

Dulce Bellum

A Tabletop Wargame

Version 0.3

What is Dulce Bellum

Dulce Bellum is a table top wargame that is played between the armies of two players over 6 or 7 rounds.

What you Need to Play

To play a game of Dulce Bellum, you will need:

- Two armies of miniatures
- A 6' x 4' table
- 6 - 8 terrain pieces
- A handful of 6-sided dice
- A measuring tape
- Some dice or doodads to keep track of wounds/status effects/etc

Summary of Game Play

The TLDR of how to play Dulce Bellum is two players will build unique armies and represent them on the table with miniatures grouped together on large bases. They will take turns moving their units on the board and rolling dice to determine the outcome of battles between their miniatures. After 6 or 7 turns, the game ends and the players calculate the score depending on the scenario they were playing.

General Rules

Dice Notation

When the rules call for rolling dice, they will use notation like d3 or 3d6. That notation is telling you how many dice to roll, and how many sides should be on each of the dice.

3d6 means "roll 3 dice, each one should have 6 sides"

2d3 means "roll 2 dice, each one should have 3 sides"

Dice with less than 6 sides

Sometimes you will need to roll a d3 or a d2. You can do this using a standard d6.

To roll a d3, roll a d6 and convert the result using this chart:

d6	1	2	3	4	5	6
d3	1	1	2	2	3	3

To roll a d2, roll a d6 and convert the result using this chart:

d6	1	2	3	4	5	6
d2	1	1	1	2	2	2

Rolling Successes

Most of the time when you roll dice, you want each die to meet or beat a particular target number. You might have a unit that has 10 attacks and hits on 5+ which means you will roll 10 dice and every die that rolls a 5 or 6 counts as a success.

Automatics Success

If a target value is 1+ or better, then that roll automatically succeeds. No dice roll is necessary.

Dice Modifiers

When rolling dice, particularly in combat situations, the results will often be modified by special abilities or conditions on the ground. You might have a “-1 penalty to hit” or a “+1 bonus to wound”. These modifiers change the target value you are trying to roll on the dice.

You might have a unit that has 10 attacks and hits on 5+ with a +1 bonus to hit. The bonus lets you add +1 to each roll, so a roll of 4 counts as a 5. So you will roll 10 dice and every die that rolls a 4, 5, or 6 counts as a success.

Building an Army

Before playing a game of *Dulce Bellum*, you and your opponent must agree on how many **Army Points** you will use to build your armies. Standard-sized games typically range between 1500 and 3000 points. An army consists of a single chosen Faction, its supporting Provision cards, and its Units.

Step 1: Choose your Faction

Select one faction from the *Dulce Bellum* lineup. Your choice grants you access to that faction's specific Unit profiles and unique Faction Provision cards.

Step 2: Choose Your Provision Cards

Provision cards represent the tactical logistics, supply lines, and structural support of your army. They grant unique abilities and dictate your army's maximum unit capacity by unlocking **Unit Slots**.

1. **The Faction Provision:** Every army includes exactly one free Faction Provision card. This card provides a universal special rule for your entire army and provides your baseline allocation of Common, Uncommon, and Rare Unit Slots.
2. **Purchasing Additional Provisions:** You have a pool of Provision Points that is equal to 10% of your Army Points. These points can be spent on additional Provision cards.
Example: In a 2000-point game, you have a separate allowance of 200 points to spend exclusively on Provision cards. These do not count against your main budget for units.
3. **Uniqueness:** You may purchase duplicates of the same Provision card unless it features the **Unique** keyword.

Step 3: Add Units to your Army

With your Army Points, purchase Units from your Faction list to fill the slots unlocked by your chosen Provision cards.

- **Rarity Slots:** Units are categorized by rarity: **Common, Uncommon, and Rare**. Every unit added to your army occupies exactly one slot matching its rarity.
- **Unit Sizes:** Units are fielded in one of five fixed sizes: *Single, Squad, Platoon, Company, or Horde*. A unit's size dictates its cost in points.
- **Point Caps:** The combined point cost of all your units (including any upgrades) cannot exceed the agreed-upon Army Points for the game.

Limited Units

Some elite or highly specialized units feature a **Limit [n]** restriction on their profile. You may never include more than [n] copies of that specific unit in your army, regardless of how many empty rarity slots your Provisions provide.

Units

Units come in different shapes depending on the unit size and type.

Unit Footprints

The following chart shows the minimum and maximum sizes of unit footprints in millimeters.

Unit Name	Infantry	Cavalry	Large	Monster	Chariot	War Machine
Single	20x20 - 40x40	25x50 - 30x60	40x40 - 60x60	50x50 - 100x100	50x100 - 60x120	50x50
Squad	100x40 - 200x80	125x50 - 150x60	120x40 - 180x60	150x50 - 300x100	150x100 - 180x120	-
Platoon	100x80 - 200x160	125x100 - 150x120	120x80 - 180x120	150x100 - 300x200	150x200 - 180x240	-
Company doublewide	200x80 - 400x160	150x100 - 300x120	140x80 - 360x120	300x100 - 600x200	300x200 - 360x240	-
Horde doublewide	200x80 - 400x240	150x150 - 300x180	140x120 - 360x180	300x150 - 600x300	300x300 - 360x360	-

Note: the ratio of width to depth of Single models is usually 1:1 (width and depth are the same), but Cavalry and Chariots are 1:2 (depth is twice the width).

Doublewide Units

Companies and Hordes are **Doublewide** units.

Doublewide units Missile Attacks

Doublewide units have the Extra Attacks ability when rolling ranged attacks.

Doublewide units Melee Attacks

Doublewide units have the Extra Attacks ability when rolling melee attacks against other Doublewide units as long as their leader point is touching that unit.

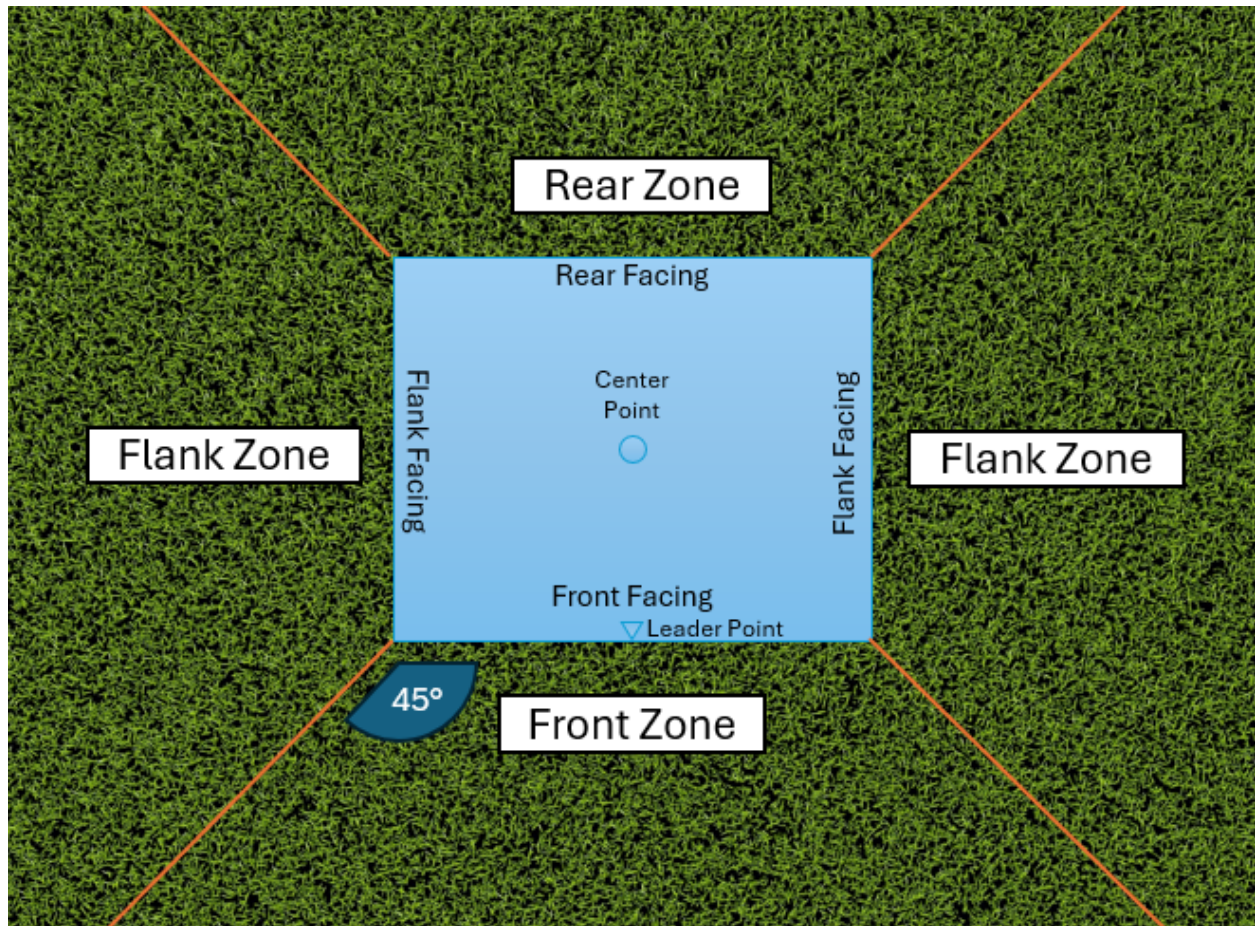
Multibasing

The table above is used to determine the size of the base used for the unit on the table. However, the actual number of models on that base are not restricted by those numbers. A Squad of 20mm infantry goes on a 100mmx40mm base, but is not required to have 10 20mm models on it. Rather, enough models should be attached to the base to make it look full. Dynamic model poses and interesting terrain can be used to make compelling dioramas to represent your units.

Examples of Multibasing



Anatomy of a Unit



Facings

Units have 4 facings: front, rear, left flank, and right flank. Corners that connect two facings count as being part of both facings.

Zones

Units have 4 zones, one for each facing. Zones are defined by drawing a 45 degree angle from each corner of the unit.

Leader Point

The Leader Point is the center of the front facing.

Center Point

The Center Point is the exact center of the unit footprint.

Characteristics

A unit's profile is made up of several numeric stats, or characteristics, that describe how it performs on the battlefield.

Well Regulated Militia

Infantry · Dwarf · Archer

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Mv

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4+

4+

4+

Footprints:

Name	Morale	Points
Squad	12	115
Platoon	16	130
Company	23	160

Abilities: Hatred, Steady Aim, Powerful (Missile), Move or Shoot, Powerful, Range

Options:

Champion (+15 pts)

Banner (+5 pts)

Musician (+10 pts)

Movement (Mv)

How many inches this unit can move

Melee (Me)

The target value this unit needs to roll to hit in melee.

Missile (Mi)

The target value this unit needs to roll to hit with missile attacks.

Defense (De)

The target value your opponent needs to roll to wound this unit.

Morale (Mo)

How many wounds this unit can take before it breaks.

Unit Strength (US)

How well this unit scores victory points at the end of the game.

Points (Pts)

How much it costs to add this unit to an army

Playing A Game

A game of Dulce Bellum is played over 6 or 7 rounds where each player takes their turn. A player turn is split into 4 phases: Movement, Magic, Missile, and Melee.

Before players start taking turns, they must setup their game.

Setup

Setting a game up is split into 6 phases (*Parlay, Draft, Terrain, Sides, Spells, Deployment, Scout*). Once those phases are complete, the players can begin taking turns playing the game.

Parlay

Players determine what scenario they want to play. You can roll 1d12 to randomly select a scenario, or negotiate among yourselves.

If you don't have a d12, you can roll 2d6 and use the first roll to determine if you will play scenarios 1 - 6 (a roll of 1, 2, or 3) or 7 - 12 (a roll of 4, 5, or 6), then use the second roll to determine which of those 6 scenarios you will play.

Draft

Each player rolls 1d6. The player that rolls highest decides if they want to pick first or second in the draft. If the roll is tied, then roll again until a winner is determined.

Starting with the player with the first pick in the draft, take turns choosing from the following options until all options have been chosen:

- Place first Terrain Piece
- Choose board side
- Deploy first unit
- Take first turn
- Choose Turn 7
- Place first Objective/Loot (or choose first Primary Loot) (if scenario uses objectives/loot)
- Move Scouts first (if both players have at least one unit with the Scout or Ambush ability)

Terrain

The player that drafted the option to place the first piece of terrain chooses one piece of terrain and places it on the table following the terrain placement rules. Then the other player chooses one piece of terrain and places it on the table. Players continue to take turns placing one piece of terrain at a time until all pieces of terrain have been placed on the board (or there is no room to legally place a piece of terrain)

Board Sides

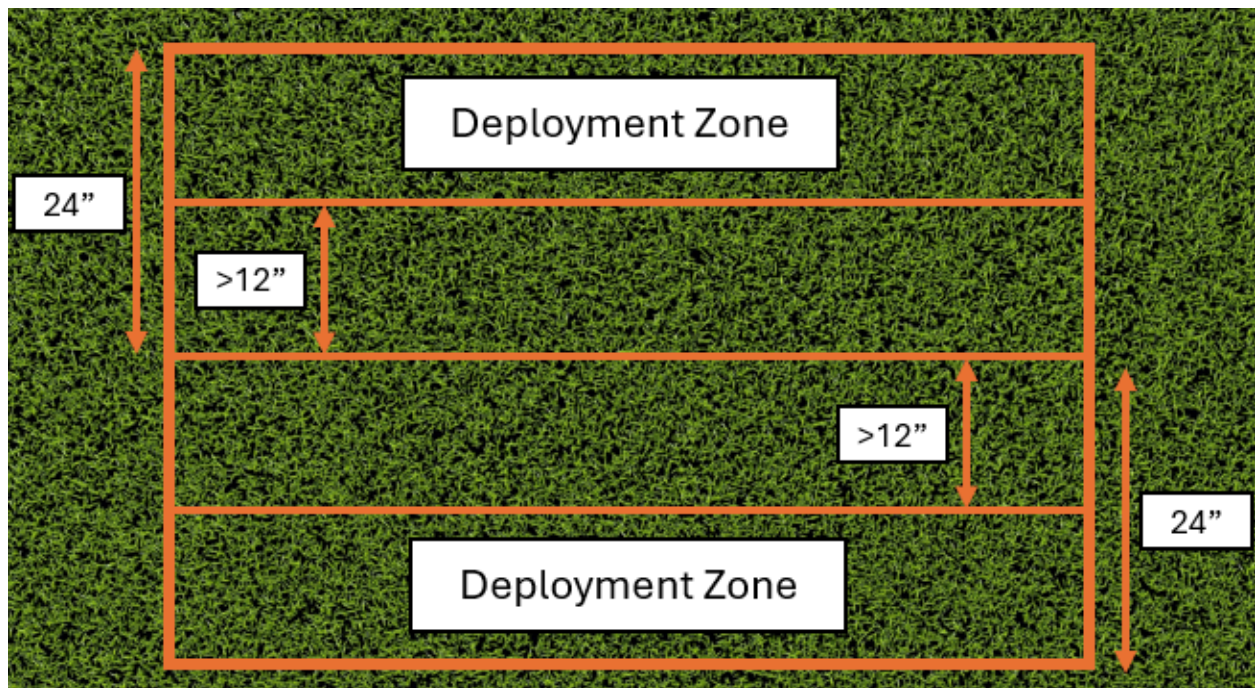
The player that drafted the option to choose board side picks which long side of the board they wish to deploy their army onto. The other player must deploy their army on the other long side of the table.

Choose Spells

Both players choose what spells they will give to their Spellcasters. Once both players have chosen their spells, they reveal the chosen spells to each other.

Deployment

Each player has a Deployment Zone that spans the width of the table. Units can be placed anywhere on the table more than 12" away from the center line, towards their long edge of the table.



The player that drafted the option to deploy the first unit places one of their units fully into their deployment zone. Then the other player places one of their units fully into their own deployment

zone. Players continue to take turns placing one unit at a time until all units have been placed on the board.

Scout

If both players have units with the Scout special ability, then the player that drafted the option to move scouts first gives one of the following Movement orders to one of their units with scout (or, they deploy one of their Ambush units that was previously removed from the board): Halt, Advance, Backup, Sidestep, March. Then, the other player does the same for one of their units with Scout. Players continue to take turns giving a movement order to their units with the Scout rule until neither player has any units left. Units can only receive one Movement order during this phase.

If only one player has units with the Scout ability, then that player gives a Movement order to their units with the Scout ability, one at a time, until they have given 1 order to all of their units with the scout ability.

If no players have any units with the Scout ability, then skip this phase.

If a player has units with the Ambush ability, then the first time it is their turn to move Scout units they can remove any number of their units with Ambush from the board.

Play

The player that drafted the option to take the first turn becomes the active player and takes their turn. After both players have taken their turn, that is considered a **round**. After 6 rounds have been played, the player that drafted the option to choose turn 7 decides whether there will be a turn 7 or not. If there is a turn 7 both players take one more turn and then the game ends. Otherwise, the game ends after the 6th round.

Score

After the final round of the game has finished, determine the winner of the game as described in the scenario that was chosen.

The player with the most Fallen Standard counters held by units still on the board receives a +1 bonus to their Victory Points total.

The Turn

Each player's turn is split into 4 phases. The Movement phase, the Magic phase, the Missile phase, and the Melee phase. The active player completes each of these phases in order, and then the other player becomes the Active player and starts their turn.

Most movement orders cannot be given to a unit that started its turn engaged with an enemy unit. Orders that can be given to engaged units clearly identify themselves..

Once both players have taken their turn, that is the end of a Round.

Note: Only the active player rolls dice during their turn, even if the rolls are against their own unit.

Provision Cards

Provision cards provide tactical flexibility to your army. Unless otherwise noted, Provision cards feature two abilities that can be triggered at any time during your turn.

Using Provision Cards

Each Provision card can be used only once per game. When you choose to trigger an ability, you must select one of the two abilities listed on the card.

Immediately after resolving the chosen ability, turn the Provision card face-down (or flip it over) to indicate that it has been exhausted. Once a card is exhausted, neither ability on that card can be used for the remainder of the game.

If you have multiple copies of the same Provision card, each card is treated as an individual resource. You may choose to use different abilities for each copy, and exhausting one copy does not affect the others.

Magic Phase

Generate Power Dice

At the beginning of the Magic phase, add a number of Power Dice to your Power Dice Pool equal to the number of Spellcasters you control on the battlefield + 1.

Cast Spells

Your spellcasters can cast spells as long as you have Power Dice to cast with.

Focus Energy

Instead of casting spells, a spell caster can Focus their Energy and add an additional Power Die to the Power Pool. This Power Die cannot be used during this turn.

Movement Phase

One at a time give each of your units one of the following orders. If no order is given to a unit, then it is assumed that the Halt order was given..

Spellcasters that have Movement Spells can cast those spells immediately after they complete their movement order.

Halt

The unit does not move. If this unit is engaged with one or more other units, they remain engaged.

Advance

The unit moves directly forward up to its movement value. It may pivot, once, up to 90 degrees any time during this movement.

Backup

This unit moves directly backwards up to half of its movement value.

As long as this unit is not carrying a loot token, it does not treat friendly units as blocking. If this movement would end on one or more friendly units, then continue moving it directly backwards until it no longer overlaps any friendly units. If blocking terrain or enemy units prevent this unit from landing clear of friendly units, then it must count friendly units as blocking. This unit takes d3 wounds for each Friendly unit it contacts in this way. Each friendly unit that was contacted takes that many wounds + 1.

Sidestep

This unit moves directly sideways, either left or right, up to half of its movement value.

March

This unit moves directly forward up to twice its movement value. Dangerous terrain counts as blocking terrain during this move.

Reform

This unit rotates around its centerpoint up to 180 degrees in either direction

Charge

This unit moves into contact with an enemy unit that is within its movement value, following the rules in the Charge section.

If a unit starts the turn engaged with an enemy unit that has a Modified Unit Strength equal or greater than this unit's Modified Unit Strength, it can only charge a unit it is engaged with.

Withdraw and...

This order can only be given to a unit that is engaged with one or more units in a single facing.

This unit moves 1" directly away from the unit(s) it is engaged with (now the units are not engaged) and then can be given one of the following orders: *Halt, Backup, Sidestep, Reform*.

If the unit cannot move 1" away, then it moves as far as possible. If the unit cannot move at all, then it cannot be given a *Withdraw and...* order.

Reform and...

This order can only be given to a unit that has an ability that says they can be given the "Reform and" order.

This unit pivots up to 180 degrees in either direction and then can be given one of the following orders: *Halt, Advance, March, Charge, Backup, Sidestep*

Missile Phase

For each of your units with a shooting attack or magic missile, pick an enemy unit that is within range and in the front zone to be that unit's target. When casting a Magic Missile, you must choose how many Power Dice you are using when you declare your target.

After choosing all your targets, for each target, roll an attack against it using your unit's Missile stat.

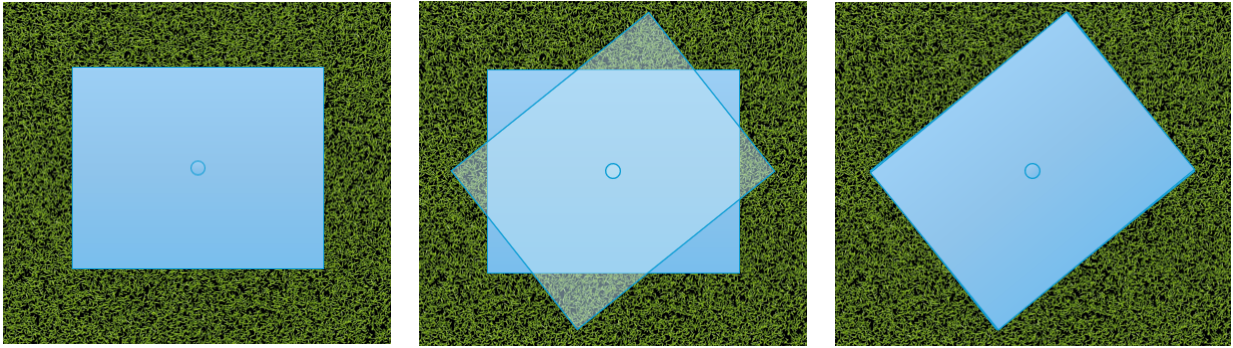
After all shooting attacks have been rolled out, make a Morale Check for each enemy unit that took at least 1 wound this phase.

Melee Phase

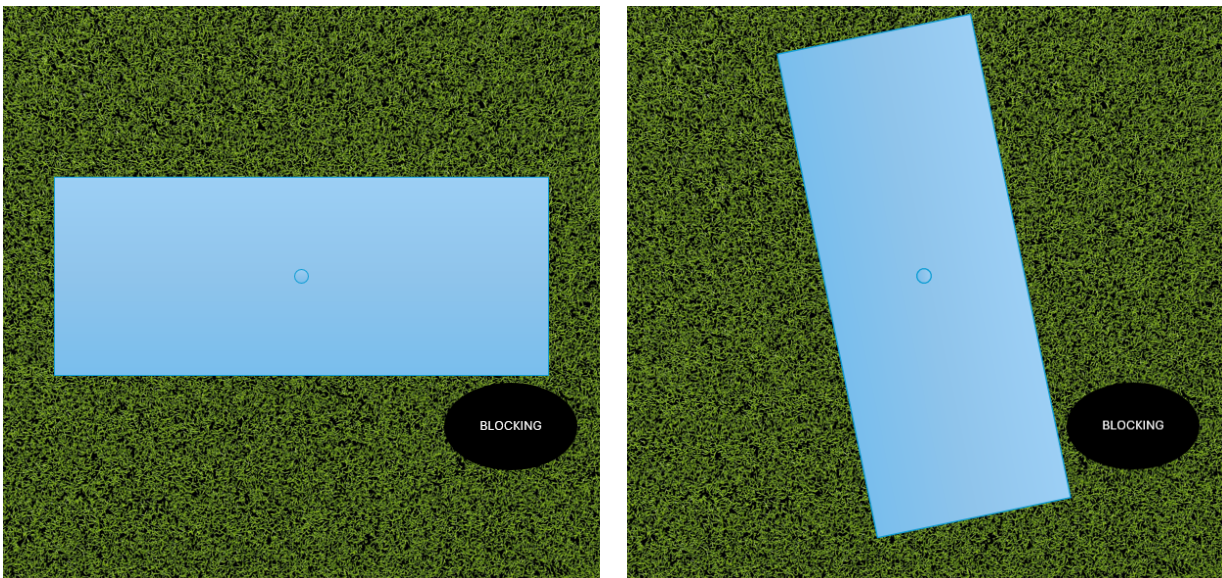
One at a time, choose an enemy unit that is engaged with one of your units and roll out that melee as described in the Close Combat section. After all attacks against an enemy unit have been rolled out, make a Morale check for that unit if it took at least 1 wound during this phase. If the enemy unit breaks, then the friendly units that were engaged with it may make a combat reform move if they are not engaged with any other enemy units..

Pivoting

To pivot a unit, pick it up and spin it around the center of its base, then place it back on the table with its center point in the same position it started.



Pivoting ignores blocking terrain, other units, and the board edge as long as its final position is clear.



A unit may be able to make multiple pivots. In that case, you may consider them as a single pivot.

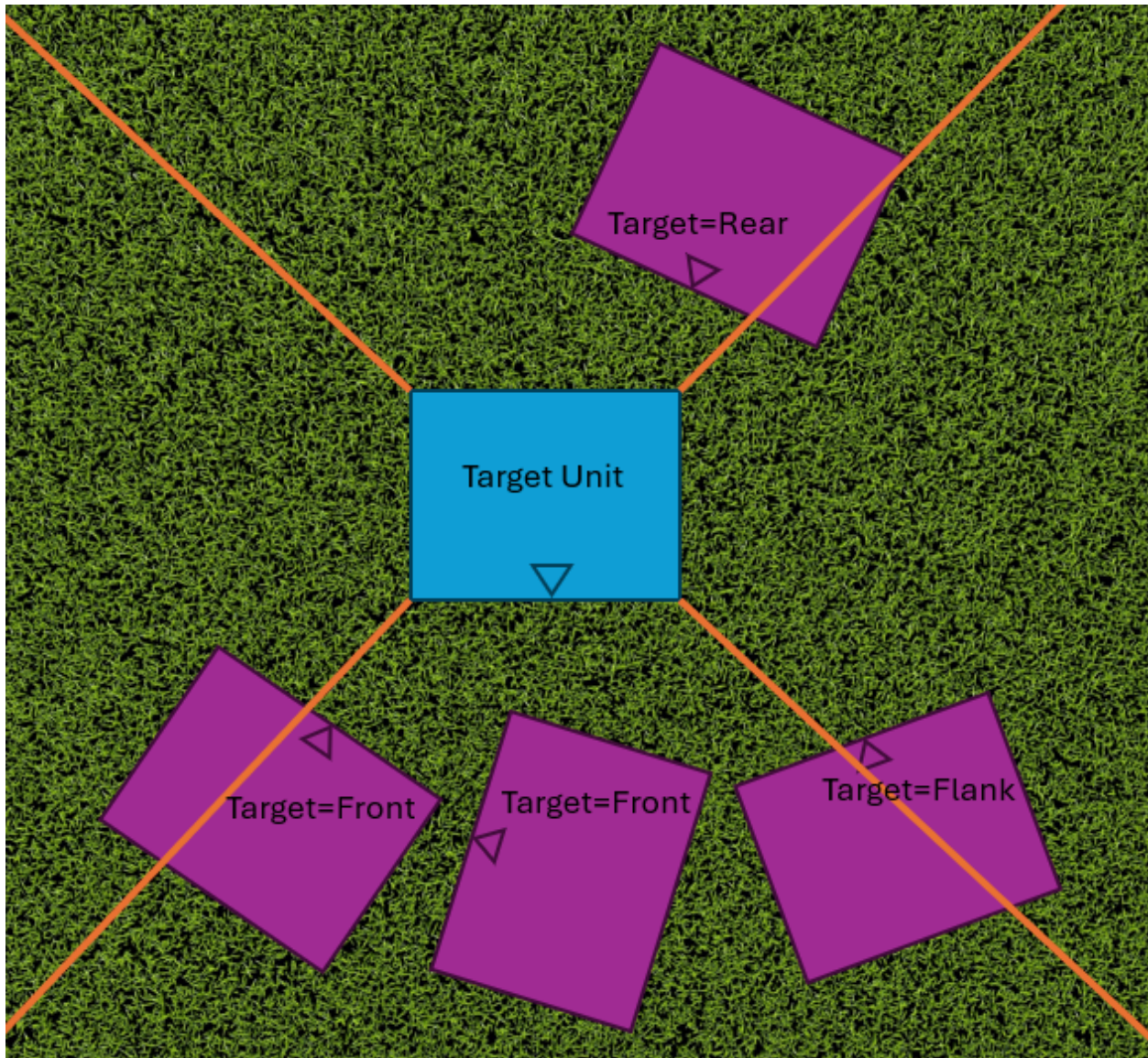
For example, if a unit can make two 90 degree pivots, then it can choose to pivot once up to 180 degrees before checking if its final position is clear.

Moving through Friendly Units

Units can Advance, March, Sidestep, and Back Up through other friendly units as long as their movement finishes clear of any obstructions. If a unit pivots during a movement order, it does not have to clear friendly units until the end of the entire movement (but pivots must still clear blocking terrain and enemy units before continuing with the rest of the movement).

Target Facing

When charging or shooting at a target, it is important to identify which facing of the enemy unit you are targeting. To do this, identify what arc of the target unit your unit's leader point is in. This is called the **Target Facing**. That is the facing that the charging unit must make contact with and be aligned to and it is the facing that will determine whether a unit is in cover when shooting at it.



Charging

When you give a Charge order to a unit that unit is considered the **Charging Unit** and the unit you want to charge is considered the **Target Unit**.

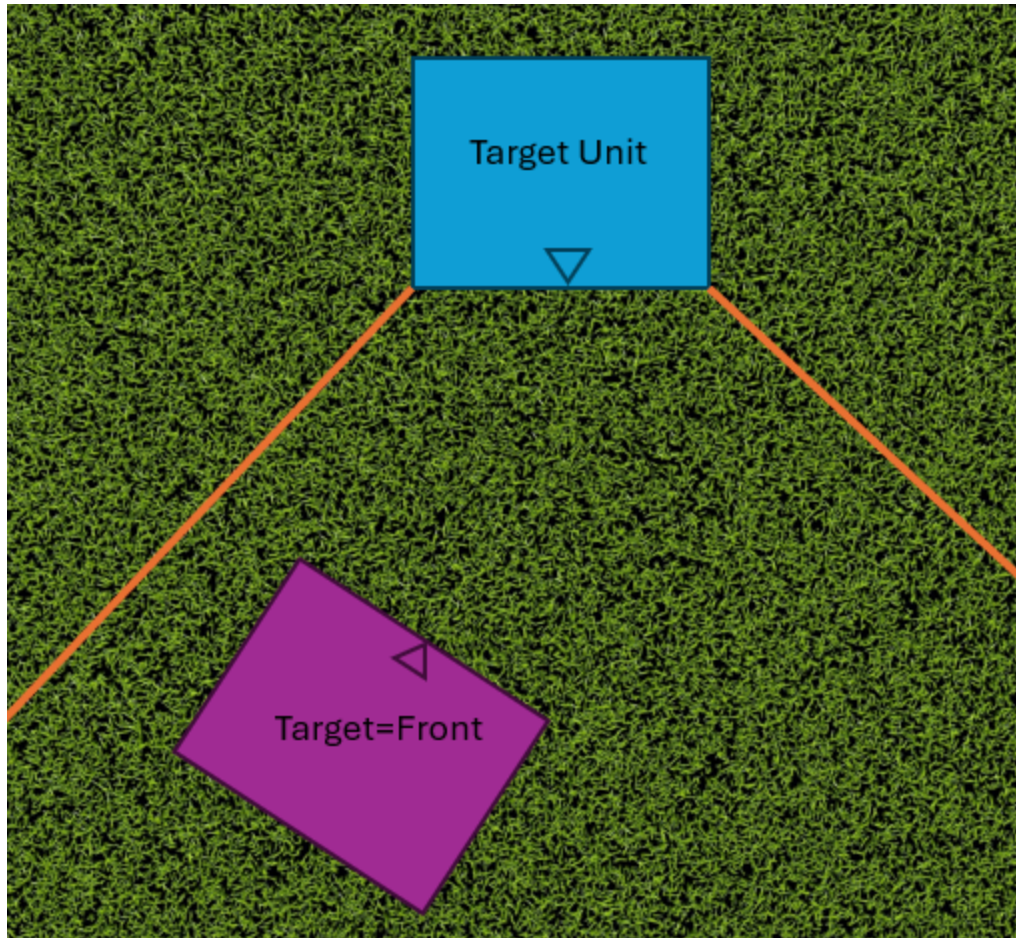
What Can You Charge

To charge a Target Unit, the Charging Unit must meet the following 5 requirements:

1. **Effective Charge Range:** The closest point of the Target Unit must be within the Charging unit's movement distance from the closest point on the Charging unit's front facing.
2. **Valid Arc:** The Target Unit must be at least partially within the Charging unit's Front Arc.
3. **Line of Sight:** Charging Unit must be able to draw a clear line of sight to the Target Unit (Note: Units that are part of the engagement do not block LoS for declaring a charge into a unit in that engagement)
4. **Contact:** The Charging Unit must be able to make physical contact with the designated Target Facing by moving directly forward with up to one 90 degree pivot.
5. **Alignment:** The Charging Unit must have enough physical space to be picked up and placed flush against the Target Facing, ensuring that its front facing remains in contact with at least one point on the Target Unit that was initially contacted.

Identify Target Facing

Before moving a charging unit, the active player must determine which of the Target Unit's four facings (Front, Left Flank, Right Flank, or Rear) is the Target Facing. This is determined by which arc the charging unit occupied when the order is given.

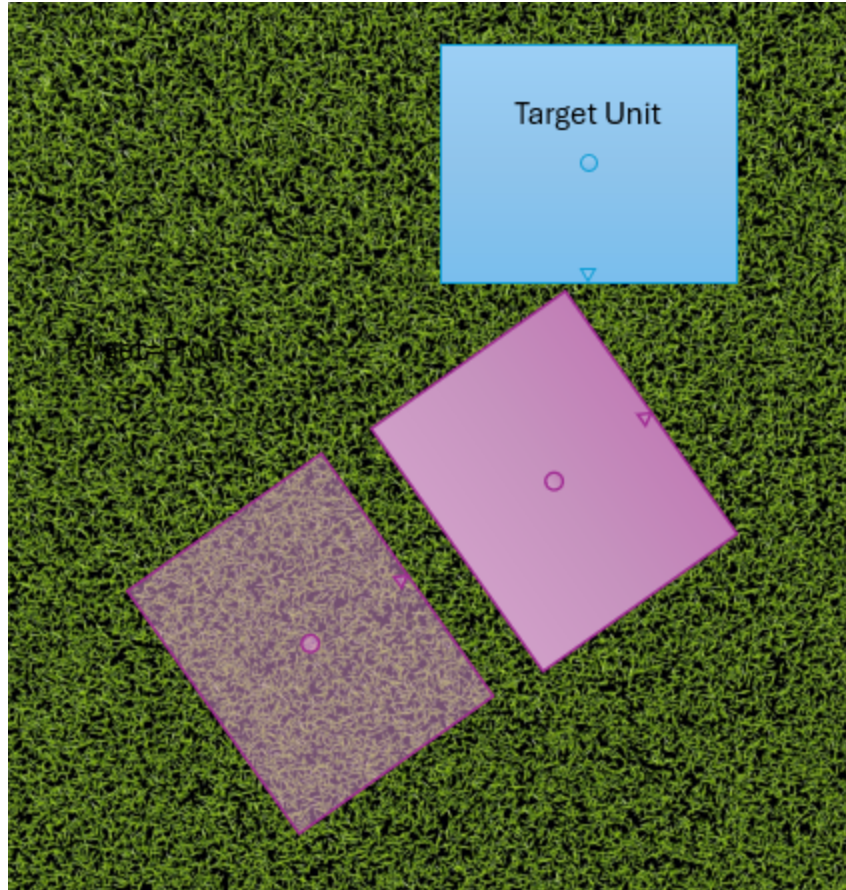


Downgrading the Facing

If the Target Facing cannot be contacted or aligned to, because of terrain or other units, then the charging unit can choose another facing of the Target Unit to be the Target Facing. The Charging Unit must be able to draw line of sight to the new Target Facing and the Charging Unit will be considered **hindered** until the end of the turn.

Move Chargers

Move the Charging Unit directly forward until it makes contact with the Target Unit. You can make up to one 90 degree pivot anytime during this movement. All other units (friendly and enemy) count as blocking during this movement, except other units in the same engagement as the target unit.



If your Charging Unit touches difficult terrain anytime during this movement then it counts as **hindered** until the end of the turn.

Make Contact

To achieve a successful charge, contact must be established in one of three ways:

- The Charger's Front Facing touches the Target Facing
- The Charger's Front Facing touches a corner of the Target Facing
- The Charger's front corner touches the target's Front Facing.

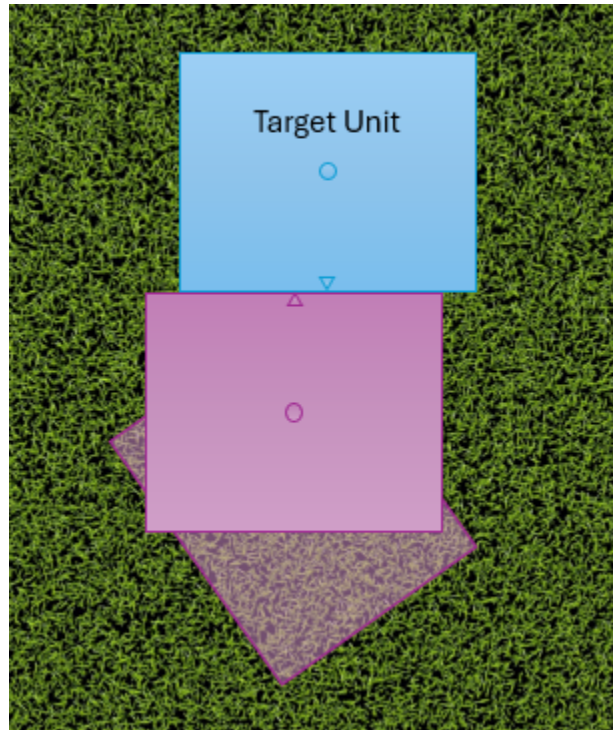
Remember, the corner of a unit counts as both facings it is connected to, however If only the Charging Unit's corner touches the Target Unit's corner, then that is not considered a successful charge.

If a unit cannot successfully establish contact, then it cannot be given the Charge order.

Aligning

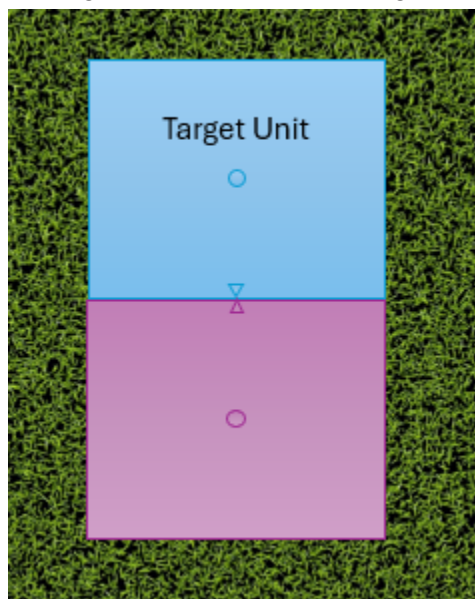
If the Charging Unit did not contact the Target Unit flush, then it must be aligned. Pick up and place the Charging Unit so its front facing is flush with the Target Facing of the Target Unit. The front facing of the Charging Unit must be in contact with at least one point on the Target Unit that was originally contacted. Ignore other units that are in the same engagement as the Target

unit during this alignment. If it cannot be aligned to the target in this way, then the charge fails and the unit must be given a different movement order.



Centering

Slide the Charging Unit so that the overhang of the wider unit is as equal as possible on both sides. This slide cannot move through other units or blocking terrain.



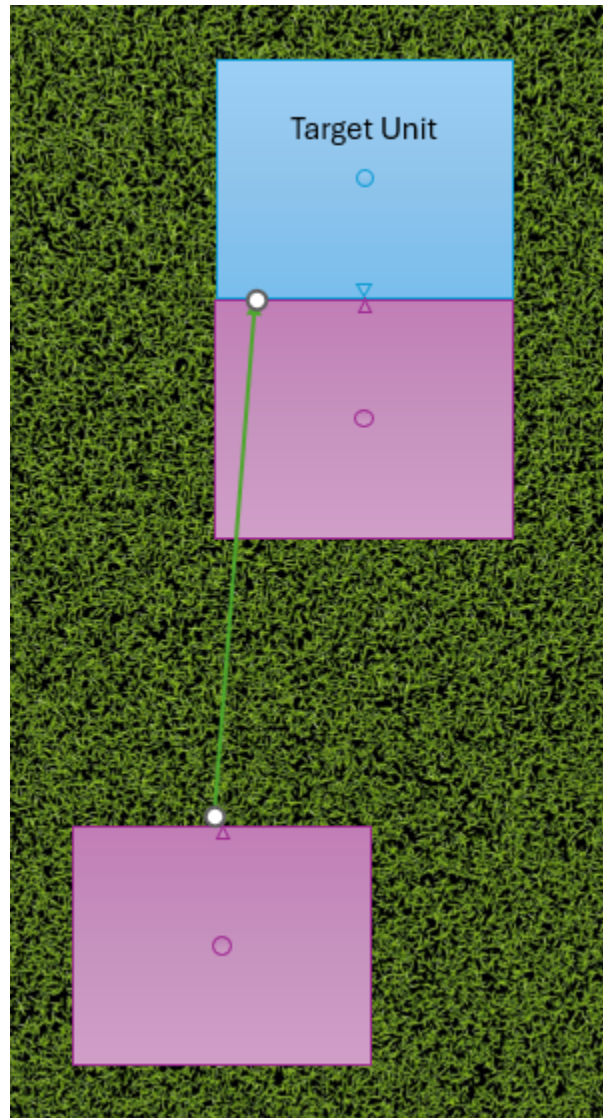
If the Charging Unit touches difficult terrain during the slide or in its final position, then it counts as **hindered** until the end of the turn.

Multicharging

If the Target Unit is already engaged with other units, then the following exceptions apply:

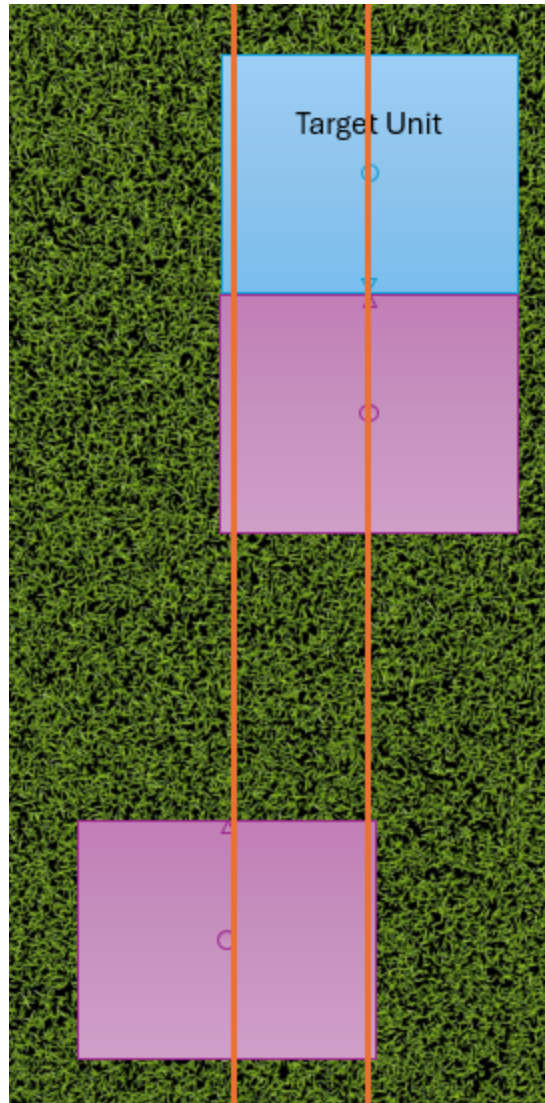
Drawing Line of Sight

Units engaged with the Target Unit do not block line of sight for the purposes of giving a Charge order.

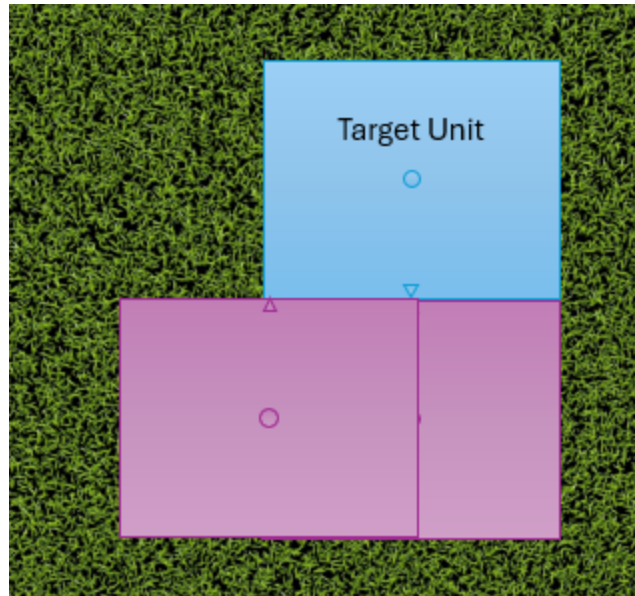


Move Chargers

Before moving the Charging Unit determine where its final position will be in relation to the other units engaged with the same Target Facing. Draw a line for each engaged unit and the Charging Unit, that is perpendicular to the Target Facing and goes through your friendly unit's Leader Point. The relative position of these lines tells you the relative position of your units in their final positions.



Units engaged with the Target Unit do not count as Blocking when moving the Charging Unit into contact with the Target Unit.

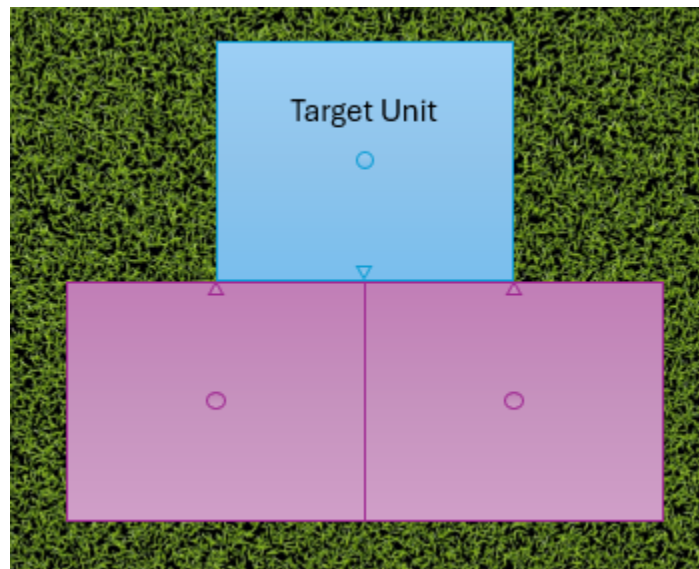


Aligning

Units in the same engagement as the Target Unit do not count as Blocking when aligning the Charging Unit to the Target Unit.

Centering

Treat all Friendly Units engaged with the same facing of the Target Unit as one big unit and align them so that the overhang is as equal as possible. If there is a choice between how this alignment will happen (for example, if the Target Unit is engaged on both its Front and Flank facings, you may have to decide which Facing overhangs equally, and which facing gets forced to one side). The Charging Player decides.



If a unit is engaged with multiple units then this slide cannot take it out of contact with any of those units. It will slide as far as it can without breaking contact.

Engaged Units

When a unit is given a movement order other than Halt, it becomes **disengaged** with all units that it is engaged with (all units are no longer engaged with each other).

After completing a Charge movement order, a unit is considered **Engaged** with the unit it charged, and that unit is considered engaged with the unit that charged it.

A unit can be engaged with multiple units.

Units that are engaged cannot be the target of Spells or Shooting attacks unless another rule says otherwise.

Engagements

An Engagement is a single, interconnected network of units that are engaged with each other. If Unit A is engaged with Unit B and Unit B is engaged with Unit C, then all three units belong to the same Engagement.

Engagements and Line of Sight

Units in the same engagement do not block line of sight to each other

Engagements and Alignment

Units in the same engagement do not block units that are aligning from a charge, but they do block units that are Centering.

Engagements and Morale Tests

Enemy units take break tests in the Melee phase after all friendly units in the same engagement have rolled their attacks.

Shooting

When you are evaluating a shooting attack between two units, your unit is considered the **Shooting Unit** and the unit it is shooting at is considered the **Target Unit**.

What Can You Shoot

Units that have a ranged attack can target enemy (and sometimes friendly) units that meet the following 4 requirements:

1. Target Unit is in Range
2. Target Unit is in the Front Zone

3. Shooting Unit has Line of Sight to Target Unit
4. Target Unit is not engaged

Range

Every ranged attack has a range, measured in inches. Measure the distance between the Leader Point of the Shooting Unit and the closest point on the Target Unit. If that distance is less than or equal to the weapon's range, then the target unit is considered to be **in range**.

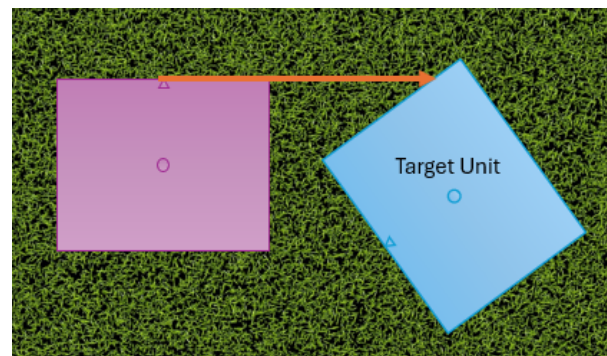
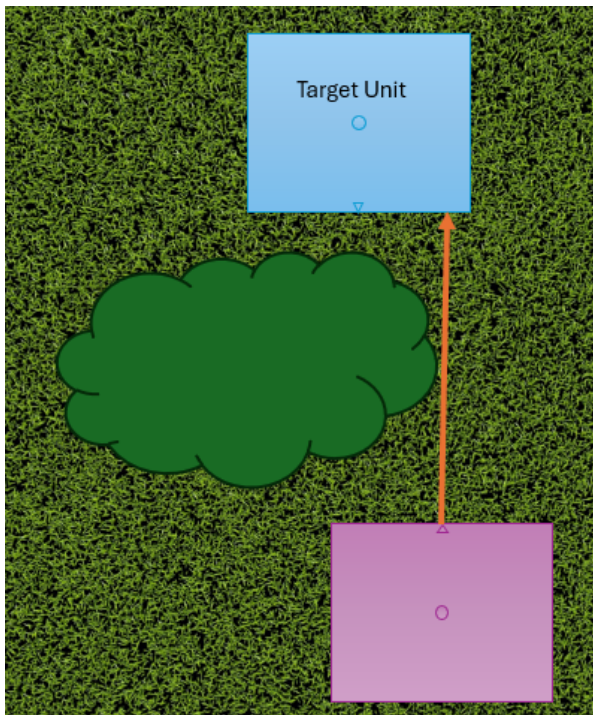
Front Zone

Any unit that is partially within a unit's Front Zone is considered to be **in the Front Zone**.

Line of Sight

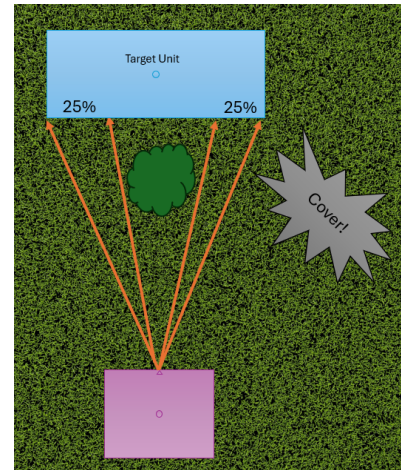
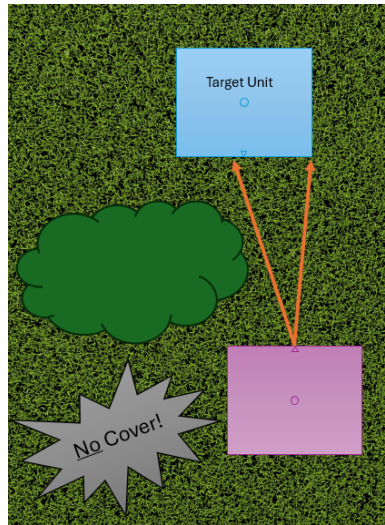
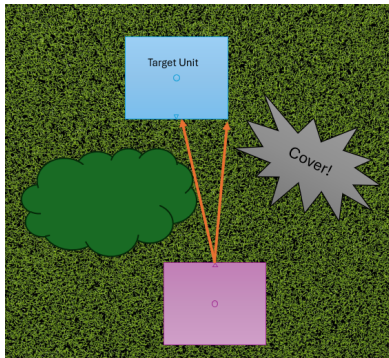
For a unit to be considered **within Line of Sight**, you must be able to draw a straight line from the Leader Point of your unit to any point on the Target Unit.

- This line cannot go through the unit itself.
- This line cannot go through other units or terrain unless their height is less than either the target's height or the source unit's height.

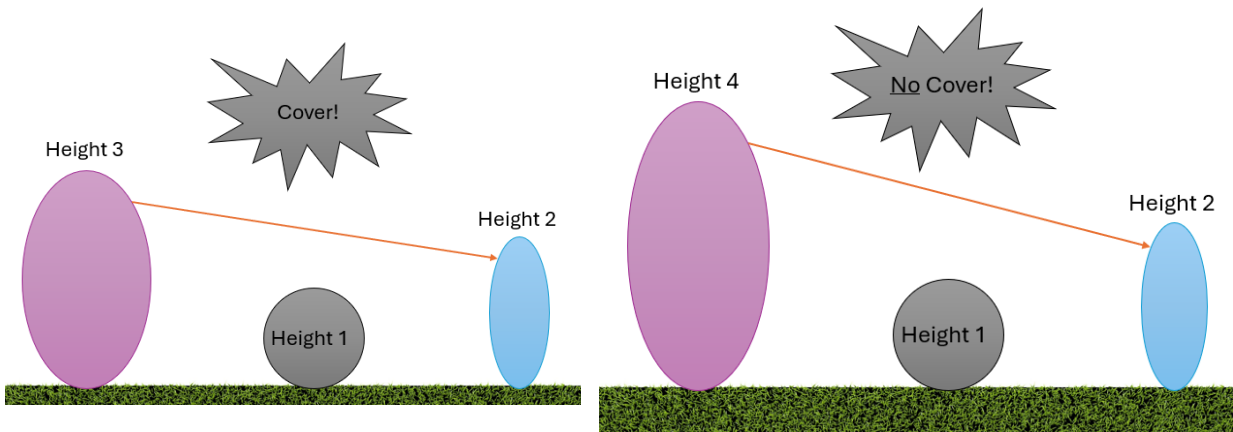


Cover

If you cannot draw a Line of Sight to a contiguous section of 50% or more of the Target Facing of a unit, then that unit is considered to be **in cover**.



- If a unit is 3 or more height taller than terrain or other units, then that terrain (or those units) are ignored when drawing this line of sight.
- Flat terrain is ignored when drawing this line of sight to units that are not in the flat terrain.
- If a unit is on a hill, that hill is ignored for the purposes of drawing this line of sight.
- If a unit's Leader Point is touching an Obstacle, that Obstacle is ignored for the purposes of drawing line of sight *from* that unit.
- If the Source Unit is in difficult terrain and was given a Halt order this turn, that difficult terrain can be ignored for the purposes of drawing this line of sight.



If the Target Unit's center point is inside difficult terrain then that unit is considered to be **in cover**, unless the Target Unit is 3 or more height taller than the terrain.

Hills

If a unit's center point is on a hill, then it is considered to be **on the hill**. Units that are on a hill add that hill's height to their own. They also ignore that hill when drawing line of sight for any reason.

If a unit's leader point is on a hill, then that hill is ignored when drawing line of sight from the unit, but the hill can still provide cover.

If a unit is touching a hill, but neither its center point nor its leader point is touching the hill, then other units can ignore the hill when drawing line of sight to the unit, but the hill can still provide cover.

War Machines

War Machine attacks work differently than regular Missile attacks.

Cannon

Choose a Target Unit as normal. Roll to hit as normal. All hits automatically wound.

Stone Thrower

Choose a Target Unit as normal, except it must be more than 12" away. Roll to hit with a +1 bonus for each Dialed In counter on the target unit. Roll to wound as normal. These attacks do not get a -1 penalty to hit if the target is in cover.

After rolling to hit and wound, put a **Dialed In** counter on the target unit. When a unit is given a movement order other than Halt, remove all Dialed In counters from that unit.

Bolt Thrower

Choose a Target Unit as normal. Roll to hit as normal. If any hits are successful, then deal wounds to the Target Unit equal to the unit's Modified Unit Strength, or 1 if the unit has 0 unit strength.

Moving and Shooting

If the Shooting Unit was not given a Halt order (or a Reform and Halt order) during the movement phase, then they will get a -1 penalty to hit when shooting.

Melee

Engaging Units

When a unit charges another unit, those two units are considered to be **engaged**.

Hindered Attacks

If a unit is Hindered, then it gets a -1 penalty to its rolls to hit. A unit can either be hindered or not hindered, so becoming hindered from multiple sources does not give multiple -1 penalties.

Leader Point

If the Leader Point of your unit is not touching the facing of the enemy unit it is engaged with (contact with just the corner counts as touching), then your unit is considered to have the Fewer Attacks ability against that unit. If it already has the Fewer Attacks ability, then it is considered to have an additional Fewer Attacks ability. If it is “too close to call” whether the leader point is touching the facing or not, then consider the leader point to be touching.

Example: If two units with 100mm frontages are engaged and centered up against an enemy unit with a 100mm frontage, both of their leader points count as touching the enemy unit.

Doublewide Attacks

If your unit is Doublewide and it is engaged in its front facing with another Doublewide unit then it is considered to have the Extra Attacks ability against that unit. If it already has the Extra Attacks ability, then it is considered to have an additional Extra Attacks ability.

A unit can gain both the Extra Attacks and Fewer Attacks abilities as described above. If that happens, then these abilities cancel each other out and the unit gains neither of the abilities.

Engaged with Multiple Units

If a unit is engaged with multiple units on its front facing, then it rolls its full attack attacks against each of those units (including any Extra Attacks or Fewer Attacks modifiers described above).

Rolling Attacks

Hit Target Number

Identify the target number you need to convert attacks into hits. In the melee phase, this is the unit's Me stat and in the Missile phase, this is the unit's Mi stat. Magic Spells have a target of 4+ unless otherwise specified in the spell description.

How Many Attacks

A unit's type determines how many attacks it has. A Single footprint has less attacks than other footprints of the same type.

Unit Type	Infantry	Cavalry	Large	Monster	Chariot	War Machine
Attacks	10	14	9	-	12	-
Single Attacks	2	3	3	10	4	2

The number of attacks can be modified by the Extra Attacks, Fewer Attacks, and Attacks special abilities.

Roll to Hit

Roll a number of d6 equal to your Attacks. Each die that meets or beats the target number counts as a hit.

Roll to Wound

Roll all the dice that hit again. Each die that meets or beats your opponent's De score counts as a wound. Add a Wound counter to the target for each wound rolled.

Morale Checks

Morale checks determine if a unit maintains its cohesive fighting structure or breaks. They occur at three specific times:

- **Magic phase:** At the end of the phase, for every unit that gained 1 or more wounds during that phase.
- **Missile Phase:** At the end of the phase, for every unit that gained 1 or more wounds during that phase
- **Melee Phase:** Immediately after all attacks have been resolved for all units involved in an engagement.

Morale Checks are always rolled by the Active Player, even against their own units.

Automatic Failure

If the number of wounds a unit has meets or beats their Morale value, then that unit automatically fails its Morale Check and breaks. (These units do not break when they take the wounds, they break when they have to take a Morale Check)

Resolving a Morale Check

If the number of wounds are less than the unit's Morale value, then you roll dice to determine if the unit will break.

- **Magic Phase:** Roll 1d6 for the target unit.
- **Missile Phase:** Roll 1d6 for the target unit.
- **Melee Phase:** Roll 2d6 for the target unit

Morale Checks are rolled against the target unit's Morale Value and are modified by a Combat Resolution Modifier (CRM) and the total number of wounds the target has taken.

If $\text{Roll} + \text{Wounds} + \text{CRM} \geq \text{Target Morale}$ then the target unit breaks.

Melee Extremes

In the melee phase extreme rolls on 2d6 can cause unexpected results

- **Insane Courage:** If the 2d6 roll is a natural 2, the target unit automatically passes and does not break, regardless of modifiers. The unit can still be driven back.
- **Catastrophic Blunder:** If the 2d6 roll is a natural 12 and the unit does not break, it immediately takes an additional 1d6 wounds.

Melee Combat Resolution

In the Melee Phase, both sides calculate their total Combat Resolution Modifier (CRM). The active player subtracts the defending player's CRM from their CRM to find the Net CRM, which is applied as a modifier to the defending unit's Morale Check. If the defending player's CRM is higher than the attacking player then this value will be a negative modifier to the roll.

A unit's total CRM is calculated using the following factors:

- **Unit Strength:** Add each unit's Modified Unit Strength to their CRM.
 - **Flank Engagement:** If the attacking unit is engaged in the enemy's flank, add twice its Modified Unit Strength.
 - **Rear Engagement:** If the attacking unit is engaged in the enemy's rear, add triple its Modified Unit Strength.
- **High Ground:** +1 CRM if the unit is on a hill or if it was on a hill when it was given the Charge order.
- **Difficult Terrain:** -1 CRM if a unit is in Difficult Terrain.

Special abilities and spells can make further modifications to the Modified Morale value

Modified Unit Strength (MUS)

A unit's Unit Strength degrades as it takes damage. For every 10 wounds a unit has taken, subtract 1 from its Unit Strength. The Unit Strength cannot become lower than 0. If the unit has the Banner ability, add 1 to the total. This final value is the unit's Modified Unit Strength.

For example, if a unit has Units Strength 4 and 23 wounds and the Banner ability, then it would have $4 - 2 + 1 = 3$ Modified Unit Strength.

The Modified Unit Strength is used when calculating the Combat Resolution when making a Morale Check in Melee, when calculating victory points in area control scenarios, and when determining how many Loot Tokens a unit can carry in Loot scenarios.

Post Combat Results

Breaking Units

When a unit fails a Morale Check it is considered **Broken**. Remove the unit from the game.

Panic

As soon as a unit Breaks, add 1 wound to friendly units within 6" of that unit.

Driven Back

If a unit survives its Melee Morale Check and the attacking unit had a higher CRM, then the defending unit is driven backwards.

Direction of Displacement

If the Defender is driven back it slides directly away from the attacking unit with the highest MUS towards an unengaged facing. If multiple attackers tie for the highest MUS, the active player chooses which of those units the defender will move away from,

Surrounded

If a unit forced to slide backwards is engaged on all four facings, then it cannot move. Instead, immediately add 1d6 wounds to the unit.

Distance and Collisions

The displacement distance is determined by how close the defending unit was to breaking. To calculate the distance, subtract the defending unit's Morale from the Morale Check (this will result in a negative number) and add 5. If the result is a positive number, then that is the distance the defending unit is displaced.

Displacement Distance = $(2d6 + \text{Wounds} + \text{Net CRM}) - \text{Morale} + 5$

The defending player will move away from the attacks that many inches or until the following happens:

- If a unit contacts impassable terrain, a board edge, or another unit before completing its distance, it stops and takes 1d3 wounds.
- If a unit contacts a friendly unit, that friendly unit takes the same number of wounds + 1.

Attacker Realignment

If the defender was driven back, every attacking unit that was engaged with that unit must immediately select one of the following options:

- Press the Advantage: Pick up and place this unit so it is flush and centered against the same facing as it was previously engaged with. If multiple units are Pressing the

Advantage, then center them as you would during a charge. If the unit cannot fit due to terrain or other units, then it cannot choose this option.

- **Hold the Line:** The unit remains in place and can make an optional Reform Maneuver.

Combat Reform

When an enemy unit breaks during your turn, all friendly units that were engaged with it (and are not engaged with another unit) must make a Combat Reform. One at a time, in any order, the active player issues one of the following Movement Orders to each eligible unit:

- **Halt:** The unit remains in place
- **Reform:** The unit pivots up to 180 degrees in either direction. It must end this movement clear of other units and blocking terrain.
- **Advance:** Move directly forward 1d6" or until it contacts another unit or blocking terrain.
- **Backup:** Move directly backward 1d3" or until it contacts another unit or blocking terrain.
- **Sidestep:** Move directly left or right 1d3" or until it contacts another unit or blocking terrain.

Each unit must fully complete their reform movement and have a final position clear of any other units and blocking terrain before giving the next unit its reform movement order.

Engaged Reform

If a unit is engaged on exactly one facing. It may reform to face the units it is engaged with, align itself flush, and slide to center against them. If this unit cannot fit flush against all units that it was engaged with, then it cannot perform this maneuver.

Special Rules

Banners, Musicians, & Champions

Units can sometimes be upgraded to include a Banner, Musician, and/or a Champion. Each of these upgrades can only be taken once per unit (a unit cannot have 2 Musicians, but it can have a musician and a banner).

Units that take these upgrades get the matching Banner, Musician, or Champion special ability which are described in the Special Rules section.

Individuals

Units with the Individual special rule are considered individuals. Some special rules only apply to (or exclude) individuals.

Special Ability Modifiers

The letter n is used to denote a placeholder for a number or dice notation.

For example, the ability Spellcaster (n) means that if unit has the ability Spellcaster (2) then replace n with 2 in the description of that ability.

Special Abilities can have modifiers that limit when they can be used. These modifiers will be listed in parentheses following the ability name.

For example, Extra Attacks (Infantry) means this unit gets the Extra Attacks ability when rolling attacks against Infantry units. Extra Attacks (Melee) means this unit gets the Extra Attacks ability when rolling attacks in the Melee phase.

If an ability has an n value, additional modifiers may be listed after the n value.

For example, Attacks (10, Melee) means this unit gets Attacks (10) when rolling attacks in the Melee phase.

If an ability has a unit type or keyword in the n value, then the ability only applies when it is used against a unit with that unit type or keyword.

For example, Extra Attacks (Infantry) means this unit gets the Extra Attacks ability when rolling attacks against Infantry units.

Aura

Some abilities will be modified with “Aura”. This means the ability applies to that unit AND all friendly units within 6” of that unit.

If the ability has other restrictions (like Infantry or Dwarf) then this ability only applies to units that meet those restrictions (including the unit with the ability)

Special Abilities

Advanced Deployment

This unit can be deployed more than 8” from the centerline instead of more than 12” away.

Ambush

This unit can be removed from the board at the beginning of the Scout phase. If it is, then it can be redeployed in your Deployment Zone during the Scout phase as if it was a unit with the Scout ability.

Attacks (n)

This unit rolls n dice when attacking. Extra Attacks and Fewer attacks can affect this value as normal.

If n is dice notation, then roll the dice before applying Extra Attacks or Fewer Attacks modifiers.

Banner

This unit has +1 to its Modified Unit Strength. If this unit breaks while engaged with an enemy unit, the enemy player chooses one of their units that was engaged with this unit and gives it a "Fallen Standard" token.

Champion

This unit receives a +1 bonus to its Modified Morale value. It also receives +1 attack, added after any Extra Attacks or Fewer Attacks modifiers are applied.

Charge through Terrain

This unit does not become hindered when it touches difficult terrain or obstacles during a charge.

Controlled Disengagement

When an enemy unit engaged with this unit is successfully Driven Back during Melee, this unit may immediately perform a Backup movement order.

Courageous (n)

When this unit passes a Morale Check, remove n wounds from it.

Deadly Attacks

Rolls to hit of a natural 6 automatically count as a wound (do not roll to wound with these dice)

Death Blow (n)

When this unit breaks while engaged with enemy units, it deals n wounds to all enemy units engaged with it. If n is dice notation then roll for each enemy unit.

Detachment

If this unit is within 6" of a friendly unit that also has the Detachment ability, is not engaged, and has the Stand & Shoot ability, then this unit gains the Stand & Shoot ability using that unit's Mi, Attacks, and Abilities..

Ethereal

Blocking terrain and other units do not count as blocking when this unit moves (including charges). It must end its movement clear of other units and blocking terrain.

Blocking terrain and other units still affect drawing Line of Sight.

Exploding Hits (n)

Each hit becomes n hits. If n is a dX value, roll a die for each hit.

Exploding Wounds (n)

Each wound becomes n wounds. If n is a dX value, roll a die for each wound.

Extra Attacks (n)

This unit rolls its attacks n additional times.

For example, if a unit with 5 attacks has the Extra Attacks ability, then it will roll 10 attacks. If it has Extra Attacks (2) then it will roll 15 attacks.

If a unit has both Extra Attacks and Fewer Attacks, these abilities cancel each other out.

For example, if a unit has Extra Attacks (2) and Fewer Attacks (1), then they will cancel and the unit will only have Extra Attacks (1)

Extra Pivot

This unit can make an additional up to 90 degree pivot during the following orders: *Advance, Backup, Sidestep, March, Charge*

Fast Cav

This unit counts as having Extra Pivot and Move and Shoot.

Squad sizes of this unit can be given a *Reform And...* order in the Movement phase.

Fast Charge (n)

This unit gets +n" to the distance used when measuring if a target unit is within Charge Range. If n is dice notation, roll the dice anytime during your Movement Phase before giving this unit a movement order.

Fear

Enemy units engaged with this unit get -1 to their Modified Morale. Units cannot be affected by more than one source of fear at the same time.

This unit counts as having Fearless.

Fearless

This unit is not affected by Fear. It treats Terror as Fear.

Fewer Attacks

This unit rolls half of their Attacks value when attacking, rounded down to a minimum of 1. This ability can stack.

For example, if a unit with 5 attacks has the Fewer Attacks ability, then it will roll 2 attacks. If it has 2 Fewer Attacks abilities, then it will roll 1 attack, because the attacks are halved twice.

If a unit has both Extra Attacks and Fewer Attacks, these abilities cancel each other out.

For example, if a unit has Extra Attacks (2) and Fewer Attacks (1), then they will cancel and the unit will only have Extra Attacks (1)

Flammable

Wounds caused by attacks with the Flaming ability count as two wounds against this unit.

Flaming

Wounds caused by attacks against units with the Flammable ability count as two wounds.

Flying

Blocking terrain and other units do not count as blocking when this unit moves (including charges) It must end its movement clear of other units and blocking terrain.

Blocking terrain and other units still affect drawing Line of Sight.

If this unit started its turn engaged, then it does not count as has having the Flying ability.

Hard to Break

When rolling Morale tests for this unit, roll an additional die and ignore the highest roll

Hard to Hit

Attacks against this unit get -1 to hit.

Heal on Wound (n)

Remove 1 wound from this unit for each wound it deals in Melee, up to n wounds a turn.

Hurts to Hit (n)

Units take 1 wound for each wound they deal to this unit in Melee, up to n wounds.

Ignore Cover

Missile attacks do not suffer a -1 penalty to hit from cover.

Impact Hits (n)

If this unit was given a Charge Order and it is not hindered, then after rolling hits in melee, up to n successes automatically wound. If n is a dice notation, then roll it after rolling for hits.

Inconsequential

When this unit breaks, other Friendly units do not Panic.

Individual

This unit has the Hard to Hit (Missile) ability.

This unit can be given a *Reform And...* order in the Movement Phase.

This unit does not count as blocking for enemy movement orders or drawing line of sight.

Inspired

If this unit fails a Morale check roll, ignore the results and roll another Morale check. The results of the second check stand.

Iron Discipline

If this unit is Driven Back in Melee, subtract 1" from the final calculated distance it moves (to a minimum of 0"). If this makes the distance 0" then this unit is not considered to have been Driven Back.

Manastone (n)

Start the game with +n Power Dice.

March through Terrain

This unit does not count difficult terrain as blocking when given a March order.

Master of Magic

This unit knows all the spells from their chosen Magic Grimoire. This does not stop another spellcaster from knowing these spells.

Move and Shoot

This unit does not get -1 to hit in the Missile Phase when not given a Halt order.

Move or Shoot

This unit cannot make a Missile attack unless it was given a Halt command.

Musician

This unit has Wild Charge (+1)

Overrun

If this unit chooses to Press the Advantage against an enemy unit that was Driven Back, add 1 wound to that unit for every 1" it was forced to move (even if it was not able to move the full distance)

Phalanx

Impact Hits cannot be used against this unit. This unit has Extra Attacks (Cavalry).

Powerful (n)

Attacks get +n to wound

Protection from Magic (n)

Spells that target this unit get -n to the number of dice they roll after removing dice from their Power Dice Pool.

For example, if a unit has Spellward (2) and a Spellcaster targets them with a spell using 5 Power Dice, then they only roll 3 Power Dice when casting the spell (but all 5 dice are removed from the Power Dice Pool)

Rallying

Other Friendly units within 6" of this unit receive a +1 bonus to their Modified Morale Value.

Regeneration (n)

After giving this unit a Movement order in the Movement Phase, but before moving the unit, roll 1d6 for each wound this unit has with a target value of n. For each success, remove 1 wound from the unit.

Relentless

If an enemy unit is Driven Back while engaged with this unit, add +1" to the total distance it moves (up to the maximum of 4"). This ability stacks with other units that have it.

Scout

This unit can be given a Movement order during the Scouting phase.

Shield Wall

This unit has De 6+ for attacks rolled against its front facing

Skirmish Screen

This unit does not treat friendly units with the Skirmishers ability as blocking when making a Charge move. They do count as blocking when aligning to the Target unit.

Skirmishers

This unit has Extra Pivot, Hard to Hit (Missile), Move and Shoot, and March through Terrain.

When rolling a Morale Check for this unit, treat all of its facings as its front facing.

Squad sizes of this unit can be given a *Reform And...* order in the Movement phase.

Soft Belly

Missile attacks against this unit gain Deadly Attacks (Missile)

Spellcaster (n)

This unit starts the game with up to n spells from the Magic Grimoire for their Faction

If n is the name of a spell, then this unit starts the game with that spell (This does not stop another spellcaster from knowing that spell).

Spotter

If a War Machine can draw line of sight to this unit and it is in the Front Zone of the War Machine, then the War Machine can pick a target using the line of sight of this unit. The target

must still be in the Front Zone of the War Machine and the War Machine still uses its own Line of Sight to determine if the target is in cover.

Stand and Shoot

When this unit is not engaged, if it is the Target Unit of a Charge order into its front facing then roll a Shooting Attack with an additional -1 modifier To Hit against the Charging Unit before it is moved (the Active player rolls these attacks).

If the Charging Unit takes damage from this ability, then it must pass a Morale Check as if it was the Missile Phase before it is moved. If the Charging Unit fails the Morale Check, then it immediately breaks.

If multiple units are charging the front facing of this unit, the closest unit takes the hits (measured from the shooting unit's Leader Point). If there are multiple closest units, the active player chooses one of them.

Stubborn

When rolling a Morale check for this unit, only include this unit's Wounds when calculating the Attacking unit's CRM. Do not include any other CRM bonuses (Unit Strength, Hills, etc)

Swarm

This unit has Extra Pivot, Hard to Hit (Missile), March through Terrain, and Charge through Terrain

Squad sizes of this unit can be given a *Reform And...* order in the Movement phase.

Terror

After this unit completes its movement order, add 1 wound counter to every enemy unit that doesn't have the Terror ability within 6" of this unit.

Units that do not have the Fear, Terror, or Fearless abilities get a -1 penalty to hit this unit in the Melee phase.

Toughness (n)

Ignore the first n wounds dealt to this unit each turn.

Unbreakable

This unit does not break when it fails a Morale check roll. It only breaks when its wound counters meet or beat its unmodified Morale value.

Unmotivated

This unit cannot be given a Charge order unless it is Inspired.

Vengeance

This unit gets Powerful (+1) when rolling melee attacks on a turn that it did not receive a Charge order.

Vicious Charge

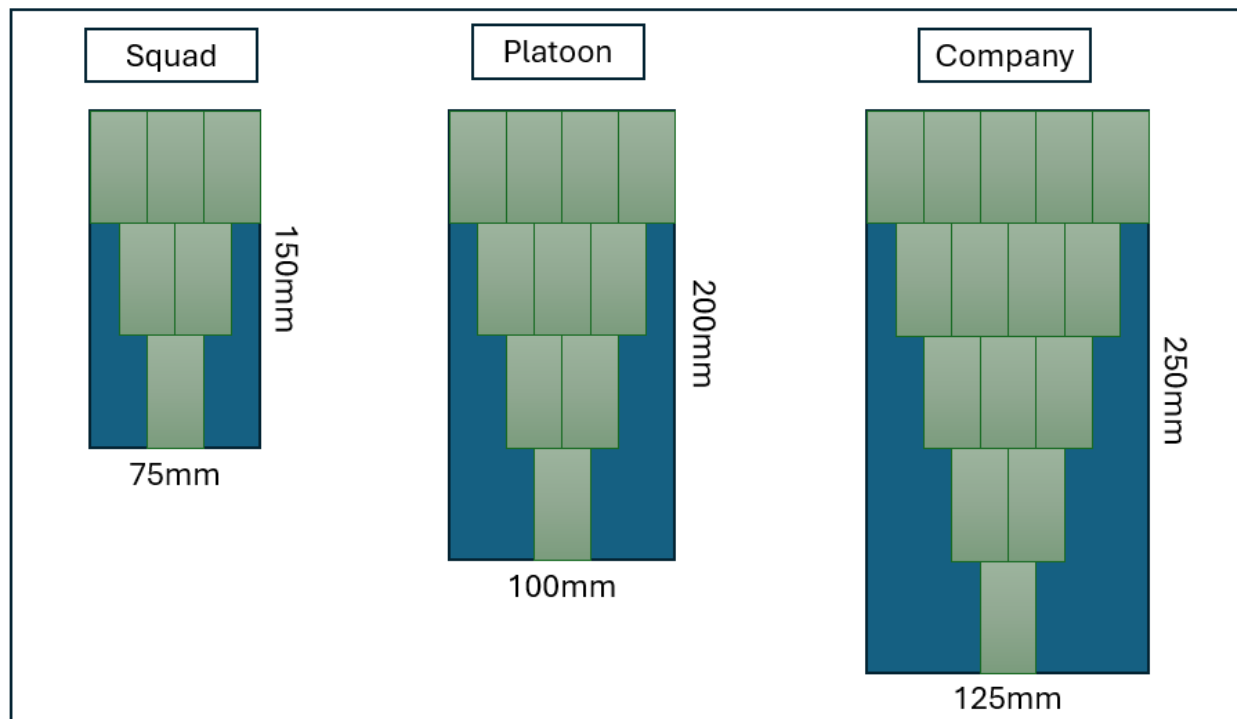
If this unit was given a Charge order, and is not hindered, then its attacks made in the Melee phase get a +1 bonus to hit.

Volley Fire

If this unit was given a Halt order, attacks made in the Missile Phase against units that are more than 12" away gain Extra Attacks (+1) and Ignore Cover.

Wedge Formation

This unit may be deployed using an alternate footprint. Assuming a 25x50 single Cav base, use the following footprints:



Wild Charge (n)

This unit gets +n to the distance used when measuring if a target unit is within Charge Range.

Terrain

About 10 pieces of terrain should be placed on the table. Commonly 2 difficult terrain (Height 9 forests), 2 flat terrain, 2 blocking terrain, 2 hills, and 2 obstacles.

Placing Terrain

Agree with your opponent about the types and heights of all terrain pieces before placing them on the board.

Players take turns placing terrain using the following rules:

- Terrain must be at least 6" away from each other
- Blocking Terrain must be at least 6" away from the board edge
- No more than 1 hill can be placed in each Deployment Zone

Types of Terrain

Difficult Terrain

Difficult terrain can be anywhere from height 0 to height 9 or more.

Examples: Forest, field of wheat

- Units that touch Difficult Terrain during a Charge move become hindered.
- Difficult terrain counts as blocking terrain for units that were given the March order.
- Units that are in difficult terrain get a -1 penalty to ranged attacks unless they were given a Halt order or are 3 or more height than the terrain.

Flat Terrain

Flat terrain counts as Height 0 Difficult Terrain but never blocks line of sight. This terrain also does not provide cover except for units that are **in** it.

Examples: Swamp, Pond, Rough Ground

Hills

Hills are commonly height 3.

- Units that are on a hill add that hills height to their own
- Units that are on a hill ignore the hill when drawing Line of Sight to determine cover
- Units that are on a hill when given a Charge order against a unit that is not on a hill gain Powerful (+1)

Blocking Terrain

Blocking terrain is commonly between height 5 and 9.

Examples: Buildings, Rock formations

- Units cannot move through Blocking Terrain.

Obstacles

Obstacles count as Ht 1 difficult terrain but never block line of sight. They can also be placed touching and perpendicular to other pieces of terrain.

Units that are touching an Obstacle with their Leader Point ignore the Obstacle when checking for cover on their turn.

Magic

What Spells Can You Cast

Units with the Spellcaster (n) ability start the game with n spells from one of the Magic Grimoires available to their Faction. These are chosen during setup. A Spellcaster can only choose spells from a single grimoire. Multiple friendly Spellcasters cannot choose the same spell, unless the spell is a Basic Spell or the unit's Spellcaster ability specifies a specific spell.

If a player has more spellcasters than there are spells to give them, then some of their spellcasters will have to go without a spell.

If a unit has the Spellcaster(0) ability, then they cannot cast spells from any Magic Grimoire, but they can cast the Protect from Magic and Dispel Magic spells.

When Can You Cast Spells

Most spells are cast during the Magic Phase.

Movement Spells

Spells with the Movement Spell ability are cast in the Movement phase instead of the Magic phase. These spells can be cast as soon as the Spellcaster completes their movement order.

Magic Missiles

Spells with the Magic Missile ability are treated like Ranged attacks with a Mi 4+ value and a number of attacks equal to the number of power dice used to cast the spell. The Target Unit must meet all the targeting requirements of a normal Ranged attack.

Magic Missiles do not benefit from the spellcaster's other abilities, like Powerful, but they will benefit from any abilities listed in their description.

Power Dice

Power Dice are used to cast spells. You will roll some number of dice to determine if a spell is cast successfully or not. You generate a number of Power Dice at the beginning of each of your Magic Phases and keep them in your Power Dice Pool until you decide to use them.

At the beginning of your turn, add a number of Power Dice to your Power Dice Pool equal to 1 + the number of Spellcasters that are still on the board.

For example, if you have a Spellcaster(3) and a Spellcaster(1) on the board, you will add 2 Power Dice to your Power Dice Pool at the beginning of your turn. If you have only a Spellcaster(2) on the board, you will add 1 Power Dice to your Power Dice Pool.

Casting Spells

When a unit is casting a spell it is considered to be the **Casting Unit** and the unit it is casting the spell on is considered the **Target**. The Casting Unit and the Target can sometimes be the same unit.

To cast a spell:

1. Choose a Spell that this Spellcaster has not cast this turn
2. Choose a Target within Range of the spell and that the spellcaster has line of sight to (spells may have other targeting requirements that must also be met)
3. Remove two or more Power Dice from your Power Dice pool, roll them, then sum the result and add the spellcaster's spellcaster level to the result.
4. If the result meets or beats the spell's target value, then do the spell's effect.

Spell Range

All spells can target a unit that is at least partially within 12" of the spellcaster, unless the spell specifies a different range.

Dispelling

Any Spellcaster can cast either of the **Dispel Magic** and **Protection from Magic** spells. These spells are not affected by Power Surge and the number of Power Dice used to cast them is not limited by the Spellcaster level.

For example, a Spellcaster(0) can use 3 dice to cast Protection from Magic.

Protection from Magic (5+)

Target friendly unit gains Protection from Magic (+n) where n is the number of Power Dice that were used to cast this spell. This effect goes away at the beginning of your next turn.

Dispel Magic (6+)

Target Remains in Play spell is removed from play.

Power Surge

If 2 or more Power Dice roll a natural 6 when attempting to cast a spell, then that spell is considered to be cast successfully regardless of its target value.

However, with uncontrolled power comes unfortunate repercussions. When a spell is cast with a Power Surge, the surge of power can cause problems for the spell caster. Roll 2d6 + the number of dice removed from the Power Dice Pool to cast the spell and consult the following chart. This effect happens before the effects of the spell happen.

Result	Repercussions
4 - 5	The spell is cast as normal. Return all Power Dice removed from the Power Dice Pool to cast this spell back to the Power Dice Pool.
6 - 8	The spell is cast as normal.
9 - 11	The spell is cast as normal, but the caster is drained. This spellcaster cannot cast any more spells this turn.
12 - 14	The spell is cast as normal, but it takes more power than expected. The Spellcaster takes 1d3 wounds for each Power Die used to cast the spell. Then, remove all Power Dice from the Power Dice Pool.
15+	The spell is cast as normal, but the Spellcaster explodes. All units within 6" of the Spellcaster take 2d6 hits with Powerful (4). The Spellcaster breaks.

Casting in Combat

If a Spellcaster begins its turn engaged with an enemy unit then it cannot cast spells that turn, except for spells that have the **Cast in Combat** ability.

Anywhere on the Battlefield

If a spell says it targets a unit “anywhere on the battlefield”, then the spellcaster does not need Line of Sight to the Target.

Remains In Play

Some spells Remain in Play. These spells continue to affect the Target until one of the following things happens:

- The spell is dispelled
- The spellcaster that cast it decides to end the spell (this can happen at any time during the spellcasters turn)
- The spellcaster that cast it attempts to cast another spell (or cast the same spell on another target)
- The spellcaster that cast it breaks.
- Another friendly spellcaster attempts to cast the spell

Focus Energy

Instead of casting spells, a Spellcaster can Focus their Energy and add an additional Power Die to the Power Pool. This Power Die cannot be used during this turn.

Magic Grimoires

Battle Magic

Charge! (8+)

Basic Spell. Movement Spell.

Target friendly unit gains Wild Charge (+n) where n is the number of Power Dice used to cast this spell.

Vicious (11+)

Target friendly unit gains Reroll Misses (Melee)

Bloodlust (8+)

Target friendly unit gains Heal on Wound (+1)

Brutality of Battle (11+)

Target Friendly Unit gains Exploding Wounds (2)

Fireball (8+)

Magic Missile. Flaming. Blast (d3). Shattering.

Avatar of War (15+)

Remains in Play. Cast in Combat.

The Spellcaster gains Attacks(5), Melee (+2), Defense (+2), and Powerful (+2)

Blood Magic

Dance for Me (8+)

Basic Spell. Movement Spell

Target friendly unit can be given a second movement order

Come to Me (8+)

Target enemy unit moves 1" toward the spellcaster for every power die used to cast this spell

Fight For Me (11+)

Target friendly unit gains Powerful (+1)

Feed Me (8+)

Magic Missile.

For every wound dealt, remove 1 wound from a friendly unit within 6" of spellcaster.

Fear Me (11+)

Target Enemy Unit gains Fewer Attacks.

Return to Me (*)

Pick a Common Undead unit from the Spellcaster's faction. The difficulty of this spell depends on the Points of the chosen unit (see chart below). If this spell is successfully cast, put the unit on the board fully within 12" of the Spellcaster, facing any direction.

Points	Difficulty
< 100	8
100 - 150	11
151 - 200	15

>200	18
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Chaos Magic

Kaboom (8+)

Basic Spell. Magic Missile. Range 24". Blast (d3). Powerful (1)

The Spellcaster takes 1 wound for each Power Die used to cast this spell.

Faster (8+)

Target Friendly unit takes 1 wound for each Power Die used to cast this spell. It gains Movement (+n), where n is the number of Power Dice used to cast this spell (to a maximum of 3).

Stronger (8+)

Target Friendly unit takes 1 wound for each Power Die used to cast this spell. It gains Powerful (+n) where n is the number of Power Dice used to cast this spell.

Harder (8+)

Target Friendly unit takes 1 wound for each Power Die used to cast this spell. It gains toughness (+n) Where n is the number of Power Dice used to cast this spell.

Boom goes the Dynamite (8+)

All units within n" of the Spellcaster, where n is twice the number of Power Dice used to cast this spell, take d3 wounds. Roll for each unit. The spellcaster immediately breaks. If the spellcaster suffers from a Power Surge, resolve that before removing it from the battlefield.

Better (15+)

Remains in Play.

Target Friendly Unit takes wounds equal to half its Morale (rounded down). Its Unit Strength is doubled and it gains Extra Attacks.

Dark Magic

Bitter Nectar (8+)

Basic Spell.

Target Enemy Unit gains Powerful(-1)

Ensnare (8+)

Target Enemy Unit gains -1 to hit in melee and it cannot receive a Withdraw and... order.

Hex (8+)

Target Enemy Spellcaster cannot cast spells if it receives a movement order other than Halt. If that unit casts any spells, then it takes 1 damage for each Power Dice used to cast those spells.

Miasma of Despair (11+)

Target Enemy unit gains Morale (-1) for each of your Friendly units within 6" of it.

Gilded Rot (11+)

Magic Missile.

This attack has Attacks (n) where n is the number of wounds on the Target Unit.

Scared Stiff (18+)

Remains in Play.

Target Enemy Unit can only be given the Halt order during their movement phase.

Goblin Tech

Goblin Hand Grenades (8+)

Magic Missile. Blast (d3). Powerful (2)

Undent Armor (8+)

Basic Spell.

Target unit gains Toughness (+n) where n is the number of Power Dice used to cast this spell.

Tune Up (11+)

Target unit gains Powerful (+1)

Road Block (15+)

Remains in Play.

Put a 40mm token on the battlefield fully within 6" of the Spellcaster. This token counts as Height 3 Blocking Terrain. Remains in Play. This spell cannot be dispelled, but it can be charged. If it is charged, then it automatically breaks in the Melee Phase.

Smoke Screen (11+)

Remains in Play.

Put a 40mm token on the battlefield fully within 6" of the Spellcaster. The token blocks Line of Sight and is height 4. This spell cannot be dispelled.

Mobile Artillery (15+)

Remains in Play.

Put a 40mm token on the battlefield fully within 6" of the Spellcaster. This token counts as a Bolt Thrower with Powerful (1). that can shoot in the Ranged Phase (like a bolt thrower). This spell cannot be dispelled, but it can be charged. If it is charged, then it automatically breaks in the Melee phase.

High Magic

Judgement Bolt (8+)

Basic Spell. Magic Missile. Range 24". Powerful (1)

Martyr's Blessing (15+)

Target friendly unit gains Unbreakable

Hallowed Ground (11+)

Target Friendly Unit gains +1 to Me and Blast (d3) against Undead/Demon units.

Purifying Light (8+)

Remove 1 wound from Target Unit for each Power Die used to cast this spell.

Righteous Zeal (15+)

Target friendly unit gains Extra Attacks

Martyr's Pact (11+)

Target Friendly Unit cannot fail Morale checks. At the beginning of your next turn, that unit breaks and the spellcaster gains 1 Holy Power Die that can be used until the end of the turn. This die successfully casts a spell on 2+ regardless of the spell's difficulty.

Nature Magic

Follow the Path (11+)

Basic Spell. Movement Spell.

Target friendly unit gains Strider

Curse of Metal (8+)

Magic Missile. Powerful (4). Attacks(+n) where n is the Def of the target unit.

Morning Mist (8+)

Target Friendly Unit gains Hard to Hit (Missile)

Verdant Growth (11+)

Remove n wounds from Target Unit when n is equal to their Modified Unit Strength. If this unit doesn't have that many wounds, then it gains Toughness (+n) where n is the difference.

Blast of Wind (8+)

Target Enemy Unit moves 1" away from the spellcaster for each Power Die used to cast this spell.

Great Oak's Embrace (15+)

Remains in Play.

Target Friendly Unit gains Defense (+2) and Regenerate (4+). The unit's Movement value is reduced to 0 and it can only be given the Halt movement order. At the start of your turn, remove 1d3 wounds from this unit.

Raat Magic

Skatter (11+)

Basic Spell. Movement Spell.

Target Friendly Unit gains Nimble, Ethereal, and Movement (+2) but it cannot be given a Charge order this turn.

Amplify (8+)

Target Friendly Unit gets +1" to its Aura for each Power Die used to cast this spell.

Growth (8+)

Target Friendly Unit's auras gain +1 to their modifier.

For example, if Target Unit has Aura (Powerful (+1)) then it becomes Aura (Powerful (+2))

Strength in Numbers (15+)

Target friendly unit gains Powerful (+n) where n is its Modified Unit Strength.

Engangle (11+)

Target Enemy Unit's Movement value is halved (rounded down) until the beginning of your next turn.

Sacrificial Raats (15+)

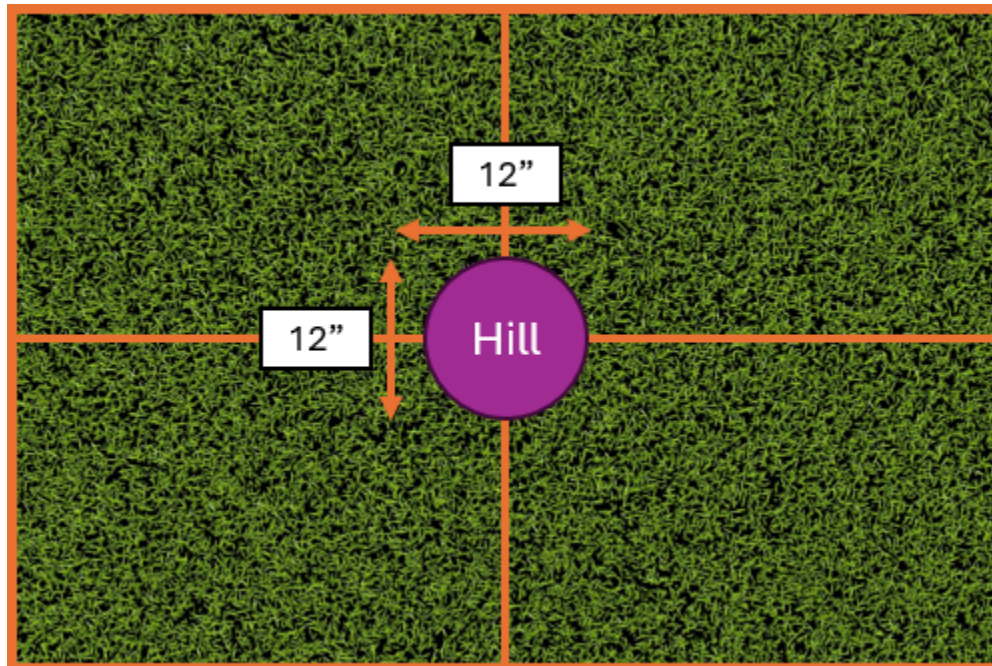
Target Friendly Unit takes 1 wound for each Power Die used to cast this spell. Each unit engaged with this unit takes wounds equal to the Target Unit's Modified Unit Strength.

Scenarios

Area Control Scenarios

1. King of the Hill

Place a hill in the exact center of the board before placing any other terrain. The hill should have a diameter of about 12"

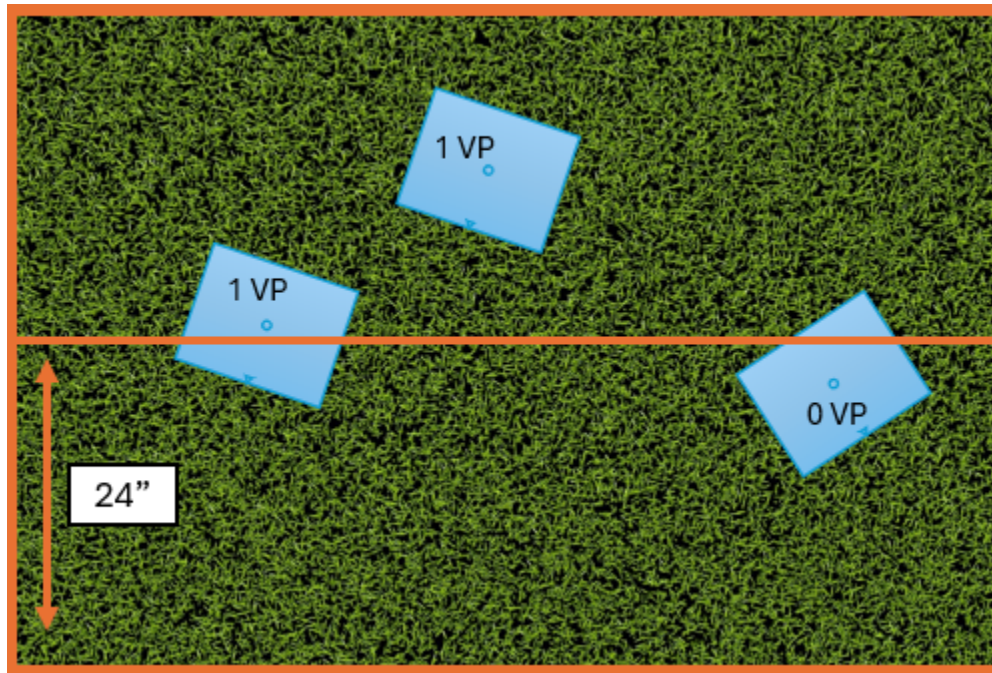


Scoring:

- 1 VP for each US you have with their entire footprint on the center Hill.
- 1 VP for each US you have with their center point on the center Hill.
- 1 VP for each US you have that is touching the center Hill.

Units score VPs for each situation they qualify for.

2. Invade

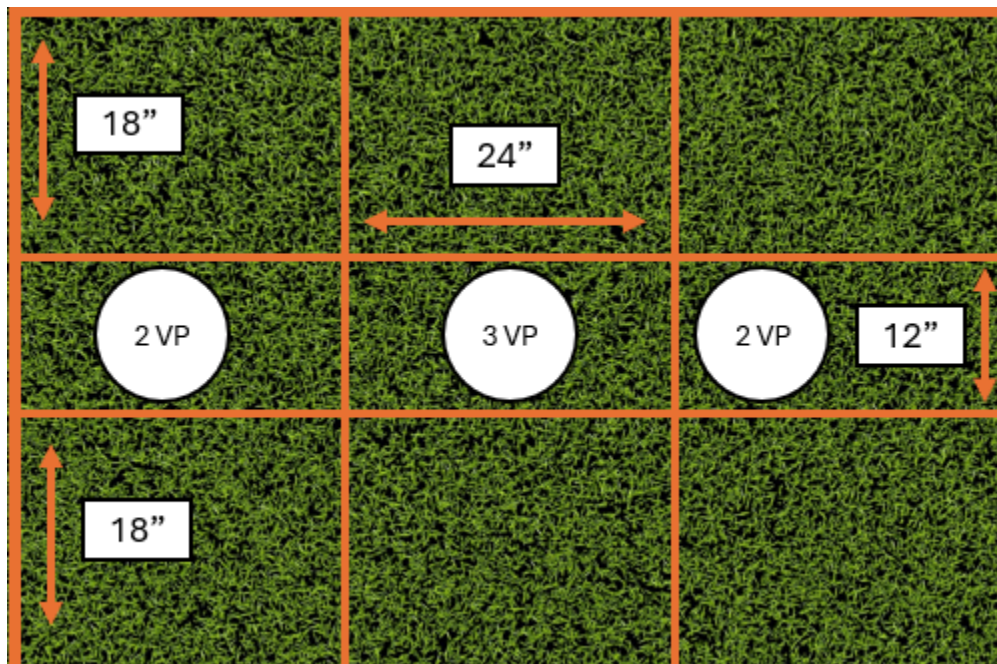


Scoring:

1 VP for each US you have with their center point on the opponent's side of the board

3. Border Dispute

Divide the board into 3 columns, split 24" from each short board edge. The player with the most US of units with the center point of their footprint in each column and within 6" of the center line controls that column.



Scoring:

3 VP for controlling the center column

2 VP for each of the other columns you control

Objective Scenarios

Objective markers are represented by 25mm - 40mm tokens. An objective marker is controlled by the player that has the most Unit Strength within 3" of the token. Any portion of the unit can be within 3" to count.

Players draft for the option of playing the first objective marker. Objective markers must be placed at least 12" away from each other and at least 3" away from Blocking Terrain.

Some objective markers start as Bluff Tokens. Bluff tokens have a number of points written on one side and are indistinguishable from each other on the other side. They are secretly placed with the number side facing down.

1. Secure

After choosing sides, players take turns placing 7 objective markers on their opponents half of the battlefield.

Scoring:

1 VP for each Objective maker you control.

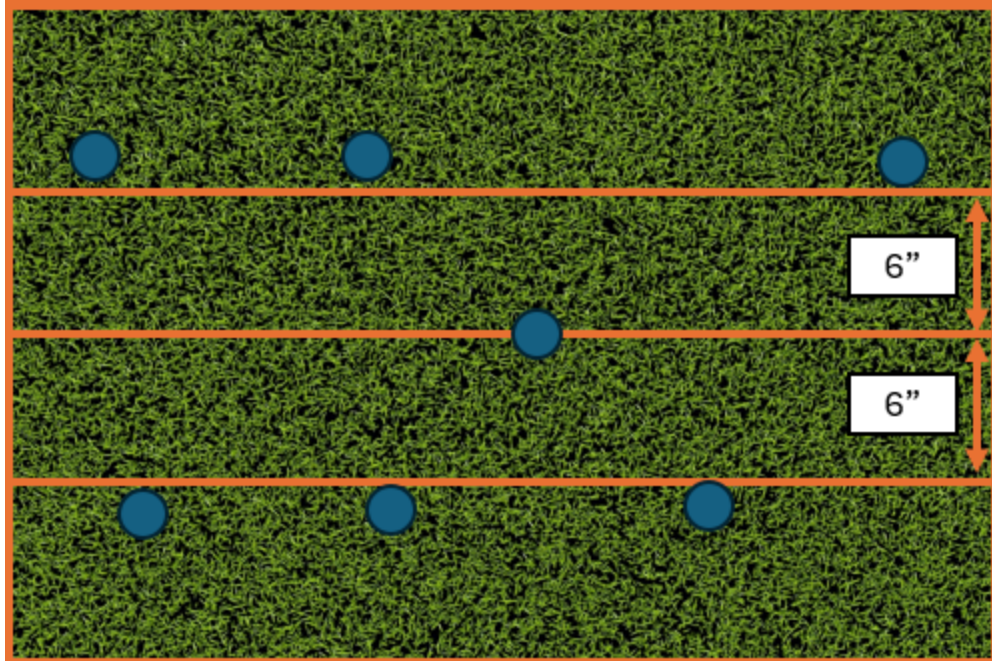
2. Defend or Destroy

After choosing sides, players take turns placing 6 objective markers exactly 6" away from the center line on their opponent's side of the board.

After the last Objective Marker is placed, place one more Objective Marker in the exact center of the battlefield.

Players can contest, but not control the objectives on their side of the board.

Starting on Round 2, players can remove objectives they control on their opponent's side of the board from the game



Scoring:

- 1VP for each Objective marker you removed from the game.
- 1VP for each Objective marker you control on your side of the board
- 1VP for controlling the center Objective

3. False Flags

After choosing sides, players take turns placing 10 Bluff tokens on the opponent's side of the board (each player places a 0, 0, 1, 1, and 2 token in any order they want, with the number side hidden).

At the end of each Round, each player flips one Bluff Counter on their side of the board to reveal how many VP it is worth. Once flipped, a Bluff counter becomes an Objective marker.

Scoring:

- 2 VP for each Bluff counter with a value of 2 that you control
- 1 VP for each Bluff counter with a value of 1 that you control

Loot Scenarios

Loot Tokens are represented by 25mm - 40mm tokens. A Loot Token can be picked up by a unit that is touching it at the end of a Movement or Reform. If units from both armies are touching a loot token, then it is considered contested and cannot be picked up

Units can only hold a number of loot tokens equal to their Unit Strength. If a unit has 0 Unit Strength then it cannot pick tokens up, but it can contest them.

Units can drop any number of Loot Tokens before they are given a Movement Order in the Movement Phase. Dropped Loot Tokens are placed entirely below the unit's footprint.

While holding a Loot Token, units cannot be the target of Movement Spells. They have a maximum Movement value of 5. They lose and cannot gain the special rules Fly, Ethereal, Wild Charge, and Scout. A unit can drop all Loot Tokens to stop being affected by these restrictions.

If a unit breaks while engaged with other units, their opponent can choose which of their units pick up the tokens. If none of the engaged units can hold the token then it is placed entirely below the footprint of one of the units.

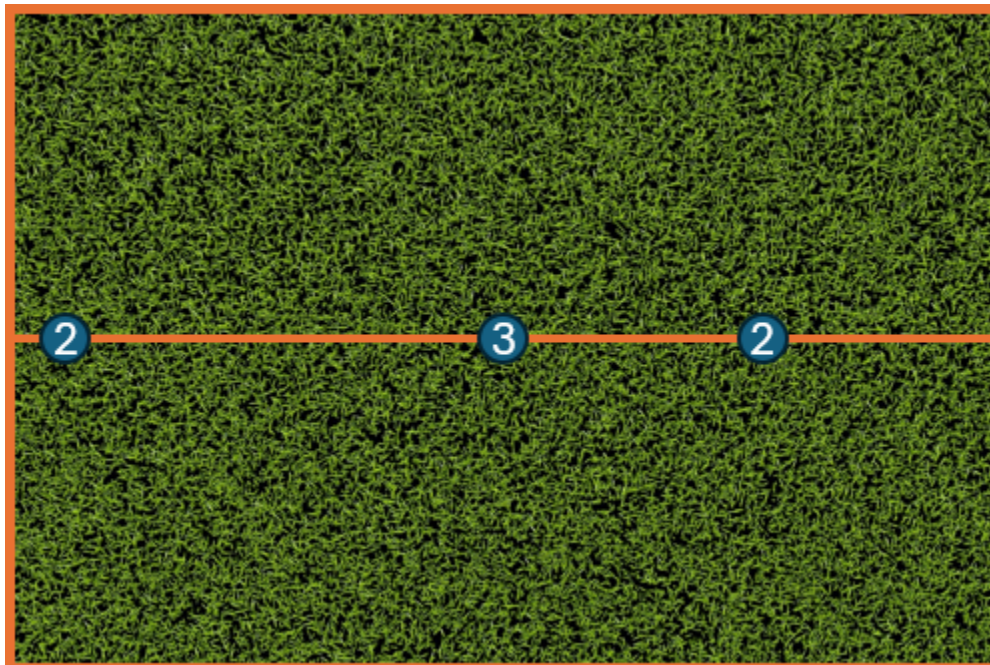
If a unit breaks while not engaged with other units, then the active player can place the tokens anywhere on the battlefield entirely under the broken unit's footprint (before removing the unit from the board)

Players draft for the option of placing the first Loot Token. Loot Tokens must be placed at least 12" away from each other and at least 3" away from Blocking Terrain.

1. Gold Rush

Before choosing sides, place 3 loot counters in a pile in the center of the board. Then players take turns placing piles of 2 loot counters on the centerline, 12" away from other loot counters. Players draft for the option of placing the first pile.

A unit can only pick up 1 loot counter from a pile per turn.



Scoring:

1 VP for each Loot Counter held by your units.

+1 VP for each unit that is entirely on the opponents side of the board and holds a Loot Token

2. Contraband

After both players have finished deployment, place a Loot counter in the center of the board.

Then players take turns placing 3 loot counters in their deployment zone. These counters may be immediately picked up by a unit if they are placed touching the unit.

Scoring:

1 VP for each unit that holds one or more loot tokens

+1 VP for each Unit that is entirely on the opponents side of the board and holds a Loot Token

3. Loot

Before choosing sides, place a loot token in the center of the board. Then place 4 more tokens on the center line 12" away from each other and the center token.

After placing all the tokens, each player nominates a different token to be a Primary Loot Token. Players draft for the choice of choosing the Primary Token first.

Scoring:

2 VP for each Primary Loot Token held by your units

1 VP for each regular Loot Token held by your units

+1 VP for each Unit that is entirely on the opponents side of the board and holds one or more Loot Tokens

Gameplay Quick Reference

Parlay

Choose Scenario

Area Control	Objectives	Loot
King of the Hill Invade Border Dispute	Secure Defend or Destroy False Flags	Gold Rush Contraband Loot

Draft

Place first Terrain Piece	Choose Board Side	Deploy First Unit	Take First Turn
Choose Turn 7	Place first Objective	Move Scouts First	

Setup

Terrain	Board Sides	Choose Spells	Deployment	Scout
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Play

Movement	Magic	Missile	Melee
Halt Advance Backup Sidestep March Reform Reform and... Charge Withdraw and...	Cast spells	Choose all Missile attacks and their targets. Roll to Hit Roll to Wound Morale Test Repeat	Choose Melee Roll to Hit Roll to Wound Morale Test Repeat Reforms: Advance d6 Backup d3 Sidestep d3 Reform and...

Repeat for 6 or 7 rounds

Score

As described in scenario