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NEW TERRAIN RULES

Walls, Fences, Hedges, Ditches

ALL LINEAR OBSTACLES

Unless the terrain type has rules to the contrary:

- May not be crossed by War Machines, Chariots or Animals.
- May be crossed by Infantry at the cost of half their move.
- May be freely crossed by Individuals.
- May be vaulted by Cavalry for no penalty provided that this is the only terrain they have moved through and that they are using their full movement distance. Otherwise crossing halves their movement and disorders them.
- Cavalry with H or XH armour may never vault.
- May be crossed by Monsters (defined as individual monsters with a base of 5x5 or greater) with legs or wings without penalty because they step/hop/fly over them.
- Swarms may cross them for a ½ move distance penalty.

WALLS

- Provide -2 cover to Infantry units entirely hidden behind them provided the unit does not shoot in the shooting phase. Otherwise they get only a -1 cover.
- Monsters may spend their movement breaking the wall apart and removing 6" of it.

FENCES

- Do not provide cover bonuses.
- Monsters may spend half their movement breaking the fence apart and removing 6" of it.
- Infantry units or War Machines crews may spend their movement breaking the fence apart and removing 6" of it.

LOW HEDGES

- Monsters may spend half their movement breaking the hedge apart and removing 6" of it.
- Infantry units or War Machines crews may spend their movement breaking the hedge apart and removing 6" of it.
- May be vaulted by Cavalry at any point in their movement, provided it is the only terrain they move through.

TALL HEDGES

- May not be crossed or vaulted by Cavalry.
- Monsters may spend their movement breaking the hedge apart and removing 6" of it.
- May be crossed by Monsters and Individuals at a cost of half their movement.
- Count as blocking LOS to Infantry, Individuals and Animals.
- May not be crossed by Infantry in H or XH armour.

EMBANKMENT HEDGES

- May not be crossed or vaulted by Cavalry.
- May not be dismantled.
- May be crossed by Monsters and Individuals at a cost of half their movement.
- Count as blocking LOS to Infantry, Individuals and Animals.
- May not be crossed by Infantry in H or XH armour.

DITCHES

- May be vaulted by Cavalry at any point in their movement, provided it is the only terrain they move through and they are using their full movement. Otherwise crossing halves their movement and disorders them.
- May not be dismantled.
- Infantry units which are lined along the ditch in single depth may HIDE in the ditch to gain a -2 cover bonus against shooting if they do not shoot or -1 bonus if they do. They may not do this if they have H or XH armour.
- May be crossed by War Machines at a cost of a whole movement as the crew will fill in enough of the ditch to get the devices across.

Fields

AUTUMN/WINTER FIELDS

Empty fields:

- May be crossed by troops without penalty.
- Do not count as terrain.

SPRING FIELDS

Ploughed fields:

- Must be crossed by Chariots and War Machines at half rate due to the furrows.
- Infantry with H or XH armour or with Pikes, Lances or Spears are limited to half movement *or* disordered.
- Cavalry with H or XH armour limited to half movement *and* also disordered.
- Other Cavalry are limited to half movement *or* disordered.

SUMMER FIELDS

Crops that have grown tall:

- Infantry and Individuals which do not shoot and do not have Spears, Lances or Pikes may choose to gain a -1 cover bonus if entirely within the crops.
- Infantry, Cavalry are limited to half movement *or* disordered.
- War Machines and Animals are limited to half movement.

Roads

DIRT ROADS IN WINTER

In winter the roads degrade:

- May be crossed by Chariots and War Machines at half rate due to the ruts.
- Infantry with H or XH armour or with Pikes, Lances or Spears are limited to half movement *or* disordered.
- Cavalry with H or XH armour limited to half movement.
- Other Cavalry are limited to half movement *or* disordered.

COBBLE ROADS & DIRT ROADS IN OTHER SEASONS

In good conditions roads greatly assist military movements and eligible units gain an additional 50% move distance. These units:







- Must be Infantry, Cavalry or Chariots.
- Must not be Infantry with H or XH armour.
- Must not be Cavalry with XH armour.
- Must make both movements entirely on suitable roads.

WEATHER IN FANTASY WARRIORS

Weather

WEATHER EFFECTS

Before the game, roll a Weather Die (available from EM4) or a D6.

Weather or D6 roll.		Spring	Summer	Autumn	Winter
1		Clear. No effects during the daytime, at night this represents a clear, moonlit night. Units whose "BAD LIGHT" is "NIGHT" will not suffer from BAD LIGHT.			
2		Overcast. No effects at night, during the day this represents a dull, gloomy day. Units whose "BAD LIGHT" is "DAY" will not suffer from BAD LIGHT.			
3		Haze. LOS limited to 24".		Fog. LOS limited to 24". All creatures suffer BAD LIGHT.	
4		Rain. LOS limited to 24". Bows/XBows lose 3" from both ranges. Take a -1 on any Ignition Tests.			Snow. LOS limited to 24". Bows/XBows lose 3" from both ranges. -2 on Ignition Tests. -1 on Morale tests.
5		Heavy Rain. LOS limited to 24". Bows/XBows lose 3" from both ranges. Take a -2 on any Ignition Tests. -1 to any Morale tests. -2" to all movements, to a minimum of 2".		Heavy Snow. LOS limited to 24". All creatures suffer BAD LIGHT. Bows/XBows lose 3" from both ranges. Take a -3 on any Ignition Tests. -2 to any Morale tests. -4" to all movements to a minimum of 2". Woodland & difficult ground always disorganises.	
6		Storm. LOS limited to 18". All creatures suffer BAD LIGHT. Bows/XBows lose 6" from both ranges. Take a -2 on any Ignition Tests. Guns suffer STR-1 attacks. Swamps become impassable. Woodland & difficult ground always disorganises. -2 to any Morale tests. Each spell cost reduced by D6 to a minimum of 1. Undead gain additional 2 NP per turn.		Winter Storm. LOS limited to 18". All creatures suffer BAD LIGHT. Bows/XBows lose 6" from both ranges. Take a -3 on any Ignition Tests. Guns suffer STR-1 attacks. Swamps become impassable. Woodland & difficult ground always disorganises. -3 to any Morale tests. -4" to all movements to a minimum of 2". Each spell cost reduced by D6 to a minimum of 1. Undead gain additional 2 NP per turn.	

SUCCESSORS FOR COMMAND

Successors

NOMINATING A SUCCESSOR BEFORE THE BATTLE

- ❑ Battle-leaders and Warchiefs can have nominated successors.
- ❑ They must be purchased for a normal cost and have a leadership lower than that of their primary commander.
- ❑ If the original commander is killed or is routed then the successor automatically assumes command with no confusion, because the succession is decided before the battle.

REPLACING BATTLE-LEADERS DURING THE BATTLE

- ❑ Battle-leaders can die in battle – or become unreliable.
- ❑ They can be replaced by other figures who may move as individuals until they wish to take command of a set of units. These must be purchased for the same price as a battle-leader including leadership.
- ❑ They must satisfy all the normal rules to be the commander of the units, including being of the right race.
- ❑ They may take charge of a command and:
 - ❑ Issue the command an order they were given by the Warchief when in base contact with him,
 - ❑ Without changing the current orders,
 - ❑ or can switch the order to Hold.
- ❑ In order to assume control of a command:
 - ❑ If it has no current battle-leader they must be in a position where they would be able to issue the command new orders (all the units within range) and declare themselves to be in charge.
 - ❑ If the command has a current battle-leader then there will be a new orders test. The potential new leader cannot be dismissed and follows the same rules as a Warchief trying to give orders. If they succeed, they take command. The original battle-leader either becomes their successor (in organised armies) or is killed (unorganised armies).

NEW ARTILLERY RULES

Mortars

INTRODUCTION TO MORTARS

Mortars are a new kind of artillery. In most respects they are like existing guns including the use of an **Ignition test**, but their shooting rules are slightly different because they shoot a high arc into the sky over intervening units and terrain.

TARGET RULES FOR MORTARS

Mortars can shoot indirectly with no penalty because they are designed specifically for it. They may therefore shoot over interposing units and some forms of terrain. Because they may shoot over intervening units, those units do not block their line of sight.

However, mortars are designed to shoot up in the air and therefore have a minimum range. They may not shoot at targets closer than their short range because the barrel does not lower sufficiently. They may shoot at some targets they cannot see, but take an additional penalty for doing so. Mortars may not shoot at characters or groups of characters because they are not accurate enough.

SHOOTING MODIFIERS FOR MORTARS

Mortars use the normal modifiers for shooting with the following exceptions. Unlike regular artillery shooting indirectly, shooting a mortar at short to long range still carries the normal penalty of -1 because of the difficulty of seeing the target at that distance.

None	<i>Shooting indirectly</i>	Mortars do not take the penalty for indirect shooting because they are specially designed for it.
None	<i>Aiming at a known point</i>	If the shooting side won scouting, then they have surveyed the field and may shoot at obscured targets without penalty if they are on or touching a terrain feature which was present at the start of the battle. (For example a unit crossing a bridge, in a ford or beside a building). Targets which are within a soft-cover terrain feature (such as woods) may not be targeted in this way.
-1	<i>Obscured target</i>	The target unit is obscured by intervening terrain (not just by intervening units) and is not at a <i>known point</i> as described above.
-1	<i>Long Range</i>	Target lies between short and long range.
X	<i>Short Range</i>	The weapon may not shoot at targets at less than short range.

COVER BONUSES FOR TARGETS SHOT AT BY MORTARS

Targets may claim at most a -1 cover bonus. They may *not* claim cover bonuses for terrain they are hiding *behind*, because the mortar projectile drops onto them.

MORTAR UNITS

Mortars are only available to armies which can already use **Culverin**, **Cannon**, **War Cannon**, **Heavy Gun** or **Bombard**.

Mortar (base size 5x5cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Mortar	-	Art	+3	-	8	-	Art	-	no	no	"	48	-	1	2

Notes:

- ☐ May not scout.
- ☐ Range of the mortar is 30-75cm.
- ☐ Requires at least 2 crew to move or shoot.
- ☐ See the special rules: **Mortar** and **To shoot with parabolic trajectory / Shoot indirect**.

SIGNALLING ORDER CHANGES

Changing Orders Using Signalling

Some of the armies of this world have developed ways of changing the orders of remote units without having to pass commands via couriers. There are problems with these approaches but they may, at some point, save the day.

METHODS OF SIGNALLING NEW ORDERS

- ❑ Warchiefs with a banner can pre-arrange to wave their flag to a battle-leader.
 - ❑ The battle-leader must have been told what order to switch to before the battle.
 - ❑ The battle-leader must have line of sight to the banner.
 - ❑ If either the banner or the battle-leader are mounted, then foot units do not block this line of sight.
- ❑ Warchiefs with a herald can pre-arrange a musical signal to a battle-leader..
 - ❑ The battle-leader must have been told a list of signals and orders to switch to before the battle.
 - ❑ The battle-leader must be within 24" of the herald.

LIMITATIONS OF SIGNALLING NEW ORDERS

- ❑ **Stupid** and **unpredictable** troops may never send or be sent signals.
- ❑ **Tribal** troops may only ever be sent a signal to adopt an **Attack** command.
- ❑ The signaller must be in base-to-base contact with the war-chief.
- ❑ The battle-leader must be within range of all their units to adopt the order.
- ❑ An army which was **out-maneuvered** may not use signals because they did not have time to prepare them.
- ❑ Only one battle-leader can be signalled per turn and any banners/heralds engaged in this may not be used in their regular role.

Before the game begins each battle-leader should be given the list of orders they can adopt by being signalled. If they're going to be looking for a banner being waved, then they may only have one entry on the list.

PROCESS FOR SIGNALLING NEW ORDERS

The warchief must choose which order to try and send to the battle-leader. It must be one on the list they had at the start of the game.

The battle-leader must make a normal New Orders test, with the additional modifiers:

-1	<i>Long way to hear the music.</i>	If the signal is being sent by a herald and the battle-leader is more than 12" from the herald.
-1	<i>Long way to see the waving.</i>	If the signal is being sent by a banner wave and the battle-leader is more than 12" from the herald.
-1	<i>Hard to see the banner.</i>	If the battle-leader is suffering <i>bad light</i> .
-1	<i>Difficult to distinguish the music.</i>	For each entry on the list of signals, because the more signals and tunes to remember makes confusion more likely!
+1	<i>If two heralds are playing the music.</i>	More musicians means clearer music.
-1	<i>If a FANATIC is ordered to HOLD.</i>	It's a lot easier to decide to not see or hear distant signals.

If the result is the "sending away" of a messenger, then the signalling may be attempted again next turn.

OFT-OVERLOOKED RULES

Oft-Overlooked Rules

These are Fantasy Warriors rules which are often overlooked:

- ❑ The save number must be **exceeded** by the 2D6 roll to save the unit.
- ❑ Parabolic shooting has a minimum of the short range. However it only takes -2 for shooting; the long range -1 modifier is not applied.
- ❑ The ATTACKING player chooses which specials/individuals are casualties of shooting/combat.
- ❑ Saved casualties don't count for the purposes of winner/loser calculations.
- ❑ Undead *can* threaten but not *be threatened*.
- ❑ Threat needs LOS, but Dread does not.
- ❑ Individuals may move through friendly units.
- ❑ You only have to take the Casualty Test for shooting if total casualties from shots are >25% of unit size when the phase started.
- ❑ Opponent chooses casualties (incl any specials killed).
- ❑ Individuals, shot at by a unit, need a D6 = 6 per 'kill' registered, in order to be hit — they then get their normal saving throw.
- ❑ Wizards can rest to regain MP.
- ❑ WC may only Influence units in their own command.
- ❑ If WC routs, all individuals also rout.
- ❑ If WC dies, Wizards & Heroes have a D6 = 1,2,3 test for routing. All other individuals rout.
- ❑ Orders can be carried by regular soldiers as well as couriers.
- ❑ Individuals may freely move away from units.
- ❑ Individuals with the greatest number of *failed saves* are killed. If tied *both* die.
- ❑ Individuals will rout if they with a unit which has routed.
- ❑ Individuals with a unit are NOT subject to a unit's reaction.
- ❑ There is no rule saying that only combatants can be killed in combat — non-fighting figures may be casualties.
- ❑ Only figures in contact with at least one opponent may contribute dice in combat. (Or in files in contact if >1 row fighting)
- ❑ Undead can't count shields against shooting unless they have at least 1 necro power.
- ❑ Units in combat can expand, and then lap in the same turn. Lapping happens in the 2+ round of combat.
- ❑ Individuals 'with' a unit always fight in combat. Leaders, Champions and Standard Bearers also. Swap them into the front rank.
- ❑ Units may not leave combat.
- ❑ No-one may shoot into combat.
- ❑ Units with no ammunition remaining cease to count as shooting units.
- ❑ Units in combat may not threaten or counter-threaten but can *be* threatened.
- ❑ Range is measured closest figure to closest figure. LoS is measured anyway in unit to anywhere.
- ❑ Individuals will always fight one-on-one if groups of them meet. The attacker picks the pairings.
- ❑ Units must turn — by wheeling — and then advance in a straight line, into their front 90-degree arc. No turn while moving.
- ❑ There are no rules about how to resolve oblique contact.
- ❑ There are no shooting arcs.

Adventurers

Times of strife and conflict always draw out adventurous people who travel the world seeking excitement, reward or just an opportunity to see more of life. They will sometimes join with military forces they encounter if their ideals or goals align.

ADVENTURER CLASSES

Adventurers can be selected from a number of classes. In order to create an adventurer for your army, you should select a regular soldier (not a character) from your army list or from any army whose alignment is suitable — you may not choose a figure from the Armies of Light if your army includes any Dark-aligned figures and similarly if you already have Light aligned figures you may not choose from the Armies of Dark.

The cost of having this figure as an adventurer is 5x that of its base profile. Select a class for it from the list. If you wish, the adventurer can wear less armour — use the ARM and MOV values for a similar figure of the same species with less armour. This is especially suitable for Thieves, Bards, Healers and Scholars.

Adventurers will join a force at a maximum of 1 per 500pts of army. During the game, they generally follow the rules for individuals and are part of the Warchief's command.

Thief	<p>The thief is an expert at picking pockets, cutting purses and other means of removing property from its former owners. They also have skills of stealth and avoiding combat because “He who lived but died today is not the man who got away”.</p> <p><i>Dodge, Hide, Sabotage, Speed, Steal Item.</i></p>
Assassin	<p>Assassins share a number of skills with Thieves, but they use them for the purpose of precisely killing individuals.</p> <p><i>Hide, Killing Blow, Sabotage, Speed, Strike First.</i></p>
Warrior	<p>Warriors love combat in all its forms. Expert fighters, they are much practiced.</p> <p><i>Enthuse, Killing Blow, Practiced Combat, Strike First.</i></p>
Healer	<p>A healer carries supplies of medications and equipment to preserve life.</p> <p><i>Antidotes, Dodge, Heal, Hide, Unarmed.</i></p>
Bard	<p>Bards are musicians, actors and performers. They can inspire individuals, units or armies on to greatness or just entertain them.</p> <p><i>Enthrall, Enthuse, Presence, Unarmed.</i></p>
Scholar	<p>Scholars research their opponents, delving deep into the historical writings to uncover weak spots or forewarn of trickery.</p> <p><i>Enthrall, Read Maps & Scrolls, Provide Countermeasure or Advantage, Unarmed.</i></p>
Tactician	<p>A tactician is an expert at warfare. They are able to motivate troops and plan for circumstances. They will often be found in a Warchief's staff</p> <p><i>Control, Enthuse, Provide Countermeasure or Advantage.</i></p>

The attributes for each of these classes are described in detail below.

Antidotes	This adventurer has a supply of D6 antidotes to enemy poisons. (Roll before the game starts). Every time a figure is chosen to be a casualty by poisoned weapons, one of the antidotes may be used to counter the effect of the poison,
Control	This adventurer may exert influence over a unit within 6"/15cm after a Combat Test, Casualty Test, or Threat Test.. If the result is Rout or Bloodlust, they may roll a D6 and add or subtract that dice roll from the result possibly changing the reaction. Only 1 extra dice may be used per test.
Dodge	The adventurer may choose to avoid combat; they may make a 3" or 8cm move away from combat at the start of the combat phase if they wish.
Enthuse	This adventurer gives any unit within 6"/15cm a bonus to any Combat Test, Casualty Test, or Threat Test. They may decide to add a dice to the player's roll.
Enthrall	This adventurer can enhance the effects of a speech, either by partaking in the speech or writing great words. Speech rolls gain a +2. The adventurer must start the battle in contact with the Warchief.
Heal	<p>This adventurer has a supply of salves and equipment to try and save injured soldiers. Salves will not work on figures who were poisoned. They may attempt to heal any figures selected as casualties within 6"/15cm of them. For each one in order chosen by the healer, roll a D6.</p> <p>1 — the figure dies, but the healer spends enough time on them that they may try to heal no others this turn. 2, 3 — the figure dies. 4, 5 — the figure is saved, but its worth is reduced to 1 for the rest of the battle. 6 — the figure is saved.</p>
Hide	This adventurer may not be shot at while in difficult ground or in any kind of cover. In the open they may not be shot at unless within short range.
Killing Blow	If this adventurer strikes a figure with a save, the adventurer may ask for a re-roll of any made save. Each save can only be forced to be re-rolled once — if made the second time, the blow is indeed deflected.
Practiced Combat	This character is experience and rehearsed in combat. They gain 2 points of Worth, They do not make many mistakes and may re-roll any natural 1s in their attack dice.
Presence	This adventurer is a renowned or recognisable opponent. Any unit this adventurer accompanies may make Threats. Enemy units must make Threat Tests with a -2 modifier.
Sabotage	If this adventurer can move into contact with equipment and remain there during the Combat Phase then they can damage the equipment beyond repair. Equipment vulnerable to Sabotage includes artillery, shrines, army standards and defences.
Speed	This adventurer gains half their movement again.
Steal Item	<p>This character may make a move passing into contact and then back away from another figure. They may, while doing so, attempt to relieve their opponent of an item by rolling a D6:</p> <p>1 — The adventurer was caught and in the process killed unless the target figure was unarmed. In which case the character was merely unsuccessful. 2,3 — Attempt was unsuccessful and the adventurer was also detained in contact with the figure. 4,5 — Attempt successful, the item stolen and the adventurer could carry on to complete their move. 6 — The adventurer was successful and got the opportunity to steal a second item and complete their move.</p> <p>If the targeted figure has a save, they may roll their save to prevent each item being stolen..Otherwise the item is stolen and it is no longer available for use. Items that can be stolen include: amulets, weapons (possibly leaving the figure <i>unarmed</i>), special armour, the magical item/wand/familiar needed as the focus for spellcasting, an antidote (this figure may then not be saved by an antidote).</p>
Strike First	This adventurer may strike first in combat, and casualties caused are removed before being able to fight back. If two such figures fight, the ability cancels out.
Read Maps & Scrolls	This adventurer can force one re-roll of the scouting rolls by finding and deciphering a useful map or description of the local terrain.
Provide Counter-measure or Advantage	<p>The adventurer is able to provide information or experience which leaves your army better prepared to face their opponent. Before the battle, the figure is given an allowance of points drawn from the army's allowance. This may be spent <i>during</i> the battle when the need for something becomes apparent, representing the adventurers ability to second-guess the need.</p> <p>The purchase may not be additional figures, but can be anything else the army could have bought; amulets, armour, magic points, poisons, firewater, leadership upgrades, experience upgrades, additional weapons, a swap of a foot figure for a mounted version (it represents the figure having had a mount all along being kept behind the lines).</p> <p>Once 'bought' upgrades cannot be 'unbought'. Weapons/items which have been used cannot be upgraded although figures can turn out to be higher quality than originally thought. The advantage may not change established facts — you cannot provide armour to a figure which has already failed a saving throw; get it before the roll. You cannot provide firewater, affecting a unit's shoot skill, if it has already shot this game.</p>
Unarmed	This adventurer is unarmed and may not make attacks in combat. Erase the figure's weapons from its profile. If they are with a unit which is in combat, they may retreat to the back ranks. They do not fight and may not be killed as a Special Kill. They may be killed if the unit runs out of other figures to be chosen as casualties before the standard bearer is killed.

MISSING RULES?

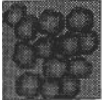

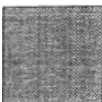


Missing Rules

These are Fantasy Warriors rules which appear to be missing, or unspecified.

- ❑ In COMPANION p28 there's a modifier for goblins having a "war drum".
 - ❑ Not in FANTASY WARRIOR/GOBLINS.
 - ❑ Not in COMPANION/GOBLINS.
 - ❑ Not in M06
- ❑ In CAMPAIGN p18 there are rules for plunder. But not what to do with it.

FANTASY WARRIORS SIEGES

Fantasy Warriors Sieges

1		Forest	Double number of terrain features. Additional ones must be WOODS.	Only WOOD ELVES or GOBLINS can be defenders.
2		Mountain	2' wide by 4' long. Armies start on the short sides.	Only DWARVES can be defenders.
3-4		Plain		
5		River	Battlefield must contain a river and a bridge or ford.	
6		Swamp	50% of the terrain features must be SWAMPS.	Only ORCS can be defenders.

Defenders:

- ☐ Multiply by 1½ their scouting score.
- ☐ Gains 1pt of defenses per headcount of army. Giants count as 10 headcount.
 - ☐ Pits.
 - ☐ Pallisades.
 - ☐ Chevaux de Fris.
- ☐ Must deploy first even if they win scouting.
- ☐ If they lose scouting, must also accept terrain specified by opponent as normal.

GOBLIN GALLOPER GUN

Fantasy Warriors Goblin Galloper Gun

Some time ago, the Goblins captured a Dwarf convey carrying a freshly cast small cannon along with a supply of ammunition. They were overjoyed at their victory and immediately endowed the gun with granting them luck. They eventually worked out how to use it and fitted it, with some hammering and several attempts, to a chariot copied from the Orcs. Pulled by a wolf, the gun can be charged around battlefields lending help where needed, but because of its effect on army morale it can never be placed in too much risk.

Galloper Gun (*base size 5x7.5cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Gun	Med	-	+7	-	5	H	gun	-	5	no	day	264	-	1	1
Gun (Moving		Trib	+2	-1			t&c	25cm							
Gunner	Med	Disc	-	-	1	md	hw	15	no	no	day	4	-	2	3

Notes:

- ☐ Gun counts as a Sacred Item.
- ☐ Gun moves like an Orc Chariot when pulled by the Wolf.
- ☐ Gun uses the “artillery” special rule but may only use 1 charge.
- ☐ Gun needs to use a turn to be hitched up or unhitched.