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**FANTASY WARRIORS
COMPANION**

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INTRODUCTION

The FANTASY WARRIORS fantasy battle game has enabled thousands of people to breathe life into their armies of plastic and metal miniatures. The excitement, variety and essential simplicity of the game has earned it many adherents. Naturally, this has led to demands from the public for more. More rules, more armies, more spells, more ways of defeating the enemy. More, in other words, of the enjoyment that above all distinguishes the wonderful game of FANTASY WARRIORS from everything else. Such enthusiasm cannot be ignored and so we bring you: MERCENARY!

COUNTERS AND DICE

New counters

- Power drain counters
- Firewater counters
- Poisoned arrow volley counters
- Cannonball volley counters
- Enchantment counters
- Impassable terrain counters
- Hostile terrain counters
- Dragon breath counters
- Flying counters

ADDITIONS TO SEQUENCE OF PLAY

This section shows at what stage in the game's sequence of play the new features provided in MERCENARY should be introduced.

Preparing for battle

Organising an army

Players wishing to select firewater, poisoned arrows, battlefield equipment, mercenaries, artillery, huge creatures or new individual types should do so now along with the selection of the rest of their army.

Before the battle:

Deploying the army

Allocate firewater; position palisades, chevaux de frise, spiked pits; elves that have outmanoeuvred their enemy may set up forwards.

Boast and omens

Warchiefs electing to make speeches do so at this stage.

The battle turn

Threat phase

During the first (only) threat phase of the game, a goblin warchief may initiate the goblin warchant.



BEFORE THE BATTLE



SPEECHES

Instead of boasting to the whole army, and running the risk of having the boast backfire in the middle of battle, a warchief can elect to deliver a rousing speech to one selected unit. A good speech will inspire the selected unit to start the battle in blood lust; if it's a bad speech, however, the effect is reversed and the unit will start off shaken. If the warchief can deliver a legendary speech, other units in the command will be aware of it and become inspired themselves. Speeches are an excellent method of immediately bringing units of berserkers and shapechangers to their full potential.

Rules for speeches

- Speeches take place during the boasts and omens phase of a battle.
- The warchief can give a speech to only one unit in his army.
- If the warchief makes a speech, he cannot boast.
- The warchief can have only one attempt at making a speech.
- The unit receiving the speech cannot have taken part in scouting.
- After the speech the warchief will remain with the unit, and start the battle in base-to-base contact with that unit.
- The warchief is free to leave the unit during his movement.

Method

During the boasts and omens phase the player announces that his warchief is going to make a rousing speech. He then places his warchief in base-to-base contact with the receiving unit.

Throw 1D6 and add the warchief's leadership. Modify the result as follows:

- +1 for each talisman in the army
- +1 if the unit is in the warchief's command
- 1 if the warchief is enduring bad light

THE PRE-BATTLE SPEECH

Before a battle the wood elf warchief wishes to inspire a unit of shapechangers in his command with a speech. The warchief has a leadership of 4, and the army also contains an army standard talisman. The wood elf player rolls 1D6, which comes up 4. This is adjusted by +4 for the warchief's leadership, +1 as the shapechangers are in the warchief's command, +1 for the army standard, making a total of 10 points – a legendary speech! All units in the warchief's command are in bloodlust. This now means the shapechangers will start the battle in bear form. The wood elf player places bloodlust counters next to all relevant units.



How do I make use of firewater? With rabble infantry, that's how. You see they're scum! – and pretty useless scum at that. But if I line them up in front of the rest of the army, fill them full of firewater and order them to attack, they can cause mayhem among the enemy. The real fighting warriors, following close behind the rabble, will exploit the confusion and gain a crushing victory. And if the rabble, befuddled by firewater, get cut to ribbons, well, who cares?

EXAMPLE OF POISONED ARROWS

A unit of orc archers blackens the sky with 3 volley counters, one of which is a poisoned arrow counter, against a barbarian giant. The orcs score three kills. The barbarian player must now roll 3 saving throws for his giant, with each roll counting -1 because of the poisoned arrows. The barbarian giant's saving throw is 5 and the player rolls 2D6 three times – they come up 9, 7 and 6. Adjusted by -1 this reads 8, 6, 5 – no luck, the giant is slain by poisoned arrows.

Score

- 10 A legendary speech, the words of the warchief spread throughout the whole command. All units in the selected unit's command immediately go into blood lust. Place a blood lust counter next to each unit
- 9 The speech is a rousing success; the warchief inspires the unit to get to grips with and destroy the enemy. The unit immediately goes into blood lust. Place a blood lust counter next to the unit
- 7 to 8 The speech is mediocre and has no effect on the unit
- 6 The warchief's attempt to inspire the unit fails miserably and it becomes shaken and disorganized. Place shaken and disorganized counters next to the unit
- 5 or less A major blunder, the warchief's words cause alarm and confusion among all units in the selected unit's command. Place shaken and disorganized counters next to the units

FIREWATER

Firewater enhances the staying power of units in battle, but reduces their effectiveness during shooting and combat. Also any unit under the influence of firewater will be impossible to reorganize once it becomes disorganized.

Points cost of firewater

- Firewater costs 20 points for each counter.
- One counter affects a whole unit, regardless of that unit's size.
- Firewater is depicted on the table-top by a firewater counter.

Distributing firewater

- Firewater is distributed during the deployment phase of the game.
- Place a firewater counter next to the appropriate unit and keep it with that unit for the duration of the battle.
- Units that have scouted are not eligible.

Effects of firewater

- All units under the influence of firewater gain a +1 modifier in the threat test, casualty test and in the combat test.
- All units under the influence of firewater receive a -1 modifier for their to hit throw during shooting and combat.
- Any unit under the influence of firewater cannot reorganize if it becomes disorganized.

POISONED ARROWS

- Poisoned arrows cost 20 points for each volley counter.
- They are only available to units armed with bows.
- Only goblins, orcs, amazons and mercenaries may use poisoned arrows.
- No unit can have more than 6 volley counters, any number of which can be poisoned arrow volleys.
- Replace a normal volley counter with a poisoned volley counter.

Effects of poisoned arrows

- Any creature that has to make a saving throw against any missile volley containing poisoned arrows suffers a penalty of -1 to its saving throw for each poisoned arrow counter in the volley.
- Poisoned arrows have no effect against the undead.



THE BATTLE TURN



PHASE THREE: MOVEMENT AND REORGANIZATION

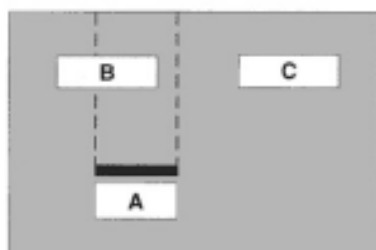
Flying

Flying counters

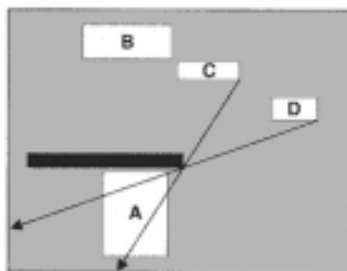
Although a unit or individual may be capable of flight, it will not necessarily be airborne all the time. To indicate whether such a unit is flying, a flying counter must be placed next to it. Any unit not having a flying counter next to it is considered to be on the ground.

- ❑ Flying counters may be placed or removed only before moving any relevant units or individuals in their movement phase. If players wish to have any flight-capable units or individuals commence the game in the air, they should place a flying counter next to the appropriate figures in the deployment phase of the first turn.
- ❑ Some flight-capable units and individuals have two movement rates, ground and air. These are shown in the army lists with ground movement given first, for example, huge dragon 6in/15in.

BATTLEFIELD EQUIPMENT



Unit A is shooting from behind mantlets. The dotted lines indicate the area into which this unit may direct its missiles. Enemy between the dotted lines is an eligible target.



Unit A is sheltering behind mantlets and is being shot at by three enemy units. The line of sight from unit B is entirely through the mantlets and thus A counts as in hard cover when calculating kills from B's missiles.

Unit C can establish a line of sight to A which bypasses the mantlets. Because this line of sight exposes less than half of A to unprotected attack from C, kills are calculated with the benefit of soft cover applying to A.

Unit D can trace a line of sight to more than half of A which bypasses the mantlets. Kills from D's missiles are calculated without A receiving any cover benefits.

If an army is prohibited from using any type of battlefield equipment, this information will appear in its army list. Apart from such specific proscriptions, any army can use any battlefield equipment. Grenadier has licensed a range of high quality resin models of battlefield equipment, including spiked pits! Details of price and availability can be obtained from your stockist or direct from Grenadier.

MANTLETS

Mantlets are large mobile shields that enable warriors to approach and engage the enemy while gaining the bonus of cover. Used with skill they can allow an army to get to grips with an enemy without having to endure the full effects of hostile missile fire. Mantlets, however, can be cumbersome to use, especially over difficult terrain.

General notes

- ❑ Mantlets cost 20 points per 2in. The minimum size is 2in.
- ❑ When several mantlets are used by a unit they must remain in base-to-base contact with one another.

Mantlets and orders

All normal rules apply for units using mantlets.

Mantlets and threat

The normal rules of threat apply. Figures using mantlets can threaten, counter-threaten and be threatened.

Mantlets and reactions

All normal rules apply with the addition of the following:

- ❑ Routing units with mantlets will abandon them on the battlefield where they are.
- ❑ Units in blood lust – including missile units – will come out from behind mantlets and abandon them.

Mantlets and shooting

- ❑ Figures shooting behind mantlets establish line of sight as follows. Only targets directly in front of the mantlet are eligible. Place a ruler on the outer edges of the mantlet's base. Line of sight is established if any target is within these outer edges. Normal rules about difficult terrain apply.
- ❑ When shooting from behind a mantlet, the range is measured from the front of the mantlet's base. Likewise when shooting at a target that is using a mantlet, the range is measured to the front of the mantlet's base.
- ❑ A unit that uses mantlets cannot shoot in more than one rank.
- ❑ Units that are behind mantlets count hard cover when they are shot at. For a unit to claim the cover, the mantlet must interrupt the line of sight from the shooting unit to the target unit.
- ❑ The whole unit counts as having soft cover if half (round down) or more of the unit can claim the cover.
- ❑ The unit counts as having no cover if less than half the unit can claim the cover.
- ❑ Casualties are taken first from those figures not covered by the mantlets.

Mantlets and movement

- ❑ A two-man mantlet can be moved at half the speed of the slowest figure in base-to-base contact behind it. It must have two figures on 1in bases behind it to move, or 1 figure on a larger base.
- ❑ Normal difficult terrain rules apply except a mantlet cannot move through swamps, woods, bushes, buildings or walls.
- ❑ Moving out from behind a mantlet is done at half speed, as is moving back behind one.

Mantlets and combat

- ❑ A unit using mantlets that are in base-to-base contact with the enemy is considered to be in combat with the enemy.
- ❑ For each mantlet involved in the combat deduct 2 from the total worth of both units involved.

PALISADES

Palisades are simple defensive walls erected on a battlefield just before battle is joined. They offer soft cover to units behind them and provide a good defensive barrier during combat. Unlike mantlets and pavises, palisades are immobile.

Palisades are usually made of wood, but can be anything from a line of piled up thorn bushes to a hasty breastwork of rocks and stones. Whatever a palisade is assumed to be constructed of, its value and effects are identical.

General notes

- ❑ Palisades cost 30 points per 6in. The minimum size is 6in.
- ❑ Palisades are positioned on the battlefield during the deployment phase of a battle. Normal rules for deployment apply.
- ❑ If an army outmanoeuvres the enemy it can set up palisades up to 18in from its own baseline.

Palisades and threat

Normal rules of threat apply. Figures behind palisades can threaten, counter-threaten and be threatened.

Palisades and reactions

All normal rules apply with the addition of the following:

- ❑ Units in blood lust – including missile units – will come out from behind palisades.

Palisades and shooting

- ❑ Figures shooting behind palisades establish line of sight as normal.
- ❑ When a unit is behind and in base-to-base contact with a palisade, range is measured from the front of the palisade's base. Likewise when shooting at figures that are using palisades, range is measured to the front of the palisade's base.
- ❑ A unit behind a palisade counts soft cover when shot at. To claim the cover the palisade must interrupt the line of sight from the shooting unit to the target unit.
- ❑ If more than half the unit can claim the cover, the whole unit counts as protected by soft cover.
- ❑ If less than half the unit can claim the cover, the whole unit will count no cover.
- ❑ Casualties are taken first from those figures not covered by the palisades.

Palisades and movement

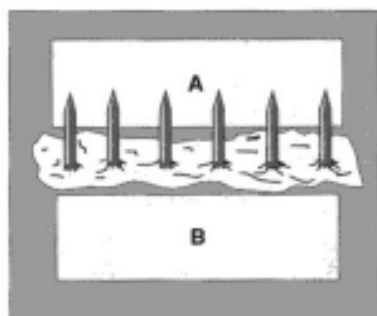
- ❑ Palisades cannot be moved during the course of a battle.
- ❑ Crossing over palisades at greater than half speed will result in 1D6-2 automatic hits (that is, roll one die and subtract 2 from the score). Immediately check for kills as if attacked by spears, checking for specials as normal. Should the unit suffer 25% casualties it must immediately take a casualty test as normal. All reactions will apply.
- ❑ Crossing over palisades will disorganize a unit, regardless of the speed at which it travels.

Palisades and combat

- ❑ A unit that is in base-to-base contact with palisades which are in base-to-base contact with the enemy is considered to be in combat with the enemy.
- ❑ Deduct 4 from the worth of the attacking unit for each length of palisade involved in the combat.



My favourite items of battlefield equipment are mantlets and palisades. Against wood elves or dwarves, the mantlets enable my sturdy warriors to get to grips without losing too many casualties on the approach. I'm always careful to make sure that the mantlet-equipped warriors have flat, clear ground to advance over. Difficult terrain makes for a very slow advance with mantlets, if order is to be maintained. Palisades I favour against the likes of barbarians, horse or foot. A well-placed palisade can swiftly cool the ardour of a barbarian flank attack.



Units A and B are in base-to-base contact with the chevaux de frise. Unit A is 'in front' of the chevaux de frise; unit B is 'behind' the chevaux de frise. To qualify as 'facing', the front edge of the unit must be in base-to-base contact with the chevaux de frise.

CHEVAUX DE FRISE

Chevaux de frise are rows of pointed stakes that are placed on the battlefield to provide potentially lethal obstacles to the enemy. Unlike mantlets and pavises, chevaux de frise are immobile.

General notes

- ❑ Chevaux de frise cost 15 points per 3in. The minimum size is 3in; the depth (front to back) is 1in.
- ❑ Chevaux de frise are positioned on the battlefield during the deployment phase of a battle. Normal rules for deployment apply.
- ❑ If an army outmanoeuvres the enemy it can set up chevaux de frise up to 18in from its own baseline.

Chevaux de frise and movement

- ❑ If a unit approaches from the front of chevaux de frise (that is, it advances onto the sharpened stakes) and moves into base-to-base contact with them, it must halt otherwise it may suffer casualties.
- ❑ If the unit elects not to halt but instead moves on through the chevaux de frise, it will take 1D6-3 automatic hits. Check immediately for kills as if the unit were attacked by spears, checking for specials as normal. Should the unit suffer 25% casualties it must immediately take a casualty test as normal. All reactions will apply.
- ❑ Units in blood lust will not halt at chevaux de frise and will automatically suffer 1D6-2 hits.
- ❑ A unit that starts a movement phase in base-to-base contact with chevaux de frise is free to move away at normal speed during the phase.

Chevaux de frise and combat

- ❑ A unit in base-to-base contact and behind chevaux de frise is considered to be in combat with any enemy unit that is in base-to-base contact with and facing the same chevaux de frise.
- ❑ For each length of chevaux de frise involved in the combat, deduct 2 from the total worth of the attacking unit involved if that unit is in front of the stakes.

PAVISES

Pavises are large mobile shields employed by warriors as a mobile form of soft cover.

General notes

- ❑ Pavises cost 5 points per 1in. The minimum size is 1in.
- ❑ When several pavises are used by a unit they must remain in base-to-base contact with one another.

Pavises and orders

All normal rules apply for units using pavises.

Pavises and threat

Normal rules of threat apply. Figures using pavises can threaten, counter-threaten and be threatened.

Pavises and reactions

All normal rules apply with the addition of the following:

- ❑ Routing units with pavises will leave them on the battlefield where they are.
- ❑ Units in blood lust - including missile units - will come out from behind and abandon their pavises.

Pavises and shooting

- ❑ Figures shooting behind pavises establish line of sight as normal.
- ❑ When shooting from behind a pavis, range is measured from the front of the pavis's base. Likewise when shooting at figures using a pavis, range is measured to the front of the pavis's base.
- ❑ Units using pavises cannot shoot in more than one rank.
- ❑ Units behind pavises count soft cover when shot at. For a unit to claim cover, the pavis must interrupt the line of sight from the shooting unit to the target unit.



- ❑ If more than half the unit can claim the cover, the whole unit will count soft cover.
- ❑ If less than half the unit can claim the cover, the whole unit will count no cover.
- ❑ Casualties are taken first from those figures not covered by the pavises.

Pavises and movement

- ❑ A pavis may be moved by a unit at half speed. There must be at least one figure in base-to-base contact with the pavis for it to move.
- ❑ Normal difficult terrain rules apply except a pavis cannot move through or over swamps, woods, bushes, buildings and walls.

Pavises and combat

- ❑ A unit using pavises that are in base-to-base contact with an enemy unit is considered to be in combat with that unit.
- ❑ For every two pavises (round up) involved in the combat deduct 1 from the total worth of both units involved.



Pavises can be a great assistance when my army faces dwarves. They enable my archers to get within bow shot of the enemy without being devastated by the longer range dwarven crossbows. Much elven blood has been saved and much sorrow avoided by the use of the kindly pavis.

SPIKED PITS

Spiked pits are placed on the battlefield to provide potentially lethal obstacles to the enemy. Because they represent holes dug in the ground, they are immobile.

General notes

- ❑ Spiked pits cost 20 points per 3in. The minimum size is 3in; depth (front to back) is 1.75in.
- ❑ Spiked pits are positioned on the battlefield during the deployment phase of a battle. Normal rules for deployment apply.
- ❑ If an army outmanoeuvres the enemy it can set up spiked pits up to 18in from its own baseline.

Spiked pits and movement

- ❑ If a unit moves into base-to-base contact with a spiked pit, it must halt or potentially suffer casualties.
- ❑ If the unit elects not to halt but instead moves over a spiked pit it will take 1D6-3 automatic hits per pit, even if only part of the unit goes over the pit. Immediately check for kills as if the unit had taken hits from a spear-armed unit, checking for specials as normal. If the unit suffers 25% or more casualties it must immediately take a casualty test as normal. All reactions will apply.
- ❑ Units in blood lust will not halt at spiked pits and will automatically suffer 1D6-2 hits.
- ❑ A unit that starts a movement phase in base-to-base contact with a spiked pit is free to move away (but not over) at normal speed during the phase.

Spiked pits and combat

- ❑ A unit in base-to-base contact with, and facing, a pit can only be attacked frontally by a unit that is in the pit. The unit in the pit takes spike casualties as in **Spiked pits and movement** (see above) *in addition to* combat casualties.
- ❑ A unit in a pit and in combat deducts 2 from its total worth.



TRICKS



Some armies have the ability to use aspects of their racial or cultural background in ways that are effective on the battlefield and unique to themselves. Here we present two of the most well known army tricks.

GOBLIN TRICKS

The goblin war chant

The aim of the goblin war chant is to whip the whole army into blood lust simultaneously, before the enemy has a chance to react or deploy effectively. At its most potent the war chant will also have the enemy army checking its will to stand and fight. The drawback to the war chant is that once started it must run its course. The war chant can also fail with disastrous results.

- The war chant begins on the first threat phase of the battle.
- It involves all the units in the goblin army.
- All commands in the army must be under hold orders.
- No unit can be reacting.
- Commands that have scouted also take part.
- Allied commands and mercenary commands also take part.
- If the chant continues it takes place during the threat phase of the battle turn.
- Units can do nothing else while the war chant begins or continues; they cannot move, fight and so on. Should a unit do anything else but stand and chant, the chant is broken and the effect is as if a 7 results on the score chart below.
- If at any time during a chant a unit obtains a reaction, the effect is as if a 7 results on the score chart below.
- The war chief, individuals, and battle leaders must also remain stationary while a war chant is in progress.

Method

Throw 1D6 and add the worth of the warchief. Modify the result as follows:

- +1D6 if it is night
- +1 for each talisman in the goblin army
- +1 if the omens are good for the goblins
- +1 if the omens are bad for the enemy
- +2 if the goblins are employing a battle drum

EXAMPLE OF THE GOBLIN WAR CHANT

It is night and the first threat phase of a battle between a goblin and a dwarven army. The goblin player decides to begin a goblin war chant. All his commands are under hold orders and none of them are reacting. He announces his army is beginning a war chant and rolls 2D6 (an extra dice for night), which come up 4 and 3. He adds +4 for his warchief's leadership, making a total of 11 points. The player checks his score, it reads 'the chant goes on, as yet having no effect'. He must keep his army stationary and do nothing until he can try again next turn - hopefully none of his goblin units will react.

Score

- 16 or more** The chant rises to a blood curdling roar from the goblins. The enemy army must make a command test this turn. All goblin units go into blood lust. All goblin commands immediately have attack orders. Remove the hold order counters and replace them with attack orders, place blood lust counters next to each goblin unit. Place command test counters next to the enemy warchief, battle leaders and so on. The chant is over for this battle.
- 15** The chanting gathers momentum, becoming louder and more rhythmic. It ends abruptly with a deafening war cry from every goblin warrior. All units go into blood lust. Place blood lust counters next to each goblin unit. All goblin commands immediately have attack orders. Remove the hold order counters and replace them with attack orders. Place blood lust counters next to each goblin unit. The chant is over for this battle.
- 14** The chanting gets louder and louder, weapons are hammered on shields, feet stomp the ground in rhythm, and musicians add to the cacophony as the goblins work themselves up into blood lust. All goblin units that are not disorganized go into blood lust, place blood lust counters next to each unit. The chant is over for this battle.
- 10 to 13** The chant goes on, as yet having no effect. The goblin player has the option of continuing the chant, or ending it (see above).
- 9 to 8** The chanting has no effect, there is no confidence and one by one the goblin units grow tired and the chanting peters out all together. The chant is over for this battle.
- 7** The chanting is half-hearted, it falters and dies away with barely a murmur; it is obvious the goblins are intimidated by the enemy. All units become shaken – place a shaken counter next to each unit. The omens are now bad for the rest of the battle. The chant is over for this battle.
- 6** Disaster. The failure of the chant to rise above a half-hearted murmur severely shakes the whole army. All units become shaken, the omens are now bad for the rest of the battle, and the army must take a command test this turn. Place shaken counters next to each unit. Place command test counters next to the warchief, battle leaders and so on. The chant is over for this battle.



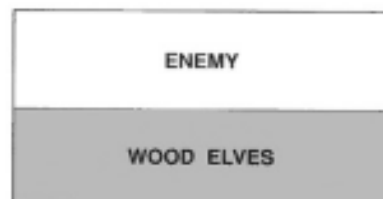
The first time I encountered the goblin war chant it was a bit unsettling. My army was all lined up ready for battle, but instead of the usual untidy goblin attack, all that happened was that they started making this dreadful noise that got louder and louder. Even my warriors were slightly unnerved for a while. Naturally I got them in hand again, but it was worrying while it lasted. So it pays to be ready for this trick of theirs, otherwise disaster may strike before the battle even gets started.

WOOD ELF TRICKS

Outmanoeuvring and setting up forwards

If wood elves outmanoeuvre the enemy they can set up in trees and bushes nearer to the enemy than would otherwise be possible. This ability is known as setting up forwards.

- If an army solely consisting of wood elves (including eagle riders) outmanoeuvres the enemy, it can set up in any terrain features containing trees that are within that army's half of the table.
- The terrain features must consist solely of trees or trees and bushes, not bushes only.
- Units that have taken part in scouting cannot set up forwards.
- Units that set up forwards start the battle disorganized. Their commands must start under hold orders.
- Setting up forwards is carried out in the deployment phase.



The shaded area is the wood elf army's 'half of the table'.

MERCENARIES



USING A MERCENARY COMMAND

An orc army has hired a mercenary command on half pay. During the course of battle the mercenaries take a command test. The command test runs as normal except the mercenaries must also count an extra -2 because they are only on half pay. The final result is 3, making things tense for the orc player. He has to immediately dice again, and there is a chance the mercenaries may change sides. The orc player rolls 1D6, which comes up 4. It could have been worse, but as it is the whole mercenary command routs from the battle and is removed from the tabletop. Had they been better paid they would have put up a better fight.

The world of FANTASY WARRIORS is a rich and colourful place, and among its most rich and colourful inhabitants are the mercenaries – ebullient, roguish, skilled and very professional. They will add variety and expertise to any army but take care: they are not fighting for glory – they are fighting for money. The wise warchief will see that his mercenaries are fully paid.

MERCENARY COMMANDS

Mercenary commands can be used by any army except the undead. The composition of a mercenary command can be whatever the player chooses; mercenaries make it possible to have units of elves and orcs fighting side by side.

Creating and purchasing a mercenary command

When creating a mercenary command the player can choose to pay the full points cost of the units, half the points cost or a quarter of the points cost (round all fractions up). These costs reflect whether the mercenary warriors have been paid in the gold that they fight and die for; how they are paid affects their performance on the field of battle. Needless to say, fully paid mercenary commands perform more effectively than unpaid commands.

Options

1. Pay the full points cost of a mercenary command. Such commands are classed as paid up.
2. Pay half the points cost (round up) of a mercenary command. These commands are classed as half paid.
3. Pay one quarter of the mercenary command's points cost (round up). Such a command is classed as unpaid.

General rules for a mercenary command

- A mercenary command cannot outnumber the rest of the army in numbers of figures.
- There can be only one mercenary command in each army.
- The mercenary command is headed by a mercenary battle leader, and must contain units.
- The mercenary command cannot contain the warchief.
- A mercenary command can consist of units of any racial type, but all warriors in the same unit must be of the same race.
- A mercenary command cannot contain the undead.
- The mercenary command can have one individual. The individual can be one of the following: hero, scout, marksman or destroyer.
- The individual cannot be undead.
- All normal rules concerning individuals apply with the exception below.
- If the mercenary command battle leader is killed, the mercenary individual will leave the battlefield immediately. The individual is removed from play.
- The mercenary individual will move when the mercenary battle leader does.

A mercenary command before the battle

- ❑ A mercenary command will not scout. If the command has a scout individual, however, it can be used in the scouting.
- ❑ A mercenary command always starts the battle with oppose orders.

A mercenary command during the battle

A mercenary command will operate as normal during the battle, but it can regard receiving new orders and the command test very differently depending on how the mercenaries are paid.

Phase five: new orders

The success of issuing new orders to mercenary battle leaders usually depends on how much the mercenary command has been paid.

To the battle leaders test add the following modifiers:

- 1 if a paid up mercenary command
- 2 if a half paid mercenary command
- 4 if an unpaid mercenary command

Phase seven: the command test

The command test can be the true test of the loyalty of a mercenary command. To the command test add the following modifiers:

- 1 if a paid up mercenary command
- 2 if a half paid mercenary command
- 4 if an unpaid mercenary command

The following results for a mercenary command replace those for normal commands.

Score

- | | |
|-----------|---|
| 7 or more | The mercenaries see their pay in jeopardy and will fight all the harder to protect it. All units in the mercenary command go into blood lust, regardless of any that may have different reactions. Place blood lust counters next to each mercenary unit. If any of the units are disorganized they remain so |
| 6 | No change |
| 5 | No change |
| 4 or less | Immediately roll 1D6. Adjust the result by +2 if a fully paid mercenary command, by -2 if an unpaid mercenary command. Consult the following table |

Score

- | | |
|-----------|--|
| 6 | All units in the mercenary command are shaken |
| 4 to 5 | The battle leader, individual and all units in the mercenary command rout and are removed from the battlefield |
| 3 or less | Rout or betrayal. The mercenary command may change sides, see Changing sides |

Changing sides

- ❑ The first time a mercenary command gets this result it will change sides. It now falls under the control of the enemy player. The mercenary command retains its current orders but these orders will now be directed at its former allies.
- ❑ The enemy player can now treat the mercenary command as his own, and give it fresh orders and so on.
- ❑ The paid status of the mercenary command remains unchanged.
- ❑ If this is the second time the mercenary command has had this result it will not change sides a second time, but instead will rout from the battlefield as normal.



You ask me about mercenaries? Well, I'll tell you. I've used them and they can be invaluable. If you know where to look, you can get anything you like: dwarves, elves, orcs, ogres, barbarians, dragons, giants – anything living. And they have no scruples about all being mixed up in the same command – very useful. If you're desperate for extra troops you can always try hiring some mercenaries and underpaying them. If you do this – take my advice. Throw them in where the fighting is fiercest and do it as soon as the battle gets started. That way, they'll win the battle for you instantly or take so many casualties that it won't matter if they change sides or not.

ARTILLERY & HUGE CREATURES



Only certain armies can use these potent, long-range missile weapons. Similarly, huge creatures are limited to specific armies. Consult the ARMY LISTS to see which armies can select them.

BALLISTAS AND GIANT CROSSBOWS

- Use the crew profile if the crew is shot at or is involved in combat. Use the ballista or crossbow profile to calculate the shooting effect.
- It takes a crew of two to shoot a ballista or giant crossbow to maximum effect. If there is only one crew member, *blackening the sky* is not possible.
- The ballista can be moved at 2in for each living crew member, to a maximum of 4in.
- Use the crossbow profiles on the weapons v armour chart, not forgetting to add the strength due to the ballista or giant crossbow.

THE DWARVEN WAR CANNON

Special war cannon rules

- The cannon starts the battle with 6 cannonball volley counters. Extra counters are available at a cost of 40 points each.
- If the cannon does not fire, but is shot at, the crew can claim soft cover.
- There is only one range for the war cannon: 30in.

Firing

First determine the gunpowder charge of the shot. Each gunpowder charge costs one volley counter.

- The gun can fire once a turn.
- Gunpowder charges increase the worth of the cannon as follows:
 - 1 gunpowder charge has a worth of 8.
 - 2 gunpowder charges have a worth of 16.
 - 3 gunpowder charges have a worth of 24.
- The maximum gunpowder charge is 3.

Ignition

After choosing the size of the charge, it must be determined what happens when a spark is laid to the cannon – this is called ignition.

Method

Roll 1D6 and modify the result as follows:

- 1 for each crew member less than 4
- 1 if there is no leader special
- 1 if the crew is disorganized
- 2 if the crew is shaken
- 1 for a double charge
- 2 for a treble charge

Score

0 or less	The gun explodes! All figures within 1ft of the base of the cannon are killed. Any figures with a saving throw may attempt it once. Such a catastrophic event will cause a command test this turn
1	The cannon misfires and has no effect on the target. All volley counters used in the charge are removed from the table
2	Bad loading. The cannon fires but at -4 from its total worth this turn
3	Poor loading, the cannon fires but at -2 from its total worth this turn
4	OK, no effect
5	Good loading, +2 to total worth
6	Excellent loading, +4 to total worth

Orders and reactions

- The cannon does not have to move, regardless of orders.
- If the cannon's orders are oppose, the crew can leave it to seek cover.
- Attack orders mean the gun must fire each turn if it has the ammunition.
- Hold orders means the crew must stay with the cannon.
- If the crew are in blood lust they will fire at the maximum gunpowder charge.

Moving the cannon

The cannon can be manhandled at a rate of 1in for every 10 figures in base-to-base contact with it. This rate is increased by +1in for every full 5 strength points in base-to-base contact with the cannon. The gun cannot be moved further than the movement rate of the strongest creature that is in base-to-base contact with it.

THE GOBLIN WAR GIANT

The goblin war giant is the most awesome and destructive weapon available to a goblin army. It is virtually unstoppable, and has been known to plough on through unit after unit of heavily armed warriors while enduring repeated missile volleys. A war giant, however, is not invulnerable; any lucky blow or shot can kill one, causing a ripple of alarm to run through a goblin army.

Notes and special rules

The war giant and crew are treated as one unit during the game. The goblins are merged into the giant's profile. The points cost includes a leader special and standard bearer special; the cost of the two ballistas are also included in the total. When shooting the ballistas use the lower profile. If the giant is reacting or disorganized then so are the ballistas.

FIRING THE DWARVEN WAR CANNON

A desperate dwarven player decides to fire the war cannon at a rapidly approaching unit of hobgoblins in bloodlust. He will only have time to get off one shot, so he elects to triple charge the cannon in the hope it will blow away the whole hobgoblin unit in one magnificent blast. The dwarven player places three cannonball counters in front of the hobgoblin unit and then rolls the dice to check the ignition result: it comes up 3, which is modified by -2 for the triple charge for a total of 1. He checks the result and finds that the cannon has misfired, with no effect. The volley counters are lost and removed from the table-top – the hobgoblins will be upon the hapless dwarves next turn.





Goblins! Miserable little vermin. They don't usually cause us any problems, but sometimes you'll come up against a goblin army that's got a war giant with it, and then you'd better watch out! Win a battle on their own those things can. Best thing you can do is shoot everything you've got at it and hope for a lucky hit. If it gets in among you, then you've had it.

Tests and reactions

- If a war giant has to make four or more saving throws in any phase and still remains alive, it must take the appropriate test (that is, threat, casualty or combat). All normal reaction rules apply.
- The war giant can be influenced and reorganize as normal.
- The war giant can threaten and counter-threaten.
- If the giant threatens or counter-threatens, the target unit must count two enemy musicians – the giant has the ability to bellow.

Shooting the ballistas from the giant

- The ballistas cannot select independent targets. They shoot together at the same target.
- The giant carries 6 volley counters for the ballistas.
- Because of the huge size of the war giant, the ballistas can shoot over one feature of difficult terrain, provided the war giant is in base-to-base contact with it.
- Because of the huge size of the war giant the ballistas can shoot over one unit, provided the war giant is in base-to-base contact with it.
- By the same token the war giant is also a target for enemy missile units. He gains the benefit of soft cover in these circumstances.
- The ballistas can shoot during the shooting phase while the war giant is in combat. They can shoot at the enemy unit with which the war giant is in combat.

Death or rout of a war giant

- If the giant is killed or routs the goblin crew suffers the same fate.
- The goblin army has to take a command test in the turn that the giant is routed or killed.

The war giant with an army standard

For an extra 50 points an army standard can be carried by the war giant.

- The standard moves with the war giant.
- While the giant lives the standard remains and will give its bonus during a command test.
- The army standard cannot be taken down.
- If the giant is killed or routs, the army standard is considered wrecked, and a command test must be taken this turn without the benefit of the standard.

THE BARBARIAN WAR MAMMOTH

Notes and special rules

The war mammoth and crew are treated as one unit during the game: the barbarians are merged with the mammoth's profile. The points cost includes a leader special; the costs of the archers are also included in the total. Archers use the lower profile when shooting. If the mammoth is reacting or disorganized, so are the archers.

Tests and reactions

- If a war mammoth has to make four or more saving throws in any phase and still remains alive, it must take the appropriate test (that is, threat, casualty or combat). All normal reacting rules apply.
- The war mammoth can be influenced and reorganize as normal.
- The war mammoth can threaten and counter-threaten.
- If the mammoth threatens or counter-threatens, the target unit must count 1 enemy musician – the mammoth has the ability to trumpet.

Archers shooting from the mammoth

- The archers have 6 volley counters as normal.
- The archers can fire during the shooting phase while the war mammoth is in combat. They can aim at the enemy unit with which the war mammoth is in combat.

Death or rout of a war mammoth

- If the mammoth is killed or routs the barbarian crew suffers the same fate.

The war mammoth with an army standard

For an extra 50 points an army standard can be carried by the war mammoth.

- The standard moves with the war mammoth.
- While the mammoth lives the standard remains and will give its bonus during a command test.
- The army standard cannot be taken down.
- If the mammoth is killed or routs the army standard is considered wrecked, and a command test must be taken this turn.

MERCENARY DRAGONS**General rules**

- Mercenary dragons can only be used in mercenary commands. All rules for mercenaries apply.
- Mercenary dragons cannot be warchiefs, battle leaders or individuals.
- Add 10 points to the cost if you want the dragon to also be a champion.
- The cost of leadership is included in the total.
- If the dragon is threatened it can include a musician and a friendly terrible creature in the threat test, provided whatever is threatening has a lesser strength.
- If the dragon has to make four or more saving throws at any one time it must then take the relevant test, and obey any potential reactions.
- Dragons have two movement rates. The smaller of the two is the distance the creature can move on the ground (that is, when not flying) and the larger is the distance it moves when flying.

Dragon breath

Dragon breath should be used with care – a dragon with no breath left will rout from the battle.

- Dragon breath is represented on the table-top by dragon breath counters. They are placed beside and moved with the model of the dragon.
- All dragons commence the game with 6 dragon breath counters.
- The counters represent the amount of breath the dragon has in reserve.
- The range of dragon breath is 6in. Breath is used during the shooting phase.
- The player announces he is using dragon breath and rolls 1D6. The total on the dice is the cost in dragon breath counters.
- If the dragon has insufficient breath counters it will not breathe but will immediately rout from the battlefield.
- Use the profile when calculating the effects of dragon breath, no matter how many breath counters are used up the worth is as shown in the ARMY LISTS (see page 59, Mercenary Dragons).
- Normal to-hit and to-kill rules apply.

MERCENARY GIANTS**General rules**

- Mercenary giants can only be used in mercenary commands. All rules for mercenaries apply.
- Mercenary giants cannot be warchiefs, battle leaders or individuals.
- Add 10 points to the cost if you want the giant to also be a champion.
- The cost of leadership is included in the total.
- If the giant is threatened it can include a musician and a friendly terrible creature in the threat test, provided whatever is threatening has a lesser strength.
- If the giant has to make four or more saving throws at any one time it must then take the relevant test, and obey any potential reactions.



Sometimes it pays to be unconventional. I've used dragons on occasions and they can be most effective. Take barbarians as an example. Just when the ruffians think that their war mammoths and rhinos are going to crush you, that's the time to send in a dragon – you'll get the biggest barbecue you've ever dreamed of. Usually...

INDIVIDUALS



Against the loathsome undead, I always make sure I've got a paladin or two in my army. Paladins counter the effects of spectres and undead monsters, making it easier to beat an undead army



Individuals are frequently crucial participants in a FANTASY WARRIORS game. Used well, they can be decisive. They are also one of the elements that lends FANTASY WARRIORS its thrilling sense of variety and action. Players often lavish particular care on the painting of their individuals in recognition of this special contribution. We now present a further selection of powerful and intriguing Individuals to contribute even more variety to your FANTASY WARRIORS game.

PALADIN HEROES

Paladins are heroes of the highest order. They represent the supreme embodiment of light and life. They have the same profile as a hero as well as additional powers.

- If a paladin hero is in base-to-base contact with a unit of the same race, that unit will be immune to terrible creatures or undead dread.
- Paladins cannot operate in any army that has orcs, goblins, trolls or ogres, including those in any allied or mercenary command.
- All other rules applicable to heroes are applicable to paladins.

DESTROYER HEROES

Destroyers are pure fighting machines with one aim: to seek out, engage and destroy the enemy. They are solely used for fighting, and serve no other purpose.

- There can be only one destroyer for each warchief, and both must be of the same race.
- Destroyers are always on foot.
- No command test is needed if the destroyer is killed.
- If the destroyer's warchief is killed, the destroyer stays on the battlefield and behaves as would a remaining hero overcome by the need to avenge the death of his beloved warchief (see page 40, FANTASY WARRIORS).
- During a command test for an army containing a living destroyer individual, apply the following modifiers:
 - +1 if the destroyer is currently in combat, that is in base-to-base contact with the enemy
 - 1 if the destroyer is not currently in combat, that is in base-to-base contact with the enemy

MARKSMEN

Marksmen are crack shots; they are individuals who are able to pick off an enemy individual with one arrow instead of the many volleys required of a whole unit.

Marksmen rules

These rules supersede Shooting on single figures (see page 24, FANTASY WARRIORS) only when using marksmen individuals.

- Marksmen can only pick off individuals, warchiefs, and battle leaders who are not in base-to-base contact with a unit.
- In the case of groups made up of the above (such as a wizard and a battle leader) a marksman can choose his target.
- Marksmen do not volley – they can shoot only once a turn.
- Marksmen do not need volley counters – they can shoot once a turn indefinitely.
- Marksmen never use poisoned arrows.
- Normal line of sight rules apply.
- Marksmen cannot shoot if they are involved in combat.
- If a marksman is in base-to-base contact with a unit, he is unable to use his sniping skill. If the unit is bow armed he can add his worth during shooting.
- A marksman that is in base-to-base contact with friendly individuals, warchief, or battle leaders can still use his skill.

Sniping method

Throw 1D6 and modify the result as follows:
-1 for bad light

Score

Short range 3, 4, 5 or 6 is a hit. Check for a kill (see page 23, FANTASY WARRIORS). Individuals that suffer kill results may attempt saving throws if appropriate

Long range 4, 5 or 6 is a hit. Check for a kill (see page 23, FANTASY WARRIORS). Individuals that suffer kill results may attempt saving throws if appropriate

AMAZON ENCHANTRESS

The enchantress has the power to ensorcel enemy units, making them awestruck and incapable of acting of their own free will.

The power of enchantment

- The enchantress starts the battle with a power of 6 enchantment counters.
- The power of enchantment is available only to the enchantress.
- The enchantress must have line of sight to the target.
- When using the power the enchantress cannot be in base-to-base contact with any other figure.
- The target unit cannot be reacting.
- The target unit cannot be involved in combat.
- Individuals are not subject to enchantment.

The range of enchantment

Short range: up to 12in.
Long range: 12in to 24in.



I often have a marksman in my army. He can sometimes bring about a quick victory by picking off the enemy warchief. I know it's not very sporting, but war is a serious business. Furthermore, the mere presence of a marksman in your army will keep the enemy individuals guessing – it makes them less likely to be too aggressive.

INDIVIDUALS

ENCHANTMENT

A unit of veteran human archers is about to be enchanted by an enchantress. The human player makes a quality roll for his veteran archers. He rolls 1D6, which comes up 3. This is modified +1 for the veterans and +2 because the unit is disciplined, making a total score of 6. The enchantment fails, the enchantress loses 2 enchantment counters and must hand them in. She was lucky because she still has one counter left, meaning her power is not yet spent.

Method

Players wishing to use an enchantress announce that they are using the power of enchantment. The player places an enchantment counter next to the enemy unit.

The target unit makes a quality roll, and adds or subtracts the following:

- 2 if the target unit has no leader
- 2 if the unit is tribal
- 3 if the unit is stupid
- 1 if the enchantress is at short range
- +2 if the unit is disciplined
- +1 if the target is enduring bad light
- +1 if the enchantress is at long range

Score

- | | |
|-----------|--|
| 0 or less | The unit is enchanted. All the time the unit is enchanted, the enchantment counter will remain with the unit. |
| 1 to 2 | The enchantment fails to take effect. The target unit becomes disorganized. The enchantress retains the enchantment counter. |
| 3 to 4 | The enchantment fails to take effect. The target unit is unaffected. The enchantress expends one enchantment counter. |
| 5 or more | The enchantment fails to take effect. The target unit is unaffected. The enchantress expends two enchantment counters. If the enchantress does not have enough enchantment counters beside her, her power is spent – any units that are already enchanted cease to be under her power and can now act according to their orders. All enchantment counters are discarded when an enchantress's power is spent: the enchantress has no more power during the battle. |

Enchanted units

- An enchanted unit moves at full speed towards the enchantress.
- The unit will not slow for difficult terrain.
- If the unit reaches the enchantress it will halt in base-to-base contact with her.
- While enchanted a unit will not attack its enemy in any way.

Threatened enchanted units

If any enchanted unit is threatened, the enchantment is at once broken and the unit will now act according to its orders. The enchantment counter is returned to the enchantress. The unit cannot counter-threaten in the turn its enchantment is broken.

Shooting at enchanted units

If any enchanted unit is shot at, the enchantment is at once broken and the unit will now act according to its orders. The enchantment counter is returned to the enchantress. The unit cannot shoot in the turn its enchantment is broken.

Enchanted units attacked in combat

If any enchanted unit is attacked in combat, the enchantment is at once broken and the unit will now act according to its orders. The enchantment counter is returned to the enchantress. The unit cannot fight back this turn.

Enchanted units attacked by magic

If any enchanted unit is attacked by magic, the enchantment is at once broken and the unit will now act according to its orders. The enchantment counter is returned to the enchantress. The unit is also free to retaliate if it can through threat, combat, shooting and so on.

Breaking the enchantment

The enchantment can be broken during the influence phase. The unit's battle leader must visit the unit and attempt to influence it as detailed in **Phase six: influence** (see page 38, **FANTASY WARRIORS**). Success in this instance means the unit returns to OK status. The enchantment counter is lost by the enchantress. It is permissible for a player to threaten, shoot at or attack in combat or by magic units of his own side that have become enchanted by the enemy. This is a drastic solution and should be used with caution!



The battle leaders test and enchanted units

- ❑ During the battle leaders test, for each enchanted unit in the command count -1.
- ❑ If the result is OK, the enchantment is broken and the unit will obey its new orders. The enchantment counter is returned to the enchantress.
- ❑ Any other result (except reactions) means the unit remains enchanted, otherwise the unit will take the appropriate reaction.

The command test and enchanted units

Any reactions will override the enchantment. The enchantment counter is returned to the enchantress.

DRUIDS

Druids have unique powers which they can use to affect the terrain over which the battle is fought. They use magical power in the same way as wizards, and all rules concerning wizards and magical power are applicable to druids. Any special rules or exceptions are given here.

General rules

- ❑ Druidic power affects terrain items.
- ❑ Druidic power is used during the movement phase, at the start of the druid's own movement.
- ❑ The model of the druid must be in base-to-base contact with the relevant terrain feature.
- ❑ Like magic, druidic power is paid using magical power counters.
- ❑ Druidic power, once established, can be maintained during subsequent movement phases.
- ❑ The druid player announces he is maintaining druidic power.
- ❑ The model of the druid must remain in base-to-base contact with the relevant terrain feature.
- ❑ The druid is unable to move if he is initiating or maintaining druidic power.

DRUIDIC POWERS**Create impassable terrain**

Creating impassable terrain will make the terrain impossible for enemy creatures to move on, but at the same time allow friendly creatures to move on as normal. This rule does not apply to flying creatures that are currently airborne.

Magic power cost

- ❑ Roll 2D6 to initiate the power: the total on the dice is the initial cost in magical power.
- ❑ To maintain the power, roll 1D6. The total on the die is the current cost in magical power to maintain the power.

Initiating the power

- ❑ During the movement phase the druid player announces he is initiating druidic power, and creating impassable terrain.
- ❑ The model of the druid must be in base-to-base contact with the relevant terrain feature.
- ❑ The druid player rolls two dice and pays the total in magic power counters.
- ❑ He places an impassable terrain counter face up next to the model of the druid.

Maintaining the power

- ❑ During subsequent movement phases the druid player announces he is maintaining druidic power.
- ❑ The model of the druid must still be in base-to-base contact with the relevant terrain feature.
- ❑ The druid player rolls one die and pays the total in magic power counters.
- ❑ If the druid is unable to pay the magic power cost or is killed, the power is immediately broken and the impassable terrain counter is removed.
- ❑ To break the power the druid either moves away or does not pay the cost in magic power. The impassable terrain counter is removed.

Effects

Impassable terrain has the following effects:

- ❑ The terrain feature in question is now considered impassable to all enemy units, individuals, warchiefs and battle leaders.



Funny people, druids, but very useful. I particularly recommend them against wood elves. There's nothing that shakes an elf like finding his precious woods have suddenly become impassable or, even better, hostile. Makes me smile sometimes.

INDIVIDUALS

CREATING HOSTILE TERRAIN

A druid is creating hostile terrain. He is in base-to-base contact with the terrain item and has 25 magic power points. During the movement phase the druid player announces his intention to create hostile terrain, and rolls 2D6: they come up 9 – success! The terrain item is now hostile and the druid player places a hostile terrain counter next to the relevant terrain feature. On the next turn of movement the power is maintained: the druid has 16 magic power points remaining, so he will have no problem maintaining the hostile terrain. The player announces his intention and rolls a dice. It comes up 3, the power is maintained, the hostile terrain counter remains and the druid still has 13 magic power points remaining.

- ❑ The terrain feature is still treated as a normal terrain feature by all friendly units, individuals, warchiefs and battle leaders.
- ❑ Any enemy unit, individual, warchief or battle leader, that is caught on or in a terrain feature that has become impassable, will be unable to move provided the druidic power is maintained. They can function as normal in all other respects, but no form of movement is possible.
- ❑ Should an enemy unit get a rout reaction it is removed from the table as normal. Any other reactions will mean that the unit acquires the reaction but does not move until the power no longer affects the terrain feature.

Create hostile terrain

While the power is maintained hostile terrain will transform a normal terrain feature into a potentially lethal area, affecting all creatures, friend and foe alike.

Magic power cost

- ❑ Roll 2D6 to initiate the power: the total on the dice is the initial cost in magical power.
- ❑ To maintain the power, roll 1D6. The total on the die is the current cost in magical power to maintain the power.

Initiating the power

- ❑ During the movement phase the druid player announces he is initiating druidic power and creating hostile terrain.
- ❑ The model of the druid must be in base-to-base contact with the relevant terrain feature.
- ❑ The druid player rolls two dice and pays the total in magic power counters.
- ❑ He places a hostile terrain counter face up next to the model of the druid.

Maintaining the power

- ❑ During the movement phase the druid player announces he is maintaining hostile terrain with druidic power.
- ❑ The model of the druid must still be in base-to-base contact with the relevant terrain feature.
- ❑ The druid player rolls one die and pays the total in magic power counters.
- ❑ If the druid is unable to pay the magic power cost or is killed, the power is immediately broken and the hostile terrain counter is removed.
- ❑ To break the power, the druid either moves away from the terrain or does not pay the cost in magic power. The hostile terrain counter is removed.

Effects

Hostile terrain has the following effects:

- ❑ The terrain feature in question is now considered hostile to all units, individuals, warchiefs and battle leaders.
- ❑ The effects of hostile terrain are worked out immediately the druid initiates or maintains the power. Any creatures currently on or in hostile terrain are subject to its effect.
- ❑ Creatures on hostile terrain are free to move during their own movement.
- ❑ Creatures on hostile terrain will suffer the effects detailed below.

Units on hostile terrain

The druid player roll 12D6 for each unit on hostile terrain. Any 6 equals a kill. Casualties caused by hostile terrain are worked out as if they had been caused by shooting, with all the usual rules for specials, individuals, and saving throws.

For individuals, warchiefs or battle leaders not in base-to-base contact with a unit, the druid player rolls 2D6 for each figure. Any 6 equals a kill. The figure is allowed its saving throw.

Summoning a tree spirit

The druid can use his power to summon and control a tree spirit. While his power holds he can direct the spirit to seek out and attack the enemy. Controlling a tree spirit is a dangerous action: control can slip and the druid may find himself the victim instead of the aggressor.

Magic power cost

- ❑ Roll 2D6 to summon the tree spirit: the total on the dice is the initial cost in magical power.
- ❑ To control the tree spirit, roll 1D6. The total on the die is the current cost in magical power to maintain the spell.

Summoning the tree spirit

- ❑ During the movement phase the druid player announces he is summoning a tree spirit.



- ❑ The model of the druid must be in base-to-base contact with a terrain feature containing at least one model of a tree.
- ❑ The druid player rolls two dice and pays the total in magic power counters.
- ❑ He places a model of the tree spirit next to the model of the druid, and removes one model of a tree.
- ❑ The tree spirit has been summoned but cannot move during this turn.

Controlling the tree spirit

- ❑ During the movement phase the druid player announces he is controlling the tree spirit.
- ❑ While controlling a tree spirit the druid is unable to move from the terrain feature from which the spirit originated.
- ❑ The druid player rolls one die and pays the total in magic power counters.
- ❑ If the druid is unable to pay the magic power cost or is killed, the power is immediately broken and the tree spirit is removed from the table.
- ❑ To break the control and dismiss the tree spirit the druid chooses not pay the cost in magic power. The model of the tree spirit is immediately removed from the table.
- ❑ If the die comes up 1, the druid has encountered serious difficulties controlling the tree spirit. The magic cost is still paid, but the druid must make an immediate saving throw – no priests or magic can intervene. If the druid is killed the tree spirit is also immediately removed from play. If the druid's saving throw is successful, control of the tree spirit returns to the druid and he can continue as outlined in Controlling the tree spirit.
- ❑ While the tree spirit remains in play it is treated as if it were an individual, moving and fighting accordingly.
- ❑ The druid can control only one tree spirit at a time.
- ❑ The profile of the tree spirit is used when calculating the effects of combat, movement, shooting and so on. See page 72.



If I desperately need a breakthrough against a resolute enemy, I'll tell my druid to summon a tree spirit. Although it can be risky, the power of the spirit can influence a battle enormously.



SPELLS



The practitioners of the magic arts are never content with the powers and knowledge that they have. They forever strive for improvement and innovation. Here are some new spells that have become generally known throughout the eldritch world since the publication of the original spell list.

NEW MAGIC SPELLS

When the word wizard is used it also refers to witches and liches.

Arcane terror

Arcane terror will force an enemy unit to take an immediate threat test as if it were being threatened by a terrible creature with a greater worth. If a paladin is in base-to-base contact with the unit, that unit is immune to arcane terror.

Magic power point cost

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

Throw 1D6 and adjust the cost as follows:

Score

- | | |
|-----|--|
| 1-2 | Halve the magic points cost (round down) |
| 3-4 | Points cost remains the same |
| 5-6 | Double the magic points cost. |

Method

- Line of sight must be established.
- Work out the magic points cost.
- Some units, such as cavalry, wolf riders and so on, have two sets of worth. The worth is always calculated from the highest number.
- The target immediately takes a threat test as if threatened by a terrible creature with a greater worth.
- If the target unit has any reactions, place the appropriate reaction counter next to it.
- The target unit cannot counter-threaten.

Shield

When it works, shield will remove incoming volley counters before they have any chance to take effect. Any number of incoming volley counters can be targeted, provided the wizard has the magical power.

Magical power points cost

- 1D6 for each incoming volley counter to be shielded. Add the total.

Method

- To use shield the wizard must be in base-to-base contact with the target.
- Before the enemy to hit roll is made, roll the dice for each volley counter to be shielded. The total on the dice is the cost in magic power points.
- For each die that reads 4,5 or 6, one volley counter is removed from the table and is not included in the enemy to hit roll.

Haste

Haste increases the movement of any unit, individual, war chief or battle leader with which the wizard is in base-to-base contact.

Magical power points cost

- 1D6 for each 3in added to the end of the move.

Method

- Haste will affect the wizard and whatever unit, individual and so on with which he is in base-to-base contact.
- Using this spell to speed a unit over difficult terrain will not disorganize it, provided the magically adjusted movement rate is halved according to the rules for crossing difficult terrain.
- Haste will not affect expansion or turning manoeuvres.
- Haste must be cast during the movement phase at the appropriate time the unit or individual in question is about to move.

The arcane duel

The arcane duel takes place between two wizards. The initiator of the duel is the attacking wizard; the other is the target wizard.

Method

- The attacking wizard must have line of sight to the target wizard. Range is irrelevant.
- Target wizards with magical power of less than 5 points are immune to the arcane duel.
- The attacking player announces he is initiating an arcane duel and identifies his target.
- The attacking player then places face down the amount of magical power he wishes to use in the duel.
- The target player now has two options. He can either choose to fight to the death, or defend himself. He states clearly which option he is going to use.
- The target player then places face down the amount of magical power he wishes to use.
- Both players turn their counters face up.
- Players roll 1D6 for every 5 full points of magical power they have on the table.
- Each player totals his result on the dice. The one who gets the highest wins; players should also make a note of the difference between the two totals. A tie indicates a stalemate, and the duel ends with no effect; each wizard retains his power counters.

Duelling to the death

- If the attacking wizard wins, the target wizard must make saving throws equal to the difference in totals. The target wizard is killed if he fails any of these saving throws.

THE SHIELD SPELL

A wizard is in base-to-base contact with a friendly unit that has come under a hail of 6 volley counters. The wizard has 12 points of magic power. Before the hit roll the wizard player announces he is going to use the shield spell. He decides to attempt to shield against 2 of the volley counters. He rolls 2D6, which come up 6 and 3. The total of the dice (9) is the cost of the spell in magic power. They also determine the effect of the spell. The 6 indicates success and one incoming volley counter is removed; the rest are unaffected. Note that if one of the 6 volley counters had been poisoned the defending wizard player could have chosen that in preference to a standard volley counter.

AN ARCANE DUEL

An orc wizard initiates an arcane duel against a human wizard who announces that she will fight to the death. Both commit 5 points of magical power and as a consequence roll one die each. The orc scores 6, the human scores 3. The orc wins with a difference in dice score of 3, forcing the human to make three saving throws – failure in any will result in death.

If the dice scores were reversed (6 to the human, 3 to the orc), the orc would need to make three successful saving throws to survive.

SPELLS

SUMMONING A FIEND

The battle is going badly for a barbarian army, and in desperation the barbarian player decides to have his wizard summon a fiend. The barbarian wizard has 30 points of magical power. During the barbarian movement the wizard attempts to summon the fiend. The barbarian player rolls 2D6, obtaining a result of 5 – failure. The wizard loses 5 points of magical power for a remaining total of 25. Next movement turn the wizard again tries to summon the fiend. He rolls 2D6 for a total of 8 – success. The wizard loses 8 points of magical power for a remaining total of 17. The summoned fiend appears on the battlefield and is placed in base-to-base contact with the wizard.

- If the target wizard wins, the attacking wizard must make saving throws equal to the difference in totals. The attacking wizard is killed if he fails any saving throw.

Duelling to defend

- If the attacking wizard wins, the target wizard must make one saving throw. He is killed if he fails the saving throw.
- If the target wizard wins, the attacking wizard must pay double the magic cost he used on the spell. If he overdraws his power he is dead – there is no saving throw.

Winning the arcane duel

- The winner of an arcane duel will gain magical power equal to the magical power points the loser used in the spell. The winning player picks up those that the loser used.

Summon a fiend

Summoning, controlling and banishing a fiend is dangerous because it puts the life of the wizard in jeopardy. Summoning the creature is relatively easy, but controlling it can quickly drain a wizard's power, making him weaker, more likely to lose control and, worst of all, unable to banish the creature. If a wizard can keep control, the power of the creature in battle is immense; its presence is terrifying.

General rules

- The spell has three distinct parts: summoning, control and banishing.
- The summoning spell can be cast only during the movement phase at the start of the wizard's own movement.

Summoning

- Roll 2D6.
- If the total is 6 or less, the spell fails.
- If the total is greater than 6, the creature has been summoned.
- The magical power cost in either case, is the total of the two dice.
- If the spell is successful, the model of the fiend is placed in base-to-base contact with the model of the wizard. Neither figure can move in this movement phase.

Control

- Controlling a fiend happens in subsequent movement phases to the one in which the creature was summoned.
- The wizard is unable to cast any other magic while he is controlling a fiend.
- Roll as many dice as the player wishes. The total on the dice is the cost in magical power.
- If the total is greater than 6, the wizard has control of the fiend.
- If the total is 6 or less, the wizard has failed to control the fiend.
- If the wizard has control, the fiend is treated as an individual in that army, moving and fighting accordingly.
- If the wizard fails to control the fiend he must immediately make a saving throw – no priests or magic can intervene. Failure will kill the wizard and banish the fiend. Success will indicate the wizard has regained control but the fiend cannot move in this turn, although it can fight, threaten and so on as normal.

Banishing a fiend

- Choosing to banish a fiend can be performed at any time during the battle turn.
- Choosing to banish a fiend will cost the roll of 2D6, the total being the cost in magical power. Overdrawing power at this stage will kill the wizard as for overexpending power; the spell will fail, see *Failure to banish*.
- If the creature is banished, the model of the fiend is immediately removed from the table.
- Failing to banish a fiend will allow the enemy the option of taking over control. If the enemy choose to take over control they must have a wizard who will then control the creature according to the rules on *Control*. Similarly, if the new controller wishes to banish the creature, the full banishment rules apply, and in all cases magic power must still be used.
- Should the enemy player choose not to take over control, the creature is immediately removed from the table.
- Given enough wizards and power, a fiend could conceivably change sides several times during a battle.

The fiend

- The profile of the fiend is used when calculating the effects of combat, movement, shooting and so on. See *ARMY LISTS*, page 72.



UPDATE



Standard bearers as casualties

Play testing has shown that it is worth reinforcing the rules covering this topic. Standard bearers can only become casualties in one of the following three circumstances:

- Using the 'capturing the standard' option.
- If a unit has to remove casualties through combat or shooting and the only figure left in the unit is the standard bearer.
- Because the unit is annihilated.

Only in the second and third cases can a standard bearer be killed through shooting alone (see pages 24 and 33, *FANTASY WARRIORS*).

Warchief's command

- If there are no units in a warchief's command then it does not count as a command during command tests. This confirms the definition of a command on page 7 of the *FANTASY WARRIORS* rule book: 'A command consists of one or more units.' Thus if a warchief's command consists only of individuals, it does not count as a command during command tests.
- If players are using the *Movement by commands* option of the movement and reorganization rules (see page 27, *FANTASY WARRIORS*), don't forget to include the warchief's command, even if it does not include any units. It is necessary to do so to determine when the warchief and any individuals in the army move.

Couriers

Once a courier has a new order in his possession he must move at full speed by the quickest possible route to the battleleader for whom the order is intended. He must not delay for any reason (see page 36, *FANTASY WARRIORS*).

Individuals

Individuals may move through friendly units at no penalty to themselves or the units. They may not pass through enemy units.

Priests

Priests can attempt to force re-rolls of any dice including those used in magic. Priests, however, cannot use their influence with the gods to enable them to re-roll any of their own dice. But a priest may attempt to use his influence to allow another priest to re-roll provided that both priests are of the same race (see page 40, FANTASY WARRIORS).

Priests in multi-player or multi-army games

In multi-player or multi-army games, single priests can only influence the rolls of the army to which they belong. Several priests acting together can influence any rolls. Note that only priests of the same race may 'join together' to improve their chances of success.

Heroes in multi-player or multi-army games

Heroes may only add their worth to units of the army to which they belong.

Shooting at individuals

As is stated on page 24 of FANTASY WARRIORS it is possible to shoot at lone individuals. It is also possible to direct shooting at a group of individuals in which case the player shooting chooses which of the individuals will be the target.

Command tests

A battleleader does not count as part of his command (page 7, 'a command is a grouping of one or more units') because he is an individual and not a unit. Therefore if all the units of a command are routed or annihilated that command still counts as a -1 in command tests even if the battleleader himself is still alive and on the battlefield.

If several reasons occur that necessitate a command test in the same turn (for example, several heroes are killed, a wizard routs and a battleleader and two priests are killed) a player still only takes the test once that turn for each battleleader and warchief in his army (page 39).

As it states in FANTASY WARRIORS, the players may choose in what sequence their battleleaders take the command test. This ability should be taken full advantage of because a battleleader who fails a test will affect the chances of the next battleleader who tests (page 39).

Movement and combat

If, during movement, a unit comes into base-to-base contact with an enemy unit, it must cease movement. It is now in combat, which will be resolved during the coming combat phase (page 29).

Line of sight

Units interrupt line of sight. It is not possible to draw a line of sight from one unit to another if a third unit interrupts the line of sight (page 22).

Movement

A unit or individual may voluntarily leave the table. Once it has done so it may not return.

Combat – who fights

Individuals and specials are always assumed to be in the front rank of any combat and thus fighting. It is not necessary for the miniatures representing them, however, to be physically in the front rank. This is often not possible or aesthetically pleasing anyway. Wherever a special or individual miniature is placed within a unit, the combat benefits of that miniature can be gained during a combat. Also, such individuals are eligible as casualties in the event of the enemy obtaining a 'kills to specials or individuals' result.

Combat – units and individuals

If a unit is in contact with an enemy individual at the end of the movement phase, a combat occurs between the two during the combat phase. It is always permissible for an individual to move away from base-to-base contact with an enemy unit during the movement phase provided that the individual's turn to move is after the unit's.

Terrain features

Terrain features are a mixture of terrain items grouped together and ideally placed on a base of some sort which serves to delineate the edges of that feature. Players should note that the whole of the base interrupts line of sight and not just the terrain items on the feature.

Creating terrain features

The rules state that all 'your' terrain should be grouped into terrain features. In this context 'your' refers to all the players and not merely the host. The sentence 'A terrain feature is simply a few items of scenery grouped together' should read: 'A terrain feature is simply a few terrain items grouped together.' Terrain items are defined on page 11.

Placing terrain features

If one side outscouts the other (page 15, FANTASY WARRIORS)

The second point under this heading should read: 'The outscouting player places all or some of the available terrain features exactly where he wishes.'

If one side outmanoeuvres the other (page 15, FANTASY WARRIORS)

The first point under this heading should read: 'The winning player places all or some of the available terrain features exactly where he wishes.'

Attack orders – missile units

Units with missile weapons but no ammunition counters left, no longer count as missile units.

Threat – units in combat

Units in combat can be threatened provided that the threatening unit can trace a clear line of sight to its target. Units in combat cannot initiate or counter threaten.

Eldritch command

This spell takes effect immediately. The statement in FANTASY WARRIORS that the player should 'proceed with battleleader's test as normal' means that the method of employing the test is as normal. It should be taken out of its usual place in the turn sequence as soon as the spell is successfully cast.

Shooting into combat

Shooting into combat is not allowed.

Terrible creatures

If two opposing terrible creatures of equal strength come into range of each other, neither is terrible to the other.

Soothsayers

On page 17 of FANTASY WARRIORS, the first soothsayer rule should read: 'Add one to the omens dice roll. An army with more than one soothsayer still only adds one, regardless of how many soothsayers are available to it.'

Threat test – unit worth

To calculate the worth of a unit, add up the worth of all the warriors, specials and individuals with the unit.

Range

On page 22 of FANTASY WARRIORS, handgun ranges should be: Short 6in, Long 12in.

Shooting – flying creatures

The rules on page 22 of FANTASY WARRIORS regarding shooting at or from flying units should be deleted and replaced with the following, which also covers flying individuals: 'When shooting at or from flying creatures the range is always long.'

Finger of death

Magic power cost should read 1 magic power point per 12in and not 1in.

SUGGESTIONS

The following items are suggestions which we feel will improve play but perhaps at the expense of simplicity. Take a look and implement those (if any) that appeal to you.

Deployment

An outscouted or outmanoeuvred army can only deploy in the central 60% of its deployment zone (see page 15 of FANTASY WARRIORS for diagram of deployment zones). This would mean that instead of play being restricted to one corner of the table as an outscouted player attempts to safeguard at least one flank by anchoring it against a table edge, the full potential of the table area will become available. Obviously, once play begins, either player is free to move into those flank areas. The player who successfully outscouts or outmanoeuvres can deploy anywhere he wishes in his deployment zone.

Musicians

It has been suggested that there should be limits to the number of musicians a unit can have. It is thought that some players will collect armies exclusively made up of musicians which will then be capable of threatening any other army clean off the table. We can offer three ways of dealing with this if you feel it is going to be a problem for you:

- No limits are set for number of musicians per unit. However, the rule that a miniature must be of the correct type should be rigorously applied. Every musician must be represented by a musician miniature.
- No unit may have more than three musicians.
- There are no limits to the number per unit but musicians are subject to an incremental cost. Thus, the first musician in a unit costs the price of a normal warrior plus 10 points. The second musician costs the price of a normal warrior plus 20 points and so on.

MULTI-PLAYER GAMES

FANTASY WARRIORS is ideally suited to multi-player games and there are several ways they can be organized.

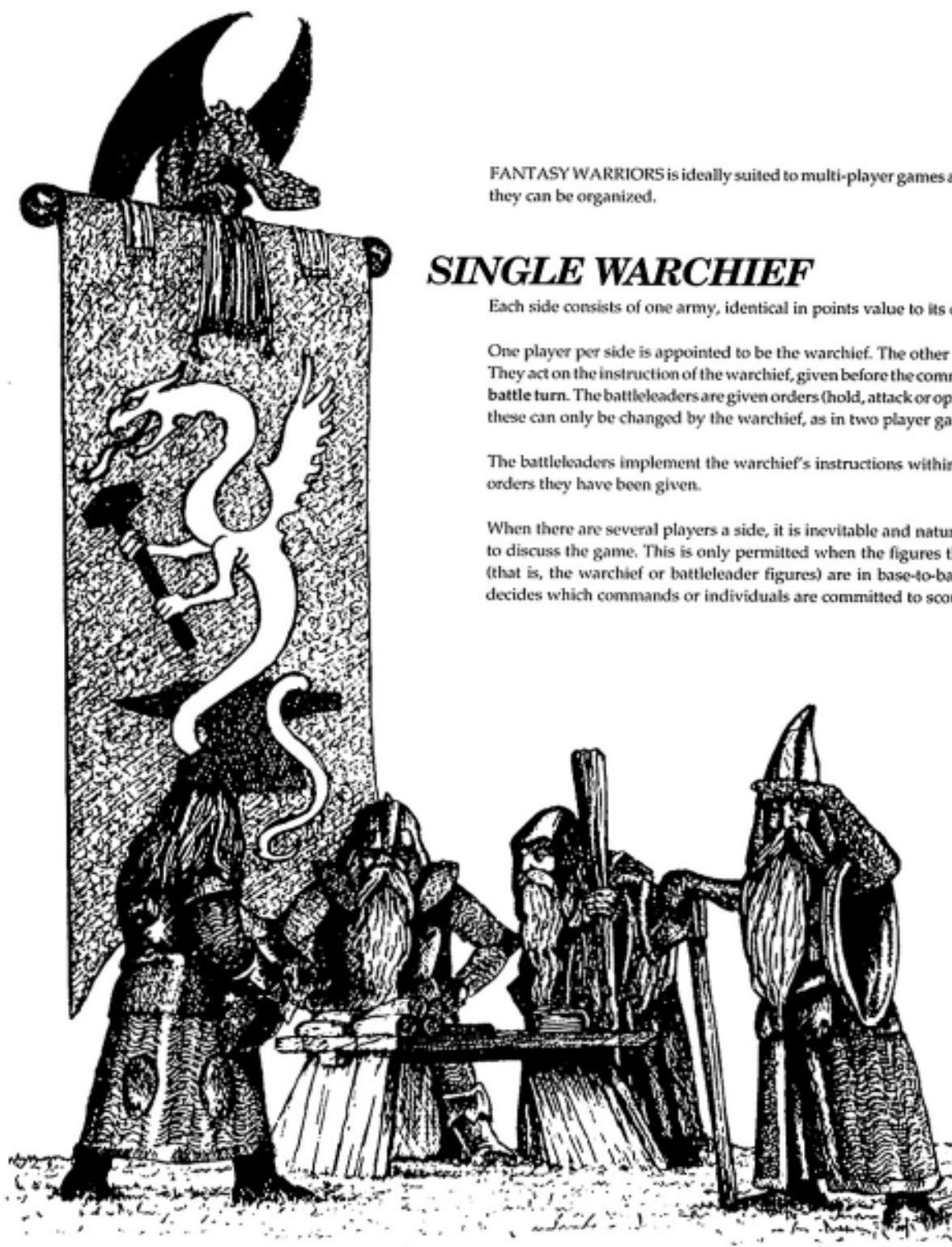
SINGLE WARCHIEF

Each side consists of one army, identical in points value to its opponent.

One player per side is appointed to be the warchief. The other players are battleleaders. They act on the instruction of the warchief, given before the commencement of **Stage 3: the battle turn**. The battleleaders are given orders (hold, attack or oppose) by the warchief and these can only be changed by the warchief, as in two player games.

The battleleaders implement the warchief's instructions within the limits of the class of orders they have been given.

When there are several players a side, it is inevitable and natural that they should want to discuss the game. This is only permitted when the figures that represent the players (that is, the warchief or battleleader figures) are in base-to-base contact. The warchief decides which commands or individuals are committed to scouting.



During the initiative section of the movement and reorganization phase, dice either by player or by command according to the rules (pages 26–27). If it is decided to dice by command, don't forget to include the warchief's command, even if it is not directly commanding any units – it is necessary to determine when the warchief and any attached individuals move.

SEVERAL ALLIED WARCHIEFS

Each player has his or her own army and acts as that army's warchief. It is also possible to have subordinate battleleaders. The points value of each army should be identical and there should be an equal number of armies on each side. If it is not possible for each side to have equal numbers of armies (for example, if there are five players, one side will have three armies, the other two) then the side with the fewest armies should have its points value increased so that the total number of points on each side is equal.

The warchiefs on each side will discuss their battle plan before **Stage 3: the battle turn**. Because they are all equal allies, no one player is superior to any other so the manner in which each warchief decides to implement the plan is up to him. This can lead to some interesting developments. Each warchief issues orders to their own battleleaders and to no others.

Any discussion between warchiefs after the commencement of **Stage 3: The Battle Turn** may take place only if the warchief miniatures are in base-to-base contact.

If players wish, they can send written messages between warchiefs. During the new orders phase, allow one minute for players to write such messages if they wish to. They should be written on a small piece of paper (about 3in by 3in) folded twice and placed under a messenger or courier figure which is in base-to-base contact with the warchief who is sending the message. This figure is then moved normally for its type during the movement and reorganization phase. When it reaches the allied warchief to whom it is directed, the warchief can read the message and react as seems suitable. Since all warchiefs are equal allies these messages should not be couched in the form of orders – at least not if the issuing warchief wishes the alliance of which he is a part to remain in being. Messages between equal allies are best restricted to requests (usually expressed in extravagantly polite and diplomatic language) or information about the situation of the army of the issuing warchief.

It is up to each warchief to decide which commands or individuals of his army he wishes to commit to scouting. During the initiative section of the movement and reorganization phase, dice either by player or by command according to the rules (pages 26–27). If it is decided to dice by command, don't forget to include those belong to the warchiefs, even if they are not directly commanding any units – it is necessary to determine when the warchief and any attached individuals move.

SEVERAL ALLIED WARCHIEFS, ONE OF WHOM IS IN OVERALL CHARGE

Points values should be identical for each side (see previous section).

This type of game is similar to the single warchief game in that one player a side is appointed in overall command. Plans will be made either by the commanding warchief alone who then informs his subordinate players of his decisions and tells them how they will implement them or, more likely in view of the independence of mind of gamers, the players will discuss their plan before **Stage 3: the battle turn** with the final decisions being made by the commanding warchief. In other words, the players conduct a council of war. Players issue whichever orders they wish to their subordinate battleleaders (if they have any). It is up to the players to decide which combination of orders can best bring about the success of their side's plan. Players can only discuss the game if the miniatures representing them (that is, the warchief miniatures) are in base-to-base contact. Thus if all players of a side wished to contribute to a discussion then all their warchief miniatures would have to be in contact.

Warchiefs can only issue orders to commands in their army – not to those in allied armies.

If players wish, they can send written messages between warchiefs as outlined in the previous section. Remember that in this type of game the commanding warchief is the superior of the other warchiefs on his side and is thus entitled to issue orders to his subordinate players who would then be expected to attempt to implement them to the best of their abilities. If the notion of such a hierarchical game is not to your taste, don't play this variation.