, in searching for elixirs to grant immortality, have instead made monsters. Ghouls are little more than mindless beasts, but Vampires are truly dangerous. In their creation, the sorcerers of the desert were partially successful. Vampires are indeed immortal, barring the destruction of their body they cannot die, and even something as final-seeming as burning or dismemberment is no bar to continued life for the strongest of their number.

Time and again some vampire lords have been slain and their ashes dispersed, only for their corrupt souls to grow a new body in some forgotten crypt. This longevity is bought at great price. Although preternaturally swift and strong, their bodies are prone to bizarre afflictions. Some can not cross running water, or burst into fire at the touch of the sun. Many of them carry the stink of the charnel house around with them wherever they go, some are made bestial, some cannot speak. They hunger eternally for blood, and are inclined to terrible cruelty as they search for it. Many of them possess at least a grain of conscience, and are tormented by every life they take. Others immerse themselves in savagery, only to come to horrified realisation as to what they are every so often where they are tormented first by shame and guilt, and then by horror as their red thirst reasserts itself. Because of this many vampires are mad, and all suffer torments of the soul. Vampirism is a curse, bestowed as a gift.

Despite its many and hideous drawbacks, vampirism exerts a lure equal to that of necromancy. Vampires can be beautiful, terrible and glorious, above the concerns of humanity, and powerful magicians in their own right. For this reason they are actively courted as often as they are hunted.

Ultimately, no good can come of Necromancy. It is the burden of all thinking, living things to come to terms with their mortality, and the existence of necromancy is yet another sign of Mantica's lack of balance. Like all dark magic Necromancy can be traced to the Abyss. There, at the bottom of the fiery pit, Durunjak, dark god of death, laughs every time an unwilling spirit is forced from heaven to suffer in a necrotic shell.

Alignment: Evil

Army Special Rules

All units are *Evil Dead*.

Evil Dead

The greatest horror of fighting the Undead is that your fallen comrades rise immediately back up to join the ranks of the enemy.

Every time the unit manages to inflict one or more points of damage against an enemy in melee, it regains a single point of damage that it has previously suffered.

Undead Giant Rats (or are they Dogs?)

These creatures follow the shambling hordes into battle, their venomous bites helping to spread the curse of the living death.

Mark a unit that has been equipped with Undead Giant Rats (or are they Dogs?) with one or more such models. This increases the effects of the *Evil Dead* rule – the unit recovers one point of damage it has suffered for each of the first two points of damage it inflicts in melee each turn, rather than a single one.

Revenants

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	4+	–	5+	10	–/14	90
Regiment (20)	5	4+	–	5+	12	–/18	120
Horde (40)	5	4+	–	5+	20	–/24	190

Special: *Shambling*

Options

- Exchange shields for two-handed weapons for free (lower Defence to 4+, gain *Crushing Strength (1)*)
- Undead Giant Rats (Dogs?) (+20 pts)

Revenants are the reanimated rests of elite fighters, belonging to Guard regiments and other troops that were better equipped and trained than the average. This results in tougher, more skilled and more resilient undead warriors.

Wraiths

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	10	4+	–	6+	10	–/13	150
Regiment (20)	10	4+	–	6+	12	–/17	200

Special

Crushing Strength (1), Fly, Shambling

The souls of the most powerful enemies of the Vampires and Necromancers are cursed to a ghostly quasi-existence, serving their masters in death.

Mummies

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	4+	–	5+	10	–/15	120
Regiment (20)	5	4+	–	5+	12	–/19	160

Special: *Crushing Strength (2), Shambling, Regeneration*

The embalmed corpses of these ancient warriors from the southern deserts are slow, but almost impossible to destroy.

Skeleton Warriors

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	5+	-	4+	10	-/13	70
Regiment (20)	5	5+	-	4+	12	-/17	90
Horde (40)	5	5+	-	4+	20	-/23	145

Special: *Shambling*

Options

- Undead Giant Rats (Dogs?) (+20 pts)

The Necromancers and Vampires can rely on the Skeletons' unquestionable esprit de corpse.

Skeleton Spearmen

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	5+	-	4+	10	-/13	80
Regiment (20)	5	5+	-	4+	15	-/17	105
Horde (40)	5	5+	-	4+	25	-/23	170

Special: *Shambling*, *Phalanx*

Options

- Undead Giant Rats (Dogs?) (+20 pts)

Skeleton warriors that still remember how to form a hedge of sharp speartips.

Skeleton Archers

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	6+	5+	3+	10	-/13	85
Regiment (20)	5	6+	5+	3+	12	-/17	115
Horde (40)	5	6+	5+	3+	20	-/23	185

Special: Bows, *Shambling*

Options

- Undead Giant Rats (Dogs?) (+20 pts)

If a creature was a good shot in life, it can be raised from the grave with a modicum of its former skill. It's not a coincidence that most skeleton archers were once Elves.

Zombies

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (20)	5	5+	–	3+	15	–/16	80
Horde (40)	5	5+	–	3+	25	–/22	130

Zombies are freshly raised corpses, and their numbers grow exponentially during a campaign as the bodies of felled enemy soldiers and civilian victims alike swell their ranks.

Special: *Shambling*.

Options

- Undead Giant Rats (Dogs?) (+20 pts)

Ghouls

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	6	4+	–	3+	10	9/11	70
Regiment (20)	6	4+	–	3+	12	13/15	90
Horde (40)	6	4+	–	3+	20	19/21	145

The ghouls are not strictly walking dead, but rather deranged cannibals and eaters of the dead that slowly lose their minds to the horror of their lives, turning into savage creatures half-human, half-undead.

Werewolves

Large Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (3)	9	3+	–	5+	9	10/12	160
Horde (6)	9	3+	–	5+	18	14/16	225

Special: *Crushing Strength (1)*, *Regeneration*, *Nimble*

The curse of Lycanthropy turns its victims into huge wolf-hybrids, nigh-invulnerable to most weapons and fighting, with speed and strength beyond the limits of mortal flesh.

Soul Reaver infantry

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	6	3+	–	5+	20	12/14	200

Special: *Crushing Strength (2)*

Vampire Knights on foot with two-handed greatswords.

Soul Reaper Cavalry

Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (5)	8	3+	-	6+	12	12/14	210
Regiment (10)	8	3+	-	6+	24	16/18	325

Special

Crushing Strength (1), Thunderous Charge (2)

The Soul Reavers are composed exclusively of Vampire knights, the most formidable warriors amongst the living dead – not many enemies are brave enough to stand their ground against one of their devastating charges.

Undead Trolls *

Large Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (3)	6	5+	-	5+	9	-/14	125
Horde (6)	6	5+	-	5+	18	-/18	175

Special

Crushing Strength (2), Shambling.

Turning a Troll into a zombie improves their intelligence, but sadly at the expense of their ferocity and regenerating ability.

Revenant Cavalry

Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (5)	8	4+	-	5+	7	-/14	105
Regiment (10)	8	4+	-	5+	14	-/18	160

Special

Thunderous Charge (2), Shambling

The knights that have fallen fighting the undead are often condemned to renege their vows in the most odious of ways, feasting on the souls of those they had sworn to defend in life.

Balefire Catapult

War Engine

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	-	5+	4+	1	-/11	95

Special

Reload!, Blast (D6+3), Indirect Fire, Piercing (2), Vicious, Shambling

Certainly not precise or fast, the skeletons crewing these war machines are nevertheless more reliable than their living counterparts and totally relentless in their occupation.

Mhorgoth the Faceless [1] Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	10	4+	–	6+	1	17/19	270

Special

Fireball (15), Surge (12), Fly, Heal (6), Very inspiring, Lightning Bolt (6), Bane-chant (4), Regeneration, Individual

A curse upon the whole world, Mhorgoth the Faceless, the greatest of Necromancers, rises again to continue his unholy quest – turning all living things into undead abominations under his control.

Touch of Darkness

If your army includes Mhorgoth, you may upgrade a unit in the army, imbuing them with the arcane power of the Faceless himself (+25 points). The unit thus upgraded has the *Regeneration* special rule.

Vampire on Undead Pegasus Hero (Large Cav)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	10	3+	–	5+	10	16/18	285

Special

Crushing Strength (2), Surge (3), Fly, Inspiring

Options

- Heal (3) for +15pts
- Lightning Bolt (3) for +25pts

The sight of one of these mighty creatures soaring above the battlefield wielding its powerful magic is often enough to spread blind panic amongst the enemy.

Vampire Lord Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	7	3+	–	6+	8	14/16	200

Special

Crushing Strength (2), Surge (3), Individual, Inspiring

Options

- Heal (3) for +15pts
- Lightning Bolt (3) for +25pts
- Mount on an undead horse, increasing Speed to 8 (+10 pts) and changing to Hero (Cav)

These most powerful undead lords combine an unparalleled fighting ability with great necromantic powers.

Lady Ilona [1] Hero (Inf)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	8	3+	–	6+	7	14/16	270

Special: *Crushing Strength (3), Surge (3), Heal (3), Individual, Inspiring, Lightning Bolt (3), Bloodbane*

In battle Ilona bears a silvered greatsword, the lethal metal subject to dark blessings that make it the bane of all other vampires.

The Promise of Love Eternal

When a Hero wishes to charge Ilona, the controlling player must first take a Nerve test for his own Hero. If the Hero is *Steady*, it can charge Ilona as normal. Otherwise, it simply Halts instead of charging.

Bloodbane

As well as increasing her *Crushing Strength*, as shown in her profile, Bloodbane is the curse of her own kind – when attacking a unit of Vampires (Soul Reavers or Vampire Heroes), Lady Ilona has both the *Elite* and *Vicious* rules.

Revenant King on Undead Wyrn Hero (Mon)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	6	4+	–	5+	8	18/20	190

Special

Crushing Strength (3), Surge (6), Inspiring

Options

- Mount on a Winged Wyrn, increasing Speed to 10 and gaining Fly (+45 pts).

A Great King of old buried together with its most mighty and faithful war-steed.

Necromancer

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	5+	-	4+	1	10/12	90

Special

Surge (8), Individual

Options

- Heal (3) for +15pts, or free to replace Surge.
- Lightning Bolt (2) for +10pts
- Bane-chant (2) for +30pts
- Mount on an undead horse, increasing Speed to 8 (+10 pts) and changing to Hero (Cav)

Twisted wizards who have dabbled uncautiously with the dark lore of necromancy, these individuals have turned into unliving servants for the lords of the undead.

Lykanis

Hero (Large Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	9	3+	-	5+	5	11/13	145

Special

Crushing Strength (3), Inspiring (Werewolves only), Regeneration, Nimble

Hooooooooowwllll!!!

Cursed Pharaoh

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	4+	-	6+	5	15/17	145

Special

Crushing Strength (2), Surge (6), Individual, Inspiring, Regeneration

Driven by a willpower that conquered death itself centuries past, these fallen nobles are almost unstoppable in their unquenchable wrath. Great is their ire and the vengeance they exact on those that are greedy and foolish enough to dare violate their majestic burial complexes.

Undead Army Standard Bearer

Hero

(Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	4+	-	4+	1	-/13	50

Special

Shambling, Individual, Inspiring

Options

- Mount on an undead horse, increasing Speed to 8 (+10 pts) and changing to Hero (Cav)

Most undead are uninterested in honour and duty, but the sorceries that imbue the gory standards of their armies are a source of unliving energy that sustains the minions of the Undead Lords.

Revenant King

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	4+	-	5+	5	14/16	120

Special

Crushing Strength (1), Surge (6), Individual, Inspiring

Options

- Mount on an undead horse, increasing Speed to 8 (+20 pts) and changing to Hero (Cav)

Buried in their barrows together with their most precious weapons and armour, the Revenant Kings make superb officers for the legions of Skeletons and Revenants.

Liche King

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	5+	-	4+	1	12/14	110

Special

Surge (10), Individual

Options

- Heal (5) for +30pts, or free to replace Surge.
- Lightning Bolt (3) for +15pts
- Bane-chant (2) for +30pts
- Mount on an undead horse, increasing Speed to 8 (+10 pts) and changing to Hero (Cav)

Ancient kings who prolonged their wicked lives using forbidden arts until their bodies wasted away, the accursed Liche Kings are perhaps the most skilled of undead sorcerers.

FORCES OF BASILEA

At the eastern end of the Infant Sea lies Basilea, the richest and most powerful of all the human nations. Watched over by the gods and situated at the crossroads of the world's trade network, Basilea is blessed by coin and heaven both.

For thousands of years, the lands that make up the Hegemony of Basilea have been at the heart of human civilisation; first as independent kingdoms, then as part of the Republic of Primovantor, and for the last 900 years as the nation preserving that noble land's memory. Primovantor fell into chaos at the end of the War with Winter, most of its territory drowned under the ocean, but its north-eastern provinces, centred on the Basilean Massif, endured. United under the rule of the first Hegemon, these provinces fought bitterly to survive, to emerge from the strife following the Great Inundation as the modern Hegemony of Basilea; a rich, religious and powerful, if conservative, empire.

In Basilean's cities, memories of Primovantor's glories have been preserved. The Hegemon's emblems are the sun and the phoenix – the symbols of holy light and of rebirth. To the minds of the generals and rulers of Basilea, their empire is Primovantor born anew. Ask a man of Basilea how Primovantor lives on, and they will gladly point out their land's achievements: its roads, monuments, armies, bureaucracy, and laws. All, so they maintain, descended from those of Primovantor itself.

And yet if one of the great philosophers or sages of ancient Primovantor could walk the roads of Basilea today, they would find a land alien to them. Time has wrought great changes on these ancient lands, and for all its pretensions to the republican ideals of old, Basilea is a very different place indeed to the state that birthed it. Gone is the rule of elected men; instead an emperor – the Hegemon – holds sway, and his court is a snakepit of treachery and scheming. Unlike vigorous Primovantor, Basilea is hidebound, always looking to the past. Whereas Primovantor's mages and lords learned at the feet of the benevolent Celestians; Basilea is a land gripped by religious fanaticism, in thrall to the will of the Shining Ones. The holy laws of the gods are absolute and the smallest deviation from the prescribed social or religious rituals can result in barbaric punishments that seem entirely at odds with Basilea's protestations of civilisation. Unable to let go of its heritage, Basilea has become paralysed. Innovation of any form is frowned upon, those who would shake the social order are ruthlessly suppressed. To its people, Basilea is a beacon of hope, a reminder of what once was and what could be again. To outsiders it is a senescent and brutal empire, whose time has come...

Alignment: Good

Army Special Rules

Holier than Thou!

Great is the Basileans' desire to smite Evil, wherever it may be found. In melee, when attacking any unit whose alignment is Evil, all units in this list count as *Vicious*.

Angelic

Angelic units have the Fly, Heal (3) and Regeneration special rules.

In addition, Angelic units count as *Inspiring* to units that are not Angelic themselves.

Men-at-Arms (sword & shield) Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	4+	–	4+	10	11/13	80
Regiment (20)	5	4+	–	4+	12	15/17	105
Horde (40)	5	4+	–	4+	20	21/23	170

Men-at-Arms (spear & shield) Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	4+	–	4+	10	11/13	95
Regiment (20)	5	4+	–	4+	15	15/17	125
Horde (40)	5	4+	–	4+	25	21/23	200

Special: *Phalanx*

Most common are units armed with the ‘koliskos’, a broad-bladed spear in use since before the age of the Republic, and with the simple but effective ‘daga’ sword. The soldiers are heavily armoured, clad in chain or scale mail depending on where they were raised and additionally protected by large winged shields often embossed with the sun emblem of Basilea.

Crossbowmen Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	5+	5+	3+	10	11/13	85
Regiment (20)	5	5+	5+	3+	12	15/17	115
Horde (40)	5	5+	5+	3+	20	21/23	185

Special: *Piercing (1), Reload!*

Heavy Arbalest War Engine

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	–	5+	4+	1	10/12	45

Special: *Reload!, Blast (D3+2), Piercing (3)*

The one missile weapon seen more often in the ranks of the Hegemon’s armies is the arbalest, a heavy crossbow. Of little use in fighting the fell creatures of the Abyss, detachments of arbalesters are common in garrisons, as their armour-piercing bolts have proved invaluable in battling King Golloch’s heavily protected dwarf warriors.

Paladin Knights Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (5)	8	3+	–	5+	7	11/13	125
Regiment (10)	8	3+	–	5+	14	15/17	190
Horde (20)	8	3+	–	5+	28	21/23	315

Special: *Thunderous Charge (2), Headstrong*

Paladin Foot Guard Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	3+	–	5+	10	11/13	105
Regiment (20)	5	3+	–	5+	12	15/17	140

Special: *Headstrong*

Options

- Exchange shields for two-handed weapons for free (lower Defence to 4+, gain *Crushing Strength (1)*)

Armoured in heavy, ornate plate armour, the Paladins are also shielded by their faith. They exult in combat, nothing is more sacred to them than the blood of Basilea’s enemies in the dust. They fight either on foot in the Paladin Guard or as Knight Paladins mounted on fiery barded warhorses. The Basilean Guard is the foremost elite infantry of the Basilean legions and the dismounted paladins use hefty two-handed swords to terrifying effect. But it is when mounted and using their famous long lances that the Paladins achieve their truly awesome battlefield potential – the Knight Paladins are amongst the most feared cavalry units in all of Mantica.

Penitents Mob Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	5+	–	3+	15	9/11	75
Regiment (20)	5	5+	–	3+	18	13/15	100
Horde (40)	5	5+	–	3+	25	19/21	160

Special: *Crushing Strength (1), Headstrong*

Roving bands of lunatics, from deranged doom-sayers to zealots on absurd crusades.

Sisterhood Infantry

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	4+	-	3+	15	11/13	105
Regiment (20)	5	4+	-	3+	18	15/17	140
Horde (40)	5	4+	-	3+	25	21/23	225

Special: *Crushing Strength (1), Headstrong, Vicious*

Panther Lancers

Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (5)	10	4+	-	3+	8	11/13	120
Regiment (10)	10	4+	-	3+	16	15/17	185

Special: *Nimble, Crushing Strength (1), Thunderous Charge (1), Vicious*

Panther Chariot

Large Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (1)	9	4+	-	4+	5	10/12	60
Regiment (3)	9	4+	-	4+	15	12/14	170
Horde (6)	9	4+	-	4+	30	15/17	265

Special: *Crushing Strength (1), Thunderous Charge (1), Vicious*

Most of the orders eschew armour for speed and act as skirmishers, light cavalry, scouts and infiltrators. Their preferred weapons are heavy flails and the glaive, a curved variation on the koliskos, used whether on foot, mounted on Gur Panthers or even riding fast chariots pulled by these ferocious battlecats.

Abdess

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	3+	-	4+	4	13/15	90

Special: *Crushing Strength (1), Headstrong, Individual, Very Inspiring (Sisterhood only)*

Options

- Mount on a panther, increasing Speed to 10 (+10 pts) and changing to Hero (Cav)

The spiritual leaders of the Sisterhood lead their sisters from the front.

Elohi

Large Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (3)	10	3+	-	5+	9	11/13	200
Horde (6)	10	3+	-	5+	18	15/17	285

Special: *Angelic, Crushing Strength (2)*

The Elohi are the angels of the gods, the mightiest of all Basilea's warriors, sent from the top of mount Kolosu to protect the land the Shining Ones have chosen as their own. The Elohi are beautiful beyond mortal understanding, tall and free of blemish. Wings sprout from their shoulders, gleaming armour of unknown metals clads their limbs. They wield swords and spears the like of which are reminiscent of the terrible weapons of the Wars with Gods.

Phoenix

Monster

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	10	3+	-	4+	3	14/16	165

Special: *Angelic, Crushing Strength (1), Breath Attack (10), Heal (6)*

The Phoenix is the symbol of Basilea; an emblem of rebirth, of holy fire and of blazing fury. These semi-magical birds are summoned by the mages of Basilea to fight with the armies of the Hegemon. There are a brave few heroes who utilise them as mounts, although elaborate spells of protection from fire must be performed before the Phoenix can be mounted.

Abdess on Panther chariot

Hero

(Large Cav)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	9	3+	-	5+	8	14/16	170

Special: *Crushing Strength (1), Headstrong, Very Inspiring (Sisterhood only), Thunderous Charge (1)*

A chariotful of sharp unpleasantness.

Priest

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	4+	–	4+	2	10/12	75

Special: *Crushing Strength (1)*, *Headstrong*, *Heal (3)*, *Individual*, *Very Inspiring (Penitents only)*

Options

- Bane-chant (2) for +30pts
- Mount on a horse, increasing Speed to 9 (+10 pts) and changing to Hero (Cav)

The clerics that follow the troops on the battlefield are fully able to defend themselves.

Bearer of the Holy Icon

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	4+	–	4+	1	10/12	50

Special: *Individual*, *Inspiring*

Options

- Mount on a barded horse, increasing Speed to 8 and Defense to 5+ (+20 pts) and changing to Hero (Cav)

Only the bravest and most virtuous amongst the young acolytes are given the honour of carrying into battle one of the Holy Icons of Basilea. These take many forms, from golden statues of a saintly hero or heroine of Basilean history, to battle-flags of renowned regiments.

Dictator

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	3+	–	5+	3	13/15	90

Special: *Crushing Strength (1)*, *Individual*, *Inspiring*

Options

- Mount on a barded horse, increasing Speed to 8 and acquiring *Thunderous Charge (1)* (+30 pts) and changing to Hero (Cav)

Wise and charismatic Dictators – generals drawn from the ranks of the priesthood, paladins, sisterhood, and even from lowly men-at-arms – draw up grand strategies to protect the lands of the Hegemon from harm. As they tend to be older men, they might not be the most powerful of warriors, but their presence on the field is nevertheless vital to guide the Basilean legions to victory.

High Paladin

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	3+	–	5+	5	13/15	130

Special: *Crushing Strength (1)*, *Individual*, *Headstrong*, *Heal (2)*, *Inspiring*

Options

- Mount on a barded horse, increasing Speed to 8 and acquiring *Thunderous Charge (1)* (+30pts) and changing to Hero (Cav)

High Paladin on Griffin

Hero (Mon)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	10	3+	–	5+	7	15/17	205

Special: *Crushing Strength (2)*, *Headstrong*, *Heal (2)*, *Inspiring*, *Fly*

High Paladin on Dragon

Hero (Mon)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	10	3+	–	5+	9	17/19	300

Special: *Crushing Strength (3)*, *Headstrong*, *Heal (2)*, *Inspiring*, *Fly*, *Breath Attack (10)*.

The High Paladins, supreme warrior-priest of Basilea, armour themselves and take to the field alongside their Paladin brothers, calling upon the gods for their favour and might. They are powerful fighters, sustained by the holy, unquenchable fire of their faith and filled with burning desire to smite evil with all of their strength. Normally they ride into battle on strongly-built chargers, but at times they can mount upon large Griffins – ferocious flying beasts that can only be tamed by the iron will of a High Paladin.

War-Wizard

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	4+	–	4+	1	11/13	60

Special: Fireball (8), Individual

Options

- Lightning Bolt (2) for +15 pts
Wind Blast (5) for +30 pts
- Mount on a horse, increasing Speed to 9 (+10 pts) and changing to Hero (Cav)

Basilea's world-famous Schools of Magic provide mages of every kind. Magic is an integral part of all walks of life: including battle, where war-wizards, masters of fire and weather spells, wreak havoc upon the foes of Basilea with inferno and lightning. In particular, through centuries of incessant warfare, magic has been found to be a potent weapon to counter the denizens of the Abyss, against which it seems to have a greater effect.

Ur-Elohi

Hero (Large Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	10	3+	–	6+	5	14/16	215

Special: Angelic, Inspiring, Crushing Strength (3), Heal (5)

The Ur-Elohi are the most powerful of these creatures, shining beacons of light and Good, flying high in the sky to guide the armies of Basilea and its allies against all Evil. These mighty arch-angels are occasionally tasked by a Shining One to lead a crusade in their name: then an Ur-Elohi would descend from the heavens to confer with the leaders of the mortals, offering his nigh-infinite knowledge and wise guidance, as well as taking active part in the battle, destroying the most dangerous enemy entities with his lethal flaming sword!

Gnaeus Sallustis [1]

Hero (Large Cav)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	9	3+	–	5+	7	15/17	190

Special: Inspiring, Crushing Strength (2), Headstrong, Heal (3), Nimble

Gnaeus Sallustis is the Grand Master of the order of Basilean Paladins. His appearance on the battlefield is bad omen for the enemies of Basilea, as no army he has lead has ever lost a battle. He rides into battle atop his gigantic Basilean lion, Nakir, cutting swathe through the enemy ranks to reach his ultimate objective, a final confrontation with the enemy general.

Jullius, Dragon of Heaven [1]

Hero (Large inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	10	3+	–	6+	8	15/17	250

Special: Angelic, Inspiring, Crushing Strength (3), Heal (5), Twin Souls

Samacris, Mother of Phoenixes [1]

Hero (Large Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	10	3+	–	6+	3	15/17	225

Special: Angelic, Inspiring, Crushing Strength (1), Heal (7), Breath Attack (10), Lightning Bolt (5), Twin Souls

Twin Souls

As long as Samacris and Jullius are within 6" of one another, they both have the *Elite* special rule.

Irdima was left alone on the battlefield, cradling the two parts of Fotia's corpse and weeping. Suddenly, by the great power of her words of love and her frantic prayers, a miracle manifested and the two halves did not die. Instead, one half; representing the cauterising, vengeful and warlike nature of fire, became the Ur-Elohi Jullius, the Dragon of Heaven, whilst the other half; the nurturing, renewing and cleansing nature of fire, returned as the Ur-Elohi Samacris, the Mother of Phoenixes. And so, the Shining One who was Fotia, was reborn as the Phoenix and the Dragon. Weaker now individually, they are more powerful united, and their story is told as a parable of the passion and indestructibility of love; their strength in unity, giving rise to sayings such as "You can't cut fire with a sword", meaning that two lovers are inseparable.

THE OGRE ARMY

Far to the north, the great plains of the Mammoth Steppe girdle Mantica. Rich, dry grasslands that are home to many large and shaggy beasts, the Mammoth Steppe plays host to camps of savage Human horsemen, hordes of Goblin beast riders and tribes of Ogres who, when away from their icy homeland, are better known as Mantica's foremost mercenaries.

Ogres are massive humanoids with jutting jaws, ham-sized fists and hunched shoulders like hills of knotted muscle. Twice the height and many times the weight of a man: their mass helps keep them warm and gives them the strength to hunt the largest of the great northern animals. Ogres live simple lives among the hills and forests that dot the Steppe and fringe it to the south. They speak little, preferring to let their muscles do the talking, but to call them stupid is a grave error; their social relationships are exceedingly complicated and while their language might be blunt to the point of rudeness, it is grammatically complex. There are fourteen classes of female personal pronoun alone – woe betide the eager student of Ogrish who gets them mixed up when talking about an Ogre's sister.

The Ogres have no cities, no capital and no overall leader, instead they are organised into thousands of bands, most no more than extended family groups. These bands gather together once a year for an annual Thing. The Thing is the great parliament of the Ogres, held within sight of the dark pines of northern Galahir inside a circle of towering standing stones. At the Thing the Ogres trade, strike deals, resolve disputes and arrange marriages. Of greater note to the rest of the world, it is at the Thing that the Ogre Captains recruit for their mercenary companies, promising a life of adventure to young Ogre braves.

Ogres are in demand the world over as soldiers: they are extremely powerful and not afraid of much. Their size allows them to carry weapons that men could not hope to lift, let alone wield. Ogres have an affinity for mankind and many find their way to Basilea, where the elite among their number might join the Ogre Guard of the palace of the Hegemon. Others fight for the Successor States, or the Dwarfs, or travel across the Infant Sea to fight for the Elves. Ogres will, in fact, fight for anyone. They are not evil, but will side with the forces of darkness if they see profit in it. Because of this, Ogres can be found everywhere and are often on opposing sides in the same battle. Not that this bothers them at all, provided the money is right.

It is a curious thing about Ogres: money. They crave it greatly, but no one really knows what they use it for. On campaign in the south they spend freely on ale, wine, weapons and food. But come the time an Ogre feels the urge to return home to breed, he will abandon his civilised habits and slip back into his ancestral way of life as if he had never been away. Where the small fortune he has amassed during his adventures goes is the source of much speculation, and many fruitless treasure hunts.

Alignment: Neutral

Army Special Rules

None.

Note however that Red Goblin units are not '*Utterly Spineless*' – it's the thought of what would happen to them if they disobeyed their Ogre masters.

Warriors

Large Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (3)	6	3+	–	5+	9	11/13	135
Horde (6)	6	3+	–	5+	18	15/17	190
Avalanche (12)	6	3+	–	5+	36	21/23	305

Special: *Crushing Strength (1)*. An Ogre Avalanche is fielded six models wide and two ranks deep. It counts as a Horde for the purposes of force selection.

Options

- Exchange shields with two-handed weapons for free (lower Defence to 4+, but gain *Crushing Strength (2)*)

Hulking, massively muscled creatures, Ogre warriors are twice the height of a man, and many times his weight.

Siege Breakers

Large Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (3)	5	3+	–	6+	3	11/13	150
Horde (6)	5	3+	–	6+	6	15/17	215

Special: *Crushing Strength (3)*, *Blast (D3)*.

Ogres specialising in breaking down castle gates, they carry huuge mallets and wear very heavy armour.

Shooters

Large Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (3)	6	4+	5+	4+	9	11/13	190
Horde (6)	6	4+	5+	4+	18	15/17	270

Special: *Crushing Strength (1)*, *Reload!*

Heavy Crossbows: when shooting, Regiments have just Att 3 (rather than 9), however these shots are range 36", Piercing (3) and Blast (D3). Hordes have 6 such shots.

Ogre Shooters carry large crossbows the size of small ballistae.

Hunters

Large Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (3)	6	3+	–	4+	10	11/13	115
Horde (6)	6	3+	–	4+	20	15/17	190

Special: *Crushing Strength (1)*, *Phalanx*, *Pathfinders*.

Bands of hunters equipped with small tree trunks they use as hunting spears, heavy nets and a plethora of axes, skinning knives (large, large knives...), etc.

Boomers

Large Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (3)	6	4+	–	4+	9	11/13	135
Horde (6)	6	4+	–	4+	18	15/17	190

Special: *Crushing Strength (1)*.

Blunderbusses: Regiments have Breath Attack (9), Hordes have Breath Attack (18).

Ogres Boomers carry fearsome blunderbusses that are more akin to short-ranged cannon than any firearm a man might wield.

Chariots

Large Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (1)	7	3+	-	5+	4	10/12	65
Regiment (3)	7	3+	-	5+	12	12/14	190
Horde (6)	7	3+	-	5+	24	16/18	290

Special: *Crushing Strength (1), Thunderous Charge (2)*

Organised in thundering squadrons, these very heavy chariots are easily capable of shattering the most organised of battlelines.

Special: *Crushing Strength (1), Thunderous Charge (2)*

Muummooth

Monster

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	7	4+	-	5+	12	15/17	210

Special

Crushing Strength (2), Thundering Charge (2)

Aroooooooooohhhh!!!

Red Goblin Blaster*

Monster

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	6+	-	5+	1	8/10	65

The Red Goblin operator (whose model, by the way, is always ignored) can try to trigger the Blaster explosion at any point during any of its Shoot phases (even if it has Run that turn), rolling a die. On a result of 1, the Blaster fails to explode and is simply removed. On a result of 2+ the Blaster explodes – all units within D6" of the Blaster model suffer 2D6 hits with Piercing (3), and then the Blaster model is removed.

This means that the most common tactic for this weapon is to Charge an enemy unit, or, even better, run the Blaster as near as possible to a bunch of enemy units and then try to trigger the explosion during the ensuing Shoot phase. It often works...

If a Blaster routs as a result of a Nerve test, the controlling player rolls the die as above, as the operator sets the Blaster to explode before running off.

If a Blaster routs when in base contact with an enemy, however, the enemies have a better chance at trying to defuse it, so the Blaster explodes only on a 4+, and on a 3 or less is safely removed.

Drawing the lots to become the crew of the Blaster is nerve-racking for the Red Goblins.

Red Goblins*

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (20)	5	6+	5+	3+	12	13/15	95
Horde (40)	5	6+	5+	5+	20	19/21	150

Special: *Bow*

Many Goblins and other lesser creatures are attracted to the wealth and power of Ogre mercenary armies. They become camp followers and attend to all of the most menial of tasks in an Ogre encampment, but are occasionally used as support archers by the Ogres, who have noticed the little ones' ability with the bow. Traditionally the Ogres request 'their' Goblins to wear red rags in order to distinguish them from the enemy in the mayhem of battle, thus avoiding unpleasant incidents. This has led to the nickname of 'Red Goblins', that these creature bear now with great pride.

Red Goblin Scouts*

Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (5)	9	4+	5+	3+	7	9/11	90
Regiment (10)	9	4+	5+	3+	14	13/15	135

Special: *Crushing Strength (1), Bows, Nimble*

Fleabags flock naturally to groups of Goblins, even more so where they can feed on the tasty scraps of the Ogre's leftover food. Packs of Red Goblins mounted on the largest Fleabags make perfect scouts and sentries for Ogre armies on the move.

Captain

Hero (Large Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	6	3+	5+	5+	5	12/14	135

Special: *Crushing Strength (2), Inspiring, Nimble*

Options

- Exchange shield with two-handed weapon for free (lower Defence to 4+, but gain *Crushing Strength (3)*).
- Exchange shield with Att 1 heavy crossbow (see Shooters, lower Defence to 4+), for +10pts.

Ogre captains are among the mightiest of this race of war-loving veterans.

Siege Master

Hero (Large Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	3+	–	6+	2	12/14	125

Special: *Crushing Strength (4), Blast (D3), Inspiring (Siege Breakers only)*

To get through any fortress gate, accept no substitute.

Giant

Monster

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	7	4+	–	5+	(2D6+2)*	17/19	190

Special

Crushing Strength (3)

* Roll for the number of Attacks every time you resolve a melee

A Giant is a huge humanoid, a veritable mountain of bone, sinew and flesh with a very, very tiny brain and a massive appetite.

Army Standard

Hero (Large Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	6	3+	–	4+	3	11/13	70

Special: *Crushing Strength (1), Nimble, Inspiring*

Options

- Mount on chariot for +25 pts (gain *Thunderous Charge (2)*, Defence 5+ and Speed 7, but losing *Nimble*) and changing to Hero (Large Cav)

Wily Ogre Captains nominate trusted Sergeants to take responsibility for the best of the band's collective treasures, proudly displaying them in times of war to rally the troops and make them yearn for more.

Warlock

Hero (Large Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	6	4+	-	4+	2	12/14	100

Special: *Crushing Strength (1), Inspiring* (Ogre Berserker Braves only), *Nimble, Bane-chant (3)*. In addition, as long as they are within 6" of a least a unit of friendly Berserker Braves, Ogre Warlocks are *Elite* and *Vicious*.

Options

Lightning Bolt (3) for +15pts

Fireball (15) for +30pts

Wind Blast (5) for +30pts

Ogre Warlocks are revered amongst the tribes of the Steppe and often fulfil the roles of shaman, witch-doctor and spiritual guide within the nomadic communities.

On the battlefield, Ogre Warlocks are often accompanied by their devoted and fanatical pupils and followers. They can draw extra power into their spell-casting, feeding on the presence of their faithful neophytes.

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Warlord

Hero (Large Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	6	3+	-	5+	7	14/16	185

Special: *Crushing Strength (2), Nimble, Inspiring*

Options

- Exchange shield with two-handed weapon for free (lower Defence to 4+, but gain *Crushing Strength (3)*).
- Exchange shield with two-handed weapon and mount on chariot for +35 pts, gaining *Crushing Strength (3)*, *Thunderous Charge (2)* and *Speed 7*, while Defence remains at 5+, but losing *Nimble*, and changing to Hero (Large Cav)

Sometimes, the Ogres march to war en masse; to face great threats to their lands or to search out new hunting grounds. When this occurs, mighty Ogre Warlords lead their tribes to total war – survival or death!

Berserker Braves*

Large Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (3)	6	4+	-	4+	15	-/14	150
Horde (6)	6	4+	-	4+	30	-/18	215

Special: *Crushing Strength (1)*

**You may take up to two units of Ogre Berserker Braves for each Ogre Warlock in your army. You may not select Ogre Berserker Braves if you do not take at least 1 Ogre Warlock*

These chosen few become a Warlock's followers – a devoted, close-knit group of fanatical neophytes. All are trained in Ogre lore, devotion to the Ogre gods and, for those with the gift, training in the spiritual and mental conditioning required of a future tribal Shaman.

Grokagamok [1]

Hero (Large Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	6	3+	-	5+	7	15/17	260

Special: *Crushing Strength (3), Nimble, Very Inspiring, The Amputator*

The Amputator

The bearer of this massive axe has an increased *Crushing Strength* (already included in the profile). In addition, the bearer's Melee attacks also have the *Blast (D3)* special rule.

FORCES OF NATURE

Differently from all other Celestians, the Green Lady is a being of multiple facets; composed of Good and Evil in the same measure and so neither one nor the other. She was born of the fusion between three entities – one a Celestian in tune with the many natural aspects of the world of Mantica and the other two a Wicked One and a Shining One, the different aspects of a fallen Celestian.

The resulting entity is tri-form and thus changeable like the weather. For long periods, when dominated by her Good side, the Green Lady may behave in a gentle fashion, incarnating the healing, soothing side of nature. This is often the aspect that the Elves worship, and that they can summon to aid their armies in times of need. However, with a change that is as unpredictable as it is sudden, the Lady's feral side will rise to the surface, and then woe on any creature that crosses her path. As much as her Good side is benign, her Evil side is dangerous and lethal – embodying the desire to kill that resides in the heart of every living being. This dark side is worshipped by the Twilight Kin and other twisted races that wish to harness this destructive force to their own advantage.

Aside from these two shining and wicked extremes, the Lady's truest and most natural state, her Celestian soul, is one of balance – of equilibrium between life and death, creation and destruction. This, her aspect of 'the Preserver', is what is worshipped by the creatures that live in the Wild; be that deepest forests, impenetrable marshes, vast prairies, icy tundra or scorched deserts. Her nature in this form is strongly linked with the four natural elements – fire, water, earth and air – the building blocks of the universe, utterly neutral and impartial in the great struggle between Good and Evil. If anything, the Lady's greatest fear is that either Good would ultimately prevail, and then the world would risk eternal stagnation, or Evil will, and then anarchy, violence and destruction would reign supreme. This means that the Lady must ally herself, and the great forces at her command, with the weakest side, whether it is Good or Evil, in an attempt to balance out the course of a war. Thus, in the current state of the world, when Evil seems to have the upper hand and war rages across the land, the Lady is more often than not on the side of Good, as her strong link with the Elves in the last few centuries fully attests.

The Druids are the mortal servants of the Green Lady, a secretive cult that worships her in her aspect of Preserver of the Natural Balance. Members of all races may join this order, but many of them are Men. This is because the other races are often more strongly aligned to the Shining Ones or the Wicked Ones, while Man is the most open-minded and dynamic (or some would say the most malleable and easily swayed) of the races of Mantica.

The Druids wield power over the elements of nature and can summon elemental energies to fuel their battle spells; however, they tend to use more subtle methods, summoning to the field creatures that can do the fighting for them. The armies commanded by the Druids are made up of many of the creatures of the Wild, which are more attuned to nature and neutrality in the eternal battle between Wicked Ones and Shining Ones. So, it is the Gnomes of Earth, the Sylphs of Air, the Salamanders of Fire and the Naiads of Earth, all peoples that are very close to one of the elements, which form the bulk of their armies. These core troops are complemented by the spirits of the Wild, in the shape of walking trees, fairy folk and other powerful monsters and wild beasts.

To take on the armies of the Lady is to fight against the world of Mantica itself.

Alignment: Neutral

Army Special Rules

Creatures of Nature

All units in this list are *Pathfinders*.

Wild Companions

Unless otherwise stated, any and all units in this list can be equipped with a Wild Companion for +10pts per unit.

A Wild Companion is a feral animal that is bound by magical means to a Druid or other master of the natural lore, or simply allied or in thrall to a particular race or creature. Mark units that are accompanied by a Wild Companion with a suitable model – a panther, bear, wolf, hawk, etc. The unit then counts as being equipped with a throwing weapon that can be used only once per game (remove the animal model once it has been unleashed).

When you send the beast to seek its prey, roll 5 dice to hit, regardless of the unit's Attacks. The beast always hits on 4+, regardless of modifiers. Then, for any point of damage caused, roll to hit and to damage again, as the beast savages the victims. Repeat this process again and again until you fail to score any damage, at which point the beast has been slain or has wandered off to lick the gore off its paws/claws/talons.

Naiads

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	4+	–	3+	10	10/12	95
Regiment (20)	5	4+	–	3+	12	14/16	125
Horde (40)	5	4+	–	3+	20	20/22	200

Special: Regeneration, Nets (units that charge this unit's front suffer the Hindered Charges penalty).

As long as they remain in proximity of water, or even above underground water that can seep into their limbs through the earth, their flesh can regenerate the most grievous of wounds.

Naiad Harpooners

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	5+	4+	3+	10	10/12	105
Regiment (20)	5	5+	4+	3+	12	14/16	140

Special: Regeneration, harpoon-throwers (count as crossbows with range 18”), Piercing (2), Reload!

Naiad hunt their prey with lethal arpoon-throwing heavy crossbows. Because of their very long life-span Naiad hunters become incredibly accurate with their weapons.

Forest Shamblers

Large Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (3)	6	4+	–	5+	9	–/13	135
Horde (6)	6	4+	–	5+	18	–/17	190

Special: Shambling, Crushing Strength (1), Vanguard.

Slumbering spirits of nature that normally reside within the trunks of ancient trees or in the vines and plants that form the living veins of soil and marsh, the Forest Shamblers can be aroused by the magic of the Druids and unleashed against the invaders as slow but unstoppable humanoid beings, made of wood, foliage, mud and stone.

Sylvan Kin

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	6	4+	–	4+	20	11/13	145
Regiment (20)	6	4+	–	4+	25	15/17	190

Special: Vanguard

Spirits and faery folk of the forest realms, these creatures can assume many guises – fauns, dryads, sprites and will-o'-the-wisp. They tend to be shy and peaceful in nature, but if their forest realm is threatened, or by the command of their sylvan lords, they can be summoned in great numbers, assuming a frightening war-like aspect and fighting with the unbridled fury of the Great Wild.

Salamanders

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	4+	–	5+	10	10/12	100
Regiment (20)	5	4+	–	5+	12	14/16	130
Horde (40)	5	4+	–	5+	20	20/22	210

Special: Crushing Strength (1)

Options

- Exchange shields for two-handed weapons for free (lower Defence to 4+, gain Crushing Strength (2))

Salamanders are fire-people; reptilian in appearance, they wear little armour and instead rely on their red, scaly skin for protection. The great heat of their blood is manifest from the billowing vapours that constantly exude from their slaving mouths and it seems to be channelled through their crude weapons, which sear and burn as much as they cut and crush.

Elementals

Large Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (3)	5	4+	-	6+	9	-/13	140
Horde (6)	5	4+	-	6+	18	-/17	200

Special: *Shambling, Crushing Strength (1)*

Flying Elementals

Large Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (3)	10	4+	-	5+	9	-/12	160
Horde (6)	10	4+	-	5+	18	-/16	230

Special: *Shambling, Crushing Strength (1) Fly*

Summoned on the battlefield by the Druids, these creatures are the true incarnation of the natural energies that form everything in Mantica (both living and inanimate matter.) They resemble very large humanoids, roughly the size of an ogre, and move slowly across the field, crushing all before them like an unstoppable elemental tide.

Greater Elemental

Monster

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	4+	-	6+	8	-/18	160

Special

Shambling, Crushing Strength (3)

Elemental giants of rock, mud or water that tower over the battlefield, these monsters thunder against the enemy under the control of the Druids that summoned them.

Greater Flying Elemental

Monster

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	10	3+	-	5+	9	-/17	250

Special

Shambling, Crushing Strength (4), Breath Attack (10), Fly

A whirlwind of destruction that can hurl enemies away like broken dolls with the fury of a tornado or melt armour and flesh as a raging sentient inferno.

Centaur

Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (5)	8	3+	-	4+	6	10/12	100
Regiment (10)	8	3+	-	4+	12	14/16	155

Special: *Crushing Strength (1), Thunderous Charge (1)*

Armoured and equipped with heavy two-handed sword or clubs, centaurs are powerful, but not very bright.

Centaur Archers

Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (5)	8	4+	5+	3+	6	10/12	105
Regiment (10)	8	4+	5+	3+	12	14/16	160

Special: *Nimble, Thunderous Charge (1), Bows*

Some centaurs go to battle more lightly equipped and harry the enemy with their powerful bows.

Eagle Riders

Large Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (3)	10	4+	4+	3+	6	11/13	130
Horde (6)	10	3+	5+	3+	12	15/17	200

Special: *Fly, Bows*

Mighty birds of prey ridden by Sylphs and other Wind-spirits.

Sea Serpent Riders

Large Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (3)	8	3+	-	4+	9	12/14	135
Horde (6)	8	3+	-	4+	18	16/18	210

Special

Crushing Strength (1), Thunderous Charge (1), Regeneration

Mounted on supernatural sea serpents, these naiad knights are one of Mantica's most exotic heavy cavalry.

Hydra

Monster

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	6	4+	-	5+	5*	15/17	130

Special: *Crushing Strength (2), Regeneration.*

*Multiple heads - in addition to the basic 3, the Hydra has a number of additional attacks equal to its current points of Damage.

Swamp-inhabiting monster with several heads - when one is cut, two more take its place!

Chimera

Monster

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	6	3+	-	5+	5	15/17	185

Special: *Crushing Strength (2), Breath Attack (10), Fly.*

Fire-breathing monster made of several animals merged together in a grotesque but powerful, feral creature.

Manticore

Monster

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	6	3+	-	5+	7	15/17	205

Special: *Crushing Strength (3), Vicious, Fly.*

Pure, unadulterated fury.

Unicorn

Monster

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	12	3+	-	5+	3	11/13	120

Special: *Thunderous Charge (2), Heal (5), Individual (Size 2)*

The truest incarnation of the freedom and grace of the natural world. Unicorns cannot be tamed and cannot be ridden, even though legends tell that a maiden can actually achieve this feat. Whether that is true or not, these magical creatures are powerful allies of the Druids - fast, deadly and capable of restoring the most grievous of wounds with but a glance.

Pegasus

Monster

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	10	3+	-	4+	3	10/12	75

Special: *Thunderous Charge (1), Individual (Size 2), Fly*

Gentle creatures of sky and cloud, it is rare to see them taking to the battlefield, but when they do, their speed and flight makes them the bane of enemy war engines.

Basilisk

Monster

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	7	3+	-	6+	5	14/16	200

Special: *Crushing Strength (2), Lightning Bolt (6).*

Options

- Can have wings, gaining *Fly* and increasing Speed to 10, but reducing Defence to 5+ for free.

This term groups a number of earth-spirits that assume the shape of weird beasts, often sporting elements of many different creatures mixed in the most bizarre of fashion - reptile, mammal and bird. They are known by the peoples of Mantica as Basilisks, Cockatrices, Chimeras, Gorgons... many names and many forms, but all with the terrifying ability of dealing death with but a glance.

Tree Herder

Hero (Mon)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	6	3+	-	6+	7	18/20	260

Special: *Crushing Strength (3), Vanguard, Inspiring, Surge (8).*

Options

- Up to three *Wild Companions* (+10 pts each)

Possibly the longest-lived mortal beings of all of Mantica, the Tree Herders remember the days when the Celestians walked alone through the virgin forests of a primeval world, still unspoiled by war and grief. These creatures are benign and care deeply for the other dwellers of the forest, so when angered they make the most implacable of foes.

Winged Unicorn

Hero (Cav)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	10	3+	-	5+	3	12/14	160

Special: *Thunderous Charge (2), Heal (7), Inspiring, Individual, Fly*

Options

- Lightning Bolt (5) for +20pts
- Wind Blast (5) for +20pts
- Surge (4) for +10pts
- Bane-chant (2) for +20pts
- Up to two *Wild Companions* (+10 pts each)

These powerful magical creatures are the celestial monarchs of all unicorns, pegasi, centaurs and the rest of horse-kind, which worship the rare winged unicorns as the ritual heralds of day and night...

Centaur Chief

Hero (Cav)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	8	3+	4+	4+	4	11/13	105

Special: *Crushing Strength (2), Thunderous Charge (1), Inspiring, Individual*

Options

- Bow for +15pts
- Up to two *Wild Companions* (+10 pts each)

Strong and fierce, the Centaur Chiefs lead the brave war-parties in times of war.

Druid

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	4+	-	4+	1	11/13	65

Special: *Individual, Inspiring, Heal (2)*

Options

- Lightning Bolt (3) for +20pts
- Wind Blast (5) for +30pts
- Surge (8) for +30pts
- Bane-chant (2) for +30pts
- Can ride a stag, horse, lesser unicorn or similar mount, increasing Speed to 9, for +10 pts and changing to Hero (Cav)

- Up to two *Wild Companions* (+10 pts each)

In battle, the Druids can manipulate elemental energies of the world of Mantica to unleash ruination upon their enemies but they also to heal and guide the creatures that fight on their side, which most often they themselves would have summoned to the battlefield to defend order and balance.

Sphinx

Hero (Mon)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	4+	-	4+	5	15/17	180

Special: *Crushing Strength (2), Lightning Bolt (6), Fly. Cannot have Wild Companions.*

Options

- Fireball (8) for +25pts
- Wind Blast (8) for +50pts
- Surge (6) for +15pts
- Bane-chant (5) for +30pts

Aenigmatic ancient creature of great wisdom and power.

Keris and Shaarlyot

How can a man and a spirit of the air be in love? Even though he is a young and headstrong Druid initiate, bearer of the Solar Staff, and she is a princess of her kin and a gifted air-shaper? The nigh-impossibility of their relation and the opposition it met amongst both Shaarlyot's people and the Druid order are the subject of many a ballade, and yet their love endures. The couple have lived an amazing series of adventures in defence of the Whychwell Forest, resisting the attempt of both the Elves and the Undead to upset the natural balance of that great wood.

Keris [1]

Hero

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	4+	-	4+	1	12/14	110

Special: *Individual, Inspiring, Heal (1), Lightning Bolt (2), Breath Attack (7), Surge (8), Solar Staff*

Options

- Can be accompanied by Ozzee (+20 pts)

Shaarlyot [1]

Hero

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	10	4+	-	3+	1	12/14	160

Special: *Individual, Fly, Inspiring (Sylphs and Air Elementals only), Breath Attack (10), Wind Blast (7), Wind of V'yu*

Options

- Can be accompanied by Tiffie (+20 pts)

The Green Lady [1]

Hero (Inf)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	10	-	-	6+	-	14/16	200

Special: *Fly, Inspiring, Regeneration, Heal (8)*

Options

- Up to 2 Sabre-Toothed Pussycats (+20pts each)

The incarnation of the life-giving energies of Water and Earth, this Elven spirit manifests as a ghostly dame, as tall as the oak and as fleet as the falcon. She can restore to health scores of wounded allies with a simple gesture.

The Sylvan Guard

If your army includes the Green Lady, for +20 points you may upgrade a single Regiment of Sylvan Kin to represent the Green Lady's Sylvan Guard, her most devoted and sworn guardians. This unit has the *Headstrong* and *Regeneration* special rules.

Solar staff

The bearer has a single ranged attack with a range of 24" that always hits on 4+ (regardless of modifiers). If the target unit is hit, it is blinded until the end of its following Shoot phase – place a suitable marker next to the target. As long as it's blinded, the unit cannot Charge and counts as Disrupted (so it cannot use ranged attacks either).

The Wind of V'yu

Shaarlyot can summon winds strong enough to propel friends across the battlefield. She has the *Surge (2)* special rule, but instead of targeting *Shambling* units, she can target any friendly unit. If the target unit has the *Fly* special rule, then this counts as *Surge (4)*.

Ozzee

Originating from fabled Khaoskye, Ozzee is Keris' familiar – an earth spirit in the shape of a mighty hound. In game terms, he counts as a ranged weapon for Keris – the Ozzee model is just a marker. Ozzee counts as a *Wild Companion*, except that he has a range of 18", and is not discarded automatically when unleashed. Rather, after unleashing Ozzee, roll a die: on a result of 3 or less the Ozzee model is removed and cannot be used for the rest of the game. On a 4+ he returns to Keris and can be used again in following turns.

In addition, when using Ozzee against units with the *Shambling* special rule, you can re-roll any dice that fails to damage... but then Ozzee is lost on a roll of 4 or less rather than 3 or less, as he finds it hard to resist stalking off to bury a thighbone somewhere secret.

Tiffie

Tiffie is a lesser spirit of the air bound to Shaarlyot. She follows the same rules as *Ozzee*, except that she has a range of 30", and does not have the *Piercing (1)* rule.

FORCES OF THE ABYSS

The Abyss lays North-East of Basilea – many leagues away and yet too close for comfort, for it is the home of all that is evil in Mantica. The plains around it are dotted with Orc encampments, and its edge and upper reaches are crowned by the fortresses of the Abyssal Dwarfs and the Twilight Kin and other mortal worshippers of the Father of Lies. Further down this hellish crevasse, the taint of the malevolent energies of the Wicked Ones becomes stronger and stronger. Deep down in the shadows and billowing fumes, perpetually lit by the flares of the red fires of Evil, fouler creatures reside.

These are the Abyssals, immortal servants of the Father of Lies. The Abyssals are emanations of their Lord's mind – pure Evil incarnated. They are organized into a strict hierarchy, which perversely mirrors that of the celestial hosts of the Shining Ones, and is related to which level, or 'circle' of the Abyss they reside in. At the top of this hierarchy are the supreme beings that rule the Abyss from the depths of the Seventh Circle, which is at the very bottom of the Abyss – they are the twenty-seven Wicked Ones. The Wicked Ones are the brethren of the Father of Lies, bound never to leave the Abyss by the power of Domivar, and yet ever plotting and scheming to influence all mortals and bring as many as possible towards the Dark. The will of the Wicked ones is enacted by the most powerful of their servants – the Archfiends (or simply Fiends). The Archfiends, Lords on the Sixth Circle, are the generals of the Abyssal armies, creatures of great might, both physical and sorcerous. As opposed to their lords, these foul things can leave the Abyss and will do so at the head of their legions when the time is right and the Power of the Abyss is unleashed upon the world. Their minions are the Abyssals, of which there exist a large variety of forms, ranks and abilities – as many as can be constructed by the twisted minds of their masters. The weakest are the Gargoyles and the Lower Abyssals (or Diaboli) of the First Circle. These devils are mere speckles of their masters' power, but they truly are legion – their

numbers almost without limit. Their normal role is that of tending to the eternal torture of the souls of evil mortals trapped in the Abyss, but at times of war, they serve as foot soldiers. Some of these devils might strike a bargain with a lesser Abyssal creature of animal-level intelligence to serve the Lower Abyssal as a mount – thus the devil gains a status equivalent to that of a knight amongst Men and the title of Harbingers, taking residence in the Second Circle. The level of might in between these minor demons and the great Fiends is occupied by the Molochs of the Third Circle and the Behemots of the Fourth Circle, mid-rank devils who in times of war form the elite units of the Abyssal hosts. The Fifth Circle is the abode of the Abyssal Champions, crafty lower Abyssals that have received many new powers as a reward for services they have performed for a Wicked One.

Most often it is the armies of the Abyssal Dwarfs or the Twilight Kin that emerge from the Abyss to bring war and destruction on the land of Man, Dwarf and Elf. These evil legions are commonly surrounded by dark energies and accompanied by flocks of Abyssal creatures, but the Abyssals are invariably fickle allies, and often return to their abode.

Alignment: Evil

Army Special Rules

Eternal Evil

The evil denizens of the Abyss can draw upon the energies of pure Evil to restore their depleted ranks or damaged bodies. All units in this army have the Vicious and Regeneration special rules.

Lower Abyssals

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	4+	–	4+	10	11/13	90
Regiment (20)	5	4+	–	4+	12	15/17	120
Horde (40)	5	4+	–	4+	20	21/23	190

Options

- Exchange shields for two-handed weapons for free (lower Defence to 3+, gain *Crushing Strength* (1))

Legions of lesser denizens of the Abyss are summoned to the battlefield by the arcane, twisted magic of their Fiend overlords. Nightmare creatures made of the purest coalesced evil, they are not of this world – cut off one of their arms, and they will continue to fight just as ferociously; cut off their head, and another leering face will appear on their chest...

Flamebearers

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	5+	–	3+	10	11/13	90
Regiment (20)	5	5+	–	3+	12	15/17	120

Special: Troops have Fireball (10). Regiments have Fireball (15)

These lesser Abyssals use dark sorcery to cast searing firebolts against the enemy.

Larvae

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Horde (40)	5	6+	–	5+	20	-/22	155

Special: *Shambling*

An endless horde of pale, wailing soul-vessels of the most ghastly and disturbing guises. They are driven forward by their Abyssal torturers with pitch-forks and barbed whips in order to tie up powerful enemy units while the rest of the Abyssal army outflanks them.

Gargoyles*

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	10	4+	–	3+	10	10/12	90

Special: *Fly*

These lesser Abyssals of limited intelligence always follow the Abyssal legions to battle, darkening the skies like a sinister pall, ready to plunge on the wounded and the stragglers with voracious appetite.

Succubi

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	6	3+	–	3+	20	11/13	145
Regiment (20)	6	3+	–	3+	25	15/17	190

Special: *Seductive. In melee, enemies suffer from an additional -1 to hit the Succubi.*

Succubi are the living embodiment of the basest desires of all living beings, their blade-dance both lethal and mesmerizing for mortals.

Fleshlings

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	5+	–	4+	10	11/13	70
Regiment (20)	5	5+	–	4+	12	15/17	95
Horde (40)	5	5+	–	4+	20	21/23	150

Special: *Living flesh. As they are not Abyssals, the Fleshlings do not have the Regeneration special rule (they are still Vicious though).*

Options

- Exchange shields for two-handed weapons for free (lower Defence to 3+, gain *Crushing Strength* (1))

Men, Elves, Dwarfs... all races of Mantica lose some of their own to the call of the Abyss. These perverse, twisted Abyssal-worshipping fanatics are drawn to the Pit, live a fould existence on its outskirts, and follow its legions when the Abyssals march to war.

Hellhounds

Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (5)	9	4+	-	4+	15	10/12	125

Special: *Nimble, Thunderous Charge (1)*

Three-headed demonic guardians of the pit – their slavering fangs as long as daggers, the fury of their charge unnatural and unstoppable.

Abyssal Horsemen

Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (4)	8	3+	-	5+	6	11/13	110

Special: *Thunderous Charge (2)*

Mysterious heavily armoured riders armed with lances or other huge two-handed weapons, each one looks individual and is a true incarnation of a different aspect of Ultimate Evil.

Imps*

Large Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (3)	5	5+	-	3+	12	10/12	75
Horde (6)	5	5+	-	3+	24	14/16	105

Special: Size 0.

Chittering homuncoli, speckles of pure evil, malevolence given form to walk the earth.

Tortured Souls*

Large Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (3)	10	-	-	4+	*	-/15	150
Horde (6)	10	-	-	4+	*	-/20	215

Special: Size 1, Shambling, Fly.

*Soul Drain. In melee, roll a D6 (Regiment) or 2D6 (Horde). Both the tortured souls and the enemy automatically suffer that many points of damage. No roll to hit and damage required (and no bonuses for attacking the flank/rear of an enemy), simply proceed to the Nerve test for the target.

A host of tortured souls.. they yearn for the life-force of the living, whcih allows them to free themselves from captivity.

Molochs

Large Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (3)	5	4+	-	4+	9	11/13	130
Horde (6)	5	4+	-	4+	18	15/17	185

Special: *Crushing Strength (2)*

The largest of the Abyssal warriors – lumbering hell-spawn the size of an Ogre. They fight individually or band together in small units.

Chronneas

Monster

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	-	-	5+	*	16/18	210

Special: Pathfinder, Tempus.

*Tempus. At the beginning of each of your turns, as you test for Regeneration, also inflict D6 automatic hits with Piercing (4) against all units within 6" of the Time-devourer – this affects friends and enemies, no line of sight required.

Black-skinned giant humanoids that walk the world since its creation, causing everything around them to wither and die. Nothing can withstand the curse of ages...

Ifriit

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	6	4+	-	4+	1	11/13	120

Special: *Individual, Fireball (20), Pathfinder*

Options

- *Lightning Bolt (5)*, for +25pts
- *Wind Blast (5)* for +30 pts

The most powerful fire-wizard in all of Mantica - they just want to watch the world burn.

Temptress

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	10	3+	-	4+	5	11/13	120

Special: *Individual, Fly, Inspiring (Succubi only), Seductive, Sultry Gaze* – this is the same as *Wind Blast (6)*, but the target is drawn towards the caster rather than away from it. If the target makes contact with the caster, the caster counts as having charged it.

Options

- *Bane Chant (2)* for +30 pts
- *Wind Blast (5)* for +30 pts

Matriarch of Succubi. None can resist her guiles...

Abyssal Champion

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	3+	-	5+	3	11/13	90

Special: *Crushing Strength (1), Individual, Inspiring*

Options

- Can have wings for +40 pts (gaining *Fly* and increasing *Speed* to 10)
- *Lightning Bolt (5)*, for +30pts
- *Surge (5)* for +15 pts
- Can ride an abyssal mount, increasing *Speed* to 8, for +10 pts and changing to Hero (Cav)

An Abyssal Champion is a Lower Abyssal that has distinguished itself in battle under the watchful eyes of the Fiends (or, rarely, of the Lords of the Abyss themselves). Rewarded with powers far above his comrades, the creature has now become a leader amongst them: an example to follow and an instrument of the Will of Evil.

Abyssal Fiend

Hero (Mon)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	7	4+	-	5+	7	16/18	180

Special: *Crushing Strength (3), Inspiring*

Options

- Can have wings, gaining *Fly* and increasing *Speed* to 10 for +40 pts
- *Lightning Bolt (5)*, for +25pts
- *Surge (5)* for +15 pts

The most powerful lieutenants of the Lords of the Abyss are the Fiends. Towering high above all other combatants, just one of these colossal monsters is a challenge for entire regiments of mortals.

The Well of Souls [1]

Hero (Mon)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	10	-	-	5+	*	-/20	250

Special: *Inspiring, Fly, Heal (6), *Soul Drain (2D6+1), Shambling*

Is this screaming maelstrom of Evil energy a sentient entity or a manifestation of the darkest powers of the Abyss?

The Lord of Lies [1]

Hero (Large Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	10	3+	-	5+	5	13/15	250

Special: *Crushing Strength (2), Inspiring, Fly, Lightning Bolt (7), Surge (6)*

A whisper in your hear...

When a unit is about to attack the Lord of Lies in melee, it must first roll a die and consult the chart below to see how it resists the corrupting influence of the Arch-Abyssal.

Result Effect

- | | |
|---|--|
| 6 | The enemy attacks and counts as Vicious! |
| 5 | The enemy attacks as normal. |
| 4 | The enemy attacks but suffers an additional -1 to hit. |
| 3 | The enemy attacks, but every result of 1 to hit is resolved against the attacking unit itself (no Nerve test required) |
| 2 | The enemy does not attack. |
| 1 | The enemy attacks itself (no Nerve test required)! |

Many an opposing army has ended up tearing itself to pieces when faced with the subtle, manipulative powers of this most devious of fiends.