

# Warrior's Rules Update

## Warrior #2 (FEB/MAR 1993)

### ATTACK ATTACK ATTACK

One of the main reasons for me to start Warrior was the desire to keep the gamepiay as fresh and up to date as possible, and hopefully we can achieve this. I plan to include not onty new rules, but also rule cltarifications and new profiles. So if you are not clear about any of the rules then drop me a lire and I will answer them in this column.

Nick Lund has informed me of a new boast for inclusion into Fantasy Warriors. This is **Attack, Attack, Attack. If a warchief makes this boast it holds good as long as all the commands in the army have attack orders.** Sounds like a good one for all you orc and gobtin warchiefs out there.

Hit'em fast. Go on get stuck in there.

I also received a couple of queries regarding the modifier of -1 to hit for fighting in two ranks. This only appllies to spears and polearms, not to hand weapons. So if you have a unit consisting of two or more ranks armed with single or double handed weapons who are fighting using the front rank only then no -1 modifier applies. However if those with two handed weapons decided to use them as polearms and use the worth of both ranks then the -1 would apply as they are now fighting in two ranks.

A question about multiple combat has also arisen. What happens when a single rank of troops are hit by the enemy from both sides e.g. 10 dwarves are attacked from the front by 10 orcs, and from the rear by 10 goblins. The dwarves can elect to hit who they like, whether it be 10 attacks on the orcs or 10 on the gobtins, or 5 on each. Whatever he decides the enemy will have double the number of attacks on him. He then takes only one combat test on the casualties inflicted by both the orcs and goblins. Well I hope thats cleared a couple of points up. If anyone has any questions then don't hesitate to write.

## Warrior #5 (SEPT/OCT 1993)

### New Magic Spells

#### Incite Frenzy

This will cause any affected unit to enter into a state of bloodlust

#### Magic powerpoint cost

- ❑ 1 point for each 1ft (or part ) of range to the target unit.
- ❑ 1 point for each point of the targets total worth, before entering bloodlust, including any individuals in base to base contact with it.

Throw 1D6 and adjust the cost as follows:

#### Score

- 1 -2 Halve magic points ( round up), spell fails.
- 3-4 Points cost remains the same, spell succeeds.
- 5-6 Double the magic points cost, spell succeeds.

#### Method

- Line of sight must be established.
- Work out magic points cost.
- If spell succeeds immediately place bloodlust counter with unit.

#### Fickle Finger<sup>1</sup>

This spell will allow a wizard to change the order being carried by a courier.

#### Magic points cost

- ❑ 1 magic power point per 1ft (or part) of the target.
- ❑ Roll 2D6 and add the total.
- ❑ The spell succeeds if a 5 or 6 is thrown on either dice.

#### Method

- ❑ Line of sight must be established.
- ❑ Work out spell cost.
- ❑ If spell succeeds the courier may attempt a saving throw for each time it's affected.
- ❑ If the courier makes the saving throw the spell fails.
- ❑ If the saving throw is failed the wizard can change the order the courier is carrying to anything he wishes. He may not look at the original order.

### Dragon Breath

We've found what we think is a more satisfactory dragon breathe rule, which will encourage people to use it - fire breathing dragons are impressive.

#### Method

- ❑ You roll as normal until 3 or less dragon breath counters remain, then roll 1D6. If it is equal to or less than the number of counters remaining, then the Dragon breathe is successful, and 1 counter is discarded.
- ❑ Each time the dragon breathes, test for success.
- ❑ If the roll fails the dragon is out of breath and routs.

---

<sup>1</sup> Later modified: see below - Warrior #6.

## Warrior #6 (NOV/DEC 1993)

# MAGIC WEAPONS FOR FANTASY WARRIORS

## by Mark Copplestone

Here are a few simple, but double-edged, rules for equipping certain individuals with magic weapons. In typical Fantasy Warriors style you can't just spend points to build an invincible individual - the power of these weapons is balanced by the dangers of using them. They have no points cost.

### Soul-Eater Sword

Available to: Warchiefs, Battleleaders, Heroes and Destroyers.

#### Effects:

This weapon thirsts for the blood of heroes. If the individual Soul-Eater kills any warchief, battleleader, hero or destroyer the weapon absorbs their life-force and gains a +1 to kill. The effect is cumulative. Failure to satisfy the Soul-Eater's bloodlust will cause it to turn against its wielder. Test for this at the beginning of the 7th and subsequent turns if the Soul-Eater has still not absorbed a worthy life-force.

Throw 1D6 - 1, 2 or 3 means instant death for the Soul-Eater's wielder.

Command tests must be taken as normal.

### Screaming Blade

Available to: Warchiefs, Battleleaders, Heroes and Destroyers

#### Effects:

This sword when swung makes a bloodcurdling noise that adds to the ability to threaten or counter-threaten of any unit with which the Screaming Blade's owner is in base-to-base contact. Unfortunately it may also unnerve the friendly unit. The Screaming Blade gives a -2 modifier to the threatened player's throw. However, if the unit with which the Screaming Blade's owner is in contact is itself threatened it too gets a -2 modifier.

### Sword of Light

Available to: Paladins

#### Effects:

This blade shines so brightly that it effectively turns night to day. A paladin who owns a Sword of Light or a unit in base-to-base contact with him, and enemy units in combat with them, will always fight as if it were day, suffering from the effects of bad light if appropriate.

The bright glow does, however, make a good target for missiles. Any missile unit shooting at a paladin with a Sword of Light or a unit in base-to-base contact with him gets a +1 to hit.

### Doombringers

Available to: Marksmen

#### Effects:

These are arrows or bullets which have their chosen target's names magically inscribed on them. In the Boasts and Omens phase players should secretly note which enemy individual each of their marksmen's Doombringers will seek out. Once in range and with line-of-sight to the nominated target a hit is automatic. Kills are worked out as normal.

A Doombringer which fails to kill, speeds back to the marksman who fired it. Again the hit is automatic, but the to-kill throw is worked out as normal.

## **Fickle Finger Amendment.**

This spell which appeared in issue 5 was found on thorough playtesting to be flawed. The original spell required your opponent when hit with the spell to issue an order of your own choosing to replace the one currently carried by the messenger. However when playing this you need a very trustworthy opponent to continue carrying this wrong order to his best ability. When you have to play against such dirty tricksters as Steve White, whose moves you have to watch very carefully, and who would quite happily send the courier around the long way or to a completely different unit than first intended, then it is not quite as simple. To resolve this situation I recommend that the spell be changed as below:

## **Fickle Finger**

This spell will allow a wizard to change the order being carried by a messenger.

### **Magic points cost**

- ❑ 1 magic power point per 1ft ( or part ) of range to the target.
- ❑ Roll 2D6 and add the total.
- ❑ The spell succeeds if a 5 or 6 is thrown on either dice.

### **Method**

- ❑ Line of sight must be established.
- ❑ Work out the spell cost.
- ❑ If the spell succeeds and the figure carrying the order has a saving throw he can attempt a saving throw for each time he's affected. If the courier makes the saving throw the spell fails.
- ❑ If the saving throw is failed or the figure has no saving throw to make the spell has succeeded and the order is lost and removed from play.

\* \* \*

## **Warrior #11 (NOV/DEC 1994)**

### **New Druid Power**

#### **Growth.**

The power to create terrain from nothing.

#### **Magic Power Cost**

Cost - 5D6 Magic Points to initiate power.

Cost - 1D6 Magic Points to maintain power.

#### **Initiating the power.**

Rules to initiate the power are the same as described in Create hostile terrain on page 40 of the Companion, except the cost is now 5D6 magic points.

#### **Maintaining the power.**

Maintaining the power is as described on page 40 of the Companion.

If the power is no longer maintained the terrain feature created should be immediately removed.

#### **Effects.**

Growth creates a terrain feature consisting of trees and bushes next to the druid. These should be placed on the table immediately.

This terrain feature should not be more than 24' x 24' in area.

Another druid may contact this terrain and use his druidic power upon it. However if the terrain feature disappears, whatever he created with his power disappears also.