

## Boasts

Boast	Condition
"Attack! Attack! Attack!"	Boast holds while all cmds in army have ATTACK orders.
"I have no need of a bodyguard, the enemy cannot harm me."	Boast is good unless the WC is with a unit.
"I will stay upon this spot, immovable like a rock for the entire battle."	Place the WC on a spot. Boast is good until WC moves.
"Look for me in the thick of battle."	Boast is good while the WC is fighting.
"We shall destroy the enemy by sunset/sunrise."	Boast holds until the next dusk or dawn. Then broken if enemy not defeated.

## Spells

Name	Cost	LOS req'd	Method
"Arcane Eye"	d6 per 3pts	n/a	Add scouting points.
"Arcane Terror"	1 per 12" range + targ unit worth.	Yes	D6 1-2=halve cost, 5-6=double cost. Targ unit takes threat test for terrible creature of greater worth. Paladin makes unit immune.
"Banish Magic"	10d6	n/a	If cost > <b>35</b> , no magic may be used for 6 turns.
"Blast"	1 per 12" range, +1 per attack dice, minium 2	Yes	Name targ unit. Roll dice. 4-6 kills a fig as if in shooting. Any doubles rolled double cost of spell.
"Duel"	n/a	n/a	See companion p43-44.
"Eldritch Command"	1 per 12" range, +d6	No	Wizard must be in contact with WC. May attempt to change orders of a BL. Targ BL must be able to change orders. Test as normal – pay cost even if fail test.
"Fickle Finger"	1 per 12" range, +2d6.	Yes	Roll d6=5+ and the wizard can destroy the orders carried by a courier/messenger. The player may not look at the original order. The courier may try save (if has one) to prevent destruction.
"Finger of Death"	1 per 12" range, +2d6	Yes	Name targ fig. Roll 2d6. Any 6 = a kill. Targ may save.
"Fudge the Omens"	2d6	n/a	Re-roll the omens.
"Haste"	d6 per extra 3"	n/a	Increase move of ind or unit w/wizard in contact.
"Hasten Day or Night"	3d6 per step	n/a	Move hourglass in desired direction.
"Incite Frenzy"	1 per 12" range, +worth of targ unit.	Yes	Roll d6. 1-2 cost halved (round up), spell fails. 3-6 spell succeeds, targ unit → <b>Bloodlust</b> ". If 5-6 cost doubled.
"Portent of Doom"	10d6	n/a	Opposing army must make command roll as if WC was lost.
"Protection"	2d6 + 5	n/a	Wizard or a fig in contact with him may avoid a death/saving throw. Targ fig must be named.
"Shield"	d6 per volley removal attempt	n/a	Wizard protects unit they're in contact with. Cost = Dice total. For each 4+, volley token blocked.
"Spellbreak"	5d6	No	If cost > <b>5</b> then an enemy spell is prevented from having any effect – opposing wizard must pay cost of spell. (And make dice rolls if they would affect cost).
"Summon Fiend"	2d6	n/a	See companion p44.

**Orders** – Two-colour orders are like the first colour except for noted changes.

Order	Flag	Shoot?	Movement?	Fighters Enter Combat	Shooters Enter Combat	Combat Effects	Other Limitations
Hold	Blue	Any vis.	No move. May reform.	No.		Combat Test +1	
Attack	Red	May at nearest enemy.	Max at nearest enemy or nearest unengaged enemy. Shooters may halt if targ in short rng.	Must if poss.	May.	1 extra per 5 dice.	
Oppose	Yellow	Any vis.	Any. May <b>Back Away</b> .	No.	No.	Combat Test -1	
Take/ Hold	Yellow/ Blue	Any vis.	Max towards objective posn.	No.		Combat Test -1	Once < <b>3"</b> of dest, → <b>Hold</b> .
Attack/ Hold	Red/ Blue	Any vis.	Max towards dest locn. Shooters may halt if targ in short rng.	May attack enemy unit obst. dest.		1 extra per 5 =dice.	Once < <b>3"</b> to dest, → <b>Hold</b> .
Intercept, Rein- force	Yellow/ Red	Targ. unit only.	Max towards targ unit, unless enemy unit in way of targ.	No.		Combat Test -1	Once < <b>3"</b> of targ, → <b>Attack</b> . Targ may be friend to reinforce. If targ destroyed, → <b>Oppose</b> .
Destroy/ Break- out	Red/ Black	Any vis.	Max towards targ unit(s), Shooters may halt if targ in short rng.	May attack enemy unit obst. targ. Must attack targ.	May	1 extra per 5 dice.	If any unit contacts with enemy targ or < <b>3"</b> of friend targ, or all targs gone, → <b>Attack</b> .
General Retreat	?	Any vis. No volley.	Max towards baseline. May <b>Back Away</b>	No.		If charged, → <b>Shaken</b> .	Will not slow for tough ground. Will not stop to reorg.

Speeches

Speech D6 roll	Result
	<i>+1 per talisman in army.</i>
	<i>+1 if target unit in WC command.</i>
	<i>-1 if bad light.</i>
10+	Legendary Speech. All units in command go into BLOODLUST.
9	Rousing Speech. Target unit goes into BLOODLUST.
8,7	No effect.
6	Target unit disheartened by poor speech. Disorganised and Shaken.
5 or less	All units in command disheartened by poor speech. Disorganised and Shaken.

Weapons

Weapon Name	Short Range	Long Range	vs unarmoured	vs Light Armour	vs Med. Armour	vs Heavy Armour	vs X.Hvy Armour	Amm. Supply	Volleys	Worth	Rules
Thrown Axe	5	15	2+	3+	4+	5+	6+	6	3	1	
Thrown Knife	10	20	3+	4+	5+	6+	6+	6	4	1	
Thrown Discus	10	20	2+	2+	3+	5+	6+	6	4	1	1 or 2 ranks.
Bow	6	18	3+	4+	5+	6+	6+	6	4	1	
Longbow	8	24	2+	3+	4+	5+	6+	6	4	1	
Crossbow	8	30	2+	2+	3+	4+	5+	6	2	1	
Giant Crossbow	8	30	0+	0+	1+	2+	2+	6	2	3	
Ballista	8	30	2+	2+	3+	4+	5+	6	2	1	
Crossbow Pistol	2	6	2+	2+	3+	4+	5+	4	2	1	
Rpt Crossbow	8	30	2+	2+	3+	4+	5+	6	4	1	Shoot 2 volleys for no penalty.
Handgun	6	<del>12</del> 15	2+	2+	3+	3+	4+	6	2	1	Unoff incr to 15 to match pistol.
Giant Handgun	6	12	-2+	-2+	-1+	-1+	0+	6	2	2	
Ratmen Rifle	6	18	2+	2+	3+	3+	4+	6	2	1	
Pistol	5	15	2+	3+	4+	5+	6+	6	2	1	
Sling	4	8	3+	4+	5+	6+	6+	8	5	1	
Blowpipe	5	15	3+	4+	5+	6+	6+	6	3	1	May be poisoned.
Javelin	5	15	3+	4+	5+	6+	6+	6		1	1 or 2 ranks.