

SACRIFICES

References:

NFW-Ars-Arcana-2012-01.pdf p32

Soothsayers, Priests and Mages (of various categories) can increase their power by sacrificing the prisoners to their gods.

- ❑ Sacrifices may take place:
 - ❑ Before the battle, during the Omens phase.
 - ❑ In which case the effects continue through the first turn.
 - ❑ During the battle, in the Threat phase.
 - ❑ One sacrifice per turn.
- ❑ The officiant must be in base contact with the prisoner.
- ❑ Prisoners/Guards make a special unit.
 - ❑ Prisoners can be bought before the battle for 30 points each.
 - ❑ The 30 points comes off any allocation for individuals or magical spending.
 - ❑ Prisoners may deploy anywhere allowed for their captors army.
 - ❑ They do not count for any victory determinations.
 - ❑ Collections of prisoners act as if they have “hold” orders.
 - ❑ They do not move during the battle except when they are moved no more than 5 cm to be in base contact with a officiant.
 - ❑ They are considered part of the WarChief's command.
 - ❑ The command radius restrictions do not apply.
 - ❑ The movement takes place in the movement phase as part of the Warchief's command's movement.
 - ❑ Guards may be any basic infantry from the Warchief's army list.
 - ❑ They may disregard any numeric restrictions from the list and instead be a minimum of 2 and a maximum of 5.
 - ❑ They must have a Leader.
 - ❑ They may not have any other specials or individuals.
 - ❑ They must be deployed within 10cm of the prisoners.
 - ❑ They may not move during the battle.
 - ❑ Collections of prisoners act as if they have “hold” orders.
 - ❑ The command radius restrictions do not apply.
 - ❑ They are considered part of the WarChief's command.
- ❑ If there are no guards within 10cm of the prisoners OR an enemy unit contacts the prisoners, they will escape and be removed.

❑ Method:

❑ Roll 1D6 and add the following modifiers:

- ❑ +1 if a Sacrificial Altar is used (The altar will be a Talisman object)
- ❑ -1 if the officiating character has unfavorable light.
- ❑ +1 If one or more Wizards/Priests/Soothsayers are in base contact with the officiating character.
 - ❑ Those in contact may not use magical abilities this turn.
- ❑ +1 If the officiating character is a Priest (or another character comparable to it, eg. A Necromancer).
 - ❑ In this case, until the sacrifice is complete, they may not perform normal functions (to invoke the Gods, create Necromantic power &c)
- ❑ +1 every other priest (or equivalent Character) in base contact with the officiating character, which will have the same penalty stated in the paragraph above.
- ❑ +1 For each Hero Paladin (and similar, such as Ronin, etc.) in base contact with the officiating character.

❑ Results and effects:

- ❑ **6 or more:** the sacrifice was effective and produces its benefits for the current turn (see below).
 - ❑ **4-5:** the sacrifice had no effect.
 - ❑ **3:** sacrifice gets adverse effects. The Gods are disgruntled and the Officiant must make a save without receiving any help from other priests. If it fails dies.
 - ❑ **2 or less:** sacrifice produces disastrous effects: Gods rage. The officiating priest and every other character in base contact with him must make a saving throw, without receiving any help from other priests. If they fail they die.
 - ❑ In *any* case, the sacrifice was killed; his miniature must be removed from the table.
- ❑ If the sacrifice of the prisoner had an effect, you will have the following bonuses for the current turn:
- ❑ +1 modifier on any die roll Invocation of the Gods by Priests
 - ❑ Savings of 1 point for each magic spell evoked this turn by Wizards.
 - ❑ Gain 1D6 magic points for if a magician has to compete in a Duel Arcane.
 - ❑ +1 modifier on saving throws of mages, priests or clerics this turn.
 - ❑ +1 on any Command Test performed this turn.
- ❑ If the sacrifice of the prisoner was made before the start of the battle, in Step Promises and Omens, and found positive, it will provide the following additional bonuses:
- ❑ +1 to test reading of Omens.