

COUNTERS AND DICE

DICE

The only dice required to play FANTASY WARRIORS are the standard, 6-sided type supplied with the game. Therefore all references to dice in the text mean 6-sided dice. Often the abbreviation 'D' will be used. If a number appears in front of the 'D' (eg '2D') it just tells you how many dice to throw. For example, 2D tells you to throw two dice. Sometimes you will need more than the 5D provided with the game. When this happens just keep rolling the dice until you have reached the required total. If you find it more convenient, you can buy extra dice - they're very cheap.

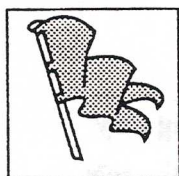
Game components:

- 102 Plastic miniatures
- 51 Plastic shields
- 5 Dice
- 150 Order counters
- 1 Rulebook
- Quick reference sheet

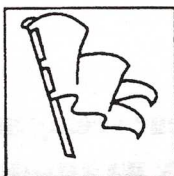
COUNTERS

The counters are a way of displaying game information right where you need it most - on the battlefield. During the game, the status of units and some individuals will alter so, rather than having to memorise or make notes of, for example, how many volleys a missile unit has left or which unit is threatening which other unit or how many magic points a wizard has, you simply place the relevant counters next to the unit or individual in question and all the information is there in front of you. FANTASY WARRIORS is a visual spectacle so it makes sense to record changes of status with attractive counters.

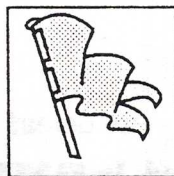
At the start of a game, divide all counters (except magic points and volleys) equally between the two sides. Allocate magic and volley counters to the wizards and missile units as explained in the rules.



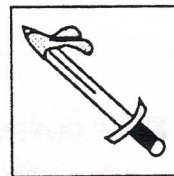
Blue HOLD
x8



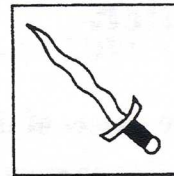
Yellow OPPOSE
x8



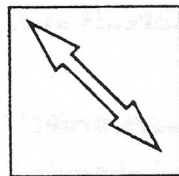
Red ATTACK
x8



Bloodlust
x9



Shaken
x9



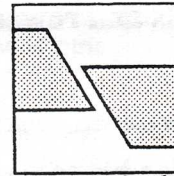
Direction
x1



Threaten
x9



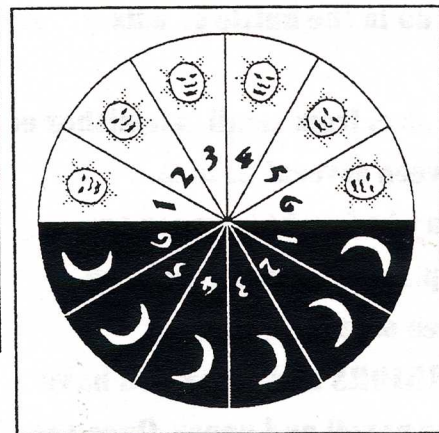
Command Test
x6



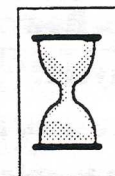
Disorganised
x9

Painting miniatures

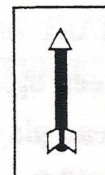
For advice on painting the FANTASY WARRIORS miniatures - see the side panels of the game box.



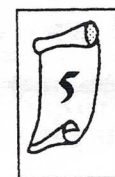
Time Dial



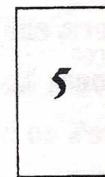
Hourglass
x1



Volleys
x40



Magic Power
x31



Initiative
x10

SEQUENCE OF PLAY

There are just three stages involved in playing a game of FANTASY WARRIORS.

- 1 PREPARING FOR BATTLE**
- 2 BEFORE A BATTLE**
- 3 THE BATTLE TURN**

Let's take a look at each stage in more detail.

1 PREPARING FOR BATTLE

Organising an Army (page 7)

Warriors are provided for you in the form of plastic FANTASY WARRIORS miniatures, over 100 of them crammed into the game box. You'll need to separate them from each other and group most of them into units. You'll also need Specials, Battle leaders and a Warchief, which you will designate from the remaining figures. They will all then be given Profiles which determine their effectiveness in the game.

Preparing the Terrain (page 10)

The FANTASY WARRIORS battlefield, be it a large table or designated area of the floor, is not just a flat, empty plain. Scenery is used both tactically and for visual appeal. It is used in the game in pre-defined Terrain Features.

Victory and Defeat (page 11)

Like any competitive game, FANTASY WARRIORS usually ends with one side winning and the other losing. Draws are possible, but not very likely. Before you commence play, both sides will need to know what they have to do to secure victory.

Multi-player games (page 12)

The most obvious way to play FANTASY WARRIORS is with two people, each with a Warchief at the head of an army, battling against one another. However, the game is eminently suitable for larger, multi-player battles involving several allied armies.

2 BEFORE THE BATTLE

Scouting (page 13)

Before any of the miniatures are actually placed on the battlefield, the players will need to decide if they wish to Scout. If they do, they allocate some of their units to this task and, if successful, they may gain an early advantage over their opponents by discovering their deployment and maybe even by deciding what time the battle starts.

Establishing the Time (page 14)

The players will need to find out what time of day the battle begins. As the game proceeds a record of the time is kept using the unique FANTASY WARRIORS Time Dial. Time is an important part of the game because the performance of many of the armies is affected by whether it is day or night.

Laying out the Battlefield (page 14)

This is when the Terrain Features are placed on the battlefield.

Deploying the Armies (page 15)

Sounds easy,but there are a few rules to make sure that no-one gains an unfair advantage.

Boasts and Omens (page 16)

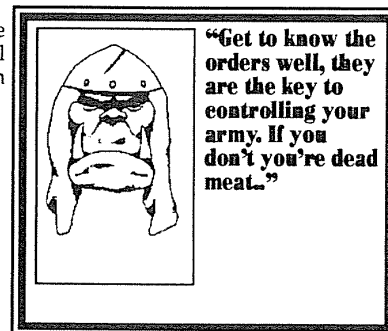
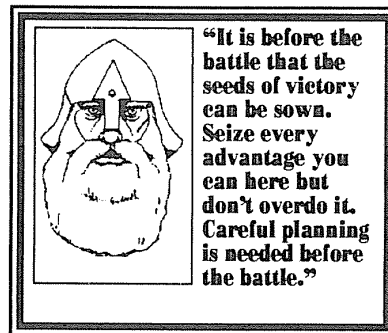
Players make use of many factors in the pursuit of victory. Both psychological and supernatural advantages may be sought in the intriguing battle of wits which goes on throughout a game of FANTASY WARRIORS. Boasts can affect the morale of an army whilst Omens indicate whether or not an army enjoys the favour of the gods.

Issuing Orders (page 17)

The final responsibility of the player before committing his army to the vagaries of battle is to issue his Battle leaders with their orders. Crucial decisions are made at this time. This is when the real tension begins! Its also a link with the next step because orders can be changed during the Battle Turn as well.

3 THE BATTLE TURN

Like most games, FANTASY WARRIORS is played in turns. A typical game is likely to last for between 8 and 12 turns. To make playing the game as enjoyable and logical as possible, the turn is broken up into several phases. Each phase must be completed by both sides before play proceeds to the next phase. If, during any turn, there is nothing to do in a particular phase (for example if neither side wishes to threaten) then that phase is considered to have been completed and play proceeds to the next phase. Players will find that phases 5, 6 and 7 are used less than the others, particularly at the beginning of a game.





“Take it easy and keep it simple to begin with, get the feel of the ebb and flow of battle. Become familiar with shooting, movement and combat. As you gain experience start threatening and experimenting with magic. If you have any individuals now is the time to let them get their first taste of battle.”

Phase One: Threat (page 19)

Not all battles are won by missiles or combat. In FANTASY WARRIORS you can literally frighten your opponents into defeat.

Phase Two: Shooting (page 21)

Many FANTASY WARRIORS are armed with missile weapons like bows and crossbows. Used properly, these warriors can shape the course of a battle.

Phase Three: Movement and Reorganisation (page 26)

Warriors don't just stand in one place on the battlefield. They move around, sometimes where the warchief wants them to go, sometimes where they want to go. Furthermore, different warrior types move at different speeds. This phase is not conducted simultaneously.

Phase Four: Combat (page 30)

Sooner or later, the opposing warriors come into violent contact. This is when the swords, battle-axes, spears and all the other fearsome paraphernalia of combat are put to good effect.

Phase Five: New Orders (page 35)

As the battle develops, the initial orders handed out by the warchief may need adjustment, either as part of an initial far-sighted plan or in response to unforeseen developments.

Phase Six: Influence (page 38)

As well as being the link between the warchief and the fighting units of warriors, battle leaders can also exert a controlling influence over the units under their command, steadying the faint-hearted and calming the over eager.

Phase Seven: Command Test (page 39)

There are occasions in any battle when events put into question the willingness of an army (or part of an army) to carry on the fight. This is the time when that willingness is tested.

Individuals in Battle (page 40)

In FANTASY WARRIORS many extraordinary individuals from mighty heroes to mumbling soothsayers play their part in the ebb and flow of battle.

Warchiefs and Battle Leaders in Battle (page 42)

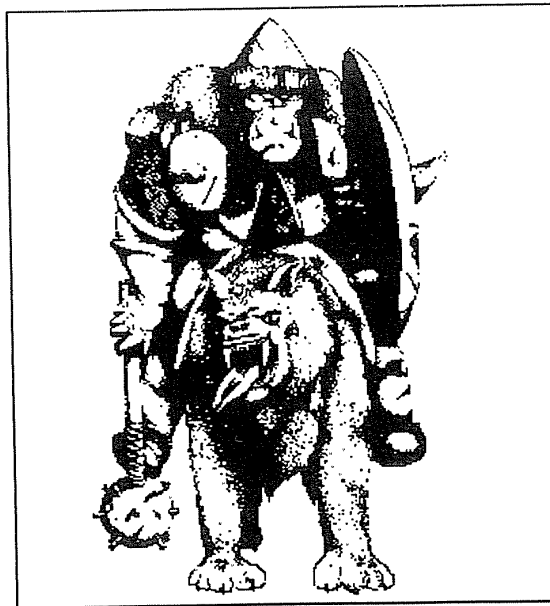
Warchiefs and battle leaders move freely round the battlefield, giving and receiving orders, encouraging wavering troops, perhaps even plunging into combat.

Magic (page 43)

Magic is an important element in FANTASY WARRIORS. It is also, of course, supernatural and not subject to the same physical constraints as the rest of the events simulated in the game. To reflect this, magic is allowed a unique flexibility in that it may be used at any time in the Battle Turn.

Talismans (page 46)

The superstitious troops in FANTASY WARRIORS often place their faith in their army's talismans, whether they are army standards, sacred items or even beloved personages.



PREPARING for BATTLE

ORGANISING AN ARMY

All FANTASY WARRIORS armies, regardless of the troops that make them up, consist of the following:

A warchief, battle leaders, commands, units, warriors, specials and individuals

All of the above may be represented by the FANTASY WARRIORS miniatures and all have their own functions. Let's take a look at each in more detail:

WARCHIEF

There is only one of these in each army. The warchief is in charge of the army and controls it by issuing orders to the next in the chain-of-command – the *battle leaders*.

BATTLE LEADERS

Each *battle leader* heads a *command*. They receive orders from the *warchief* and attempt to carry them out at the head of their *commands*. There can be **more** than one *battle leader* in an army.

COMMANDS

A *command* is a grouping of one or more *units*. In charge of each is a *battle leader* or the *warchief*. The *command* is used by its *battle leader* to carry out the orders he or she has received from the *warchief*. A *command* will only obey its own *battle leader*. The *warchief* may also directly control his own *command*.

UNITS

A *unit* is a group of one or more miniatures. Its main function in the game is to fight the opposing side's *units*. It normally consists of several warriors armed and armoured identically. At the start of a battle it **must** have a *leader* and it may have other specials within its ranks.

WARRIORS

Warriors are at the bottom of the army hierarchy and yet are also the most important members of it. Without warriors there would be no armies. Most of your FANTASY WARRIORS miniatures represent warriors.

SPECIALS

These fight alongside the warriors in their *unit* and are armed and armoured identically to them. Their presence improves the performance of the *unit* they belong to and they cost more points than an ordinary warrior. There are four types of *special*:

Leaders At the start of a battle **every** *unit* must have a *leader*. Large individual creatures operating alone have leadership built into their profile.

Champions These represent individual warriors who, by their ferocity or skill-at-arms set a stirring example to their comrades. They add to the fighting ability of their *unit*. *Champions* are optional and no *unit* may have more than one.

Musicians These improve the performance of their *unit* if it is threatening another. They also improve the ability of their *unit* to resist threat. The more of them there are in a *unit*, the greater their effect. *Musicians* are optional.

Standard Bearers These are always placed in the front rank of their units. The standard they carry increases the *unit's* morale. However, if it is captured, any benefits will be lost. *Standard bearers* are optional. No *unit* may have more than one.

INDIVIDUALS

Individuals do not belong to *units*. They operate on their own and each type has unique characteristics:

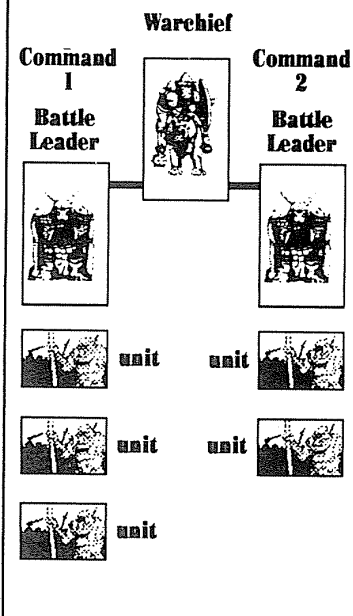
Priests By seeking the favour of the gods, *priests* can attempt to favourably alter events that have already occurred or attack enemy *wizards*.

Soothsayers These can favourably influence the omens. If you have one or more in your army, you have a greater chance of good omens.

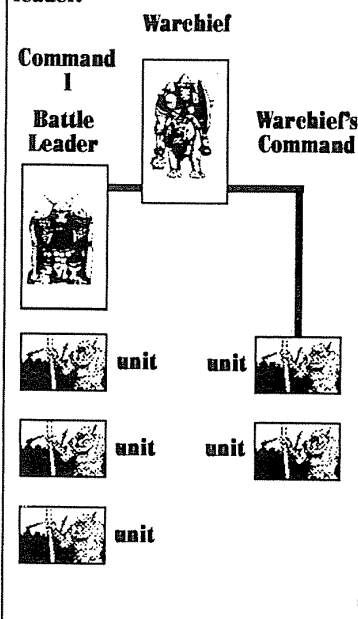
Wizards *Wizards* are practitioners of magic and have a number of powerful spells at their disposal. However, each time they cast a spell their power is reduced.

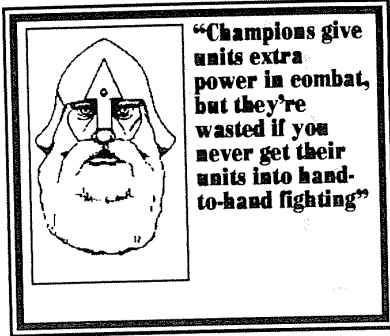
Heroes These are powerful fighters, capable of facing the most intimidating enemy. Their mere presence will inspire the rest of the army.

This army has two commands. Both are led by battle leaders who receive orders from the warchief



This army has two commands. One is led by the warchief in person, the other is led by a battle leader.





Banner bearers These are the personal standard bearers of *battle leaders*. They extend their range of influence and can act as a temporary *unit* standard whilst the *battle leader* is with a *unit*.

Heralds Like *banner bearers*, these can extend the range of influence of a *battle leader* and act as a temporary *unit musician* if the *battle leader* is with a *unit*.

Scouts These are expert trackers, able to observe and assess enemy troop movements, who improve an army’s scouting ability.

Couriers These are trained messengers who travel quickly and deliver orders clearly. A *battle leader* is more likely to understand an order carried by a *courier* than by an untrained messenger.

This unit has a compulsory leader special, but no other optional specials.



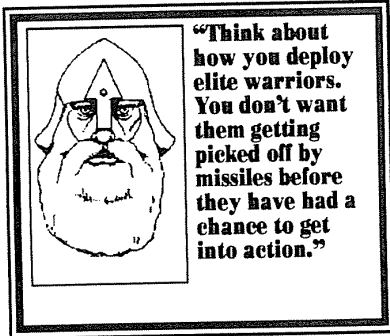
This unit has a full range of specials, leader, standard bearers, champion and musician.



THE PROFILE

Every warrior, *battle leader*, *individual* or war machine etc in your army will have a *profile*. The *profile* lists all the characteristics of a particular troop type:

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD
ORC INFANTRY											
Infantry	Average	Tribal	1	.	1	Md/Sh	Hd	6ins	No	No	Day



QUALITY (QUA)

All troops from the lowliest Goblin to the mightiest Giant have a fighting *quality*. *Quality* is one of the most important factors in the *profile* and affects virtually everything your warriors will do in battle. The higher the *quality*, the more effective the warriors will be.

Quality is divided into five categories:

1 Elite

The best possible warriors. Lethal in attack, immovable in defence, they are highly efficient and superbly motivated warriors. *Elite* troops are rare. Some races have none at all. The small Elven armies alone contain a high proportion of *elite* warriors.

2 Veteran

Veteran warriors are more common. Experienced and seasoned fighters, they are steady warriors often capable of withstanding the worst the enemy has to offer. Dwarves are the best example of *veteran* warriors. The classic Dwarven army is small and slow moving, but with virtually every warrior in it of *veteran* or higher *quality*.

3 Average

The vast majority of warriors fall into this category. Most Men, Orcs and Goblins are of *average quality*.

4 Poor

This category represents troops who are inexperienced or who have had little or no training. It can also represent troops who are unwilling to fight or who have been forced to do so under duress. Peasants, militia and some rabble warriors are *poor quality*.

5 Unpredictable

Many fantastic creatures and some of the wilder races fall into this category. They are untrained but still dangerous. Its not unknown for an *unpredictable quality unit* to fight to the bitter end. On the other hand it may rout from the battle at the first whiff of danger. *Unpredictable* warriors are just that... *unpredictable*. Trolls are *unpredictable* warriors.

TYPE (TYP)

All warriors fit into one of four major types, each type having its own strengths and weaknesses:

1 Disciplined

Disciplined types are warriors who will always attempt to conduct themselves in a logical and established manner on the battlefield. *Disciplined units* are not easily goaded into rash actions. They are the steadiest of the four *types*.

2 Tribal

The opposite of *disciplined*, *tribal types* are impetuous and volatile warriors who may become very aggressive when things go well but may not stay round if things go wrong.

3 Fanatic

Fanatics are the ultimate attack troops. They have one purpose, to close with and destroy the enemy. *Fanatics* are easily goaded into rash attacks. During the fell hours of darkness some races (typically Goblins) become *fanatics*.

4 Stupid

Most animals, and some races fall into this category. Being *stupid* does not necessarily mean being ineffective, but don't expect *stupid* troops to operate like clockwork. They just don't have the brain power.

STRENGTH (STR)

Strength is a plus factor. It reflects above *average* brute strength. As a guide an *average* man has a strength of zero, whilst a War Troll has a *strength* of +3. The stronger the creature the more damage it's going to inflict in combat.

RESILIENCE (RES)

Resilience is a minus factor and reflects above *average* ability to withstand the rigours of battle. The greater the minus factor the more resistant to damage a creature is. As a guide an *average* man has a *resilience* of zero, whilst a War Troll has a *resilience* of -1.

WORTH (WOR)

Worth is the measure of any creature in terms of manpower. The *average* man has a worth of 1, whilst the War Troll has a worth of 3. *Worth* is used when calculating attacks. In short the greater the worth, the more worthwhile the attack is going to be.

WEAPONS (WEA)

Weapons directly affect the fighting efficiency of a warrior. In the SHOOTING and COMBAT sections of the rules we shall deal fully with the effects of different types of weapon.

ARMOUR (ARM)

Armour provides protection in battle, usually at the cost of slowing down the wearer. There are five main categories of armour. The ARMY LISTS give you details of the types of armour worn by particular races.

MOVEMENT (MOV)

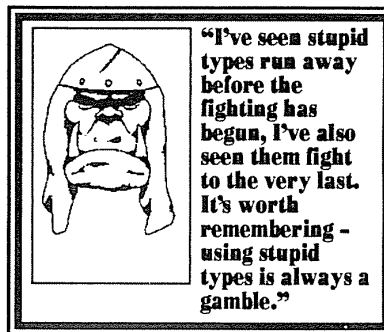
Fantasy races move at very different speeds. For example, Dwarves move very slowly, encumbered by their traditional heavy armour, whilst Goblins are lightly armoured and move fast. Movement is always shown in inches. In the ARMY LISTS movement is always shown already adjusted for the encumbrance of armour.

THE SAVING THROW (SAV)

The *saving throw* is only available to more powerful or larger creatures, larger and heavier pieces of equipment or specially lucky *individuals*. It reflects the ability of these creatures and pieces to keep going, often after repeated hits. In the game the *saving throw* is always tested by rolling 2D and totalling the score. If the total is **greater** than the *saving throw* the creature is unaffected and keeps going

BAD LIGHT (BAD)

Some armies prefer to fight at night under cover of darkness, whilst others prefer to fight during the day. In FANTASY WARRIORS an army fighting at a time it doesn't like is said to be suffering *bad light*. Fighting in the wrong light will adversely affect the morale and fighting ability of an army. It's well worth getting the time and thus the light on your side when going into battle, possibly forcing your enemy to fight in *bad light*.



ARMOUR DESCRIPTION

None
None

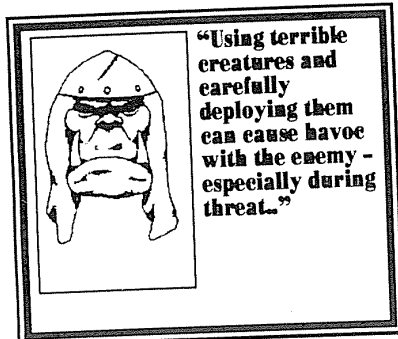
Light
Scraps, or fur, maybe some chainmail or a helmet etc.

Medium
Always body protection of some sort. Arms and legs covered, if not armoured. Often head protection.

Heavy
Head, body, limbs and hands protected, usually by chainmail or a combination of chainmail, leather, and metal plates sewn on

Extra Heavy (X-heavy)
Full plate and chain mail covering body, limbs, hands and feet. Head protection usually an enclosed helmet

Amongst the races affected by *bad light* are Men, who are affected by darkness, and Goblins, who are affected by daylight, as are most Orcs. Dwarves and Elves are unaffected by *bad light* as are some types of Giant. In FANTASY WARRIORS a Time Dial and hourglass counter are provided to enable you to keep track of the time easily.



"Using terrible creatures and carefully deploying them can cause havoc with the enemy - especially during threat."

TERRIBLE CREATURES (TER)

The sheer size or the brute ferocity of some creatures can instil blind terror in lesser beings. Giants are classic *terrible creatures* as are War Trolls and Ogres. A *unit* will need all the morale boosting it can get to stand up to *terrible creatures* for long. Fortunately for the lesser races the *quality* of most *terrible creatures* is not that good and there is always the chance that the creature's morale will break first. When opposing *terrible creatures* come into range of one another, the creature with the greatest *strength* is considered terrible to the other. The ARMY LISTS will show you which *terrible creatures* you can have in your army.

WARCHIEFS, BATTLE LEADERS and THEIR LEADERSHIP VALUE

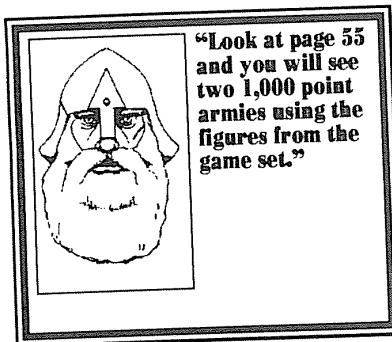
In addition to the *profiles* for rank and file warriors, *warchiefs* and *battle leaders* also have a *leadership* value. *Leadership* reflects the ability to control, command and influence large bodies of troops. The ARMY LISTS will give you details of *battle leaders* for the army you want to field. The *leadership* value ranges from zero, representing the very worst in leadership, to 5, the very best.

ASSEMBLING THE TROOPS

You need to convert your 102 FANTASY WARRIORS miniatures into two armies. At the end of it you'll have an Orc army and a Dwarf army - one each from the two classic fantasy races.

MAKING UP UNITS

Take a look at the back of your FANTASY WARRIORS box. You'll notice that the big photograph of the game's contents shows the miniatures in *units* of ten or so. You will need to make similar *units* for your own armies. The ARMY LISTS will give you full details of the size and composition of *units* for Orc and Dwarf armies. FANTASY WARRIORS is a very flexible game, so remember that a variety of Orc or Dwarf armies is possible from the miniatures provided with the game.



"Look at page 55 and you will see two 1,000 point armies using the figures from the game set."

THE WARCHIEF, BATTLE LEADERS, SPECIALS and INDIVIDUALS

If you are using just the plastic figures from the game, you will need some way of distinguishing these figures from the warriors. If you intend painting your miniatures (and we strongly recommend that you do, so that you can appreciate them to the full) this problem is easily solved - the distinctions are made in the painting. A simple idea would be to give all *leaders* (and no-one else) red shields, all *champions* blue shields, all *heroes* green shields etc. *Battle leaders* could have silver helmets and *warchiefs* gold helmets. A *wizard* could be denoted by carefully trimming the weapon off a figure.

EXTRA MINIATURES and DIFFERENT ARMIES

You don't have to be limited to Orc and Dwarf armies. The ARMY LISTS include many other races. GRENADIER MODELS make a large range of FANTASY WARRIORS in metal, ranging from the huge Goblin War Giant to diminutive Goblin rabble. In between there are Elves, Barbarians, Hobgoblins, knights, Trolls, Ogres, many more Orcs and Dwarves, wolf-riders, special items like the Dwarf war cannon and an abundance of miniatures to represent *specials* and *individuals*.

THE POINTS SYSTEM

The ARMY LISTS cover various armies with a points value for each of the component types. This enables players to build armies of a total value agreed with their opponents. A favourite points value for many players is 1000. This enables armies of widely differing sizes in terms of numbers of figures to be reasonably equally matched. As a guide, a 1000 point Orc army contains about 70 figures including a *warchief*, *battle leaders*, *individuals* and *specials*.

PREPARING THE TERRAIN

FANTASY WARRIORS is best played on a table, although a floor will do. Whether you are using a table or floor, provide yourself with a playing area of at least 4ft x 4ft. If you can stretch to 6ft x 4ft so much the better. Remember, if your battlefield is not square, the armies are set up along the length of the table, one on each side and move towards each other across the battlefield and not up and down it. OK, let's assume that we now have a battlefield ready for play. We'll assume that it's a table measuring 6ft x 4ft (incidentally, not many dining tables are this wide but two folding work-tables placed together are just the right size and are relatively cheap to buy). The battlefield is looking rather bare right now - positively uninspiring in fact. What is required is scenery.

THE SCENIC BATTLEFIELD

Fighting battles with FANTASY WARRIORS plastic miniatures is intended to be a very appealing visual experience. That's why we made the miniatures so detailed and attractive. So, it's important

that your battlefield should not detract from the pleasing effect created by the miniatures. Therefore, we recommend that you provide yourself with some scenery when playing FANTASY WARRIORS. Scenery also performs another function in FANTASY WARRIORS. It can slow down or disrupt movement and restrict visibility. These aspects are dealt with in more detail elsewhere but because scenery is not just scenic, it is known by a name which encompasses both its functions – terrain.

MAKING TERRAIN

You can spend a lot of money on beautiful scenic items such as model railway trees and after you've played FANTASY WARRIORS a few times and become hooked on fantasy battlegaming, you probably will. In the meantime, we want you to start playing right now. The first thing to do is to cover your bare tabletop with a sheet or blanket. If you've got a green or brown blanket, that is perfect. This serves to cover up the unsightly hardboard if you're using paste-tables or to protect the polished surface if you're using a dining table. It also provides a handy way of making hills. Hills are one of the two main terrain types (the other is woods). To make a hill, simply place a book or magazines under the blanket and the job is done. The size of the hill can obviously be varied by using different size books. Big hills are made by using several books. With a bit of practice, realistic hills with rounded contours and irregular shapes can be made by using a mixture of books and magazines. Experiment a little but not now! The priority at the moment is to get your first FANTASY WARRIORS battle under way so just stick to single-book hills. Woods are adequately represented by thin card shapes (ideally green card) laid on top of the blanket. Next time you pass a hobby shop, get some lichen. This is a lot cheaper than model trees but, scattered on top of your thin card 'wood', makes for quite a pleasing woodland canopy effect. Other terrain types used in FANTASY WARRIORS are: broken ground; swamps; marshes.

TERRAIN ITEMS

Big hill

At least 6ins x 4ins, not greater than 12ins x 8ins.

Small hill

Smaller than above.

Large wood

An area approximately 8ins x 8ins.

Small wood

An area approximately 4ins x 4ins.

Broken ground

Any size up to 12ins x 8ins.

Swamp

An area approximately 8ins x 8ins.

Marsh:

An area approximately 8ins x 8ins.

The dimensions specified above give very regular shaped terrain items. It looks better if they are irregular. So don't make your woods perfect circles and don't make your hills neat squares or oblongs. More terrain items will be described in subsequent FANTASY WARRIORS publications.

VICTORY AND DEFEAT

There are two types of FANTASY WARRIORS battle – the Bitter End game or the Restricted Turns game. Before commencing a game, the players must decide which type it is going to be. The Bitter End game employs the simplest method of adjudicating which side has won because it involves playing the game until one side has no *units* left on the battlefield. Because of FANTASY WARRIORS' Command Test rule, this may not take as long as you think. It is also acceptable in a Bitter End style game for one player to capitulate if he feels he has no chance of avoiding defeat, even though that army may still have *units* left on the battlefield. A Restricted Turns game requires the players to agree that the game will only last for a specific number of turns. At the end of the final turn, victory is determined by a scoring system which reflects how successfully an army has fought.

Example SCORING SYSTEM

A Dwarfven army is about to do battle with an Orc army. The Dwarfven player works out his pre-battle value as follows:

Dwarfven warchief +2
Army standard +2
Two battle leaders +2 (+1 each)
Six units +6 (+1 each)
For a pre-battle value of

12

During the course of the battle the Dwarfven player has one battle leader killed and two units routed. He kills the Orc warchief and routs five Orc units. He now works out his post-battle value.

Dwarfven warchief +2
Army standard +2
One battle leader +1 (the other was killed)
Four units +4 (the other two routed)
Enemy warchief killed +2
Five enemy units routed +5

For a post-battle value of

16

His post-battle value is 4 points greater than his pre-battle value. He checks the result table to find he has won a decisive victory against the Orcs.

THE SCORING SYSTEM

Before the Battle

Before the start of a battle total your army's score as follows:

- +2 The warchief
- +2 An army standard
- +2 A sacred item
- +2 Each beloved personage
- +1 Each battle leader
- +1 Each individual
- +1 Each unit

You now have a pre-battle value. It doesn't matter how big or small the number is at this stage. That comes later.

After the Battle

Total your army's score from the surviving battle leaders, units, individuals etc using the method described above. Then add any of the following:

- +2 Each enemy warchief killed or routed
- +2 Each enemy army standard wrecked
- +2 Each enemy sacred item defiled
- +2 Each enemy beloved personage killed or routed
- +1 Each enemy battle leader killed or routed
- +1 Each enemy individual killed or routed
- +1 Each enemy unit annihilated or routed

You now have your post-battle value. This, when compared to your pre-battle value, will determine whether, and to what degree, you have won, drawn or lost the battle:

Results

Post-battle value is the same as Pre-battle value

The battle has ended in stalemate. Both sides leave the field of battle with honour intact.

Post-battle value up to 3 points greater than Pre-battle value

You have won a minor victory. The enemy have suffered a small setback, but they can easily regroup and fight again.

Post-battle value 4 to 6 points greater than Pre-battle value

You have won a decisive victory. The enemy are defeated in this battle but their army is not broken.

Post-battle value 7 to 8 points greater than Pre-battle value

You have won a major victory. The enemy are defeated and scattered.....it will be a long time before they can fight again.

Post-battle value more than 8 points greater than Pre-battle value

You have won a crushing victory. The enemy have endured a humiliating defeat. Their army is broken for good. If the enemy warchief survived, he should surely lose his head.

CAMPAIGNS

Campaigns are one of the most satisfying ways of determining victory. They involve playing a series of battles linked by rules covering movement of armies not actually battling on the table. They usually involve the use of maps to indicate the position of the various armies. Tabletop FANTASY WARRIORS battles are then fought out as a result of the map movements bringing armies into contact. Victory is not normally determined until several battles have been fought. Look out for GRENADIER MODEL'S forthcoming Campaign Supplement which will provide complete rules for the conduct of a fascinating fantasy campaign.

MULTI-PLAYER GAMES

Although FANTASY WARRIORS is most commonly played as a two-player game, it is also highly suitable for games with several players. In this case each player is in command of his own army with its own warchief. The armies should be worked out using the FANTASY WARRIORS' points system (page 47) and each one should be the same points value. Ideally there should be the same number of armies on each side so that if there are six armies available, each side will have three. If there is an uneven number of armies available, make sure that the side with the smallest number has sufficient extra points allocated to each of its armies to bring its total points value up to that of its opponents.

BEFORE the BATTLE

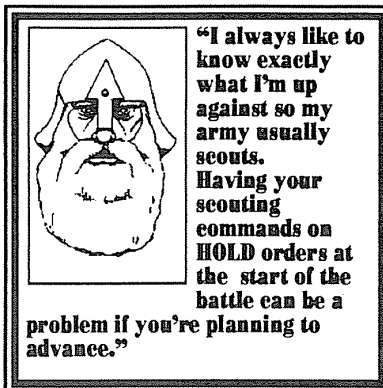
SCOUTING

Scouting is about searching for and attempting to gain a tactical advantage over the enemy before the battle has begun. If scouting is successful and you *outscout* the enemy you can oblige him to set up his army first on the battlefield, giving you the advantage of seeing where and how he has deployed.

If you scout in force there is a chance you can also *outmanoeuvre* the enemy. There are several advantages to be gained from this: you force him to set up first and you also get to choose the time battle will begin, day or night.

Providing you have a good *battle leader* to lead the *scouting command*, the drawbacks to scouting are minor. The *command* will require *reorganising* and probably you will have to issue it with new orders during the battle. As long as nothing goes wrong there will be a short delay getting the *command* into battle.

Scouting is very easy to work out, requiring a couple of dice rolls and a few additions...the only difficult part is trying to outwit your opponent.



NO SCOUTING OR NO WINNER

If neither side scouts or succeeds in *outscouting* the other, players deploy their forces as described in DEPLOYING THE ARMIES (page 15).

WHO CAN SCOUT

- Scouting is done by *commands*.
- You may choose as many *commands* as you wish for scouting.
- Each *command* must be led by its own *battle leader*.
- To be eligible to scout any *unit* within the *command* must have a minimum headcount of 5 figures, or if less than 5 figures, a minimum *worth* of 5 per figure.
- *Stupid types* cannot scout.
- A *warchief* cannot scout, neither can any *units* in his own *command*.

Method

- Don't forget to secretly note down which *commands* are for scouting
- Throw 1D for each *command* that is scouting
- Throw 2D for each *scout individual* in the army.
- Add the *battle leader's leadership*

+1 for each *average quality unit* in the *command*

+1 for each *mounted unit* in the *command*

+2 for each *veteran quality unit* in the *command*

+3 for each *elite quality unit* in the *command*

+3 for each *flying unit* in the *command*

You now have your scouting score. Both players now compare their scores.

Results

- The side with the greater scouting score has *outscouted* their enemy.
- If one side has a scouting score greater than twice that of the enemy they have *outmanoeuvred* them.

Outscouting the enemy

- The losing side has to deploy its *units* first.
- The winning side has a better chance of fighting the battle at the time it wants (page 14).

Outmanoeuvring the enemy

Example SCOUTING

A *command* of Orcs consisting of one unit of 10 average quality Orc infantry and one unit of 20 veteran quality Orc infantry, led by an Orc battle leader with a leadership of 4, is scouting against a *command* of Dwarves consisting of three units of veteran quality Dwarves containing 10 figures each and led by a battle leader with a leadership of 4. Neither side has any scout individuals.

First the Orc player declares his scouting force and then totals his scouting score:
He rolls a dice for the command...it comes up

5

+1 For the unit of 10 average Orcs

+2 For the unit of 20 veteran Orcs

+4 For the Orc battle leader's leadership

The total scouting score for the Orc player is

$5+1+2+4=$

12

Not bad for the Orcs...now its the turn of the Dwarven player.

He declares his scouting force and then totals his scouting score:

He rolls a dice for the command...it comes up

4

+6 For his 3 veteran units (3 x 2)

+4 For the Dwarven battle leader's leadership

The total scouting score for the Dwarven player is

$4+6+4=$

14

The Dwarves just outscout the Orcs, so the Orc player must deploy his army first.

If the Orc score had been 7 or less the Dwarves would also have outmanoeuvred them and therefore had free choice over the time battle

- The losing side has to deploy its *units* first.
- The winning side decides at what time, day or night, the battle will begin (page 14).
- The winning side places Terrain Features exactly where it wishes (page 15).

AFTER SCOUTING

All *commands* that have taken part in scouting set up on the tabletop as follows:

- They must be no further than 6ins from their base line (their table edge).
- All *units* in a scouting *command* must be set up at least 12ins away from their *warchief*.
- They start the battle operating under HOLD orders.
- Each *unit* in the *command* is *disorganised*.

For more information on setting up see DEPLOYING THE ARMIES (page 15).

Example TIME

In a battle between Barbarians and Orcs, the Barbarian player desperately wants to avoid bad light and fighting at night. He commits two commands to scouting and outscouts the Orcs. To find the time he rolls 1D...it comes up

5

that would mean night...no good (bad light for Barbarians), He rolls again...it comes up

2

that means day.

The Orc player rolls the other dice...6. That means the battle will start on the sixth step of day. The counter is placed on the Time Dial. Not so good for the Barbarians after all - night is only one step away.

ESTABLISHING THE TIME

In FANTASY WARRIORS time is very important. It is represented on the tabletop by the Time Dial which is divided into 'steps' of time. There are twelve steps in all, six steps of day and six steps of night. Each Battle Turn represents one step of time, so in a battle lasting seven turns time would have moved through seven steps. Keeping an eye on the time throughout a battle is important...you don't want to have your army fighting in bad light if you can help it.

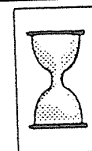
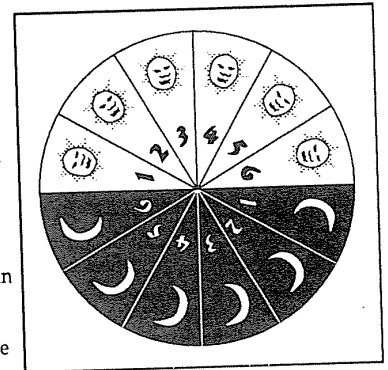
A Time Dial and an hourglass counter are provided to enable you to keep track of time during the battle. At the end of every turn the hourglass counter is moved one step further round the Time Dial.

The Time Dial is divided into twelve steps.

6 steps of day.

6 steps of night

Each complete Battle Turn represents one step of time.



Hourglass

FINDING THE TIME AT THE START OF A BATTLE

If one side has *outscouted* or *outmanoeuvred* the other it will have some influence over the time at which they can bring their enemy to battle.

IF NEITHER SIDE OUTSCOUTS OR THERE IS A SCOUTING DRAW

If neither side has *outscouted* the other, use this method to establish the starting time of a battle:

Method

- Throw 1D:
1 to 3 = DAY
4 to 6 = NIGHT
- Throw 1D again:
SCORE = The time step the battle starts on

IF ONE SIDE OUTSCOUTS

As before except the player who *outscouts* always rolls the first die. If he doesn't like the result he may re-roll... **once**. He must abide by the second roll even if it's worse than the first.

IF ONE SIDE OUTMANOEUVRES THE OTHER

This is easy...the player that *outmanoeuvres* gets to choose exactly at what time the battle begins. He may place the hourglass counter on the Time Dial exactly where he likes.

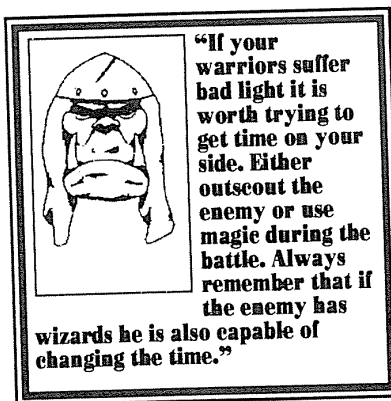
BAD LIGHT

Several races are affected by the time of day. For example, by day Goblins are classed as being *poor tribal types*, but by night they turn into *fanatic types*, making them far more dangerous. When troops are affected by either night or day they are said to be enduring *bad light*. The Goblins mentioned above would be enduring *bad light* all through the steps of day. *Bad light* affects a *unit's* morale, its missile skill and its staying power in combat.

LAYING OUT THE BATTLEFIELD

Now comes the time to find out what the battlefield looks like. This section explains how to lay down the terrain on the tabletop ready for the coming battle.

This is where successful scouting can pay off. If you have *outscouted* or *outmanoeuvred* the enemy you will have a degree of control in choosing the terrain over which the armies will fight. You can



wizards he is also capable of changing the time."

"If your warriors suffer bad light it is worth trying to get time on your side. Either outscout the enemy or use magic during the battle. Always remember that if the enemy has

set the terrain up in your favour, whilst at the same time making it as unfavourable as possible for the enemy.

CREATING TERRAIN FEATURES

Group all your available terrain into Terrain Features. A Terrain Feature is simply a few items of scenery grouped together.

- For each 12ins of the table's length create one Terrain Feature eg. A table 6ft x 4ft would require six Terrain Features.

SIZE OF TERRAIN FEATURES

The size of a Terrain Feature should be about 12ins x 12ins. Don't worry too much if you can't exactly fit this size, it is only a guideline and not a hard rule. If you have a really big hill, for example, you can always count it as two Terrain Features.

RIVERS AND STREAMS

Rivers and streams are not Terrain Features and must be agreed on by players before a battle and must be laid across the battlefield first. If the model of the river is in sections all players can take turns to lay adjoining sections. If it's not, or taking turns is impractical, throw a dice to see who lays the river or stream... the highest score wins.

PLACING TERRAIN FEATURES IF NEITHER SIDE OUTSCOUTS

- Players roll 1D and add their *warchief's* leadership.
- The player with the highest score can lay down all the Terrain Features exactly where he wishes.
- The player with the highest score can also choose which side of the table his army will occupy.
- For each Terrain Feature placed the loser may roll 1D. If any dice come up 4, 5 or 6 the loser can remove the Terrain Feature or reposition it wherever he wishes.

IF ONE SIDE OUTSCOUTS THE OTHER

- The *outscouting* player can also choose which side of the table his army will occupy.
- The *outscouting* player places all or any other Terrain Features exactly where he wishes.
- For each Terrain Feature placed the loser may roll 1D. If any dice come up 5 or 6 the loser can remove the Terrain Feature or reposition it wherever he wishes. He may only roll once per Terrain Feature.

IF ONE SIDE OUTMANOEUVRES THE OTHER

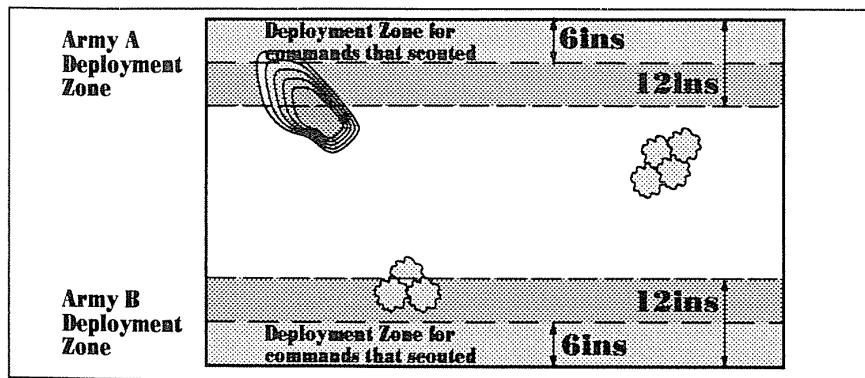
- The winning player places all the Terrain Features exactly where he wishes.
- The winning player can also choose which side of the table his army will occupy.

DEPLOYING THE ARMIES

After the terrain has been laid and both sides know which side of the table they occupy, it's time to deploy the armies. Perhaps *outscouting* has given you the advantage of forcing the enemy to deploy first... that way you will see exactly what he is up to and you can react accordingly. Now is the time to spring a few nasty surprises.

DEPLOYING THE ARMIES

- All armies are deployed no more than one foot from their own table edge.
- The distance between the two opposing armies should be no less than two feet. If your table is not big enough, shorten the distance from the table edge by an agreed amount.



Example TERRAIN FEATURES COULD BE

- One big hill
- Two small hills and a few trees
- A wood
- A small wood on top of a hill
- Broken ground (eg. rocks or boulders)
- A swamp
- A marsh
- A bridge
- A ford

It's really up to you how you want to group your terrain, the permutations are endless. The only point to bear in mind when assembling Terrain Features is that all players should agree on their contents.

Example LAYING OUT THE BATTLEFIELD

An Orc army and a Dwarven army are about to clash on the field of battle. The Orc player has outscouted the Dwarf player, but not outmanoeuvred him..

The table is 6ft long, so both players have put together 3 Terrain Features each, for a total of 6 Terrain Features.

Because the Orc player outscouted, he gets to place the terrain first. He chooses which side of the table his Orcs will occupy and then lays all 6 Terrain Features on the Dwarven half of the table.

It's now the turn of the Dwarven player ... at the moment the battlefield looks a disaster for him, with too much terrain cluttering up his potential deployment zone.

He decides to change it if he can, and rolls 6D (one for each Terrain Feature); he rolls 1,1,2,3,3,6.

Not so good, he needed to roll 5 or 6 to move/remove any terrain feature. He only rolled one 6 so he can only move/remove one feature.

He decides to remove one Terrain Feature. Unfortunately for the Dwarves there is still too much terrain for effective deployment.

WHO DEPLOYS FIRST

IF NEITHER SIDE OUTSCOUTS

- Players roll 1D and add their *warchief's* leadership
- The player with the lowest score will deploy his army first
- The player with the highest score will then deploy his army
- In the case of a draw the army with the greatest number of *units* will deploy first

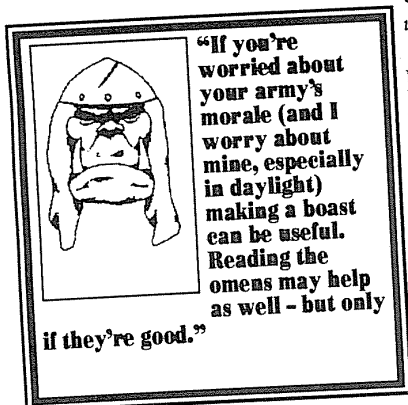
IF ONE SIDE OUTSCOUTS OR OUTMANOEUVRES

- The losing player will deploy his army first.

DEPLOYING COMMANDS THAT HAVE SCOUTED

Commands that have taken part in scouting set up on the tabletop as follows:

- They are set up no more than 6ins from their baseline (the table edge).
- All *units* in the *command* must be set up at least 12ins from the *warchief*.
- They start the battle operating under HOLD orders.
- Each *unit* in the *command* also starts off *disorganised* place *disorganised* counters next to each *unit*.



DISTRIBUTING AMMUNITION AND MAGIC POWER

At this point, ammunition in the form of *volley counters* is distributed to all *missile units*.

- All *missile units* start with 6 *volley counters*.
- *Wizards* receive *magic power* counters (see Cost of Magic page 47)

BOASTS AND OMENS

BOASTS

Before the battle you have the option of stirring your entire army with magnificent boasts, proclaiming what their feared and beloved *warchief* will do in the coming fray. All the while the boast holds good the morale of the whole army will be improved, especially at critical times when the army’s morale will need to be good. If the boast no longer holds up, then the morale of the army will be correspondingly lowered. Boasting is not compulsory but if you do decide to boast be sure to read and understand the implications of your particular boast.

THE EFFECTS OF BOASTING

Boasting will affect the whole army if it has to take a Command Test. If, when the test is taken, the current boast still holds good, there is a positive effect upon the whole army. If, however, the boast no longer holds good the effect upon the whole army is not so good. (See the COMMAND TEST page 39)

MAKING A BOAST

- A boast can only be made before a battle.
- Only a *warchief* can boast
- Players declare whether they wish to boast
- If any do, they state clearly which boast they are making
- Their opponent acknowledges any boasts

THE BOASTS AND THEIR EFFECTS

BOAST 1: ‘I will stay upon this spot, immovable like a rock, for the entire battle.’

- The player picks a spot and places his *warchief* there, not moving an inch throughout the course of the battle.
- All the while he remains there the boast holds good.
- If he moves the boast is broken.

BOAST 2: ‘I have no need of a bodyguard, the enemy cannot harm me.’

- The *warchief* cannot join any *unit*. His army would interpret it as seeking protection.
- The *warchief* can only be in base-to-base contact with a maximum of two other figures at any time.
- If he joins a *unit* for whatever reason, or is in base-to-base contact with more than two figures at any time, the boast is broken.

BOAST 3: ‘We shall destroy the enemy by sunset/sunrise.’

- For this boast to be proclaimed, sunrise/sunset must be less than 7 time steps away.
- If by that time the battle has not ended in total victory (ie the enemy is no longer upon the battlefield) the boast no longer holds good.

Example BOASTS AND OMENS

Before a battle, a worried Orc player faces a superior Dwarf army. He decides to have his *warchief* boast - he needs all the help he can get.

He chooses Boast 4, ‘Look for me in the thick of Battle’.

Any time a Command Test is taken (see the Command Test page 39), and the boasting *warchief* is actually in combat, the boast is good.

If the test is taken and the *warchief* is not in combat, then the boast does not hold good.

At the same time the Orc player decides to read the omens.

There’s a soothsayer in his army which should help bring good omens. He rolls 1D 3 +1 for the soothsayer, giving a total of

4

The omens are good!

BOAST 4: 'Look for me in the thick of battle.'

- When the *warchief* is actually in combat the boast is good.
- When the *warchief* is not in combat the boast does not hold.

OMENS

What will the morrow bring? Are the gods with us today? Are the enemy doomed? There's only one way to find out – read the omens! Reading the omens is easy – just a simple dice roll. If you have any *soothsayers*, now is the time to use them.

THE EFFECT OF OMENS

The omens may affect the whole army if it has to take a Command Test (see page 39). If, when the test is taken, the omens are good, there is a positive effect upon the whole army. If the omens are not good, the effect upon the whole army is bad.

READING THE OMENS

Reading the omens is optional. If you don't want to know, don't bother

- Reading the Omens can only be done once, before a battle
- Both players declare whether they wish to read the omens
- To Read the Omens throw 1D
- If the score is four or greater, the omens are good. If not the omens are bad.

SOOTHSAYERS (see page 41)

If you have any *soothsayers* in your army, now is the time to use them.

- For each *soothsayer* add one to the omens dice roll
- If one army has more *soothsayers* than another it can force them to Read the Omens
- If a *soothsayer* gets killed the omens automatically turn **bad** for the army he or she belonged to

ISSUING ORDERS

Orders and understanding how they work are the most vital aspects of commanding a FANTASY WARRIORS army. Orders are instructions directing your troops to operate in a defined tactical manner. In FANTASY WARRIORS there are three possible orders: ATTACK, HOLD and OPPOSE. At the start of a battle you issue an order to each *battle leader*. A *command* can never have more than one order, which applies to all the *units* within that *command*. If a *warchief* leads his entire army personally (ie the whole army is organised as one *command*) or has his own *command* in a larger army, you must still issue that *command* with an order.

The three different orders (ATTACK, HOLD and OPPOSE) each have clearly defined functions and limits. Once you understand what each order does and does not permit, you will be able to command a FANTASY WARRIORS army effectively. The art of issuing appropriate orders and changing them when the time is right lies at the very heart of successful generalship in FANTASY WARRIORS.

All units in a *battle leader's command* operate under the same orders. A *unit* can sometimes be forced into acting contrary to its orders. This happens when a *unit* is governed by a reaction, in this case the *unit* will have the relevant reaction counter placed beside it, to tell you at a glance what condition it is in. (See Reactions page 21)

The rules for issuing and receiving new orders after the battle has begun are dealt with in NEW ORDERS (page 35).

THE ORDERS



ATTACK

As the name tells you ATTACK orders are used when you want to ATTACK the enemy. Of the three orders, ATTACK is the most dramatic. A *command* under ATTACK orders will commit itself to closing with the enemy and bringing them into combat. *Units* with ATTACK orders receive a bonus in hand-to-hand combat.

Red ATTACK Units with ATTACK orders

- Must move at maximum speed towards the nearest enemy *unit*, contact it and engage it in hand-to-hand combat. If the nearest enemy *unit* is already engaged in hand-to-hand combat you may choose to contact the nearest unengaged enemy instead.
- Must move towards their nearest enemy *unit* by the most direct route, although they may deviate to avoid colliding with friendly *units* (see Collision, page 28).
- May slow down for *difficult terrain* to avoid becoming *disorganised*.
- May halt to *reorganise* themselves.

Missile units with ATTACK orders in addition

- Must attempt to move into close shooting range, although they may start shooting at any range.



"I always rely on at least two soothsayers to bring me good omens before battle. They are not much used afterwards and need to be protected but those good omens have helped me out more than once."

Example ORDERS

A Dwarven warchief controls an army of two commands.

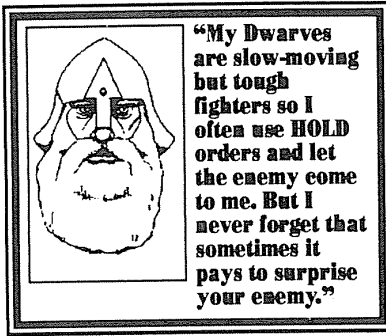
Command One consists of a battle leader and two units of crossbow armed Dwarves.

Command Two consists of three units of Dwarven infantry. The player decides not to scout and to fight a defensive battle. His plan is to advance his crossbow command and engage the Orc enemy at as close range as possible, softening them up with missile shooting, at the same time his infantry command will support the crossbows.

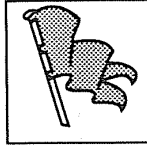
When the crossbows have done their work, he plans to have the whole army stand its ground and take the worst the Orcs have to offer, in the hope they will break upon his steady ranks of infantry. He is not worried about bad light (Dwarves don't suffer bad light), so he has plenty of time.

At the start of the battle he gives both commands OPPOSE orders. When the crossbow command has done its job, he will give both commands HOLD orders. If the enemy look like breaking at any time, he will give the infantry command ATTACK orders.

Looks good on paper, but remember the Orcs have their plans too.



- Do not have to move into contact with enemy for hand-to-hand combat but must stand their ground if themselves attacked.



Blue HOLD

HOLD

If you want to stand your ground use HOLD orders. *Commands* with HOLD orders do not move. They remain in position until they receive a different order or rout. In hand-to-hand combat *units* with HOLD orders get a morale bonus. They have been told to hold their position and that's what they'll try to do.

Units with HOLD orders

- Must remain at the halt in their current position.
- Can contract and expand as normal (see page 29).

Missile units with HOLD orders in addition

- May shoot at any target they can see.



Yellow OPPOSE

OPPOSE

OPPOSE orders are the most flexible of the orders. If you want to manoeuvre into position, harass the enemy with missile *units* or are just not sure what the enemy is up to, give your *commands* OPPOSE orders. However a *command* with OPPOSE orders cannot move to contact the enemy and is not psychologically prepared for hand-to-hand combat. Consequently its morale will suffer if it is

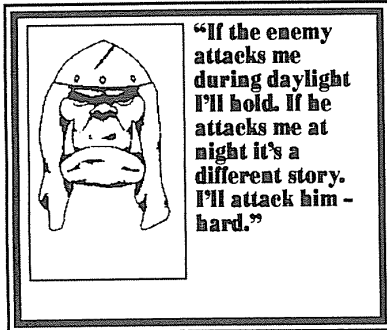
attacked by an aggressive enemy.

Units with OPPOSE orders

- May move in any direction up to maximum speed or may choose not to move at all.
- May move backwards away from the enemy and end the move still facing them.
- Cannot move into contact with the enemy (although they may be contacted by enemy *units* with ATTACK orders).

Missile units with OPPOSE orders in addition

- May shoot at the enemy at any range they wish.



ORDER COUNTERS

On the tabletop battlefield, order counters are always placed next to a model of a *battle leader*. Only the *battle leader* has an order counter, not each *unit* in his *command*. Remember that the *battle leader's* order counter applies to all the *units* in his *command*.

When the battle begins the order counters for all *battle leaders* are turned face up. Once a battle is under way, order counters are only ever face down when being carried by *couriers* or messengers.

the BATTLE TURN

Phase One - Threat

This phase of a battle is an optional form of bloodless combat. In it, *units* attempt to intimidate or incite the enemy into doing something rash.

When it is successful, *threat* can have devastating results, without the need to use up ammunition or commit your *units* to the risk of combat. It may even cause the enemy to flee the battlefield. If *threat* fails and the enemy responds with *counter-threat*, your plan may backfire. Be aware that *threat* can go badly wrong.

If you are playing your first few games you can agree before the battle to leave out the THREAT phase altogether if you want.

SEQUENCE OF THE THREAT PHASE

Working from left to right of the player who has the Time Dial on his left.

- Both players declare which eligible units wish to initiate threat.
- Players place threat counters in front of their threatening units, with the arrow pointing at the target Unit.
- Any units that are being threatened then take the Threat Test
- Place reaction counters (if any) next to threatened units
- Place disorganised counters next to any disorganised units
- Optionally counter-threaten with any eligible units
- Place reaction counters (if any) next to counter-threatened units
- Place disorganised counters next to disorganised units



Threaten

HOW THREAT WORKS

During the THREAT phase of a Battle Turn the players may declare which, if any, of their eligible *units* wish to *threaten* an enemy *unit*. Where two opposing *units* both wish to *initiate threat* upon each other, the larger *unit* (ie the one with the greatest headcount) always becomes the initiator.

The *threatened unit* then takes a Threat Test. Providing it passes the Threat Test and is not governed by any adverse reactions, it may turn the tables and respond with *counter-threat*, thereby causing the original *threatening unit* to take the Threat Test.

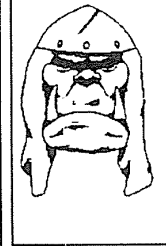
Responding with *counter-threat* is entirely optional. Sometimes it is more prudent to put up with a *threatening unit* than run the risk of antagonising it.

INITIATING THREAT

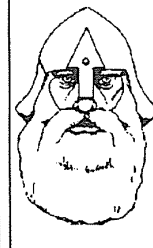
- Only *tribal* and *fanatic* units may *initiate threat*.
- Eligible *units* may be under any orders, but must not be governed by any *reactions* (ie *shaken*, *bloodlust* or *rout*)
- Enemy *units* must be visible and within 12ins
- A *unit* can only *threaten* one enemy *unit*
- Several *units* can *threaten* the same enemy *unit*

RESPONDING WITH COUNTER-THREAT

- *Tribal*, *fanatic* and *disciplined* units may respond with *counter-threat*.
- *Stupid* units cannot respond with *counter-threat*.
- The *unit* can only *counter-threaten* the original *threatening unit*.
- When several enemy *units* have *threatened* the *unit*, it may choose which enemy it wishes to *counter-threaten*. It cannot *counter-threaten* them all.



"Add a couple of blaring musicians to one of my fearsome units and it starts to look really threatening. Sometimes the enemy run away without fighting - but at other times they just got very angry."



"If you can't take counter-threat then don't threaten especially against a terrible creature."

the threat test

Example THREAT TEST

It is night. A unit of 10 average Orcs, with a leader and a musician is threatening a unit of 8 veteran Dwarves, with a leader and a standard bearer. The Dwarves must take a Threat Test.

First the Dwarven player makes a Quality Throw. He rolls a 4 + 1 (the Dwarves are veteran)

= 5

He then applies any modifiers:

- 1 The Orcs have a musician
- 1 The Orc unit has a greater worth
- +1 The Dwarves have a leader
- +1 The Dwarves have a standard bearer

TOTAL = 5

Under disciplined (all Dwarves are disciplined) a score of 5 reads across to OK status. The Dwarves are unaffected and are free to counter-threaten. The Dwarven player decides they will.

The Orcs must now take a Threat Test...

First the Orc player makes a Quality Throw. He rolls a 5.

No additions or subtractions (the Orcs are average)

= 5

He then applies any modifiers:

- +1 The Orcs have a musician
- +1 The Orcs have a leader

TOTAL = 7

Under tribal (all Orcs are tribal) a score of 7 reads across to bloodlust. The Orcs are now in bloodlust and the Orc player gives them a bloodlust counter...In the MOVEMENT AND REORGANISATION phase this turn they will surge forward, screaming for the blood of the hapless Dwarves.

- The player wishing to initiate *threat* declares his intent by placing a *threat* counter in front of his threatening *unit*, pointing it in the direction of the target *unit*.
- The **threatened** player then throws 1D and adds or subtracts for his *unit's* quality:

THE QUALITY THROW

Roll 1D, modify according to the *unit's* QUALITY

- +2 ELITE
- +1 VETERAN
- 0 AVERAGE
- 1 POOR
- UNPREDICTABLE
- +3 with dice score 4 to 6
- 3 with dice score 1 to 3

Then apply any relevant modifiers

- 1 Each musician with threatening *unit*
 - 1 Threatening *unit* has greater worth. In the case of a tie, the threatening *unit* has the greater worth.
 - 1 Your *unit* is enduring *bad light*
 - 2 Terrible Creature within 6 ins
 - 2 Your *unit* is *shaken*
 - +1 A *hero* is with your *unit*
 - +1 Your *unit* has one or more musicians
 - +1 Your *unit* has allied Terrible Creature within 6 ins
 - +1 Your *unit* has a *standard bearer*
 - +1 Your *unit* has a *leader*
 - +2 Your *unit* is in *bloodlust*
- A Terrible Creature is within 6 ins of the testing *unit*. If there is also an allied Terrible Creature within 6 ins, the one with the highest worth is terrible.
- A *hero* individual is currently in base-to-base contact with your *unit*.
- An allied Terrible Creature is within 6 ins of the testing *unit*. If there is also an enemy Terrible creature within 6 ins, the one with the highest worth is terrible.

threat test results

Find your final score under the *units* type, then read across to check for a reaction

TYPE					REACTION
	Disciplined	Tribal	Fanatics	Stupid	
10+	7+	6+	6+		BLOODLUST
3-9	4-6	4-5	4-5		OK
1-2	2-3	2-3	-		SHAKEN
0 or less	1 or less	1 or less	3 or less		ROUT

REACTIONS

In FANTASY WARRIORS a unit is normally described as having *OK status*. This means that it is happy to carry out its orders and behaves predictably for its type. The 3 reactions (*bloodlust*, *shaken* and *rout*) are indicators of the more extreme psychological states (or morale) of a unit. As a result of vile insults, casualties from missile weapons, the excitement of combat, dread of magic or the influence of a *battle leader* a unit's morale may change. It may become nervous (*shaken*), run away (*rout*) or become frenzied (*bloodlust*). In FANTASY WARRIORS these reactions occur as the result of tests (the Threat Test, the Casualty Test or the Combat Test) or through the intervention of a *battle leader* or *warchief* (*influence*). *Bloodlust* and *rout* reactions cause a unit to ignore its orders and behave in more extreme ways. The *shaken* reaction shows that a unit is in danger of becoming more unreliable.

Tribal and *fanatic* troop types are particularly impetuous and are much more likely to react. This instability can be used to advantage as part of a battle plan or can cause a careful scheme to go disastrously wrong.

OK STATUS A unit with *OK status* is unaffected by any reaction and is free to carry on with its current orders



Bloodlust

BLOODLUST The unit goes into a killing frenzy, oblivious to danger, intent only on closing with and destroying the enemy. Units in *bloodlust* are almost impossible to control and as a result can wreck a careful battle plan, sometimes getting themselves wiped out in the process

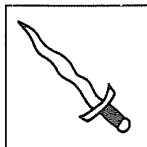
Units in bloodlust

- When a unit gets a *bloodlust* reaction, place a *bloodlust* counter face up next to the unit. When the unit moves, don't forget to move the counter with it.
- The unit will remain in *bloodlust* until it gets a different reaction.
- It will advance at full speed towards its nearest enemy and engage it in combat.
- It will not slow for *disorganising* terrain.
- It will not halt to *reorganise*.
- The unit's *battle leader* may attempt to *influence* a

unit in *bloodlust* back to *OK status*. If this happens, remove and/or replace relevant reaction counters.

Missile units in bloodlust

- They will shoot all their ammunition at the maximum rate and then move forward at full speed. If the unit has missiles remaining it will shoot these off at the maximum rate during the next turn.
- Troops manning heavy missile pieces (cannons, catapults, ballistas, giant crossbows etc) will not move until all ammunition has been used up (at the maximum rate). They will then abandon their pieces and advance upon the nearest enemy.



Shaken

SHAKEN Troops become edgy, and for a moment a mild panic will ripple through the ranks, causing the unit to hesitate and lose cohesion. If the situation is not rectified quickly it can give way to *rout* at the first sign of trouble. If the unit's *battle leader* visits he can attempt to bolster their flagging morale.

Shaken units

- A *shaken* counter is placed next to the unit.
- The unit becomes *disorganised*. A *disorganised* counter is placed next to the unit.
- The unit's *battle leader* may attempt to *influence* a *shaken* unit to *OK status*. If successful remove and replace relevant reaction counters. The unit will still remain *disorganised* until it is halted and *reorganised*.

ROUT *Rout* is a complete and irreversible collapse of a unit as a fighting force. Weapons are dropped, armour is discarded, cherished standards thrown aside and leaders bowled over. Its every man for himself in the frantic stampede to leave the battlefield.

Routing units

- The unit and any *warchief*, *battle leader* or *individuals* currently with it are immediately removed from the tabletop. The unit ceases to exist as a fighting force.

ALL REACTIONS When a unit comes up with a reaction that particular reaction will replace any other reaction currently affecting the unit.

Example QUALITY-THROW

An elite Elven unit makes a Quality Throw. The player rolls a

3 + 2

(for an elite unit) making a total of

5

A veteran Dwarf unit makes a Quality Throw. The player rolls a

4 + 1

(for a veteran unit) making a total of

5

An unpredictable Troll unit makes a Quality Throw. The player rolls a

2 - 3

(for an unpredictable unit) making a total of

-1

An unpredictable Troll unit makes a Quality Throw, the player rolls a

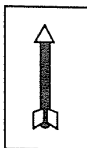
4 + 3

for an unpredictable unit making a total of

7

Phase Two - Shooting

In this phase of the battle both sides let fly at each other with any missile or throwing weapons they have. SHOOTING also deals with the effect on units of heavy casualties from missile shooting. In FANTASY WARRIORS ammunition can be used up quickly by firing volley after volley in a single turn, known in the game as *blackening the sky*, or saved to be used as and when missile support may be needed. Knowing when best to use your missile troops can mean the difference between victory and defeat. Do you blast off all your *volley counters* in a couple of turns, hoping to wipe out a few enemy units in the process, or do you conserve your ammunition and pick off the enemy here and there, hoping to whittle them down until they finally break?



Volleys

AMMUNITION AND VOLLEY COUNTERS

A unit has a supply of ammunition represented by *volley counters*. Each counter represents one volley of missiles shot by the whole unit. *Volley counters* are kept beside, and moved with, the *missile unit*. Every time the unit shoots a volley it gives up one of its counters. It's quite possible for a unit to shoot several volleys in a turn. This is called *blackening the sky*.

- A *volley counter* does not represent a set number of missiles. It represents the *unit's* headcount (or *missile worth*) at the time of shooting ie, if a Goblin *unit* had a headcount of 12, each *volley counter* would represent 12 Goblin arrows; if the Goblin *unit* had a headcount of 19 then each *volley counter* would represent 19 Goblin arrows.
- *Volley counters* are not transferable between *units*.
- All *missile units* start with 6 *volley counters*.

SEQUENCE OF THE SHOOTING PHASE

Work from left to right of the player who has the Time Dial on his left.

- Both players declare any *missile units* wishing to shoot, ensuring that shooting *units* have *line-of-sight*.
- Put down *volley counters* next to targets
- Work out *kills* from shooting
- Remove *volley counters*
- Take the Casualty Test for any *units* that need to
- Place *reaction* counters next to any *units* that have *reacted* as a result of the Casualty Test
- Place *disorganised* counters next to *disorganised units*

RULES FOR SHOOTING

ESTABLISHING LINE-OF-SIGHT

To establish *line-of-sight* on the tabletop apply the following:

- If a straight line can be drawn from any part of the front edge of the base of any figure in the front rank of the *missile unit* to any part of its target without crossing *difficult terrain* (excluding sunken features) then *line-of-sight* is established.
- If the target is actually on *difficult terrain* (eg. a hilltop) and the above rule applies, *line-of-sight* is established.

RANGE

- There can be no measuring of distance before stating the number of volleys you are going to shoot.
- Distance is measured from the nearest shooting figure to the nearest target figure.
- When shooting on crew servicing war machines or equipment, the range is measured from the nearest shooting figure to the equipment model (not the crew figures).

Weapon	Ranges	
	Short	Long
Bow	6ins	18ins
Longbow	8ins	24ins
Crossbow	8ins	30ins
Giant Crossbow	8ins	30ins
Ballista	8ins	30ins
Handgun	8ins	22ins

MOVEMENT AND SHOOTING

- A *unit* can move and shoot in the same turn.
- A *unit* can move and *blacken the sky* in the same turn.

SHOOTING IN MORE THAN ONE RANK

- *Units* armed with bows or longbows are allowed to shoot from their second rank. In *units* with crossbows or handguns only the first rank is allowed to shoot.

SHOOTING FROM FLYING UNITS

- A flying *unit* shooting at another flying *unit* or at a target on the ground always shoots as if at **long** range.
- A flying *unit* shooting whilst in the air cannot *blacken the sky*.

SHOOTING AT FLYING TARGETS

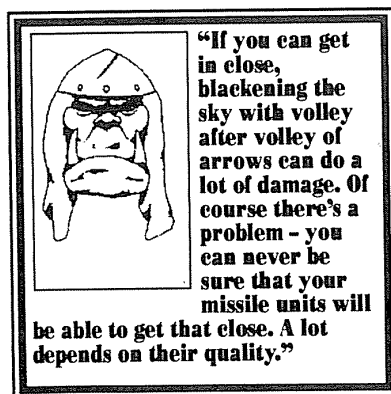
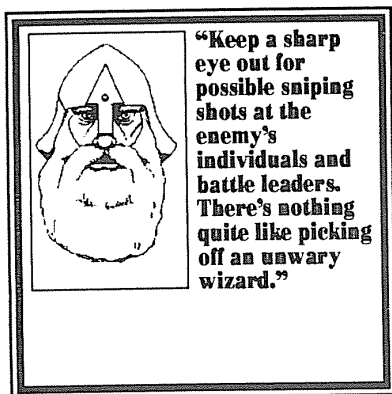
- Any *unit* shooting at a flying target always counts the range as long.

BLACKENING THE SKY

Blackening the sky is when a *unit* shoots more than one volley in a SHOOTING phase. This represents faster but less accurate shooting.

- The maximum permitted volleys in a SHOOTING *phase* for the main missile weapons are shown below. For details concerning larger and exotic missile weapons look in the ARMY LISTS (pages 47 to 54).

ALL BOWS	maximum 4 volleys
CROSSBOWS	maximum 2 volleys
HANDGUNS	maximum 2 volleys
BOLT THROWERS	maximum 2 volleys



- Work across the table from the player who has the Time Dial on his left.
- Shooting is simultaneous.
- Don't remove any casualties until all shooting has been completed and any Casualty Tests have been taken.

shooting method

HIT THROW

- Throw 1D for each figure shooting. In the case of war machines (eg. cannon or catapults) throw 1D for each point of worth.
- If blackening the sky throw a number of dice equal to the number of figures firing multiplied by the number of volleys fired.
- Any 6 thrown is an automatic hit so place it/them to one side. Any 1 thrown is an automatic miss so discard it/them.
- To the remaining dice (those that show 2, 3, 4 or 5)

Then apply any relevant modifiers

- 1 Poor troops Warriors in shooting unit are poor
- 1 Unpredictable troops Warriors in shooting unit are unpredictable
- 1 Long range Target is at long range. The army lists give details of more exotic shooting weapons.
- 1 Blackening the sky When a shooting unit is blackening the sky fatigue sets in, things break, jam, explode etc.
- 1 Bad light It is either too dark or too light to aim properly.
- 1 Disorganised When a shooting unit is disorganised warriors are in each others way and orders to start shooting are not received etc.
- 1 In bloodlust or shaken Everyone is far too excited or nervous to aim their weapons properly.
- +2 Elite troops Warriors in shooting unit are elite
- +1 Veteran troops Warriors in shooting unit warriors are veteran

Results

Scores after modification

4-6 hit

1-3 miss

After working out the number of hits achieved after modification, don't forget to add any 'automatic' hits to find your total number of hits.

KILL THROW

Now that you know how many hits you've scored, its time to find out if you've actually killed anyone. This depends on your weapon and the armour of your target.

- Throw 1D for each hit
- Any 6 thrown automatically becomes a kill so place it/them to one side.
- Any 1 thrown is an automatic failure so discard it/them.
- To the remaining dice (those showing 2, 3, 4 or 5) apply the following modifiers:

Add

The strength of shooter/machine.

Subtract

The target's resilience

- 1 The target carries a shield
- 1 The target is in soft cover
- 2 The target is in hard cover
- Cross reference the shooting weapon against the armour of the target on the table below:

MISSILE WEAPONS VERSUS ARMOUR TABLE

Weapon	Ranges		Armour				
	Short	Long	None	Light	Medium	Heavy	Extra heavy
Bow	6ins	18ins	3,4,5,6	4,5,6	5,6	6	6
Longbow	8ins	24ins	2,3,4,5,6	3,4,5,6	4,5,6	5,6	6
Crossbow	8ins	30ins	2,3,4,5,6	2,3,4,5,6	3,4,5,6	4,5,6	5,6
Giant Crossbow	8ins	30ins	2,3,4,5,6	2,3,4,5,6	3,4,5,6	4,5,6	5,6
Ballista	8ins	30ins	2,3,4,5,6	2,3,4,5,6	3,4,5,6	4,5,6	5,6
Handgun	6ins	12ins	2,3,4,5,6	2,3,4,5,6	3,4,5,6	3,4,5,6	4,5,6

Results If the final score is equal to any of the numbers shown on the Missile Weapons versus Armour Table the target has been killed. If the target has a saving throw it can attempt it. This also applies to automatic kills.

Example SHOOTING

An average quality Orc unit of six figures shoots at long range at a unit of heavy armoured Dwarves without shields. The Orcs shoot one volley.

The Orc player places one of the unit's volley counters in front of the Dwarves.

HIT THROW

Six figures/one volley =

6D

The Orc player rolls 6D...they come up

6, 5, 3, 3, 2, 1

One automatic hit for the 6 rolled. This is carried forward for a

KILL THROW

One automatic miss for the 1 rolled. This dice is now discarded. Any modifiers for the remaining dice are:

- 1 Long range

The modified dice now 'read'

4, 2, 2, 1

Scores needed to hit are;

4, 5 or 6

so there is one more hit giving a total of 2 HITS on the Dwarves.

KILL THROW

The two dice that hit are rolled again, they come up;

5, 3

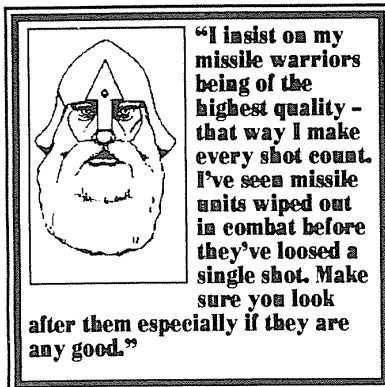
The modifiers are:

- +1 Strength (Orcs have a Strength of +1)

Final scores read;

6 and 4

On the Missile Weapon v Armour Table, bow against heavy armour needs a 6 to kill. Therefore the Dwarf unit suffers one casualty



Example ANNIHILATION

A battle leader with a saving throw is with a unit of

12 figures

that has just received;

16 kills

from a hail of arrows.

The unit is annihilated and the battle leader must make;

4 saving throws

to stay alive.

12 figures from 16 kills leaves 4 outstanding casualties, anyone of which could be the battle leader.

Example SHOOTING ON SINGLE FIGURES

A lone Elven courier comes under a hail of Goblin arrows...

6 kills

have been scored upon him. The Goblin player rolls the six kill dice again.

They come up

6, 6, 3, 2, 2, 1

the two sixes kill the messenger. If he had a saving throw he could have attempted it - however, he would have had to save for each 6 thrown against him.

COVER

Target behind soft cover: Any target behind or in cover that is not classed as hard cover. Pavises and other large shields can be counted as soft cover as can terrain that can partially hide a figure, eg woods, bushes, windows, walls, equipment. For a *unit* to count soft cover over half the *unit* must qualify as being in cover. All players should agree before the start of battle what features will count as soft cover and hard cover.

Target behind hard cover: Any target behind specially prepared and designated shooting places - the perfect example being arrow slits in a castle wall. For a *unit* to count hard cover the whole *unit* must qualify as being in hard cover. If only half (round down) are in hard cover, count soft cover instead.

KILLS TO SPECIALS, KILLS TO INDIVIDUALS and SAVING THROWS

Now that you know how many *kills* you have caused its time to find if there are any *specials* or *individuals* amongst them. For the majority of creatures making up the armies *kills* at this point are the same as *kills* actually caused. The exceptions are any creatures or items of equipment with *saving throws*. The following rules will cover *kills to specials, individuals* and those with a *saving throw*.

KILLS TO SPECIALS and INDIVIDUALS

- For every 3 *kills* (or part of), the shooting player throws 1D. If he throws a six he has killed a *special* or *individual*.
- *Standard bearers* may not be killed by shooting unless they are the only surviving figures or the *unit* is annihilated.
- The shooting player may choose which *special* he has killed.
- If there are any *individuals, battle leaders* or a *warchief* attached to the *unit*, the shooting player may choose one of them instead.
- If the *special* or other has a *saving throw* the target player can attempt it. If he succeeds the *special, warchief, battle leader* or *individual* has survived the missile *hit* and is free to carry on fighting.
- If the shooting player throws several sixes, he's free to choose the same *special* or *individual* more than once. This makes sense if the *special* or *individual* in question has a *saving throw*.

THE SAVING THROW

Warchiefs, battle leaders and *individuals* always have *saving throws*. Bigger creatures like *Ogres, Trolls* and *cavalry*, nearly always have a *saving throw*. Some larger pieces of war machinery may also have a *saving throw*. You'll find which creatures and machines have *saving throws* in the *ARMY LISTS*.

When a larger creature/machine has *kills* inflicted upon it the defending player attempts the *saving throw* to see if the creature/machine actually becomes a casualty or not.

- For every casualty inflicted on a figure with a *saving throw* the defending player throws 2D. If the total is **greater** than the figure's *saving throw* then it fights on.

ANNIHILATED UNITS

If the number of *kills* suffered by a *unit* exceeds the total number of figures in that *unit* apply the following rules:

- First all *warriors* without a *saving throw* are killed.
- Next all *specials* or *individuals* without a *saving throw* are killed.
- Figures with a *saving throw* must attempt the save for each outstanding casualty that remains.

SHOOTING ON SINGLE FIGURES

It is possible to shoot on a lone figure like a *courier* or perhaps an unfortunate *battle leader*. To qualify as being alone the figure must not be in base-to-base contact with any other figure. To work out whether missile shots actually hit and kill the figure apply the following rules:

- For each *kill* on the figure throw 1D. If any dice comes up six then the figure is indeed killed.
- If the figure has an *saving throw* he is, of course, allowed to attempt it.

DEATH OF WARCHIEF, BATTLE LEADER, HERO, WIZARD or PRIEST

Should any of the above be killed, place a Command Test counter next to each friendly *warchief, battle leader* and *command* that has lost its *battle leader*. In PHASE SEVEN THE COMMAND TEST (see page 39) troops will react to the death of this figure. It's at times like these that battles can be won or lost. If things are not going well, something like the death of a *battle leader* can set off a chain reaction causing whole *commands*, even the entire army, to desert the battlefield.

THE QUALITY THROW

Roll 1D, modify according to the unit's QUALITY

- +2 ELITE
- +1 VETERAN
- 0 AVERAGE
- 1 POOR
- UNPREDICTABLE
- +3 with dice score 4 to 6
- 3 with dice score 1 to 3

Unit the losses are reckoned from the total number of casualties.

Procedure

The testing player throws 1D and adds or subtracts for his Unit's quality.

Then apply any relevant modifiers

- 1 Losses The unit has suffered casualties this turn
- 1 Your unit is enduring bad light The unit is currently operating under the wrong light conditions for its racial type.
- 1 Enemy Terrible Creature within 6ins An enemy Terrible Creature is within 6 ins of the testing Unit. If there is also an allied Terrible Creature within 6 ins, the one with the highest strength is terrible.
- 2 Your Unit is shaken Your unit is governed by a shaken reaction.
- 3 Over 50% losses this turn The unit has suffered over 50% casualties to its current tabletop total this turn
- +1 A hero is with your unit A hero individual is currently in base-to-base contact with your unit.
- +1 Your unit has a standard bearer Unit standard bearer is still carrying standard
- +1 Your unit has a leader Unit leader is still alive
- +2 Your unit is in bloodlust Unit is governed by bloodlust reaction

Cross check the score on the casualty test results table

CASUALTY TEST RESULTS TABLE

Look across the TYPE column for your unit. Look down for your score and check across for any reaction.

TYPE				REACTION
Disciplined	Tribal	Fanatics	Stupid	
10+	7+	6+	6+	BLOODLUST
3-9	4-6	4-5	4-5	OK
1-2	2-3	2-3	-	SHAKEN
0 or less	1 or less	1 or less	3 or less	ROUT

The casualty test

If a unit suffers too many casualties from missile fire or any casualties from magic, it will have to check its morale. Either it can stand the hail of missiles, or it may react by going into bloodlust, becoming shaken or abandoning the battle altogether in rout.

- A unit will have to take the Casualty Test if it suffers over 25% casualties from missiles to its **current** tabletop total.
- If several enemy units are firing upon the same

Example QUALITY THROW

An elite Elven unit makes a Quality throw, the player rolls a;

3 +2

(for an elite unit) making a total of;

5

An unpredictable Troll unit makes a Quality Throw, the player rolls a:

2 -3

(for an unpredictable unit) making a total of:

-1

An unpredictable Troll unit makes a Quality Throw, the player rolls a:

4 +3

(for an unpredictable unit) making a total of;

7



"It's at times like this when a standard bearer can make all the difference."

Example REACTION

A veteran quality Dwarven unit of ten figures, including leader and standard bearer specials, gets hit by a Goblin bow unit blackening the sky.

The Dwarves lose

6 figures

including their leader.
That's over

25%

of their tabletop total, so they must take a casualty test. First the Dwarven player makes a Quality Throw for the unit.

He rolls the dice...it comes up

3 + 1

(because the Dwarves are veteran) making a total of:

4

He then applies any modifiers:

-3 The unit has suffered more than 50% casualties to its current tabletop total this turn

+1 The unit carries a standard

Total

4-3+1 = 2

On the Reaction Chart under disciplined (all Dwarves are disciplined) a score of 2 reads across to shaken. The Dwarven player places a shaken counter next to the unit. Without a leader and shaken they won't be around much longer

REACTIONS

The reactions here are the same as those shown in the Threat Test (See page 21)

OK STATUS A unit with OK status is unaffected by any reaction and is free to carry on with its current orders



Bloodlust

BLOODLUST The unit goes into a killing frenzy, oblivious to danger, intent only on closing with and destroying the enemy. Units in bloodlust are almost impossible to control and as a result can wreck a careful battle plan, sometimes getting themselves wiped out in the process

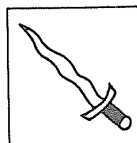
Units in bloodlust

- When a unit gets a bloodlust reaction, place a bloodlust counter face up next to the unit. When the unit moves, don't forget to move the counter with it.
- The unit will remain in bloodlust until it gets a different reaction.
- It will advance at full speed towards its nearest enemy and engage it in combat.
- It will not slow for disorganising terrain.
- It will not halt to reorganise.
- The unit's battle leader may attempt to influence a unit in bloodlust back to OK status. If this happens, remove and/or replace relevant reaction counters.

Missile units in bloodlust

- They will shoot all their ammunition at the maximum rate and then move forward at full speed. If the unit has missiles remaining it will shoot these off at the maximum rate during the next turn.
- Troops manning heavy missile pieces (cannons, catapults, ballistas, giant crossbows etc) will not move until all ammunition has been used

up (at the maximum rate). They will then abandon their pieces and advance upon the nearest enemy.



Shaken

SHAKEN Troops become edgy, and for a moment a mild panic will ripple through the ranks, causing the unit to hesitate and lose cohesion. If the situation is not rectified quickly it can give way to rout at the first sign of trouble. If the unit's battle leader visits he can attempt to bolster their flagging morale.

Shaken units

- A shaken counter is placed next to the unit.
- The unit becomes disorganised. A disorganised counter is placed next to the unit.
- The unit's battle leader may attempt to influence a shaken unit to OK status. If successful remove and replace relevant reaction counters. The unit will still remain disorganised until it is halted and reorganised.

ROUT Rout is a complete and irreversible collapse of a unit as a fighting force. Weapons are dropped, armour is discarded, cherished standards thrown aside and leaders bowled over. Its every man for himself in the frantic stampede to leave the battlefield.

Routing units

- The unit and any warchief, battle leader or individuals currently with the it are immediately removed from the tabletop. The unit ceases to exist as a fighting force.

ALL REACTIONS When a unit comes up with a reaction that particular reaction will replace any other reaction currently affecting the unit.

Phase Three - Movement and Reorganisation

This is the phase in the Battle Turn when players can move any or all parts of their army. It is also the phase in which disorganised units can be reorganised and wizards can rest and perhaps regain some power.

Movement is affected by encumbrance (the weight of armour or a rider), orders or by bloodlust or shaken reactions. These factors determine how fast or how slowly a unit may move on the battlefield. Each type of creature has its own base movement rate. The ARMY LISTS will give you full details of the movement rates for your particular army.

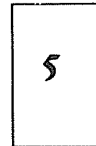
WHAT HAPPENS DURING THE MOVEMENT AND REORGANISATION PHASE

- Players dice for initiative
- Players move their armies/commands by turn in accordance with results of the Initiative Test.
- At the same time as moving their armies/commands, players can reorganise units that are not moving in this phase as long as they are not in combat or governed by any reaction (bloodlust, shaken or rout). Any redundant disorganised counters are removed.
- At the same time as moving their armies/commands, players may rest any wizards and try to recoup spent magic power.

THE INITIATIVE TEST

Unlike threat, shooting and combat, movement is not simultaneous. To find out who gets the advantage in movement players take the Initiative Test. The Initiative Test determines the order in which the players will move their respective armies. FANTASY WARRIORS includes two versions,

one very simple where players take the test and then move their whole armies accordingly, and the other more tactical version where players take the test and instead of moving their whole army in one go, they move by *commands*, the order determined by who wins the Initiative Test. The first method is simple and suitable for multi-player games where there are several armies on the tabletop. The second method is much more tactically interesting and reflects the ability of your *battle leaders* to seize the advantage over the enemy. Deciding when to move a *command* can become critical, especially when you are trying to stay out of or quickly get into combat. Numbered *initiative* counters are supplied to remind you of when in the sequence you move a particular *command*.



Initiative

FIRST METHOD - MOVEMENT BY ARMIES

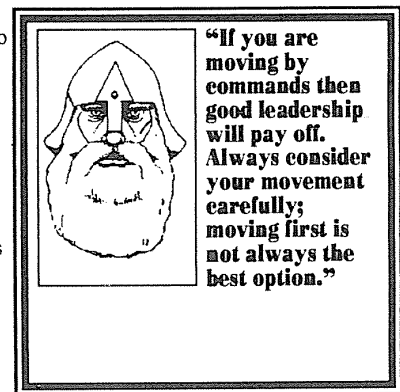
- All players roll 1D.
To the score add the *warchief's leadership*.
Subtract 1 if the *warchief* is currently enduring *bad light*.

Result

- The player with the highest score chooses when he will move his army. Remember, the winner may not always want to move first.
- In the case of a tie, the *warchief* with the highest *leadership* chooses first. If both are still equal, any *warchief* not enduring *bad light* chooses first.
 - If it's still a tie roll again.

SECOND METHOD - MOVEMENT BY COMMANDS

- Lay out an numbered *initiative* counter for each *warchief* and *battle leader* on the battlefield, also for any *commands* that have lost their *battle leader*.
- Players roll 1D for each *warchief*, *battle leader* or any *command* that has lost its *battle leader*.
To the score add the *leadership*, providing the relevant *warchief/battle leader* is still on the battlefield.
Subtract 1 if the *warchief* or *battle leader* is enduring *bad light*.
- The player with the highest score then takes the numbered counter of his choice and places it next to the relevant figure of the *warchief* or *battle leader*. If a *command* has lost its *battle leader* place the counter near to it.
- The player with next highest score then chooses one of the remaining counters and places it as above.
- Continue until all the counters have gone and then move the *commands* in the numerical sequence of the counters.
- When the player has moved a *command* he discards its numbered counter.



ENCUMBRANCE

Whilst armour offers protection, it also encumbers the wearer. The greater the protection the more slowly the wearer moves. Similarly an animal will travel more slowly with a rider than without one. The *profiles* in the ARMY LISTS give the movement for different troop types already adjusted for encumbrance.

DIFFICULT TERRAIN

All Terrain Features (see page 15) are classed as *difficult terrain*. Other items may be classed as *difficult terrain* by agreement between players before a game.

- Moving over *difficult terrain* at any speed greater than half results in *disorganisation*.
- A *unit* is counted as being on *difficult terrain* if **any** part of it is in contact with the *difficult terrain*.

Some Terrain Features are covered by special rules:

SWAMPS

- Only creatures with a *strength* greater than 1 can cross a swamp.
- No equipment can cross a swamp.
- No mounted figure can cross a swamp.
- No figures wearing heavy or extra-heavy armour can cross a swamp.
- Crossing a swamp will **always** be at half speed and will **always** result in *disorganisation*.

MARSHES

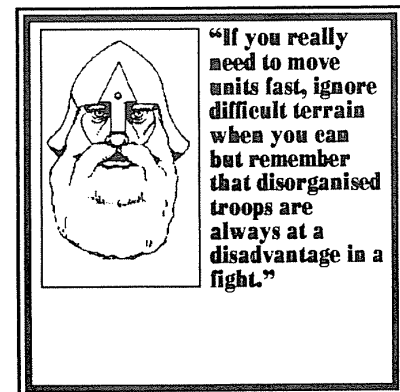
- No infantry wearing extra-heavy armour can cross a marsh.
- No mounted *warriors* wearing heavy or extra-heavy armour can cross a marsh.
- Crossing a marsh will **always** be at half speed and will **always** result in *disorganisation*.

RIVERS

Before a battle rivers should be given a *strength*, agreed on by all the players. The *strength* of a river can be anything from 1 to 10. For each 2ft of river length there should be at least one crossing point, either a bridge or a ford. There are three ways for *warriors* to cross a river: by bridge, by ford or by the risky method of wading.

Crossing by Bridge

- The maximum width of a bridge is 2ins. Figures with a base size greater than 1in and less than 2ins will have to cross in single file. Figures with a base size greater than 2ins will have to cross



- by ford or wade across.
- Bridges count as *difficult terrain*.

Crossing by Ford

- A ford is 4ins wide.
- When fording a river *units* must move at half speed and always become *disorganised*.

Wading Across

For each *unit* about to wade into a river, roll 1D and add the troop type's *strength*. Deduct the *strength* of the river from your score and find your result below:

Score	Results
1 or greater	OK cross the river at half speed and become <i>disorganised</i>
0	Cross the river at half speed and become <i>disorganised</i> . Lose one quarter of the <i>unit</i> (round down). Check for <i>specials</i> as normal (see page 24 Kills to Specials). Unable to cross. Quarter losses as above and become <i>disorganised</i> .
-1	Unable to cross. Quarter losses as above and become <i>disorganised</i> .
-2	Unable to cross. Half losses (round down). Check for <i>specials</i> . Become <i>disorganised</i> .
-3	Stuck in the middle. Half losses as above (round down). Check for <i>specials</i> . Become <i>disorganised</i> . Check again next MOVEMENT AND REORGANISATION phase.

- Any *saving throws* are allowed.
- *Individuals* not in base-to-base contact with a *unit* must make a *saving throw* if their result on the above table indicates losses.
- A *unit* cannot shoot or conduct combat whilst wading a river.
- *Individuals* cannot use any of their powers whilst wading a river.
- *Battle leaders* cannot accept new orders whilst wading a river.

ORDERS AND REACTIONS

The orders held by the *command* to which a *unit* belongs place restrictions on movement. A particular *unit's* movement may also be affected by a *bloodlust reaction*.

For details of how orders affect movement see the following pages:

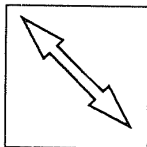
- HOLD orders – page 18
- OPPOSE orders – page 18
- ATTACK orders – page 17

Of the three *reactions* only *bloodlust* affects movement:

- A *unit* in *bloodlust* must advance at full speed towards its nearest enemy, cannot slow down to cross *difficult terrain* and cannot halt to *reorganise* itself (see page 29).

MANOEUVRES

Units manoeuvre to change direction or to change their formation.



Direction

DIRECTION

- A *unit* can move straight ahead.
- A *unit* can move ahead up to an angle of 45 degrees either side of the direction it is facing.
- It must retain the original direction it was facing at the start of the move.
- A *unit* with OPPOSE orders may move backwards away from the enemy and end the move still facing them.
- To avoid any arguments use the direction counter provided. Place the direction counter at either end of your *unit*, ensuring the end of the arrow touches the corner of the last figure's base. You now have the angle of 45 degrees ahead. If you want 45 degrees in the other direction, just turn the counter round.

UNITS TURNING

- All terrain restrictions apply to *units* turning.
- A *unit* may turn up to 90 degrees and move. It can only turn **once**. It must turn **before** moving.
- A *unit* may wheel. To wheel a *unit* move the outer figure in the direction you wish the *unit* to face to act as a marker. Then place all the other figures in their original formation, facing in the new direction.

INTERPENETRATION

- Two *units* with OPPOSE orders can interpenetrate each other provided neither is *disorganised*, and the rear *unit* starts its move in base to base contact with the forward *unit*.
- Interpenetration will count as a full move for both *units*.
- To achieve this on the tabletop just move the rear *unit* directly in front of the forward *unit*.

COLLISION

A *unit* with ATTACK orders or a *bloodlust reaction*, which cannot find any possible way around friendly *units* in its path, will collide with them. As a result of the collision the *unit* with ATTACK orders or a *bloodlust reaction* will break through and emerge immediately in front of the other *unit*. It will then halt and cannot move until next turn. Both *units* will be *disorganised* by the collision.

EXPANDING OR CONTRACTING UNITS

Expanding or contracting a *unit* can be crucial and is the most common method of getting troops into a position where they can be most effective.

- To expand or contract a *unit* throw 1D and add or subtract for that *unit's quality*. The final dice score is the number of figures you may expand or contract your *unit* by.
- You may choose to expand on one flank only at the rate shown above.
- Expansion and contraction can only take place before or after a move.

MOVEMENT IN COMBAT

Once combat is joined there is no moving out of it, unless a *unit* gets a *rout reaction* in which case it will be removed from the tabletop.

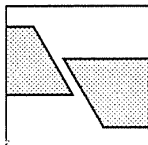
EXPANDING AND OVERLAPPING UNITS STILL INVOLVED IN COMBAT

Units in base-to-base contact with the enemy may expand as normal. This can give rise to overlapping, when one *unit* has more figures in its front rank than the other *unit*.

- The overlapping *unit* may wrap its surplus figures round the enemy *unit* so getting more of its *warriors* into the fray. All figures in the overlapping *unit* must remain in base-to-base contact.
- The enemy *unit* may turn any figures it can to face enemy figures that have 'wrapped round'.
- Wrapping round **cannot** take place in the first round of combat.

FLYING

- As long as they are in the air, flying *units* or *individuals* may ignore *difficult terrain* and may fly over friendly or hostile *units*. Their movement is affected by *orders*, *reactions* and *encumbrance* in exactly the same way as other *units*.
- Flying *units* **may** manoeuvre and expand or contract as other *units*. However they do not need to interpenetrate other airborne *units*, being assumed to fly over or under them without stopping.
- At the end of each flying move players must declare whether the *unit* or *individual* is still in the air or has landed. Any flying *units* which have landed become *disorganised* and *disorganised* counters should be placed next to them. They **cannot** be *reorganised* whilst on the ground. As soon as they take off again they count as *reorganised* and must discard their *disorganised* counters.



REORGANISING DISORGANISED UNITS

- Only *units* with *OK status* may be *reorganised*. *Disorganised units* with *reactions* must first return to *OK status* before being *reorganised* (see INFLUENCE page 38)
- Reorganisation* is an alternative to movement. Only *units* which do not move may be *reorganised*.

Disorganised

- A *unit* which is currently in combat cannot be *reorganised*.
- To *reorganise* a *unit* simply remove its *disorganised* counter.

- Flying *units* **always** count as *disorganised* when on the ground.

REGAINING MAGIC POWER

If a *wizard* has six or fewer *magic power* points remaining, the player can elect to 'rest' him or her in the hope of regaining some *magic power*. There are two ways of regaining *magic power*:

THE SAFE WAY

The *wizard* is not moved in this MOVEMENT AND REORGANISATION phase. Provided he has six or fewer *magic power points* remaining he can receive:

- 1 point back if he is enduring *bad light*.
- 2 points back if he is **not** enduring *bad light*.

THE GAMBLE

The *wizard* is not moved in this MOVEMENT AND REORGANISATION phase. Provided he has six or fewer *magic power points* he can attempt to double his power:

- Roll 1D
- If the score is less than or equal to the *wizard's* remaining power he can double it.
- If the score is more than the *wizard's* remaining power, he loses another point of *magic power* trying to gain more.

THE QUALITY THROW

Roll 1D, modify according to the *unit's* **QUALITY**

- +2 ELITE
- +1 VETERAN
- 0 AVERAGE
- 1 POOR
- UNPREDICTABLE
- +3 with dice score 4 to 6
- 3 with dice score 1 to 3

Expansion and contraction diagrams

Average unit wants to expand and then move.
Throw 1D = 3 (with no modification for average quality).
Unit expands by 3 figures and moves as normal

Elite unit wants to move and then contract.
After moving as normal throw 1D = 2 + 2 (for elite quality).
Unit contracts by 4 figures.

Phase Four - Combat

A *unit* may have withstood missiles, magic and any amount of *threat* but sooner or later in most battles there comes the ultimate test...combat. This is the moment when *warriors* of both armies come down to the grisly act of standing face-to-face (or face-to-kneecap when fighting giants) and trying to kill each other in hand-to-hand combat. Combat is usually short and very sharp, one side's morale soon collapses and they *rout* from the scene of battle.

This phase of the battle is about hand-to-hand fighting, called in the game COMBAT. It deals with who can fight, different creatures in the same fight, capturing enemy standards, *hitting* the enemy, *killing* the enemy, *kills*, *specials* and *individuals* and finally with how the opposing *units* will react to the chaos and slaughter around them.

It's a good idea to set up a few of your figures, and, using the Quick Reference Sheet and this rulebook, run through a few combats. Once you get the feel of it, add in some *specials* and perhaps a *hero*.

SEQUENCE OF THE COMBAT PHASE

- Check who is eligible to fight.
- Work out casualties inflicted by the attacking *unit*. Keep the casualties on the table where they fall.
- Work out casualties inflicted by defenders. Keep the casualties on the table where they fall.
- Attacker checks for and work out casualties to defender's *specials* and *individuals*.
- Defender attempts *saving throws* for any figures that have one.
- Defender checks for, and works out casualties to attackers *specials*.
- Attacker attempts *saving throws* for any figures that have one.
- Both players take the Combat Test.
- Both players place any necessary *reaction* counters and *disorganised* counters alongside their units.
- Both players remove their casualties.

RULES FOR COMBAT

WHO FIGHTS

- Figures facing the enemy and in base-to-base contact are counted as fighting the enemy.
- *Leaders*, *champions* and *standard bearers* are always placed in the front rank and therefore fight the enemy.
- *Warchiefs*, *battle leaders* and *individuals* attached to a *unit* are also placed in the front rank and therefore fight.

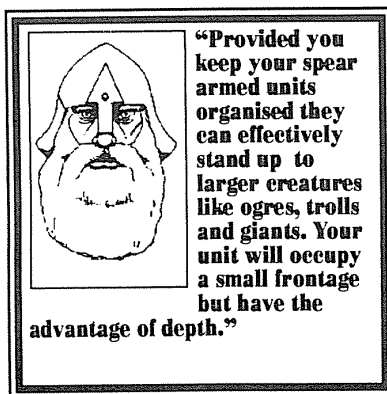
FIGHTING IN MORE THAN ONE RANK

- Fighting in more than one rank allows you to include in the combat, figures in other ranks (see below) of a unit whose front rank is in base-to-base contact with an enemy. If only part of the front rank qualifies to fight, the number of figures counted in each other rank cannot be greater than the number of qualifying front rank figures.
- Foot figures armed with spears may fight in two ranks, provided that they are not *disorganised* and are not governed by *shaken* or *bloodlust* reactions.
- Foot figures armed with polearms may choose to fight in two ranks using spear weapons factors, provided that they are not *disorganised* and are not governed by *shaken* or *bloodlust* reactions.
- Foot figures armed with pikes may fight in three ranks, provided that they are not *disorganised* and are not governed by *shaken* or *bloodlust* reactions.
- Mounted figures may never fight in more than one rank.

TROOPS WITH DIFFERENT PROFILES IN COMBAT

Sometimes during combat troops with different *profiles* end up fighting in the same *unit*. For example when a *battle leader* joins a *unit* and fights in the front rank, or when an *individual* is bigger or of a different race to the rest of the *unit*. When this happens apply the following rules:

- Only the *worth* of the different creature or *individual* is included in the combat. The rest of his *profile* is considered to be the same as the rest of the *unit*.
- If the different creature has a *saving throw* he is still allowed to use it.



INDIVIDUALS IN MAN-TO-MAN COMBAT

- To qualify as fighting man-to-man neither *individual* can be in base-to-base contact with any other figure.
- The full *profile* is used.

Method

Run through the combat as normal.

Results

- The *individual* who has the greatest number of failed *saving throws* is the loser and is killed.
- In the case of no kills, and therefore no *saving throws* for either *individual*, they are free to move away during the next MOVEMENT AND REORGANISATION phase.
- In the case of a draw (an equal number of failed *saving throws*) **both** *individuals* are killed.

GROUPS OF INDIVIDUALS IN COMBAT

- If two groups of *individuals* (not in base-to-base contact with any *units*) meet, combat is settled by a series of man-to-man contests as above.
- Two or more *individuals* are not allowed to join together in combat to attack a single *individual*.
- When one group of *individuals* moves into contact with another, the attacker decides how to pair off the *individuals* for man-to-man combat. Any surplus *individuals* do not join in combat and are free to move away in the next MOVEMENT AND REORGANISATION phase.

MORE THAN ONE ALLIED UNIT IN THE SAME COMBAT

When you have more than one of your *units* fighting in the same combat apply the following rules:

- Treat the *units* as separate for the purposes of combat.
- During the Combat Test calculate *suffered more kills than the enemy* from the combined casualty total of the two allied *units*. (see page 34)

RIDERS ON BEASTS

Riders on beasts, such as Orc wolfriders or knights on warhorses, have the option of including the fighting power of their mounts in combat.

- If they choose this option use the bottom *profile* as shown in the ARMY LISTS. The only drawback to this option is that the *unit* will become *disorganised*.
- If this option is not chosen the rider alone fights using the top *profile*. However the *unit* does **not** become *disorganised*.
- In the ARMY LISTS some *profiles* for *warchiefs*, *battle leaders* and *individuals* are combined with those of their war beasts to produce a single mounted *profile*. Being extraordinary warriors these figures do not become *disorganised* when using their war beast in combat.

FLYING UNITS AND INDIVIDUALS

- Flying *units* or *individuals* may fight other flying *units* or *individuals* in the air. Aerial combat is worked out in exactly the same way as combat on the ground.
- To enter combat with a *unit* on the ground a flying *unit* must **already** have landed. It will be *disorganised*.

CAPTURING A STANDARD

Capturing the enemy *unit's* standard in combat is a good way to demoralize them quickly. It may not be easy as the enemy will fight that much harder to protect their beloved standard.

- Declare that you are going to attempt to *capture the standard* before combat is worked out for the *units* involved.
- If you win this phase of combat (ie. kill more figures than you lose), you have captured the enemy standard.
- The figure of the enemy *standard bearer* is removed **in addition** to other casualties.
- If any *standard bearer* has a *saving throw* he can, of course, use it. If he is successful the standard has not been captured.

combat method

Work across the table from the player who has the Time Dial on his left. Combat is simultaneous. Don't remove any casualties until all combat has finished and Combat Tests have been taken.

Example COMBAT

An average quality Orc unit with ATTACK orders has six figures including a champion in base-to-base contact with the enemy. The Orc player will roll 8 dice for the hit throw.

6 dice

for the figures in contact

+ 1D

for the champion

+ 1D

because the unit has ATTACK orders and seven dice are already in hand, 7 divided by 5 = 1

The Orc player rolls the eight dice, they come up:

6,6,4,4,4,3,3,3

Two automatic hits for the two 6's rolled. The modifiers for the remaining dice are
-1 Disorganised

The modified dice now read:

3,3,3,2,2,2

Scores needed to hit are:

4,5 or 6

so there are no more hits. This gives a total of two hits on the enemy.

KILL THROW

The two dice that hit are rolled again, they come up:

5 and 4

The modifiers are +1 strength of +1.

Orcs have a strength of +1

Final scores are

6 and 5

The Orcs are using hand weapons and the enemy have medium armour. On the Weapons versus Armour table hand against medium armour needs 4,5 and 6 to kill. Therefore the enemy suffers.

2 casualties

HIT THROW

- Throw 1D for each point of worth in base-to-base contact with the enemy.
 - Add 1D if the unit has a *champion*.
 - If the unit has ATTACK orders add 1D for every 5 dice you already have.
- Any 6 thrown is an 'automatic hit' so place it/them on one side.
Any 1 thrown is an 'automatic miss' so discard it/them.

To the remaining dice (those that show 2, 3, 4 and 5) apply any relevant modifiers

- 1 Your unit is of lesser quality
- 1 Your unit is *disorganised*
- 1 Your unit is fighting in 2 or more ranks
- +1 Your unit is of better quality
- +1 The enemy has no shield

results score after modification

1 to 3 = miss

4 to 6 = hit

- To any hits after modification add any 'automatic hits' to find your total number of hits.

THE KILL THROW

Now that you know how many hits you've scored, it's time to find out if you've actually killed anyone. This depends on your weapon and the armour of your target.

- Throw 1D for each hit
- Any 6 thrown automatically becomes a kill so place it/them to one side.
- Any 1 thrown is an automatic miss so discard it/them.
- To the remaining dice (those showing 2, 3, 4 or 5). Apply the following modifiers:

Add

The strength of your unit

- +1 Your unit is in *bloodlust*
- +1 Your unit is defending its standard

Subtract

The enemy's resilience

Cross reference the weapon your unit is using against the armour of the enemy on the Weapons versus Armour table

WEAPON VERSUS ARMOUR TABLE

Weapon	Armour				
	None	Light	Medium	Heavy	X-heavy
Hand	3,4,5,6	3,4,5,6	4,5,6	5,6	6
Two-handed	2,3,4,5,6	2,3,4,5,6	3,4,5,6	4,5,6	5,6
Spear/lance	3,4,5,6	4,5,6	5,6	6	6
Pike	3,4,5,6	4,5,6	5,6	6	6
Tooth & claw	2,3,4,5,6	3,4,5,6	4,5,6	5,6	6
Horn & hoof	3,4,5,6	3,4,5,6	3,4,5,6	4,5,6	5,6

- If the final score is equal to any of the numbers shown on the Weapon versus Armour table, the target has been killed.
- If the target has a saving throw it can attempt it. This also applies to automatic kills.

NOTES ON WEAPONS

Miniatures It is assumed that all the troops in a *unit* are identically armoured and equipped even though the miniatures may be more varied. As long as it is clear to your opponent how your *unit* is armed and armoured, you may include a few figures with different weapons or armour just to make the *unit* look more interesting.

Hand weapons All weapons that can be carried in one hand and don't fall into any of the other categories will usually fall into this one. Swords, scimitars, axes, maces, morning stars and clubs are all hand weapons.

2-Handed weapons Covers any weapon requiring two hands to wield, except for spears, lances and pikes. The most common examples are swords, axes and polearms. When a *unit* is using two-handed weapons it counts as **unshielded**.

Spears, lances and pikes If a spear-armed *unit* is not governed by any *reaction*, and is not currently *disorganised*, it can fight in two ranks. Figures carrying pikes can fight in three ranks, provided they too are not governed by any *reaction* or *disorganised*. If the *unit* carries a shield it can count as shielded.

Polearms *Units* armed with pole weapons (eg. glaives and halberds) can count as either being spear armed or armed with two-handed weapons. They can shift between the two weapon types, but players must declare which weapon category they are going to use before combat. Pole armed troops are always counted unshielded, and if they choose the two-handed option cannot fight in two ranks. If they fight in two ranks they must not be governed by any *reaction* or be *disorganised*.

Tooth and claw This category covers all animals and creatures that fight without weapons but instead rely on their own natural aggressive instincts of biting and clawing. Wolves, big cats and bears fall into this category. The ARMY LISTS will give you details of which animals use tooth and claw in combat.

Horn and hoof Horn and hoof covers creatures that use their bodies to trample, kick and gore in combat. A classic example would be a warhorse, whilst a more exotic example would be the Goblin War Giant or the War Rhino. The ARMY LISTS and future publications will give you details of which animals use the horn and hoof attack in combat.

KILLS TO SPECIALS, KILLS TO INDIVIDUALS and SAVING THROWS

Now that you know how many kills you have caused it's time to find if there are any *specials* or *individuals* amongst them. For the majority of creatures making up the armies, *kills* at this stage are the same as *kills* actually caused. The exceptions are any creatures or items of equipment with *saving throws*. The following rules will cover *kills* to *specials*, *individuals* and those with a *saving throw*.

KILLS TO SPECIALS and INDIVIDUALS

- For every 3 *kills* (or part of) the attacking player throws 1D. If he throws a six he has killed a *special* or *individual*.
- If the attacking player throws several sixes, he's free to choose the same *special* or *individual* more than once. This makes sense if the figure in question has a *saving throw*.
- *Standard bearers* may not be killed except by *capturing the standard* unless they are the only surviving figures or their *unit* is annihilated.
- The attacking player may choose which *special* he has killed.
- If there are any *individuals*, *battle leaders* or *warchiefs* attached to the *unit*, the attacking player may choose one of them instead.
- If the *special* or other has a *saving throw* the target player can attempt it. If he succeeds the *special* has survived the attack and is free to carry on fighting.

THE SAVING THROW

All *individuals*, *warchiefs* and *battle leaders* have a *saving throw*, as do bigger creatures like Ogres, Trolls and cavalry. Some larger pieces of war machinery may also have a *saving throw*. You'll find which creatures and machines have a *saving throw* in the ARMY LISTS.

When a larger creature/machine has *kills* inflicted upon it the defending player attempts the *saving throw* to see if the creature/machine actually becomes a casualty or not.

- For every casualty inflicted on a figure with a *saving throw* the defending player throws 2D. If the total is greater than the figure's *saving throw* then it fights on.

ANNIHILATED UNITS

If the number of *kills* suffered by a *unit* exceeds the total number of figures in that *unit* apply the following rules:

- First all *warriors* without a *saving throw* are killed.
- Next all *specials* without a *saving throw* are killed.
- Figures with a *saving throw* must attempt the save for each outstanding casualty that remains.

DEATH OF WARCHIEF, BATTLE LEADERS, HERO, WIZARD or PRIEST

Should any of the above be killed, place a Command Test counter next to each friendly *warchief*, *battle leader* and *command* that has lost its *battle leader*. In phase seven THE COMMAND TEST (see page 39) troops will react to the death of this figure. Its at times like these that battles can be won or lost. If things are not going well, something like the death of a *battle leader* can set off a chain reaction causing whole *commands*, even the entire army, to desert the battlefield.

Example KILLS TO SPECIALS

An orc unit including leader, standard bearer, and champion specials has just received 5 kills in combat against a unit of Dwarves. The Dwarven player checks for kills to specials.

He rolls

2 dice

they come up

6 and 2

He has just killed an orc special, and chooses the orc leader.

Example SAVING THROW

A Dwarven hero individual stands alone against a unit of Orcs. The hero has 4 kills inflicted upon him by the Orcs, therefore he must make 4 saving throws to stay alive.

The Dwarven player must roll over the Dwarf's saving throw, which is

7

He rolls the dice...they come up

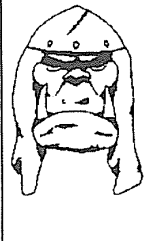
8,10,6,5

He fails to make the saving throw and the Dwarven hero is killed by the Orcs.

combat test



"This is where hold orders will pay off. Your warriors will be prepared to fight on just that little bit longer - it could make all the difference."



"Remember - don't get caught in combat if you are using oppose orders."

Only in extraordinary circumstances can units remain locked together in combat for very long. Sooner or later one side will break and flee the battle in rout. The Combat Test tests a *unit's* willingness to stand and slug it out in hand-to-hand combat.

The following rules cover the Combat Test.

The Combat Test is taken at the end of the combat phase, and will apply to any unit that has suffered casualties during this phase of combat.

THE QUALITY THROW

Roll 1D, modify according to the unit's QUALITY

- +2 ELITE
- +1 VETERAN
- 0 AVERAGE
- 1 POOR
- UNPREDICTABLE
- +3 with dice score 4 to 6
- 3 with dice score 1 to 3

Procedure

The testing player throws 1D and adds or subtracts for the *unit's* quality from the QUALITY THROW table

Then apply any relevant modifiers

- 1 Unit is operating under OPPOSE orders
- 1 Unit has over 25% casualties *Unit has suffered 25% casualties to total in this combat phase*
- 1 Greater losses *Unit lost more casualties than its opponent this combat phase*
- 1 Unit has lost its standard
- 1 Unit is enduring *bad light*
- 1 Your unit is fighting a Terrible Creature
- 2 Unit is *shaken*
- 3 Unit has over 50% casualties *Unit has suffered more than 50% casualties in this combat phase*
- +1 Unit has HOLD orders
- +1 Unit has killed more figures than it has lost
- +1 Hero with unit
- +1 Leader with unit
- +1 Unit carries a standard *Standard bearer is alive and carrying the unit's standard*
- +2 Unit is in *bloodlust* *Unit is subject to the bloodlust reaction*

Combat test results

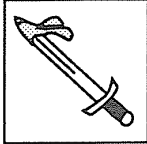
Look across the column for your unit, look down the column for your score and then check across for any reaction.

TYPE				REACTION
Disciplined	Tribal	Fanatics	Stupid	
10+	7+	6+	6+	BLOODLUST
3-9	4-6	4-5	4-5	OK
1-2	2-3	2-3	-	SHAKEN
0 or less	1 or less	1 or less	3 or less	ROUT

REACTIONS

The reactions here are the same as those shown in the Threat Test (See page 21)

OK STATUS A unit with *OK status* is unaffected by any *reaction* and is free to carry on with its current orders



Bloodlust

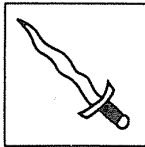
BLOODLUST The unit goes into a killing frenzy, oblivious to danger, intent only on closing with and destroying the enemy. Units in *bloodlust* are almost impossible to control and as a result can wreck a careful battle plan, sometimes getting themselves wiped out in the process

Units in bloodlust

- When a unit gets a *bloodlust reaction*, place a *bloodlust* counter face up next to the unit. When the unit moves, don't forget to move the counter with it.
- The unit will remain in *bloodlust* until it gets a *different reaction*.
- It will advance at full speed towards its nearest enemy and engage it in combat.
- It will not slow for *disorganising* terrain.
- It will not halt to *reorganise*.
- The unit's *battle leader* may attempt to *influence* a unit in *bloodlust* back to *OK status*. If this happens, remove and/or replace relevant *reaction* counters.

Missile units in bloodlust

- They will shoot all their ammunition at the maximum rate and then move forward at full speed. If the unit has missiles remaining it will shoot these off at the maximum rate during the next turn.
- Troops manning heavy missile pieces (cannons, catapults, ballistas, giant crossbows etc) will not move until all ammunition has been used



Shaken

SHAKEN Troops become edgy, and for a moment a mild panic will ripple through the ranks, causing the unit to hesitate and lose cohesion. If the situation is not rectified quickly it can give way to *rout* at the first sign of trouble. If the unit's *battle leader* visits he can attempt to bolster their flagging morale.

Shaken units

- A *shaken* counter is placed next to the unit.
- The unit becomes *disorganised*. A *disorganised* counter is placed next to the unit.
- The unit's *battle leader* may attempt to *influence* a *shaken* unit to *OK status*. If successful remove and replace relevant *reaction* counters. The unit will still remain *disorganised* until it is halted and *reorganised*.

ROUT *Rout* is a complete and irreversible collapse of a unit as a fighting force. Weapons are dropped, armour is discarded, cherished standards thrown aside and leaders bowled over. Its every man for himself in the frantic stampede to leave the battlefield.

Routing units

- The unit and any *warchief*, *battle leader* or *individuals* currently with it are immediately removed from the tabletop. The unit ceases to exist as a fighting force.

ALL REACTIONS When a unit comes up with a *reaction* that particular *reaction* will replace any other *reaction* currently affecting the unit.

Phase Five - New Orders

Maybe you're ready to strike the decisive blow or perhaps your opponent has caught you unawares. Now is the time to change the orders of one or all of your *commands*. It sounds easy, but in the confusion of battle there's plenty to go wrong. Will your *warchief* carry the order personally or will he send a *courier*? Will the *battle leader* accept the new order? Will he understand it? Or will he go wild and hack off the messenger's head?

Before the battle started all *commands* were given their initial orders (see ISSUING ORDERS page 17). This is the phase of the Battle Turn when *warchiefs* can issue new orders to replace them and *battle leaders* check to see how they respond.

WARCHIEF NO LONGER ON THE BATTLEFIELD

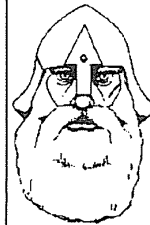
- If an army's *warchief* has been killed or has routed all *commands* must continue to carry out their existing orders. No new orders can be issued.

COMMANDS WITH NO BATTLE LEADERS

- A *command* whose *battle leader* has been killed or has routed off the battlefield must continue to operate under its current orders. The *warchief* **cannot** issue it with new orders.

ISSUING NEW ORDERS TO BATTLE LEADERS

- All new orders come from the *warchief*
- Orders may be carried by messengers, *couriers*, by the *warchief* himself or transmitted by magic (see Eldritch Command page 44).
- An order may be carried by any messenger or *courier* who is in base-to-base contact with the *warchief*.
- When an order is issued place the appropriate counter face down alongside the messenger or *courier*.
- If the *warchief* is carrying the order no counter need be chosen until the *warchief* has reached the *battle leader* and the *battle leader* has all his units in range.



"Brilliant battle plans usually mean changing orders. If you get it right, fame and fortune may be yours - but beware, battle leaders can be very unreliable."



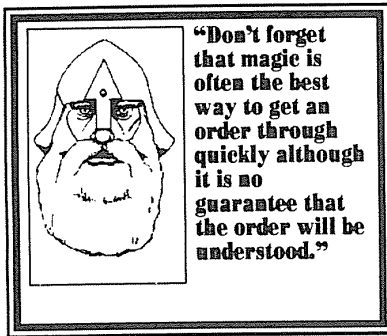
"If your battle leaders are not that good keep your plans straightforward. Remember, couriers will deliver orders better than any messenger drawn from the ranks."

MESSENGERS & COURIERS

- A *courier* is a specially trained *individual* who moves fast and adds a bonus in the Battle Leader's Test.
- A messenger is a figure with no special abilities who has been chosen to carry an order. A messenger may be a warrior figure taken from almost any *unit*. Messengers travel at normal speed for their type.
- Messengers and *couriers* move at the same time as their *warchief*.
- Messengers and *couriers* can carry only one order at a time.
- Once despatched a messenger or *courier* must try to deliver the order. They cannot be recalled.
- When delivering an order place the counter face down alongside the messenger or *courier*.
- To pass on an order the messenger or *courier* must be in base-to-base contact with the *battle leader*. The messenger or *courier* must stay in base-to-base contact with the *battle leader* until dismissed (or killed).
- When a messenger or *courier* has been dismissed by a *battle leader* he will return at full speed to the *warchief*.

NEW ORDER FOR WARCHIEF'S OWN COMMAND

- To change the order held by his own *command* (if he has one) the *warchief* must be in range (8ins) of all the *units* in that *command*. For each *herald* in base-to-base contact with the *warchief* add 2ins to his range. If he is in base-to-base contact with a *banner bearer* add 4ins. To count as being in range at least one figure from each *unit* in the *command* must be within range of the *warchief*.
- If all *units* are in range the order is automatically accepted. The old order counter is discarded and the new one placed face up alongside the *warchief*.



BATTLE LEADERS AND LEADERSHIP VALUE

As well as a normal warrior *profile*, every *battle leader* in an army has a *leadership value* (see the ARMY LISTS for details). *Leadership* ranges from zero, representing the very worst type of general, to five – the very best. A *battle leader's leadership* is an important factor in determining how he responds to a change of order.

RESPONSE OF BATTLE LEADERS TO NEW ORDERS

Before they can respond to new orders *battle leaders* must:

- Be in base-to-base contact with a messenger, *courier* or *warchief* with an order counter (or be sent a successful Eldritch Command).
- Be in range (8ins) of all remaining *units* in his *command*. For each *herald* in base-to-base contact add 2ins. If the *battle leader* is in base-to-base contact with a *banner bearer* add 4ins to his range. To count as being in range at least one figure from each *unit* in his *command* must be within range of the *battle leader*.

If both conditions are met the *battle leader* takes the Battle Leader's Test.

ORDER COUNTERS AND THE BATTLE LEADER'S TEST

- If the *battle leader* tests and accepts the new order, the counter remains with the *battle leader* face up. Don't forget to remove the old order counter.
- If the *battle leader* tests and refuses, remove the messenger/*courier's* order counter.
- If the *battle leader* misunderstands the order, remove both the messenger/*courier's* counter and the *battle leader's* counter and replaces them with the 'misunderstood' order counter (ie the order that the *battle leader* thinks he has).

DISMISSING A WARCHIEF

A *warchief* who personally delivers a message cannot be dismissed. So, if the result of the Battle Leader's Test is IGNORED, IGNORED AND CONFUSION or CONFUSION AND MISUNDERSTANDING the *warchief* is **not** dismissed and may try again next turn (with a different order if he wishes).

battle leaders test

Method

- Throw 1D
- Add the battle leader's leadership

Add

- +1 Battle leader is a fanatic receiving ATTACK orders
- +1 Warchief delivers the message personally
- +1 Message is delivered by courier

Subtract

- 1 Battle leader is of a different race to the warchief
- 1 Battle leader is currently enduring bad light
- 1 If any units in battle leader's command are disorganised
- 1 For each unit in the battle leader's command that is either shaken or in bloodlust

- 2 Battle leader is in base-to-base contact with one of his units

Result

6+	OK	The battle leader understands and accepts the new order.
5	OK/confusion	The battle leader understands and accepts the new order but there is confusion getting it to the units. All units in the battle leader's command are disorganised. The messenger or courier is dismissed.
4	Delay	The messenger or courier remains with the battle leader and may try to deliver the order next turn when the battle leader must test again.
3	Delay and confusion	Confusion arises. All units in the battle leader's command are disorganised. The messenger remains with the battle leader and may try to deliver the order next turn when the battle leader must test again.
2	Ignored	The battle leader ignores the new order and the courier/messenger is dismissed.
1	Ignored and confused	Confusion arises over the new order and it is ignored by the battle leader. The messenger/courier is dismissed. All units in the battle leader's command are disorganised.
0	Confusion and misunderstanding	Confusion arises over the new order and it is misunderstood. The messenger/courier is dismissed and all units in the battle leader's command are disorganised. However the battle leader does change his orders incorrectly: If the new order was ATTACK the battle leader will implement HOLD If the new order was HOLD the battle leader will implement ATTACK If the new order was OPPOSE the battle leader will implement HOLD (Don't forget to change the order counter)
Less than 0	Utter confusion and panic	In the chaos of trying to understand and implement the new order, panic takes hold. The order is ignored, all units become shaken and the messenger/courier is slaughtered (after a saving throw if he has one). If the messenger/courier survives he acts as though he had been dismissed.

Example NEW ORDERS

It is night. An Orc warchief sends an ATTACK order by courier to a Goblin battle leader with a leadership of

3

After getting his units reorganised and in range the battle leader is ready to take the test. He rolls

1D

it comes up

3+3

(+3 is for his leadership value)

-1

(Battle leader is of a different race from the warchief)

+1

(message delivered by courier)

=6

OK, the order is accepted

Phase Six - Influence

Sometimes a *unit* can get a *reaction* that threatens the whole carefully planned strategy of an army. When this happens it's often a good idea if the *battle leader* of that *unit* pays it a visit and attempts to bring it back under his control. This is called using *influence*.

If the *battle leader* is good enough his *influence* usually works. If he's a poor *battle leader* things can become worse than they already are. When you are assembling an army it's worth assigning your more wayward *units* to the better *battle leaders*.

USING INFLUENCE

- The *battle leader* must be in base-to-base contact with a *unit* to be able to *influence* it.
- A *battle leader* can only *influence* a *unit* from his own *command*.
- *Units* in *OK status* cannot be *influenced*.
- Add 1 to the *battle leaders leadership* if he has a *banner bearer* with him.
- Subtract 1 from the *battle leaders leadership* if he is of a different race to the *unit*.
- If a *warchief* has his own *command* he may *influence* it in the same way as a *battle leader*. A *warchief* may not *influence* a *unit* which is not in his own *command*.

Example USING INFLUENCE

An Orc battle leader, with a leadership of 4 and accompanied by a banner bearer, tries to calm down a unit of Goblins which is in Bloodlust.

Leadership

4 + 1

(+1 for banner bearer)

-1

(-1 different race from unit)

=4

Throw 1Dhe rolls;

6

Disaster, something's gone horribly wrong. Unless he succeeds with his saving throw he'll be torn apart by the frenzied Goblins....

method

- Throw 1D
- If the score is equal or under the *battle leader's leadership* he has succeeded. See **SUCCESS** below
- If the score is greater than the *battle leader's leadership* he has failed. See **FAILURE** below.
- If the score is 6 or three greater than the *battle leader's leadership*, something has gone horribly wrong. See **HORRIBLY WRONG** below.

SUCCESS

- *Unit* was in *bloodlust*. Can now return to *OK status*.
- *Unit* was *shaken*. May return to *OK status*, but will still remain *disorganised* until it is *reorganised*.

FAILURE

If the *battle leader* fails he may try again the next turn provided he remains with the *unit*.

HORRIBLY WRONG

- If the *unit* was in *bloodlust* the *battle leader* is set upon by the crazed *unit* and killed on the spot. If the *battle leader* has a *saving throw* he can attempt it **once**. If he fails, he is killed and a *Command Test* must be taken in the next phase. If he succeeds, he can try again next turn. If he dares.....
- If the *unit* was *shaken* its now in rout. The *battle leader* will be carried along in the stampede to leave the battle and is now classed as routing himself. All figures involved are immediately removed from the tabletop and a *Command Test* must be taken. Place a *Command Test* counter next to each friendly *warchief*, *battle leader* and any *command* that has lost its *battle leader*.

Reaction counters

Don't forget to remove/replace relevant *reaction* counters.

Phase Seven - The Command test

Bad news travels fast on the battlefield. Panic, if it gets a hold, travels quicker. What looks like a setback may turn out to be a disaster as your *units* pull out of the battle altogether. This is the time when a *warchief's* boasts (if they still hold good) and good omens can help you. If your army has any *talismans* they could make the difference between victory and defeat.



Command Test

WHO TESTS

Warchiefs and *battle leaders* take the test. A *command* that has no *battle leader* (ie he has been killed or has routed) will also take the test.

WHEN TO TEST

- When a *warchief* or *battle leader* is killed or *routs*.
- When a *wizard*, *hero* or *priest* is killed or *routs*.
- When a *talisman* is *wrecked*, *killed*, *routs* or is *defiled*.

DECIDING WHO TESTS FIRST

The results of the Command Test will have a knock on effect on *commands* that have yet to test therefore players may choose the order in which they test their *commands*.

Method

Remove the Command Test counter. Then, for your *warchief*, each *battle leader* or *command* without a *battle leader* throw 1D.

Add

Warchief's or *battle leader's* leadership if they are alive and have not routed.

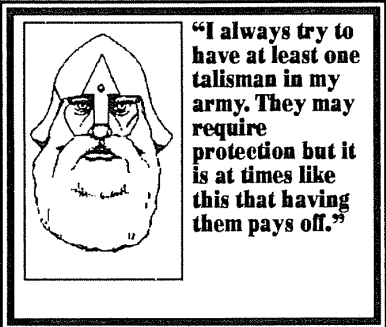
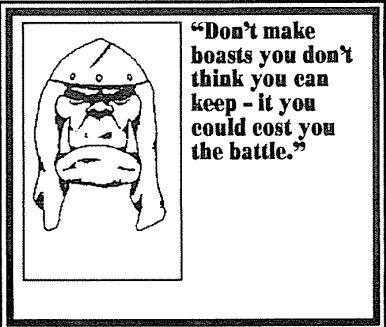
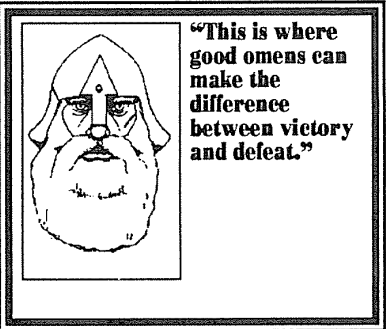
- +1 The *omens* are good
- +1 *Warchief's* boast still holds good
- +1 Each *talisman* that is still functioning

Subtract

- 1 The *omens* are bad
- 1 *Warchief's* boast no longer holds good
- 1 Each *command* that has *routed* or *annihilated*
- 1 Testers suffering from *bad light*
- 3 *Warchief* is dead or *routed*

SCORE

7+	The <i>command</i> is unaffected.
6	All <i>units</i> in the <i>command</i> become <i>disorganised</i> .
5	All <i>units</i> in the <i>command</i> become <i>shaken</i> .
4 or less	The <i>warchief</i> or <i>battle leader</i> and any <i>units</i> in his <i>command</i> <i>route</i> and are removed from the battlefield. If the <i>warchief</i> <i>routs</i> then all <i>individuals</i> will also <i>route</i> and are removed.



INDIVIDUALS IN BATTLE

To the chaos of battle add mighty *heroes*, powerful *wizards*, mumbling *soothsayers*, devout *priests*, speedy *couriers* and the brave warriors who carry the sacred banners of their armies. In FANTASY WARRIORS all these characters are called *individuals*, each one with a special role in battle. Will they find a place in your army?

GENERAL RULES FOR INDIVIDUALS

- All *individuals*, except *heralds* and *banner bearers*, move at the same time as their *warchief*. *Heralds* and *banner bearers* move at the same time as the *command* to which they belong. *Individuals* in base-to-base contact with friendly *units* may choose to move with them.
- *Individuals* are not bound by orders and are free to move around the battlefield as they like. To be effective, however, *heralds* and *banner bearers* must stay in base-to-base contact with the appropriate *warchief* or *battle leader*.
- *Individuals* may join and leave *units* as they wish. *Individuals* are with a *unit* when they are in base-to-base contact with it.
- *Individuals* that are with a *unit* in combat add only their *worth*.
- *Individuals* that are with a *unit* that suffers casualties in combat or from shooting risk becoming casualties themselves (see page 33). They are always allowed a *saving throw* if they have one (see the ARMY LISTS page 47 to 54).
- *Individuals* are not governed by any *reactions* unless they are with a *unit* that *routs*, in which case they will be removed from play with the *unit*.
- *Individuals* on their own or in a group cannot be *disorganised*.
- If the *warchief* *routs* all *individuals* (including all *banner bearers* and *heralds*) leave the table with him.
- If the *warchief* is killed all *individuals*, except *wizards* and *heroes*, automatically *route* and are removed from play.

HEROES

Heroes are super-fighters, free to roam, adding support as and when needed.

- There can be no more than one *hero* per 500 points of an army.
- *Heroes* all have a minimum *worth* of 5 and so are very powerful in combat.
- If a *hero* is killed the army must take a Command Test. Place a Command Test counter next to each friendly *warchief*, *battle leader* and any *command* that has lost its *battle leader*.
- If a *hero's* *warchief* is killed throw 1D for each *hero* in the deceased *warchief's* army.
- +1 If the *hero* is in base-to-base contact with the enemy. (ie. in combat)

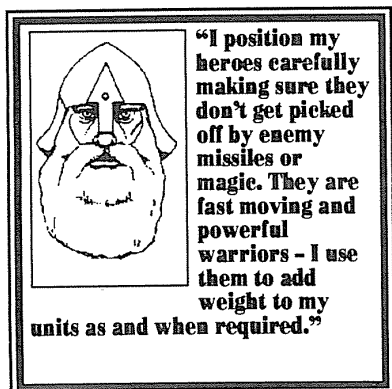
Score

4-6

The *hero* remains on the battlefield, overcome by the need to avenge the death of his beloved *warchief*. From now on the *hero* will move at maximum speed towards the nearest enemy and attack them in combat. During the MOVEMENT AND REORGANISATION phase he will always move after all friendly *battle leaders* have moved. During combat the *hero* will stand and fight until the enemy *unit* *routs* or is annihilated. If he survives he will seek out the next nearest enemy and so on.

The *hero* will *route* from the battlefield and is immediately removed from play. In this instance **no** Command Test is taken.

1-3



WIZARDS

See MAGIC page 43 for full details of *wizards* and their use in battle.

- If a *wizard* is killed the army must take a Command Test. Place a Command Test counter next to each friendly *warchief*, *battle leader* and any *command* that has lost its *battle leader*.
- If a *wizard's* *warchief* is killed throw 1D for each *wizard* in the deceased *warchief's* army

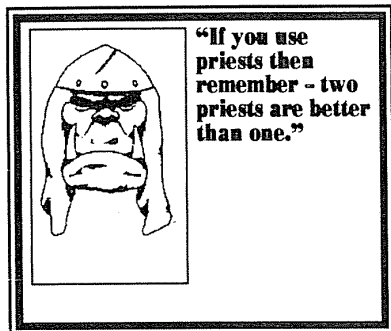
Score

4-6

The *wizard* will *route* from the battlefield. Before he goes he can cast one more spell, now or never. If he overdraws his power the army **must** take the Command Test. Once he has cast the spell he *routs* and is immediately removed from play. Provided he has not overdrawn his magic power, no Command Test is taken.

The *wizard* will *route* from the battlefield and is immediately removed from play. In this instance **no** Command Test is taken.

1-3



PRIESTS

Priests call for divine intervention in two forms. The first may alter events that have just taken place. The second may drain magic power from enemy *wizards*.

- If a *priest* is killed the army must take a Command Test. Place a Command Test counter next to each friendly *warchief*, *battle leader* and any *command* that has lost its *battle leader*.

CHANGING EVENTS

When the gods are successfully called upon to change an event the following will happen:

One priest calling The player can re-roll his **last** dice roll. He must exercise this option **immediately** after making the original, unsatisfactory roll (i.e. before performing any other action). He is bound by the re-rolled result.

Several priests calling The player can either re-roll his own last dice roll as above or force his opponent to re-roll his last dice roll. The re-rolls must come immediately after the original, unsatisfactory roll. The re-rolls are binding.

Rules for Changing Events

- The gods may be called upon to change an event at any time. The player simply announces that he is calling upon the gods.
- The *priest* must not be in base-to-base contact with any other figure. If several *priests* are involved each must be in base-to-base contact with at least one other involved *priest* but not with any other figure.
- Only *priests* of the same race may join together.
- No *priest* may be currently involved in combat.

Method

Roll 1D for each *priest*

If the total score is 6 or greater the gods will grant the request and the player may re-roll his last dice or, in the case of two or more *priests*, force his opponent to re-roll. If any of the dice shows 1 the gods will take the life of that *priest*. A *saving throw* is allowed. If it fails, the *priest* is killed and a Command Test must be taken. Place a Command Test counter next to each friendly *warchief*, *battle leader* or any *command* that has lost its *battle leader*.

Attacking enemy wizards

A successful attack against an enemy *wizard* will drain the *wizard* of magic power and perhaps kill him.

Rules for attacking enemy wizards.

- The gods may be called upon to attack an enemy *wizard* at any time. The player simply announces that his *priests* are calling upon the gods.
- Rules regarding base contact with other figures is the same as in Changing Events (see above).
- The *priest(s)* must have line-of-sight to the *wizard*.
- The *priest(s)* must not currently be in combat.

Method

Roll 1D for each *priest*

If the total score is 12 or greater the gods will grant the request. If any of the dice comes up 1 the gods will take the life of that *priest*. A *saving throw* is allowed. If it fails, the *priest* is killed and a Command Test must be taken in the next Command Test phase. For each living *priest* roll 1D again. The total is then subtracted from the target *wizard's* magic power. If this causes the *wizard's* power to be overdrawn he must make a *saving throw*. If he succeeds, he survives with his *magic power* reduced to 1 point. If he fails, he is killed and his army must take a Command Test. Place a Command Test counter next to each friendly *warchief*, *battle leader* or *command* that has lost its *battle leader*.

SOOTHSAYERS

READING THE OMENS

When *soothsayers* are used to read the omens, they improve the chances of the omens being good.

- For each *soothsayer* add 1 to your dice score when reading the omens (see page 17).
- Each army can have a maximum of two *soothsayers*.
- Should a *soothsayer* get killed the omens automatically turn bad for the army to which he/she belonged.
- If an army has two *soothsayers* both must be killed for the omens to turn bad. If one of the two is killed, the omens are no longer good.

SENDING A SUPERSTITION

If one army has more *soothsayers* than another it can force the other army to read the omens if it has not already done so. It can only do this to one other army.

COURIERS

Couriers are trained messengers. They know how to travel quickly and deliver orders clearly. When a *warchief* uses a *courier* to deliver a new order to a *battle leader* the player adds +1 to his dice roll when he tests to understand. (See page 37 the Battle Leader's Test).

SCOUTS

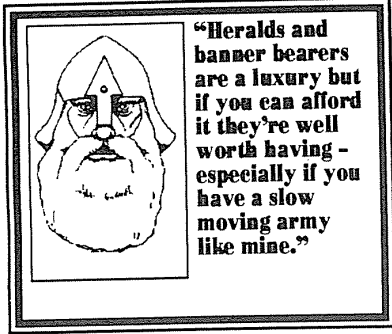
The use of *scouts* before a battle improves your chances of *outscouting* and perhaps *outmanoeuvring* the enemy army.

- For each *scout* roll 2D and add that score to your scouting total.

HERALDS AND BANNER BEARERS

Heralds and *banner bearers* extend the range of a *warchief* or *battle leader* (see NEW ORDERS page 35).

- Extend range by 2ins per *herald*. Maximum number of *heralds* per *warchief* or *battle leader* is two.
- Extend range by 4ins per *banner bearer*. Maximum number of *banner bearers* per *warchief* or *battle leader* is one.
- *Heralds* and *banner bearers* are only effective if in base-to-base contact with the *warchief* or *battle leader*.

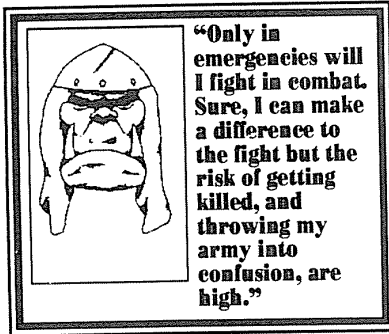


WARCHIEFS & BATTLE LEADERS IN BATTLE

In FANTASY WARRIORS *warchiefs* and *battle leaders* move freely round the battlefield, giving and receiving orders, encouraging wavering troops, perhaps even plunging into combat.

GENERAL RULES FOR WARCHIEFS AND BATTLE LEADERS

- *Warchiefs* and *battle leaders* are not themselves bound by their current orders and are free to move round the battlefield as they like.
- They may join and leave *units* as they wish. *Warchiefs* and *battle leaders* are considered to be **with** a *unit* when they are in base-to-base contact with it.
- If they are with a *unit* that is involved in combat they add only their *worth*.
- If they are with a *unit* that suffers casualties in combat or from shooting they risk becoming casualties themselves (see page 33). They are always allowed a *saving throw* if they have one (see ARMY LISTS page 47 to 54).
- They are not governed by any *reactions* unless they are with a *unit* that *routs* in which case they will be removed from play along with the *unit*.
- They cannot themselves become *disorganised*.
- If a *warchief* or *battle leader* is killed or *routs*, his army must take a Command Test (see page 39). Place a Command Test counter next to each friendly *warchief*, *battle leader* or any *command* that has lost its *battle leader*.



Other aspects of the role of *warchiefs* and *battle leaders* in FANTASY WARRIORS are dealt with in the appropriate sections of the rules. In the Battle Turn particularly important sections deal with NEW ORDERS (page 35) and INFLUENCE (page 38).

MAGIC

Magic is used by *wizards*. At the start of a battle a *wizard* has a set amount of *magic power*. The stronger the *wizard* the more power he has. When a spell is cast power is expended, the exact amount depending on how powerful the spell is. There is a strong random element to magic, so in FANTASY WARRIORS the *wizard* can never be sure how much the spell will drain him. Any *wizard* who overdraws on his power will surely kill himself and possibly throw the army into panic. Spells may be cast at any time during a battle, as many times as a player wishes, and in any order. The only constraints are the *wizard's* power and perhaps the opposition of enemy *wizards*.

WHAT HAPPENS WHEN MAGIC IS USED

- The player declares his intent to use magic.
- He names the spell and states how much power he is going to use upon it.
- He finds out the effects and the actual power cost of the spell.

WHEN TO USE MAGIC

Magic can be used at any time during a battle, except during *hit* and *kill* calculations.

MAGIC POWER COUNTERS

Magic power counters are included in the game to give you a tally of your current *magic power*. When you cast a spell work out the power cost and hand in the appropriate number of *magic power* counters.

EXPENDING POWER

Each spell has its own rules for working out its final cost. The stronger you make the spell the more power it will drain from the *wizard*. There is a strong random element in magic, so don't forget to take this into consideration when casting a spell, especially if you are using a lot of power.

REGAINING POWER

Wizards who do not move during a MOVEMENT AND REORGANISATION phase may regain *magic power* (see page 29).

OVEREXPENDING POWER

- If a spell turns out to cost more *magic power* than you have, you've blown it.....one dead *wizard*!
- A *wizard* who overdraws his *magic power* kills himself.
 - He has no *saving throw*.
 - The spell does not succeed.

DEAD WIZARDS

- If a *wizard* is killed for any reason the army must take an Command Test at the end of the turn. (See the Command Test page 39). Place a Command test counter next to each friendly *warchief*, *battle leader* and any *command* that has lost its *battle leader*.

SPELLS

HASTEN DAY/NIGHT

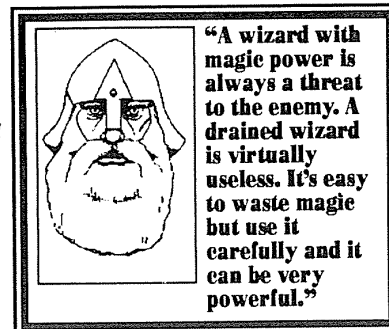
This spell allows the *wizard* to move the hourglass counter either backwards or forwards on the Time Dial.

Magic power cost

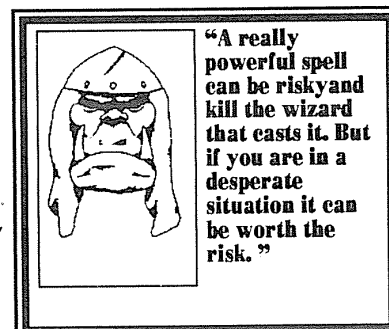
3D per time step moved.

Method

- Declare Hasten Day/Night.
- Decide how many steps you wish to change.
- Throw 3D per time step changed.
- Move the hourglass counter to its new position on the Time Dial.



Magic Power



ELDRITCH COMMAND

This spell will allow you to send orders to your *battle leaders* more quickly, without the need to use a *courier* or *Messenger*. To use this spell the *wizard* must be in base-to-base contact with the *warchief*. When the *wizard* casts the spell the *battle leader* must still test to see how he responds to the new order (see page 35). Whatever the results the *magic power* cost must be paid. Add 1 *magic power* point per 12ins (or part of) distance to the *battle leader*. Add 1D.

Magic power cost

Method

- Declare an Eldritch Command
- Measure the distance from the *wizard* to the *battle leader* in a straight line, ignore all terrain and *line-of-sight* factors.
- Add 1 *magic power* point per 12ins (or part of).
- Throw 1D and add the score to the power cost.
- Then proceed with the *Battle Leader's Test* as normal. Any result worse than OK/CONFUSION means that the spell has failed.

Example BLAST

A *goblin wizard* with a *magical power* of 20 is about to blast a unit of *dwarven infantry* 26 inches from him. He decides to use 6 dice on the attack.

Magic power cost so far

3 (for the range)

+6 (for the dice)

=9

He rolls the dice for the blast. They come up

5, 4, 3, 3, 2, 2

He kills two *dwarves* and his power cost is doubled (he rolled doubles) for a total *magic power* cost of

18.

The *goblin wizard* is now free to check for *specials* in the *dwarven unit*, and the unit must take an immediate *casualty test*.

BLAST

Blast is a spell of destruction. It has variable potency enabling you to tailor it to your *wizard's* current power. Even at its most lethal Blast will not wipe out whole units. Blast comes into its own is when it is used to pick off targets that would otherwise be out of range or impracticable to get at in any other way, such as, *couriers*, *battle leaders* or even a *warchief*.

Magic power cost

One *magic power* point per dice rolled. Minimum possible 2D. Maximum as many as you like or ...dare to use.

One *magic* point per 12ins (or part of) range.

- The bad news: If any doubles are rolled...**double** the *magic power* cost. Only double it once, regardless of how many doubles are thrown. If any **trebles** are rolled, **treble** the *magic power* cost. Only treble it once, regardless of how many **trebles** are thrown.
- The *wizard* must be able to see his target. See *line-of-sight* (page 22).

Method

- Roll the dice. Any 4, 5 or 6 thrown equals a *kill*. Casualties caused by Blast are worked out as if they have been caused by shooting (see page 25) with all the usual rules for *specials*, *individuals* and *saving throws*.
- Units damaged by Blast **must** take the *Casualty Test* as normal.

BANISH MAGIC

This is one of the most powerful spells available. If it works it will prohibit the casting of further magic for 6 steps of time.

Magic power cost

10 D

Method

- Declare Banish Magic.
- Throw 10 D to find the *magic power* cost.
- If the *magic power* cost is 35 or more the spell has succeeded and magic is now prohibited for six steps of time.
- The full *magic power* cost is paid even if the spell fails.

PORTENT OF DOOM

Will cause an immediate *Command Test* to all enemy *commands*, as if the enemy *warchief* was dead. (see page 39).

Magic power cost

10 D

ARCANE EYE

Will add extra scouting points.

Magic power cost

1D per each 3 extra scouting points.

FUDGE THE OMENS

Will allow you to roll the omens dice again.

Magic power cost

2D to roll the omens dice again.

SPELLBREAK

Will break an enemy *wizards* latest spell if cast immediately after he casts and works out his spell. Shout 'spell break' and continue. Spellbreak cannot be used to break a successful Banish Magic spell

Magic power cost

5D

Result

If the dice score is over 15 the enemy spell has been broken. The enemy *wizard* must pay the full costs of his spell even if it is broken.

FINGER OF DEATH

Finger of Death will allow a *wizard* to attack an enemy with pinpoint accuracy. It can be used to attack *specials*, *individuals*, *warchiefs* and *battle leaders*; whether they are on their own or in base-to-base contact with other figures. Prior to working out the spell the *wizard* names his potential target.

To use the spell the *wizard* must have a clear line of sight (see page 22) to the target and the target must not be behind any sort of cover.

Magic power cost

1 *magic power* point per 1ft (or part of) of range to the target. Add the roll of 2D.

Method

Roll the 2D. Any 6 rolled equals a kill on the target. If the target has a *saving throw* it can attempt it.

PROTECTION

Protection will allow a *wizard*, or any figure in base-to-base contact with him, the chance to avoid death, or in the case of more powerful figures, the need to make a *saving throw*. Only one figure is affected by the spell, the player controlling the *wizard* must state clearly who he is casting protection on.

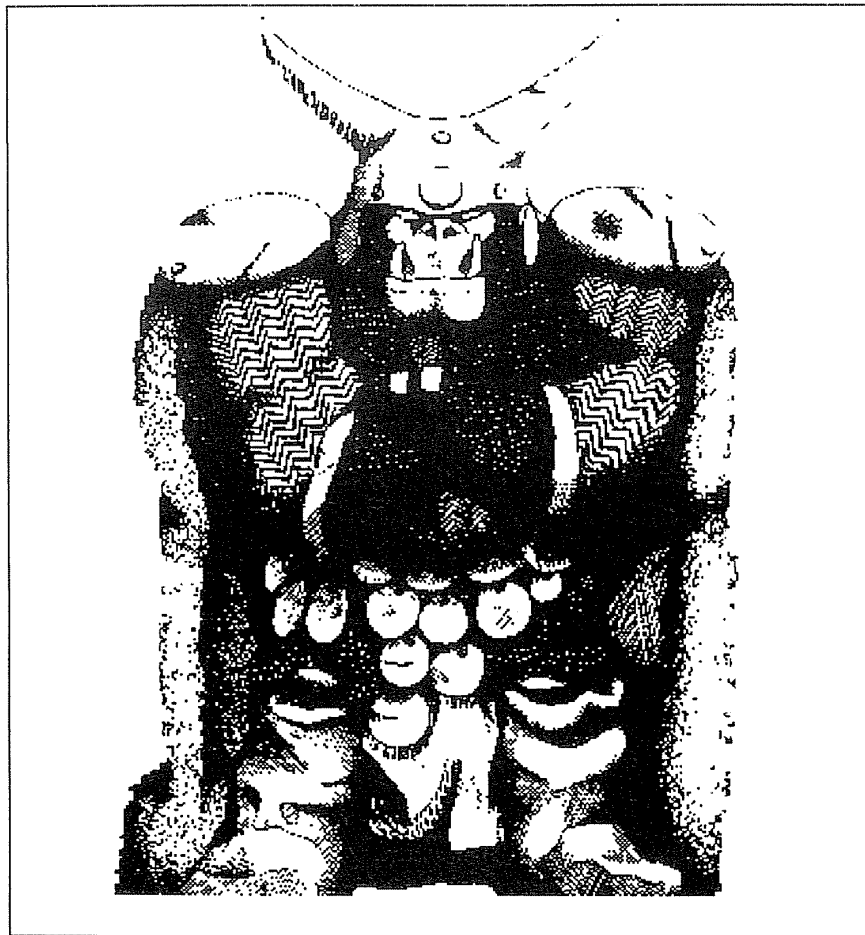
Magic power cost

5 *magic power* points. Add the roll of 2D.

Method

If a *wizard* has a kill inflicted on him, and before he attempts a *saving throw*, roll 2D for the cost in *magic power*. If the score is greater than his *saving throw*, the *wizard* has protected himself.

If the *wizard* is casting protection on another figure, that figure must be in base-to-base contact with him. The roll is taken before that figure would normally attempt its *saving throw*. In the case of figures without a *saving throw*, a score of greater than 8 on the roll of 2D will save them from death. If the spell fails the *wizard* or figure can still attempt their *saving throw*.



GREYHOUND

THE BATTLE TURN

TALISMANS

In FANTASY WARRIORS superstitious troops often place their faith in their army's *talismans*. They may be inspired by an *army standard* that has been waved in many victorious battles. Perhaps their army is accompanied by an ancient and revered *sacred item*. They may even adopt a leader or unusual *warrior* as a mascot or *beloved personage*.

In FANTASY WARRIORS armies can take their *talismans* on to the field of battle. The presence of a *talisman* in battle will give the testing army a bonus during the Command Test. There are three types of *talisman*: an *army standard*, a *beloved personage*, a *sacred item*.

An army can have a maximum of one of each type of *talisman*.

THE ARMY STANDARD.

- There can be only one *army standard* per army.
- *Army standards* are not moved during a battle. They are raised prior to a battle and left in position for the whole army to see. While an *army standard* remains in position it will give the army a bonus if it has to take a Command Test.

Taking down a standard

An *army standard* can be taken down, for example, to avoid being wrecked by the enemy.

- If an *army standard* is taken down it cannot be raised again during the course of a battle and will no longer give a bonus during a Command Test.
- To take down an *army standard* the *warchief* and at least three other figures must be in base-to-base contact with it at the beginning of the MOVEMENT AND REORGANISATION phase. They must not be reacting, or involved in combat. During the MOVEMENT AND REORGANISATION phase the player declares he is taking down his standard. The figures must spend the entire phase in base-to-base contact with the standard. The *army standard* is removed from play and is now considered safe for the duration of the battle.

Wrecking an army standard

- An *army standard* can be wrecked by the enemy. If at the end of the MOVEMENT AND REORGANISATION phase there are no friendly figures in base-to-base contact with the *army standard*, but there are enemy figures in base-to-base contact with it, then the enemy can wreck it.
- The *army standard* is removed from play and the army that lost it must take a Command Test this turn. Place a Command Test counter next to each friendly *warchief*, *battle leader* and any *command* that has lost its *battle leader*.

BELOVED PERSONAGES

- There can be only one *beloved personage* per army. Any *warchief*, *battle leader*, *individual* or *special* can be a *beloved personage*. The *profile* for the particular figure remains unchanged.
- Whilst a *beloved personage* is alive and remains on the battlefield they will give a bonus to an army during a Command Test.
- Should a *beloved personage* get killed or *rout* from the battlefield the army must take a Command Test this turn. Place a Command Test counter next to each friendly *warchief*, *battle leader* and any *command* that has lost its *battle leader*.
- A *beloved personage* costs 100 points in addition to the basic points cost of the figure.

SACRED ITEMS

Almost any inanimate object can be a *sacred item* eg. a Dwarven war cannon, an Orc battle drum, an altar or a shrine. Details of these will be found in future GRENADIER MODELS publications.

- There can be only one *sacred item* per army.
- A *warchief*, *battle leader* or *individual* must remain in base-to-base contact with a *sacred item* at all times. Whilst base-to-base contact is maintained the *sacred item* will serve as a bonus during a Command Test.
- Should base-to-base contact be broken the *sacred item* will be considered to have been abandoned and the bonus will not be applicable.

Defiling a sacred item.

A *sacred item* can be defiled by the enemy.

- If at the end of the MOVEMENT AND REORGANISATION phase there are no friendly figures in base-to-base contact with the *sacred item*, but there are enemy figures in base-to-base contact with it then the enemy can defile the *sacred item*.
- The enemy player announces that he is defiling the *sacred item*, and the allied army must then take a Command Test this turn. Place a Command Test counter next to each friendly *warchief*, *battle leader* and any *command* that has lost its *battle leader*.
- Once a *sacred item* has been defiled it is no longer sacred.
- A *sacred item* costs 100 points in addition to the points cost of the item.

HOW TO USE THE ARMY LISTS

Included in this section are detailed lists for 6 different, FANTASY ARMIES. The lists are designed to give you as much choice as possible when planning your army, whilst making sure that each one has a clear and 'realistic' personality. They will also help you choose suitable models from the vast range of GRENADIER miniatures. Your army must include a warchief model, but other than this you are free to choose whatever troop types you want from the appropriate list. Each troop type has its strengths and weaknesses, so its up to you to create an army that can deal with any opponent.

the army lists

THE POINTS SYSTEM

To help you build armies which are evenly matched, so that the skill of the player can decide the outcome of the battle, each troop type, special or individual has been given a points value. This points value represents the 'cost' of each component of your army and must be paid for out of your allowance of points. For example, you and your opponent might decide to spend 1000 points each on your armies, so that when they meet in battle, you know that they will start off evenly balanced. Of course, spending the same number of points does not mean that you will have the same number of miniatures in each army - a fully armoured knight is a powerful fighter and costs more than an unarmoured goblin. Once again, its up to you to build the army that you want.

COST OF SPECIALS

Leaders, champions, musicians and standard bearers each cost 10 points more than their Unit's ordinary warriors. The extra cost of specials is the same for all armies.

COST OF LEADERSHIP

Each Warchief or battle leader has a leadership value. The cost of this must be added to the basic cost given in the appropriate army list:

Leadership of 1 costs 10 points

Leadership of 2 costs 20 points

Leadership of 3 costs 35 points

Leadership of 4 costs 50 points

Leadership of 5 costs 80 points

UPGRADING TROOP QUALITY (UPG)

By paying extra points it is often possible to upgrade troop quality by one step (eg. from poor to average or veteran to elite). It is not possible to upgrade troop quality by more than one step. The army lists give details of possible upgrades and their costs.

Cost of Magic

When working out the points costs of your wizards, don't forget that each magic power point you allocate them has to be paid for.

One magic power point costs 5 points

- A wizard must start the battle with a minimum of 15 magic power points.

ARMY LIST ABBREVIATIONS

QUALITY	QUA
Elite	El
Veteran	Vet
Average	Av
Poor	Poo
Unpredictable	Unpred

TYPE	TYP
Disciplined	Disc
Tribal	Tri
Fanatic	Fan
Stupid	Stu

STRENGTH	STR
-----------------	------------

RESILIENCE	RES
-------------------	------------

WORTH	WOR
--------------	------------

ARMOUR	ARM
Extra Heavy	X/H
Heavy	H
Medium	Md
Light	Lt
None	None
Shield	Sh

WEAPON	WEA
Hand	Hd
Two-handed	2-Hd
Spear	Sp
Polearm	Pol
Lance	La
Pike	Pk
Tooth & Claw	T&C
Horn & Hoof	H&H
Bow	B
Longbow	Lb
Crossbow	Cb
Giant Crossbow	G/Cb
Handgun	Hg

MOVEMENT	MOV
-----------------	------------

SAVING THROW	SAV
---------------------	------------

TERRIBLE CREATURE	TER
--------------------------	------------

BAD LIGHT	BAD
------------------	------------

POINTS COST	PTS
--------------------	------------

Cost of magic power	+M
Cost of leadership	+L

QUALITY UPGRADE	UPG
------------------------	------------

Cost of upgrade to elite	+?El
Cost of upgrade to veteran	+?Vet
Cost of upgrade to average	+?Av

Maximum figures in unit	MAX
--------------------------------	------------

Minimum figures in unit	MIN
--------------------------------	------------

Example POINTS COST

A unit of 10 veteran Dwarves with crossbows including a leader would cost

10 x 11

(basic cost of Dwarf with crossbow)

+ 10
(for leader)

= 120 points

To upgrade these to elite would cost an extra

10 x 4

= 40 points

Example POINTS COST

A Dwarf warchief has a leadership value of

4

so costs a total of:

34

(basic cost of Dwarf warchief)

+ 50
(leadership of 4)

= 84 points

Example POINTS COST

A unit of 10 Orc archers includes a leader and a standard bearer.

The unit costs

10 x 7 pts

cost of basic Orc archer)

+ 10 pts
(for the leader)

+ 10 pts
(for the standard bearer)

= 90 points