

## Dorm Rules

### By William F. Hostman

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#### 1.0 Assumptions

- 1.1 Figures
  - 1.1.1 10mm scale figures are use in this rules set.
  - 1.1.2 each figure represents 1 man/character/whatever.
  - 1.1.3 Why? 10mm figs are **dirt cheap!** Also, they paint up quickly, store in very small cases (VHS cases and coffee cans work beautifully.) 10mm also allows 1:1 figure to ground scale skirmish games on the average dorm desk...
- 1.2 Ground Scale
  - 1.2.1 These rules assume 1" (table)=15' (scale).
  - 1.2.2 This is fairly close to HO scale model railroading supplies. Tyco™, ANSO™, and many others produce a wide variety of terrain, buildings, and such in HO. And HO buildings are tough and cheap.
  - 1.2.3 For 15mm figs, assume 1" = 10', so all equipment ranges increase by 50%; or if measuring and converting, 2/3rds of the measured range is the game range.
- 1.3 Dice
  - 1.3.1 Fairly standard 10-sided dice.
  - 1.3.2 You will want about a dozen of them.
- 1.4 Common Terms
  - 1.4.1 Soldier: the average member of a unit.
  - 1.4.2 Leader: the leader of a unit. In modern settings, this is usually an NCO.
  - 1.4.3 Specialist: a soldier with special weapons or skills which differ from the rest of his unit.
  - 1.4.4 Unit: a leader, and 4 to 15 soldiers. Typically 7-11 soldiers, possibly with one or two of them being specialists.
  - 1.4.5 Character (model): a figure which is not part of a unit. There are three types in use: Officers, Staffers, and Wizards.
  - 1.4.6 Organization: a group of units and characters which are (supposedly) lead by one officer.
  - 1.4.7 Officer: a character who has "Command Ability". See 4.0. This is bought as rank.
  - 1.4.8 Staffer: a character who does not have command ability.
  - 1.4.9 Wizard: a character who wields magic on the battlefield.
  - 1.4.9.1 Apprentice: Apprentices do not cause inspiration, but have magic skill. They must be "subordinate to masters. they also receive a cost break.
  - 1.4.10 Figure: any soldier model, character model, or animal model.
  - 1.4.11 Troops: Soldiers, specialists, and leaders, but not characters nor animals.
- 1.5 Measuring
  - 1.5.1 Range is measured from center of base to center of base.
  - 1.5.2 Movement is measured from any point along the front of base, and the same spot measured from is used in placing the base in it's new position.
- 1.6 Mathematics
  - 1.6.1 We provide tables for many of the functions derived from square roots. Yes, they ARE derived from Square Roots. Some have exceptions for the value of 1.
  - 1.6.2 Finding a median: take a piece of scratch paper. List the values from highest to lowest, one entry per item. Cross off the lowest. Then the highest. Keep alternating low-high until only one is left. That, for our purposes, is the median. *Yes, I know, it's not QUITE mathematically correct. I know this. Nyah! If you don't know the difference, consult a statistics or algebra text to find out.*

#### 2.0 Defining a soldier

- 2.1 Attributes
  - Every creature, soldier, and other self-mobile non-machine figure has attributes.
  - 2.1.0.1 No attribute may be lower than 0; if so reduced, leave at 0.
  - 2.1.1 March (MA) represents the standard marching movement in inches.
  - 2.1.2 Melee (Me) represents skill with the primary melee weapon of this figure, as well as when unarmed.
  - 2.1.3 Missile (Mi) represents the skill with the primary missile weapon of the figure. If the figure has no missile weapons, it represents skill with thrown rocks.
  - 2.1.3 Motivation (Mo) represents morale, willpower, and willingness to engage the enemy.
  - 2.1.4 Musculature (Mu) represents muscularity, mass, and general strength and damage resistance.
  - 2.1.5 Observation (Ob) represents the ability to spot things, hear things, make sense of what you've noticed, and

- otherwise pay attention.
- 2.1.6 Run Multiplier (Rm): some creatures are faster than others at a run. For normal creatures, run bonus is x2. Some creatures it is x3, x4, or even x5.
- 2.1.7 Hits (H) represent the ability of REALLY big critters to take massive amounts of damage. Humans and similarly sized critters (From small dogs to bears) have but 1, so it can be ignored. Unless listed, hits is assumed to be 1.
- 2.1.7.1 Special note: 0 hit creatures use half their Mu (round down) for defense calculations, and are automatically killed when wounded.
- 2.1.8 Defense (De) is the sum of the Armor Rating and the Mu.
- 2.1.9 Armor Ratings (Ar) can be either natural or from worn armor, or both.
- 2.1.9.1 If the figure has both natural armor and worn armor, the Armor rating is the higher Ar plus the square root (rounded up) of the lower Ar (See the table below)
- |          |    |     |     |       |       |       |
|----------|----|-----|-----|-------|-------|-------|
| Lower Ar | 1  | 2-4 | 5-9 | 10-16 | 17-25 | 26-36 |
| Bonus    | +1 | +2  | +3  | +4    | +5    | +6    |
- 2.1.10 Run (Ru) is the figures base Ma times the figure's Rm.
- 2.1.11 Rank (Rk) : This is the rank of a leader.
- 2.2 Skills
- Character Models have skills in addition to their attributes. Some special troops may have skills as well.
- 2.2.1 Leadership skill: this skill's level is added to the Mo of units the model is associated with. Leaders and characters only. Also determines initiative.
- 2.2.2 Infiltration skill: This skill's level is used to set up outside the starting deployment area. It adds 1" per 1' of table length, per level. So if the two forces start on edges 4 feet apart, it adds 4" per level. Any figure may have infiltration.
- 2.2.3 Tactics skill: Tactics skill increases the depth and width of the starting deployment area. It adds 1" width per 1' of table width, and 1" depth per 2' table length. (Width is the length of the side you are starting on. Depth is the distance to the opposite edge from which you started. Tactics also adds to an officer's Ob for initiative purposes. Officers only.
- 2.2.3 Mechanics skill: the ability to field repair a vehicle. The vehicle must have at least one hit remaining. The Mechanic must start his turn adjacent to or on the vehicle. Only one mechanic may attempt a field repair on any given vehicle. neither the vehicle nor the mechanic may do anything during the turn except the repair. Specialists and Characters only.
- 2.2.3.1 Roll 1d, for less than or equal to the skill level.
- 2.2.3.2 if the die roll is equal to or less than the skill's level, The result is the number of hits "Repaired".
- 2.2.3.3 If the die roll was greater than the skill level, no hits are repaired.
- 2.2.3.4 If a repair attempt is made, that vehicle may not have another repair attempt until it takes more damage.
- 2.2.3.5 each hit on a vehicle which has been repaired actually does two hits until all the repaired hits have been taken again. E.G.: Joe Mechhead comes up to a Mv 4 tank, which has a base of 5 H, and has taken 4 wounds. This reduces it's move to 0. Joe has Mechanic 4, and rolls a 3. This means the vehicle now has only 1 wound, but three are repaired. This is noted as 1(3) wounds. The following turn, the tank gets two more hits that wound; the first is applied, and since there are still repaired damages, it doubles, and would be noted as 3(1). The second is now applied. Since there are still "repaired" H noted, this means this hit is also doubled, so the new damage notation is 5(0). Since this is also the tank's H stat, it is now destroyed.
- 2.2.4 Medic is the ability to save a character's life. It also allows returning units to function. Works just like mechanic, but can only affect living creatures. Note that 0-hit creatures are killed rather than becoming casualties when wounded Specialists and Characters only.
- 2.2.5 Riding skill adds to the mount's Mo. & Ma (Mounts are figures in their own right, remember?) Any figure.
- 2.2.6 Magic Skill: Used to define wizards and apprentices.
- 2.2.7 Turn Undead Skill: allows destroying undead. Se 17.0.

### **3.0 Defining a weapon**

- 3.1 a weapon is any tool used to do damage to another figure.
- 3.2 attributes of weapons
- 3.2.1 Penetration (Pen) represents the ability to hurt someone.
- 3.1.1.1 Melee weapons add Mu to their pen. This is noted by +X, where X is replaced by a number.
- 3.1.1.2 Missile weapons and some magical or high tech melee weapons have a straight penetration rating. Their pen is just listed as the value.
- 3.2.2 Accuracy (Acc) is a measure of how easy it is to hit someone with this weapon.
- 3.3.3 Range (Rng) is a measure of how far out one can reach out and touch someone with the weapon.
- 3.3.3.1 For missile weapons, this is the range increment, in inches.
- 3.3.3.2 for melee weapons, this is the reach.
- 3.3.4 Hits (H) measures autofire, multiple small impacts, or other massive volley weapons. Unless listed otherwise,

assume it to be 1.

#### **4.0 Command, Control, and Coherency**

- 4.1 Coherency: Units of soldiers are more effective than individual soldiers, as a general rule. This effect only occurs when the unit is together as a group.
- 4.1.1 A leader should have a 3" diameter base, called a Coherency Base. He gets mounted in the center. (Well, not always, but for the exceptions, see the optional rules.) *By the way, 3" bases can be made really easily: grab lids from Pringles™ cans!*
- 4.1.2 All soldiers who are on the coherency base with the leader are "in coherence", and function normally.
- 4.1.3 All soldiers who are not on a coherency base are "out of coherence", and take a -1 on all dice throws.
- 4.1.4 Characters do not worry about coherency; they are character models because they have enough self esteem not to need to be part of a unit. Or they are just too dumb or macho to let it affect them.
- 4.1.5 All soldiers which start on a coherency base may move together with their leader. Use the lowest march rating of any figure on the base. Or, if that would be too slow, you may leave the slowpoke behind, and ignore him for unit movement. Note that all units are moved FIRST, then all "non-coherent" models.
- 4.1.6 Units which are under morale penalties must stay together on the coherency base. No soldiers may leave the base. Characters may, but only if they make a morale test. Characters who leave a unit do not carry the penalty with them.
- 4.1.7 Melee: All meleing figures within 1.5" of the leader are coherent.
- 4.2 Characters: a character may be independent, or attached. Attached simply means they are either tagging along with a unit (on their coherency base), and may be treated as part of the unit while they are, or they are not hiding amongst the soldiers, and are thus independent.
- 4.2.1 Independent characters use the normal rules.
- 4.2.2 Attached characters are part of the unit while they are with the unit. They gain no bonus for this, except that hits targeted at them might hit some other schmoe in the unit. However, this works both ways: shots aimed at some other schmoe might hit them.
- 4.2.3 Officers have a special effect on a unit to which they are attached. This is called leadership. See 4.3
- 4.2.4 Wizards also have a special effect on a unit to which they've attached. This is called Inspiration. See 4.4.
- 4.2.5 Just to be complete, Staffers don't do anything for the units to which they attach, except maybe take damage and improve the overall firepower.
- 4.3 Leadership. Some guys have it, some guys don't.
- 4.3.1 An officer who attaches to a unit has several effects upon that unit. Possibly including snide comments from the soldiers, but those are best left out of the rules.
- 4.3.1.1 Motivation: an officer being attached improves the motivation of all troops by his leadership skill.
- 4.3.1.2 Heroism: ANY time the officer is supposed to take a hit, there is a chance that some soldier will take the bullet for him. Leader types know better, so they won't. Specialists will only do this if there are no other soldiers left except specialists. Roll 1 die; if the number is less than the number of soldiers, and is less than 9, apply it to one of them.
- 4.3.1.3 Rally: any unit which has failed a morale test may be rallied. Only officers may rally a unit. This is done during the morale step, and immediately removes one (or more) morale penalty marker from the unit if successful. To check for success, roll 1d per level of leadership, and each die which is less than the unit's Mo causes 1 morale marker to be removed.
- 4.4 Inspiration is the unnerving effect wizards have upon those mundanes around them. The effects are simple.
- 4.4.1 Blind Fury: all morale markers are ignored, until they would cause a rout.
- 4.4.2 Spells: any spells cast on a coherent member of the unit to which the wizard is attached are considered to be at a range of 0, even if the wizard and his target are on opposite sides of the coherency base.
- 4.4.3 Hustle: If the wizard is faster than the slow man on the base, all members of the unit except the wizard may improve their march by one while the wizard remains attached.

#### **5.0 Melee**

- 5.1 Contact!
- 5.1.1 figures which are in base to base contact may melee. A few melee weapons have a range greater than 0, so they may be used when not in base to base contact.
- 5.1.2 Units who's coherency bases overlap or touch may melee. When this happens, remove both bases, and place the troops and the "dismounted leader" in a line, where the contact occurred.
- 5.1.2.1 line up the figures of the side with the lowest leader motivation. If tied, the one who didn't move into contact.
- 5.1.2.2 the other unit allocates figures, one per enemy figure, until they run out of figures to allocate or run out of targets. Pair them off.
- 5.1.2.3 whoever has leftover troops now may choose to gang up. No more than 3 figures per hit of the single figure may gang up on him,
- 5.1.2.4 If you still have figures left, you may replace characters who are engaged with the surplus figures.
- 5.2.2.5 if you somehow wound up with 2 on 2, split it off to 2 separates 1 to 1 fights. Each individual fight must have

- one side with a single figure.
- 5.2 Did we hit him? Do this for each “pairing”.
- 5.2.1 Each side rolls to hit.
- 5.1.1.1 Each figure rolls dice equal to the Hits rating of the weapon being used.
- 5.1.1.1 Figures with more than one weapon use the best weapon, plus an extra die for having the second weapon.
- 5.2.2.1 For figures who have melee weapons which may do more than one hit, each figure allows you to keep as many dice as their weapon’s hits rating.
- 5.2.2.2 Figures armed with multiple weapons may NOT keep extras for the second weapon. They do however, have the option of applying the kept dice to either weapon, but no more than the weapon’s allowed hits.
- 5.2.3 If a side with multiple figures has more than one hit, the other side gets to choose which figures actually hit him.
- 5.3 Did I Hurt Him?
- 5.3.1 for each hit, the attacker roll 1 die. If the hits have different pen’s, roll different colors of dice for each different pen.
- 5.3.2 For each hit, the defender rolls one die. If the defenders have different defense ratings, roll different colors for each armor rating.
- 5.3.3 each side lines up their results from highest roll to lowest roll.
- 5.3.4 Compare the two highest rolls:
- 5.3.4.1 if the Attacker’s die is greater than the EffPen, the comparison is as though it was a 0 (not a 10), otherwise it is read at the face value.
- 5.3.4.2 If the EffPen was higher than 10, and the die is less than (EffPen - 10), read the die as if it were (EffPen - 10).
- 5.3.4.3 if the defender’s die is greater than the De the comparison is as though it was a 0 rolled, otherwise it is read as the face value.
- 5.3.4.4 If the Defender’s De was higher than 10, and the die is less than (De - 10), read the die as if it were (De - 10).
- 5.3.4.6 If the defenders armor die was read as higher than the attacker’s was read, penetration die, the hit did not hurt the defender.
- 5.3.4.7 If the Attacker’s Defense die was read as higher than the defender’s die, the hit causes a wound of damage. For 1 H creatures, this removes them.
- 5.3.4.8 If the dice were read as equal, the hit causes 1 wound if the target was unarmored; if the defender was armored, it does not inflict a wound.

## **6.0 Missile Fire**

- 6.1 During the missile step, units may fire on enemy figures in range, if they are armed with missile weapons.
- 6.2 Did I strike?
- 6.2.1 Each missile weapon rolls 1 die.
- 6.2.1.2 The Effective Missile Score (EffMi) is the Mi, minus penalties for range and other standard penalties (wounds, morale).
- 6.2.1.3 The range penalty is the range divided by the weapon’s range stat, rounding fractions down. E.G.: a weapon with a 6” range, firing at a unit 15 inches away, takes a -2 ( $15/6 = 2.5$ , drop fraction).
- 6.2.2 Each die is compared to the EffMi.
- 6.2.2.1 Each die that is in excess of the EffMi is a miss.
- 6.2.2.2 Each die that is less than the EffMi is a strike, doing hits equal to the weapon’s hits rating.
- 6.2.2.3 Each die that equals the EffMi is a strike doing 1 hit, without regard to the weapon’s Damage rating.
- 6.3 So I Hit, Did I hurt him?
- 6.3.1 For each hit generated by weapons that struck, the attacker rolls 1 die.
- 6.3.2 For each hit generated by weapons that struck, the defender rolls 1 die.
- 6.3.3 For each hit, the defender rolls one die. If the defenders have different defense ratings, roll different colors for each armor rating.
- 6.3.4 each side lines up their results from highest roll to lowest roll.
- 6.3.5 Compare the two highest rolls:
- 6.3.5.1 if the Attacker’s die is greater than the EffPen, the comparison is as though it was a 0 (not a 10), otherwise it is read at the face value.
- 6.3.5.2 If the EffPen was higher than 10, and the die is less than (EffPen - 10), read the die as if it were (EffPen - 10).
- 6.3.5.3 if the defender’s die is greater than the De the comparison is as though it was a 0 rolled, otherwise it is read as the face value.
- 6.3.5.4 If the Defender’s De was higher than 10, and the die is less than (De - 10), read the die as if it were (De - 10).
- 6.3.5.6 If the defenders armor die was read as higher than the attacker’s was read, penetration die, the hit did not hurt the defender.
- 6.3.5.7 If the Attacker’s Defense die was read as higher than the defender’s die, the hit causes a wound of damage. For 1 H creatures, this removes them.
- 6.3.5.8 If the dice were read as equal, the hit causes 1 wound if the target was unarmored; if the defender was armored, it does not inflict a wound.

## 7.0 Penalties

- 7.1 Penalties come from several sources, and can be classed by their source. Unless stated otherwise, a **penalty decreases all target numbers by it's value**. Special cases are listed as follows.
- 7.2 Morale penalties: for each morale marker, reduce Ma, Me, Mi, Ob, and Ru for unit members by the number of markers.
- 7.3 Armor Penalties
- 7.3.1 Ma and Ob are reduced by the AV, but not below 1.
- 7.3.2 Ru is reduced by 2x the AV.
- 7.3.3 Natural Armor does not induce penalties., but worn armor does.
- 7.4 **No penalty ever affects De or H!** You can't be made that much more frail by any penalty mechanic. Magic might, but that's not a penalty, but a form of damage!

## 8.0 Randomizing Effects against members of units

- 8.1 Definitions
- 8.1.1 A unit is 2 or more figures in size.
- 8.1.2 The "Owner" is whomever controls the unit.
- 8.1.3 The "Other Player" is whomever's figures generated the effect, unless this is also the owner, in which case, he nominates some other player as the "Other player".

### Nomination

- 8.2.1 Nomination of numbers: the owner designates first, the other player designates second; alternate until all numbers assigned.
- 8.2.2 once 9 figures, or all figures if less than 9, have been nominated, roll 1d on the table in 8.3.1

### 8.3.1 Specific hits table

figs nominated: 2	3	4	5	6	7	8	9	10+	
Roll 1	#1	#1	#1	#1	#1	#1	#1	#1	#1
2	#1	#1	#1	#1	#1	#1	#1	#1	#2
3	#1	#1	#1	#2	#2	#2	#2	#2	#3
4	#1	#1	#2	#2	#2	#2	#2	#2	#4
5	#1	#2	#2	#3	#3	#3	#3	#4	#5
6	#2	#2	#2	#3	#3	#3	#4	#5	#6
7	#2	#2	#3	#4	#4	#4	#5	#6	#7
8	#2	#3	#3	#4	#4	#5	#6	#7	#8
9	#2	#3	#4	#5	#5	#6	#7	#8	#9
10	#2	#3	#4	#5	#6	#7	#8	#9	Ch

If #\_ is shown, that is the nomination number hit (so #3 is the third figure nominated, which will be the second one chosen by the owner)/

If Ch is shown, then the owner chooses one figure which was not nominated to be hit.

## 9.0 Morale

- 9.1 General procedures
- 9.1.1 When testing morale, roll 1 die. Some bonuses may add more dice.
- 9.1.1.1 Only 1 test is made for a given unit, but the individual figures are compared separately.
- 9.1.1.2 Bonus Dice: each bonus die means you roll one extra die, and discard the highest result remaining. E.G.: Jolly's scouts have an attached wizard and an attached officer. They get 2 bonus dice, so three dice are rolled, and the highest 2 dice are removed, so only one die will be left to read.
- 9.1.1.3 Penalty dice: each penalty die means an extra die is rolled, and the lowest die roll is discarded for each penalty die.
- 9.1.1.4 Combined situations (Both bonus and penalty dice): since they do not cancel each other out, will result in removing the highest and lowest dice. E.G.: Jolly's Scouts, as above have two bonus dice, one for the wizard and one for the officer. Sadly, over half the unit is eliminated by a good volley of flaming arrows. This generates 1 penalty die. So, 4 dice (1 base, 2 bonus, and 1 penalty) will be rolled, and the highest 2 removed, plus the lowest removed. So Jolly's player rolls 4 dice for 2,4,7,8, and then removes the 8 then the 7 for being highest 2 dice; next he pulls the 2 as it is the lowest. Net result, a 4.
- 9.1.2 Modifications to morale:
- 9.1.2.1 Units with an attached leader have one bonus die for morale tests.
- 9.1.2.2 Units with an attached wizard have one bonus die for morale tests.
- 9.1.2.3 Units have one penalty die per morale marker.
- 9.1.2.4 Units with members off the coherency base reduce the effective Mo by 1.
- 9.1.2.5 Units in cover or concealment have one bonus die for morale.
- 9.1.3.1 If the result is a 10, all figures fail. Period.

- 9.1.3.2 If the highest die is a 1, all figures succeeded. Period.
- 9.1.4 Figures who have an MO less than the die roll failed. Figures whose Mo is equal to or higher than the roll succeeded.
- 9.1.5 penalties DEFINITELY apply to morale rolls!
- 9.2 When receiving missile fire
- 9.2.1 A morale test is needed.
- 9.2.2 Against units:
- 9.2.2.1 on a success, there is no effect.
- 9.2.2.2 on a fail, add a morale marker to the unit
- 9.2.3 Against individuals (non-coherent troops, animals, independent characters, etc)
- 9.2.3.1 on a success, no effect.
- 9.2.3.2 on a fail, figure must flee. If intelligent (or reasonably close, like dogs, apes and Orcs), may stop upon finding cover, and may even close if it will afford cover.. If purely animal, must just RUN AWAY! Recovery is automatic upon finding cover.
- 9.3 Unit takes casualties
- 9.3.1 A roll is needed.
- 9.3.1.1 A penalty die is applied if the leader is a casualty.
- 9.3.1.2 A penalty die is applied if more than half the unit became casualties.
- 9.3.2 effects against the unit
- 9.3.2.1 on a success, no effect.
- 9.3.2.2 on a failure, add a morale marker to the unit.
- 9.4 Entering a fear radius
- 9.4.1 Each level of fear past adds one penalty die. (In other words, the fear value is the number of dice rolled for the fear value, keeping the highest).
- 9.4.1.1 units of fear causers use the highest fear value in the unit, plus a bonus from the following handy table to increase the fear target number (count only models that cause fear):
- |          |     |     |      |       |       |       |
|----------|-----|-----|------|-------|-------|-------|
| Figures: | 2-3 | 4-8 | 9-15 | 16-24 | 25-35 | 36-48 |
| Bonus:   | 0   | 1   | 2    | 3     | 4     | 5     |
- 9.4.1.2 This test is taken during the movement phase
- 9.4.2 Effects on Units
- 9.4.2.1 success: Unit may enter the fear radius.
- 9.4.2.2 failure: the unit acquires a morale marker, and stops with the coherency template completely outside the fear radius.
- 9.4.3 Effects on individuals
- 9.4.3.1 Success. Figure may enter the fear radius.
- 9.4.3.2 Failure: figure must flee the next round. Recovery is automatic.
- 9.4.4 Wizards and Fear
- 9.4.4.1 Wizards are immune to fear from models and effects they control,
- 9.4.4.2 Wizards are immune to fear from creatures they summoned on the turn summoned and the following turn. If control is attained, then they are controlled.
- 9.4.4.3 Wizards are immune to fear caused by their own spells.
- 9.4.4.4 Wizards are immune to fear from anything their apprentice is immune to fear from under 9.4.4.1 or 9.4.4.2 or 9.4.4.3. See appendices for details of apprentices.
- 9.4.4.5 Apprentices are immune to fear from anything their Wizard is immune to fear of when coherent with the wizard.
- 9.5 Regroup Unit
- 9.5.1 This is a voluntary test. Morale markers generate penalty dice as normal
- 9.5.2 Effects on units.
- 9.5.2.1 Success: remove one morale marker.
- 9.5.2.2 Failure: No additional effects. You may try again next turn, if eligible.
- 9.6 Leave a demoralized unit (Characters only)
- 9.6.1 The target number is twice the number of morale markers. Each character tests separately.
- 9.6.1.1 This test is taken during the movement phase
- 9.6.1.2 Apprentices may not leave unless their master does or isn't attached to the same unit. However, the master may leave even if the apprentice can't.
- 9.6.2 Effects:
- 9.6.2.1 Success: the character may leave the unit.
- 9.6.2.2 Failure: The character moves with the unit. Whether or not it is safe to do so, or even if it's a **Bad Idea!**
- 9.7 Routing!
- 9.7.1 if any figure in a unit has a Mo less than the number of morale markers on the unit, it routs, and heads back towards the table edge it stared from.
- 9.7.2 if the leader routs, the unit goes with, remaining coherent.

- 9.7.3 Officers may rally any routing figures within 3" during the morale phase. This is always a 50-50 shot (succeeds on a 1-5 on 1 die) rolled for each figure.
- 9.7.3.1 Such rallied figures return to normal function.
- 9.7.3.2 Units which rout as a unit may be rallied as described under officer abilities, in section 4.2

## **10.0 Movement**

- 10.1 Individuals
- 10.1.1 An individual figure may move it's Ma in inches as normal movement.
- 10.1.2 Running: Figures may run at double (or more) their movement rate in inches, but may not make any attacks.
- 10.1.2.1 If the run multiple is higher than x2, use the run multiple.
- 10.2 Terrain Effects
- 10.2.1 Difficult ground is any ground that can be crossed, but slows down the figure. Difficult ground is double cost to move through.
- 10.2.2 Broken or Hazardous ground is terrain that can hurt people moving through it. If you don't want to get hurt, you must pay double cost.
- 10.2.2.1 Ok, so you JUST CAN'T WAIT, eh? For each 1/4" of movement at normal cost, the pen goes up by one, and the model takes 1 hit. So 1 inch is 4 hits at pen 4.
- 10.2.3 Easy Ground: This is ground which is so smooth and level, it makes faster movement possible. Features like roads, bridges, and castle ramparts Easy terrain is half cost. So each inch of movement grants two.
- 10.2.4 Normal Terrain: this is any terrain which doesn't slow you down. Like light woods, clear grassland, heather fields, hard pan, cool lava field, typical Alaskan roads.
- 10.2.5 Impassible Terrain: stuff that you can't move through survivably. Like flowing lava, acid pools, hordes of groupies, areas of dimensional instability. (*Anyone seen Elvis? Anyone remember The Tholian Web?*)
- 10.3 Unit Movement
- 10.3.1 Aside from using the lowest MA amongst the unit, just move the whole base.
- 10.3.2 Then, you may rearrange the positions of the figures on the base.
- 10.3.3 Any figure which moves on the base may not leave that base that turn.
- 10.3.4 Any figure starting on a unit base may be left behind when the base is moved and moved separately.
- 10.3.5 Units are affected by terrain.
- 10.3.5.1 If a base runs across difficult terrain, the unit pays the movement penalty, no matter how much of the base is in the difficult terrain.
- 10.3.5.2 If a base is half or more on Hazardous Terrain, all figures are affected by the hazardous terrain.
- 10.3.5.3 If a base is only a bit into hazardous terrain, each figure has a 50-50 chance (Roll 1d, the figure is affected on a 1-5).
- 10.3.5.4 Easy Terrain: the base must be completely on easy terrain to take the bonus.
- 10.3.5.5 Impassible terrain: if the base goes more than halfway onto impassable terrain, each figure is eliminated on an individual roll of 1-5 on 1d. If the base goes completely onto the impassible terrain, the base is lost.
- 10.4 Flying Movement: Reserved for later expansion
- 10.5 Swimming Movement: Reserved for later expansion.

## **11.0 CHARGE!!!**

- 11.1 A charge is a special form of running. It is intended to intimidate then enemy, just before you smash their line to bits. Or die trying. Only units may charge.
- 11.2 Are we motivated enough to charge?
- 11.2.1 Make a morale roll, with the following additional dice modifications:
- We outnumber them by 2:1 or more: 1 bonus die.
  - They outnumber us by 2:1 or more: 1 penalty die.
  - We've got guns (or crossbows): 1 bonus die.
  - They've got guns (or crossbows): 1 penalty die.
  - They're in cover: 1 penalty die.
  - They've got polearms: 1 penalty die.
- Note that both sides having guns is one bonus die and one penalty die; they do not cancel!
- 11.2.1.1 Success: Use your running movement, but you must enter melee or take a morale marker. You may also fire any 1-hand missile weapons, rifles, crossbows, thrown rocks, etc. In addition to this charge volley, you also get to engage in normal melee! However, if you do engage in melee, unless your missile weapon is also your melee weapon, you've disarmed yourself of the missile weapons. See missile weapon list for specifics.
- 11.2.1.2 Failure. You move and fight normally.
- 11.2.1.3 Undead may only charge if within their run range, and may always do so.
- 11.3 Will they break before us?
- 11.3.1 The Charging unit rolls 1 die, and the unit being charged (receiving unit) rolls 1 die. Bonus and penalty dice are as per 11.2.1 and 9.2 (ie, the same as morale).
- 11.3.1.1 The Charging unit reads die rolls greater than their median Mo as 0. Rolls less than or equal to the median

- Mo as the face value
- 11.3.1.2 The Receiving unit reads die rolls greater than their median Mo as 0. Rolls less than or equal to the median Mo as the face value.
- 11.3.1.3 Compare the two dice as read. Look on the following chart:
- Charging unit reads higher: charged unit immediately takes a morale marker.
  - Tie rolls: No additional effect
  - Receiving unit reads higher: Receiving unit doubles pen for polearms. Receiving unit adds one to pen of all other melee weapons.
  - Charging unit reads a 0, receiving unit reads higher than 2: charging unit loses nerve on contact; charging unit takes an immediate morale marker.
  - Receiving unit reads 0, charging unit reads 2 or higher: receiving unit breaks, they disengage by making a full move, and must find cover in that move or take another morale marker. (This means that such units will have taken one, and may take a second).
- 11.4 Long Weapons: Melee weapons with 1/2" range or longer will get to roll first. Resolve these weapons as a melee, ignoring any non-ranged melee weapons. Then perform normal melee with the same pairings.

## **12.0 Initiative**

- 12.1 The side with the best officer present has the initiative, and is called the "Active player".
- 12.1.1 Ties are resolved by Rolling as many dice as the best officer's Ob for each side, and keeping the best die per side. The highest result is the active player.
- 12.1.2 The side with the second best officer (or second highest roll, if tied), is the "second player", the third best is the "third player", etc.
- 12.2 Only surviving officers count.
- 12.3 Worst initiative is the highest numbered player, so in a 3 player game it would be the "4th player".

## **13.0 Sequence of play**

- 13.1 Initiative step. Determine as per 12.0
- 13.2 Unit Movement step
- 13.2.1 Starting with the worst initiative, each player moves one unit.
- 13.2.2 Repeat this sequence for until all units have moved. If a player has run out of units to move, they are simply skipped.
- 13.3 Individual Movement
- 13.3.1 the worst initiative player moves all his individuals.
- 13.3.2 then next worst player moves all of his individuals. Keep going until the Active player has moved his.
- 13.4 Ranged weapons Fire.
- 13.4.1 The active player fires any or all of his units which will perform missile fire.
- 13.4.2 the second player then does his missile fire, and then the third, etc, until all players have done any missile fire they are going to do.
- 13.5 Melee phase
- 13.5.1 Resolve any melees generated by charges.
- 13.5.2 The active player chooses which of his units which are in contact will melee.
- 13.5.3 The second player does so for his, and then the third, etc.
- 13.5.4 Melees are resolved. Charges have already done their melee.
- 13.6 Magic Step
- 13.7 Tech Goodies step.
- 13.8 Morale Step
- 13.8.1 Resolve Officer Rally effects.
- 13.8.2 resolve any morale effects not done during movement. Routing is checked LAST.

## **14.0 Vehicles (optional)**

- 14.1.1 A vehicle has the following attributes, which are exactly as per characters: Ma, Mu, De, H, AV. Mu AV, and Ma may be 0. De and H must be at least 1, and this means either Mu or AV must be at least 1.
- 14.1.2 A vehicle does not normally have, but might have the following attributes: Mi, Me, Mo, Ob. If any of these are possessed, there must be both a Mo and an Ob, as this indicates an artificial intelligence (magical or technological).
- 14.1.3 A vehicle may provide bonuses to its crew; these bonuses never affect the vehicle's own attributes..
- 14.1.3.1 Bonuses to Mi are fire control. They apply only to weapons mounted to the vehicle.
- 14.1.3.2 Bonuses to Mo are free: they are equal to the AV.
- 14.1.3.3 Bonuses to Mu may only apply to crew members who actually wear the vehicle.
- 14.1.3.4 Bonuses to Ob apply to crew members, and represent sensors.
- 14.1.3.5 Bonuses to Me are rare, and only apply to a single crew member who wears the vehicle.
- 14.1.4 Capacity (Ca) is how many hits worth of figures the vehicle may carry. It is free for the base, but may be

- higher than base. Base is equal to Mu times Hits.
- 14.1.5 Crew: a vehicle may have crew equal to it's hits. Each vehicle requires 1 crew member as a driver. Additional crew cost as an attribute; each crew member may operate 1 weapon per turn. Worn vehicles only require 1 crewman (in fact they may not have more), who drives and may operate 2 weapons. Drivers on other vehicles may fire a weapon at 1/2 (round up) their Mi. Crew do fill Ca.
- 14.1.6 Turn Mode (Tm) is how much you divide the speed by to find the radius of the turn (Or in inches per 60° turn).
- 14.1.7 Acceleration and Deceleration (AD) This is how much the vehicle may change it's speed by each turn. It may not exceed the Ma.
- 14.1.8 Flank Multiple (Fm). This provides a "flank speed" (Fs) equal to the Fm times the Ma.
- 14.2 Weapons: a vehicle may mount any weapon. Vehicular weapons take 1 point of Ca each, minimum.
- 14.3 Vehicles must move their current speed; current speed may not exceed Fs.
- 14.3.1 At the start of the move, a vehicle may change its current speed (up or down) by the vehicle's AD.
- 14.3.2 A vehicle may declare an emergency stop. This allows it to use double the AD for lowering speed, but it must continue to do so until it stops.
- 13.3.3 Vehicles which are moving faster than their Ma prevent the crew from doing anything other than driving the vehicle and making observation tests; such observation tests are at a 1 point penalty.
- 14.4 Vehicles may have movement types other than ground. Flying and swimming are two of the possibilities. For now, however, the rules only cover ground movement.
- 14.5 Morale and coherency changes.
- 14.5.1 A vehicle and it's crew are 1 unit. Passengers may be a separate unit, but any test required by units aboard are required by the vehicle as unit and the unit aboard.
- 14.5.1 A vehicle that does not have an AI only routs if the driver routs.
- 14.5.2 if any figure in an enclosed vehicle routs, the others must immediately test again, and gain another morale marker if they fail. Panic in a vehicle is contagious.
- 14.5.3 All figures in a vehicle count as coherent to each other.
- 14.5.4 A figure may be aboard a vehicle and not attached to the vehicle as a unit.
- 14.5.4.1 Officers and Wizards aboard but not attached still have the morale bonus dice, but not the other benefits.
- 14.5.4.2 Officers aboard still provide the leadership bonus if they are attached to the vehicle unit.
- 14.5.4.3 Units aboard may attach to the vehicle as unit unless the crew compartment is separate from the passenger compartment and has no connection.
- 14.6 Riding, dying, boarding and leaving a vehicle.
- 14.6.1 In order to board a vehicle, it must be moving slower than the boarding figure's Mv.
- 14.6.1.1 There is an exception: if there is a figure aboard to help pull the figure in, they may safely board at speeds up to double the boarding figure's Mv, and each 3 inches of speed generate a hit; these hits have an EffPen of the Vehicle's speed less double the boarding figure's Mv. Also, the assisting figure or figures (same limits as if attacking the boarder in melee) must have a total Mu of 3 per hit of the figure.
- 14.6.1.2 You may also board unfriendly vehicles. This requires engaging in melee if boarding an occupied compartment; if you are hit on the turn you board, you fall back out. This also involves taking falling damage.
- 14.6.2 Open compartment vehicles.
- 14.6.2.1 Figures in open compartments may be targeted separately. Area effects automatically target the figures in the open compartments as well as the vehicle.
- 14.6.2.2 It takes 2" of movement allowance to board into an open compartment.
- 14.6.2.3 open compartments provide cover for the figure in them.
- 14.6.3 Enclosed compartment vehicles.
- 14.6.3.1 Figures in closed compartments may not be targeted; they all take 1 hit (armor applying) per wound the vehicle takes, when the vehicle takes any wounds that take it past half its H stat in wounds taken. In other words, until the vehicle has taken half its wounds, the figure aboard take no damage; each wound past that point is 1 hit per figure. These hits have an EffPen equal to that of the wounding hit on the vehicle, less the vehicle's AV, with a minimum EffPen of 1.
- 14.6.3.2 Doors: Enclosed compartments have a fixed number of doors. Opening or closing a door takes 1" of movement. Boarding requires an open door, and 2" of movement. Locking doors (which cost more) may only be opened by designated individuals, and the locking or unlocking requires yet another 1" of movement. No more hits of figures than the door's rating in Ca may move through in a turn, and no figure with more hits than the door's rating may use a given door.
- 14.6.4 Riding outside enclosed compartments.
- 14.6.4.1 This is treated like an additional open compartment; it has an additional Ca of the Ca of the enclosed compartment, but costs nothing,
- 14.6.4.2 If the vehicle changes speed by more the Mv of the rider, the rider must roll 1 die and roll less than or equal to Mu to stay on. Apply 1 penalty die to this roll for each full multiple of Mu by which the speed changed.

**15.0 Mounts**

- 15.1 A mount is treated like any other figure, and has the normal attributes.
- 15.2 Riders: a rider may either be mounted or aboard. Mounted means seated in a saddle (or bareback). Aboard means riding in a howdah.
- 15.2.1 Mounting: it takes 1" of movement for a rider to get mounted with a saddle, assuming the saddle's seat is at or below the level of the rider's shoulders. Compare the models. If higher, for each 1cm higher, add 1".
- 15.2.2 Mounting bareback: this takes 4" of movement, and the back must not be taller than the figures's shoulders.
- 15.2.3 Kneeling mount: a kneeling mount only counts as being as tall as the bottom of the belly to the bottom of the saddle.
- 15.2.3.1 It takes a Rider skill roll to get a mount to kneel. This uses the mount's movement for the turn, so if the mount has moved, it will not kneel until the next turn.
- 15.2.3.2 A mount takes a full turn's movement to return to standing from a kneel.
- 15.2.3.3 A kneeling mount left unattended will stand on it's next action.
- 15.3 Movement
- 15.3.1 While mounted, the rider and the mount move and attack together in a manner similar to a single figure. It moves with the Mount's Ma. The rider counts as having moved.
- 15.3.2 In a charge, the mount gets an overbear melee attack with a Pen equal to it's hits, and 1 hit of damage, rolled on the mount's weapon skill. The rider gets his full melee attacks. The mount also gets any natural attacks it may have.
- 15.3.3 Mounted riders melee attacking non-mounted creatures of roughly the rider's size get +1 to both Me and EffPen.
- 15.3.4 Polearms which are "set to receive charge", a free action, do double damage to a charging mount, or normal damage to the rider. (Receiver's option whether to have grounded pikes aim for riders or mounts.) If the rider is hit, he must make a ride roll or be dismounted, with additional penalty dice for extra hits.
- 15.3.5 Riders on a running mount may not attack, except when charging.

**16.0 Magic**

- 16.1 General
- 16.1.1 Magic is a skill, and is purchased as such.
- 16.1..2 Each level of magic skill is one effect which may be chosen. Effects are enumerated under 16.2.x; for shorthand the chosen effect is listed as the number found replacing the x.
- 16.1.3 Each level of magic skill is one die which may be rolled on magic attempts, each type of effect uses a formula to determine the results. Several of the enumerated effects use the same formula; formulae are in 16.3.x. The dice rolled are totalled, and referred to as the Magic Roll Total (Mrt).
- 16.1.3.1 All formulae round down, except as noted.
- 16.1.4 Maintaining spells: All spells which are not permanent/instant may be maintained. One spell per level of magic skill may be maintained. Maintaining spells is automatic if desired.
- 16.2 Magical Effects Enumerated
- 16.2.1 Increase Ma. Uses 16.3.1 Standard Magical Targeting
- 16.2.2 Decrease Ma. Uses 16.3.1 Standard Magical Targeting
- 16.2.3 Increase Me. Uses 16.3.1 Standard Magical Targeting
- 16.2.4 Decrease Me. Uses 16.3.1 Standard Magical Targeting
- 16.2.5 Increase Mi. Uses 16.3.1 Standard Magical Targeting
- 16.2.6 Decrease Mi. Uses 16.3.1 Standard Magical Targeting
- 16.2.7 Increase Mu. Uses 16.3.1 Standard Magical Targeting
- 16.2.8 Decrease Mu. Uses 16.3.1 Standard Magical Targeting
- 16.2.9 Increase Mo. Uses 16.3.1 Standard Magical Targeting
- 16.2.10 Decrease Mo. Uses 16.3.1 Standard Magical Targeting
- 16.2.11 Increase Ob. Uses 16.3.1 Standard Magical Targeting
- 16.2.12 Decrease Ob. Uses 16.3.1 Standard Magical Targeting
- 16.2.13 Increase Rm. Uses 16.3.2 Standard Magical Targeting
- 16.2.14 Decrease Rm. Uses 16.3.2 Standard Magical Targeting
- 16.2.15 Increase Hits. Uses 16.3.2 Standard Magical Targeting
- 16.2.16 Decrease Hits. Uses 16.3.2 Standard Magical Targeting
- 16.2.17 Increase Av. Uses 16.3.2 Standard Magical Targeting Does not apply armor penalties. Does not increase Mo.
- 16.2.18 Decrease Av. Uses 16.3.2 Standard Magical Targeting Does not reduce armor penalties. Does not reduce Mo.
- 16.2.19 Inflict morale Marker. Uses 16.3.6. Single unit must be targeted.
- 16.2.20 Remove Morale Marker. Uses 16.3.6. Single unit must be targeted.
- 16.2.21 Inflict Wounds. Uses 16.3.3. Randomize wounds amongst target unit.
- 16.2.22 Cure Wounds. Uses 16.3.3. Caster chooses which figures remove wounds. Note that any figure which is has more wounds than their hits is dead, and cannot be helped.
- 16.2.23 Summon Troop (specify type) Uses 16.3.7, range is 2" per point of magic skill. If more than 2 are

- summoned, one may be upgraded to a leader at no charge. The leader will be the same type unless summoned separately.
- 16.2.24 Raise Dead. Uses 16.3.7, range equals magic skill squared, in inches. Figures return identical to starting scores, but are now undead. Can only be used on figures which were removed as casualties. must form one unit.
- 16.2.25 Counterspell uses 16.3.8. Can be done out of normal sequence, but only as a reaction to another caster starting a spell (not maintaining a spell). A counterspell counts as the counterspelling character next action.
- 16.2.26 Force Wound Roll. Uses 16.3.4. Treat as missile weapon hits.
- 16.2.27 Force Morale Roll. Uses 16.3.5. Whole unit must be targeted; multiple units use range from furthest. Each non-attached character is a unit. Difficulty based upon number of figures affected.
- 16.2.28 Move Figures. Uses 16.3.9. Individual figures affected; use furthest Range amongst figures affected. Ignores Terrain Effects. Figures moved do not count this as movement. Exception: if cast upon self, the caster counts this as movement for the turn.
- 16.2.29 Legions of Undead: Allows bringing in of undead at start of battle. Must be maintained until all undead are destroyed. Each slot used for this counts as a leader with rank equal to the caster's magic skill, and each unit must be summoned (before play), and may be transferred to a summoned undead officer's command.
- 16.2.30 Turn Undead (& demons). Uses 16.3.10. Whole units and characters only.
- 16.3 Formulae
- 16.3.0 Abbreviations for formulae:
- 16.3.0.1 Det = De of Target (use best)
- 16.3.0.2 Aat = Affected attribute of target
- 16.3.0.3 C = amount of change sought, squared. May never exceed Magic Skill Level.
- |                |    |    |    |    |  |  |  |  |  |  |  |
|----------------|----|----|----|----|--|--|--|--|--|--|--|
| Change Amount: | +1 | +2 | +3 | +4 |  |  |  |  |  |  |  |
| C factor:      | 1  | 4  | 9  | 16 |  |  |  |  |  |  |  |
- 16.3.0.4 R = Range in inches, rounded up to next full point.
- 16.3.0.5 N = factor for Number of Targets Affected, from table
- |         |   |     |     |      |       |       |       |       |       |       |         |
|---------|---|-----|-----|------|-------|-------|-------|-------|-------|-------|---------|
| Number: | 1 | 2-3 | 4-8 | 9-15 | 16-24 | 25-35 | 36-48 | 49-63 | 64-80 | 81-99 | 100-120 |
| N:      | 0 | 1   | 2   | 3    | 4     | 5     | 6     | 7     | 8     | 9     | 10      |
- 16.3.0.6 Duration: the number of turns for which the affected figures will receive the effect. different formulae for each 16.3.x.
- 16.3.0.7 Diff: Difficulty. Note that any roll less than the Diff is a failure; a roll less than half the diff is a fumble, inflicting a morale marker on the wizard and any attached figures or units.
- 16.3.0.8 Mot: Mo of Target.
- 16.3.1 Magic Affecting Attributes
- $$\text{Duration} = [(\text{Mrt} - \text{Diff}) / \text{R}]^{0.5}$$
- $$\text{Diff} = \text{Det} + \text{Aat} + \text{C} + \text{N}$$
- 16.3.2 Magic Affecting Special Attributes
- $$\text{Duration} = [(\text{Mrt} - \text{Diff}) / \text{R}]^{0.5}$$
- $$\text{Diff} = \text{Det} + \text{Aat} + \text{Aat} + \text{C} + \text{N}$$
- 16.3.3 Magic Doing wounds to a unit (unit gets no defense roll)
- Duration: Permanent/Instant.
- $$\text{Diff} = \text{Det} + \text{N} + \text{R}$$
- $$\text{Wounds inflicted} = [\text{Mrt} / \text{Diff}]^{0.5}$$
- 16.3.4 Magic forcing Hurt Rolls
- Duration: Permanent/Instant
- $$\text{Diff} = \text{Pen} + \text{R}$$
- $$\text{Hits} = \text{Mrt} / \text{Diff}$$
- Hits treated as Missile Hits on the Targets; roll for wounds.
- 16.3.5 Magic Forcing Morale Check
- $$\text{Diff} = \text{R} + \text{N}$$
- $$\text{Penalty Dice} = (\text{Mrt} / \text{Diff})^{0.5}$$
- 16.3.6 Magic Affecting Morale Markers
- $$\text{Diff} = \text{Mot} + \text{N} + \text{R} + \text{C}$$
- $$\text{Duration} = (\text{Mrt} / \text{Diff})^{0.5}$$
- 16.3.7 Unit Creation Effects
- $$\text{Diff} = \text{Pv} + \text{N}$$
- $$\text{Duration} = (\text{Mrt} / \text{Diff})^{0.5}$$
- Range = defined in specific effect.
- 16.3.8 Counterspell Effects:
- $$\text{Diff} = \text{R} + (\text{Target's Magic Skill})$$
- $$\text{Effect} = (\text{Mrt} / \text{Diff})^{0.5}$$
- Effect is added to target's Diff.

- 16.3.9 Move figures:  
 Diff = Hits + N  
 Distance = Mrt / Diff  
 Max Range to furthest target in inches = Magic Skill Squared.  
 Max range between targets in inches = Magic skill
- 16.3.10 Turn Undead  
 Diff = R + N  
 Duration = Permanent/Instant
- 16.4 Standard Magical Targeting
- 16.4.1 Characters: may be targeted individually.
- 16.4.2 Leaders: may be targeted separately but must be included if rest of unit targeted.
- 16.4.3 Specialists: may not be targeted separately.
- 16.4.4 Soldiers: if any are targeted, all figures in unit are targeted.

## **17.1 Undead and Undeath**

- 17.1 Undead, General
- 17.1.1 All undead figures have "Cause Fear Level 1" for free.
- 17.1.2 All undead figures may be "Turned", which imposes a morale marker.
- 17.1.3 Undead may not be healed by any means during a battle.
- 17.2 Undead Troops
- 17.2.1 Undead troops may only be used with either mages or undead officers present.
- 17.2.2 Undead troops do not make morale rolls, ever. In charges, they always read as their Mo. They ignore all other morale rules. They can accumulate morale markers created by magic, and magic only.
- 17.2.3 Undead troops which rout are destroyed permanently.
- 17.2.4 Undead troops must be controlled. If their controller becomes a casualty, they become casualties.
- 17.2.5 Undead do have leaders, but solely for purposes of coherency. If the leader is killed, any other member of the unit becomes the leader.
- 17.2.6 Undead troops may not have skills.
- 17.2.7 Undead troops may not leave coherency; if they do they become casualties.
- 17.2.7.1 Undead troops in melee are considered coherent so long as they remain in melee.
- 17.2.7.2 Undead troops who are out of coherency due to melee must move back into coherency (with any undead unit or into melee) by the end of their next turn, or be destroyed.
- 17.2.8 Undead removed from their coherency base by means other than their own normal movement does not destroy them automatically: roll 1d; if the roll is less than or equal to their Mo, one of them becomes a leader, and they become a new unit, with no morale markers. If they rolled higher, they are destroyed.
- 17.2.9 Undead units are limited to models equal to the summoner's Ob + Magic Skill + Leadership.
- 17.3 Undead Characters.
- 17.3.1 Undead Officers may be controllers, at the usual limits.
- 17.3.2 Undead characters may have any skills characters normally could.
- 17.3.3 Undead characters who have as many morale markers as their Mo are disrupted; they must call all their controlled undead to them, and must move towards the closest unit they control.
- 17.3.4 Undead characters who have twice as many morale markers as their Mo are destroyed.
- 17.4 Controllers:
- 17.4.1 A controller can control a number of undead Units equal to it's Ob.
- 17.4.2 Summoned undead Units for whom a Mage is paying maintenance are controlled for by that mage, in addition to his control allowance.
- 17.4.3 Units brought on board by "Legion of Undead" spells do count towards the caster's control.
- 17.4.4 Control may not be passed during a battle.
- 17.5 Turn Undead Skill
- 17.5.1 Roll 1d per level of skill; each die which is lower than the turning character's Mo+ Level destroys one undead within as many inches as the Level of Turn undead skill.
- 17.5.2 Turn undead skill may be used as a melee or as a ranged attack, in lieu of the normal procedures.
- 17.6 Liches: An army of undead may be lead by a liche. A liche is an undead officer & wizard, who maintains control of himself under the undead control via 16.2.29. If he liche is destroyed, so is the army. The liche must ALWAYS be fielded.

## **18.0 Demonic Units**

- 18.1 Demons may be summoned or purchased. If summoned, they will disappear at the end of the time unless maintained.
- 18.2 Demons cause fear, purchased as a skill Hordlings and spitters have level one, named demons cause level 2 fear, and princes cause 3-5 levels of fear. (least 3, lesser 4, and greater 5).
- 18.2.1 Demonic fear affects friends as well as foes.

- 18.3 Demons do not require control, but do require officers. Demons will only accept demons or mages as officers; a wizard's magic skill counts as his officer rank for dealing with demons. Demonic units may not have than two types, counting the leader. The leader may be of a different type. all the troops must be of one type.
- 18.4 Demons can be turned by magic; the effect is morale markers. The turn undead skill works against demonic units and characters, causing morale markers.
- 18.5 Summoned demons: Demons summoned may be maintained. They must either cause (non-demonic) casualties equal to their hits (at the time of summoning ) (called the "Kill Count") or be maintained by the summoner.
- 18.5.1 Maintaining: if a mage decides to maintain the unit, the unit continues to function normally, and the "Kill Count" is reset.
- 18.5.2 Turning loose: if a mage decides to release demons, they will check to see if they have made their "kill count",
- 18.5.2.1 If the unit has fulfilled its "kill count" their duration is reset to the roll of 1d10 turns, and they go wild.
- 18.5.2.2 If the unit has not fulfilled the kill count, they have one turn to do so in. They must do this by charging the nearest non-demonic unit. If they are out of charge range, they are banished immediately. At that one turn, if they have not fulfilled their kill count, they are banished immediately.
- 18.5.3 Wild units: Wild units become a separate side.
- 18.5.3.1 Target Priority: They will always charge the nearest unit if one is in charge range. If there is no unit in charge range, they will run towards the nearest unit. When two or more are equally distant, they pick the one with the most figures. If still tied, they go after the one owned by the side which summoned them. If there are two or more of these, the one with the fewest hits (ignoring wounds), and after that, picking the ones with the lowest Ma..
- 18.5.3.2 Kill count: continues as normal, with duration until kill count must be fulfilled being rolled on 1d10, with rolls less than Mo being raised to Mo.
- 18.5.4 Demons purchased as part of a points allotment are under a pact, and will not go wild, but will be dispelled after the battle if their officers are killed, and thus count as destroyed for victory purposes.
- 18.5.5 Demons which are forced to rout immediately roll 1d10 vs Mo. If the die is higher they are dispelled; if lower, they go wild (if summoned) or flee the board (if purchased).

## **19.0 Force Selection**

- 19.1 Troops: you may purchase as many troops as you wish. However, each unit (base) requires a leader be purchased.
- 19.2 leaders: each base must have a leader. Unless noted otherwise, the leader may be the same type or a better type than the troops lead.
- 19.3 Specialists: there must be 2 troops per specialist in a given unit.
- 19.4 Officer requirements
- 19.4.1 Officers: minimum of one with rank 1. Each officer allows a number of units equal to their Ob plus leadership, plus one rank 0 officer.
- 19.4.2 Rank 2 Officers: Each rank 2 officer commands a number of rank 1 officers equal to their Ob plus Leadership, plus one rank 0 officer. A rank 2 may directly command additional units and rank 0 officers, as well, each unit or rank 0 officer replacing a rank 1 officer.
- 19.4.3 Rank 3 Officers: Each rank 3 officer commands a number of rank 2 officers equal to their Ob plus Leadership. A rank 3 may directly command units and rank 0 or rank 1 officers, as well, each replacing a rank 2 officer.
- 19.4.4 Rank 4 and higher: requirements climb in a manner akin to 14.2 and 14.3.
- 19.4.5 Rank 0 officers: Rank 0 officers are never required unless specified in the army list. There may be one rank 0 officer per higher rank officer at no additional control requirement; past that, they each count as a unit.
- 19.5 Units: since a unit is a leader and troops, including specialists, it has some limits already.
- 19.5.1 All non-leader, non-specialist troops must be identically armed and equipped. There may be no more types of troops than 1+ the leader's leadership.
- 19.5.2 There may be no more than 1+ the leader's leadership different specialist types. Each specialist type may be equipped differently, but all specialists of a given type must be equipped identically.
- 19.5.3 The leader may be equipped differently.
- 19.5.4 Cavalry count as one type, rather than two, for each combination of mount and rider types. For example, a goblin unit comprised of 4 riders on warghs and 2 riders on ponies counts as two types. The ponies with riders count as specialists unless the leader has a leadership skill of 1+.
- 19.6 Point Balancing: In non-campaign games, the points level established is the number of points which may be fielded. This may not be exceeded.
- 19.6.1 Undead units: Units may be summoned during the game, even if this would take the point total above the limit. Units which begin play on the field (per the legions of undead spell) count towards the starting point total, but must be within the controlling wizards limits (ie: within the legion of undead ability)
- 19.6.2 Demonic Units: must be lead by a wizard if included in a mixed force.
- 19.6.2.1 Limits on demonic units: Each unit is limited to models which could be summoned by the caster (each

- 19.6.2.2 model's Pv  $\leq$  [10 x Magic Skill Level].  
wholly demonic forces must be lead by an appropriate leader; said leader may be a demon, or may be some equally powerful (read higher point total) non demonic figure.