No Quarter
Fantasy Wargames

For 25mm - 30mm Miniatures

The Fantasy Battles Miniatures Wargame

No Quarter™ Fantasy Wargames

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No Quarter
by Led Zeppelin

Close the door, put out the light
You know they won't be home tonight
The snow falls hard and don't you know?
The winds of Thor are blowing cold
They're wearing steel that's bright and true
They carry news that must get through

They choose the path where no-one goes

They hold no quarter

Walking side by side with death
The devil mocks their every step
The snow drives back the foot that's slow
The dogs of doom are howling more
They carry news that must get through
To build a dream for me and you

They choose the path where no-one goes

They hold no quarter. They ask no quarter
The pain, the pain without quarter
They ask no quarter
The dogs of doom are howling more!

Introduction

No Quarter is a set of fantasy wargames rules for 25mm miniatures designed for players who want to use figures from any product range. The term 25mm miniatures is very general as it usually includes figures up to 35mm or so.

There are so many fantastic miniatures available from many manufacturers, that a great model may grab your attention but you find you are unable to use it in your games due to the limitations of the rules and army composition. Also, with evolving rules from some companies, certain models cease to exist in newer versions of the army list.

At the end of the day, wargames are meant to be fun. Being too obsessive over rules interpretations will ultimately lead to a less enjoyable gaming experience.

It is hoped that feedback from players will help these rules evolve over a period of time and introduce new and exciting army lists created by players for all players.

i-Kore model painted by Christian Weiss

The Fantasy World Of Genayria

The world of Genayria is a world of extremes. From the tall jagged peaks of the Glass Mountains in the north, to the sprawling plains and the blighted wastelands of the south. A world where distrust and the hatred of other races has been a way of life for generations. Each of the Great Races looking for ways to wage war in a bigger, better and more spectacular swathe of destruction than the others, and where alliances between Elves, Men and Dwarves are seldom formed. Where magic flowed through the land, magic that could be used for good, but magic that could also be used for evil. A war torn land where the ravages of nature stand side by side with the ravages of war.

But it was not always so. There was a time, before the Drought Wars, when the races traded goods, lived side by side, and honoured the traditions and customs of each other.

The Dwarves with their great mountain kingdoms had dug deeper and deeper and climbed higher and higher into the Glass Mountains. The Dwarven Lairs were a sight to be seen, vast staircases winding down into the depths, clinging to the cavernous walls, spanning dark underground gorges. Huge forges could be seen, with flames flaring up as awesome metal weapons and armour were forged out of the molten ore mined below.

The Elves with their homes in the forests built vast cities that blended in with the trees, at one with their natural surroundings, a melding of Elven artistry and natures growth. A sense of peace and tranquillity always emanated from the Elven cities, places that were havens for the sick and those requiring rest. The Elves also built vast fleets to sail the oceans, travelling far across the sea, gliding across the waves in beautiful ships that shone with an inner light.

Then there was Man, who built vast cities of wood and stone on the sprawling plains, fighting nature as they cultivated crops in barren areas and changed the courses of rivers to irrigate their harvest. Jealously they defended their livelihood against marauding Orc's and Goblins and the many other verminous creatures that roamed the land.

The three Great Races traded with each other, the constant flow of trade caravans travelling the well-worn roadways, trading in all manner of goods. Those traders lucky and wealthy enough to hire the services of a Wizard, travelled using the Ryft Gates, an ancient magic that opened a portal, a warp corridor between two points, making travel instantaneous and thus trade even more so.

Then came the Drought.

The rains didn't come, the temperature rose and water started to run out. Firstly the Elves, noticing their dwindling supply and the drying up of the streams that flowed through the forests, called upon Man for aid. In the beginning the great cities on the plains assisted, water was shared, at a price, with the Elves, but as the rains still failed to come and their supplies also started to run dry, Man started to pull back, protecting their own supplies with walls and armies.

The Elves, desperate for assistance, turned to the Dwarves, but they found the great gates to Dwarven kingdoms shut to them. The Dwarves, having witnessed the dwindling of Man's water, were not going to fall into the same trap. They refused to help, barring all Elves and Men from their cities.

The Elves had nowhere to turn other than to ancient magic, long since used only for good, but now in their hour of desperation, the Elven Wizards began to look at ways of taking the water they so desperately needed, by force. The Ryft Gates, for the first time in their history, were used as a mechanism of war. A vast Elven Army travelled through a Ryft Gate to raid the water supply of FireHelm, a major Dwarven city. The battle raged for days and many thousands of Elves and Dwarves were slaughtered, the precious water stained red with blood.

Thus started of the Wars of the Races. The Drought Wars. The Great Races moved vast armies through the Ryft Gates, attacking each other for the precious liquid they all so badly needed. The Drought and the slaughter continued.

Other races, also affected by the Drought, joined the struggle. Orcs and Goblins from the east, led by great Wizards who had recruited them as vast armies, lay siege to the Great Races, but even then, the Races would still not join forces to destroy this new menace.

Evil creatures, beyond comprehension, crawled from out of the blighted wastelands, to join the Wars; abominations of Dwarves, Elves and Men, and other races. They were creatures of Chaos, spawned from the blighted wastelands and from the dark magic that flowed through that realm.

The drought finally broke, but the Wars did not cease. A deep sense of mistrust of others had been embedded into the Races. No longer would they trade when they could attack and steal what they needed. For centuries this has continued. The search for bigger and better ways to wage war, for better machines of destruction, continues unabated.

The Ryft Gates, once machines of trade are now portals of destruction. Through digging deeper and deeper into the ancient magic of the Gates, the Wizards, now the most wealthy and powerful people in Genayria, have delved into other worlds. By doing so, they have brought upon Genayria more death and destruction, and creatures that once lived only in their children's nightmares, have joined the slaughter.

The Wars continue. Vast armies against vast armies fight and die. Then, as Wizards who have delved deep into the art of Necromancy raise the long dead armies, they fight again, and again, and again…

War rages on as the land of Genayria turns into the Eternal Battleground.

Ryft Gates

The Ryft Gates have been known to form a link to strange worlds the likes of which Men have never seen. The creatures found on the other side have been beyond comprehension.

Some of these races have since taken up permanent residence on Genayria; huge beasts have taken the equatorial rainforests as their home, whilst strange amphibious creatures have carved a foothold on the eastern shores.

"*A well planned strategy will confound the enemy and bring fame on your house*".

Count Bastilone

Models painted by Christian Weiss

What You Need To Play

The main objective of No Quarter Fantasy Wargames is to have fun. All day gaming sessions really should include a good supply of drinks and pizza.

If you are an experienced gamer, you will probably already have found that you spend more time collecting and painting miniatures than you do actually playing the games.

Collecting and painting models makes up a large portion of the hobby. The ability to create your own army using favourite models from a variety of sources can be a very satisfying experience. Generating a background for your army units, with a detailed history of famous exploits, will help in bringing a force together and giving it a unique identity.

To help get you started, a few standard model profiles are provided in these rules as guidelines. New army lists will be published in supplements, including some unusual army concepts.

To play a game of No Quarter, you will need the following items ;

- Miniatures
- Dice
- Ruler
- Templates
- Playing surface and terrain

Finally, you will need an opponent and some time. A small scale skirmish will take about two hours, whilst a full scale battle consisting of a few hundred figures could take the best part of a day.

Miniatures

You will need an army of miniatures to fight your battles. There are a huge number of manufacturers producing many and varied figures. Different races have different strengths and weaknesses, it is up to you, as the army General, to find your army's strongest feature and use it to its best advantage.

Model painted by Christian Weiss

The more established and readily available fantasy races include the following ;

- Human
- Elf
- Dwarf
- Living Dead
- Orcs & Goblins
- Chaos Warriors
- Fallen Elf / Dark Elf
- Demons
- Wolverine / Wolfmen
- Vermen / Ratmen
- Lizard Men

The number of models that you will have in each army will also vary a great deal. Each model has a points value. A game is set at a particular points total, 500 points for example, each player then selects the models to be used in their selected army up to the chosen points total.

Orc Warlord By Dragonrune

There are many races to choose from, some models from the science-fiction genre will also fit into the fantasy universe. As long as the miniatures are not armed with futuristic weapons, just about anything goes.

Koralon Broodmaster By i-Kore

Small scale battles may be fought with as few as 20 miniatures, larger scale games could have more than 100 models on each side.

Dice

No Quarter uses a 10 sided dice to resolve all manner of events during a game. A 10 sided dice is referred to as D10.

A dice roll may also be affected by skills and conditions. This is referred to as a modifier, for example, a CC+1 modifier would mean you add +1 to the models close combat value for the purposes of making a D10 roll. Conversely, a CC-1 modifier would mean you subtract 1 from the models close combat value when making the D10 roll.

In some instances, a "natural roll" is referred to, usually a 1 or 10. This is the dice result without any modifiers being applied. It is literally the number shown on the dice when it is rolled!

D10 Dice From i-Kore

It is also useful to have a dice that can be used as a scatter dice. This requires an arrow of some sort to be shown on each side of it. A standard D10 can also be used, the number showing when rolled effectively points in a direction and so can be used as a direction pointer.

Ruler

A measuring device of some sort is essential. Retractable tape measures are available from DIY stores and should be marked in inches.

Templates

Some weapons and magic spells affect an area of the battlefield. These are represented by templates and positioned as required during a battle.

Templates vary in size and generally are circular card with a diameter of 1", 1½", 2", 2½" or 3".

In addition to the circular templates, three teardrop shaped templates are used to represent a dragons fiery breath or other area effect weapon.

Colour representations of these templates can be found at the end of these rules. They may be printed out, glued on to card and cut out for use in games of No Quarter.

Playing Surface And Terrain

Games may be played out over any table size. Most games tend to be played on a 4' by 4' area. Large games may be played on a 6' by 4' area.

A green cloth can be spread over the table or wooden boards can be painted to represent the battlefield.

Having some scenery on the table also adds to the gaming experience. Hills, forests, rivers and buildings would give your warriors something to fight over and something to use as cover when the battle heats up.

Vampire Crypt By Epicast

There are quite simply loads of after market accessories available from a host of manufacturers. Many commercially manufactured terrain items are made from lightweight resin. These are often highly detailed and can enhance a battlefield when painted. Another advantage of resin terrain is that being lightweight, it is easy to store and transport to games.

Rock formations By Epicast

Part of the fun of the hobby is to make your own terrain, hills can be made from thick card or polystyrene and buildings can be made from foam board or thick card. When painted, these can be every bit as effective as those purchased from stores.

The Army

The miniatures used form the army for the battles ahead. Each model has a points value. The makeup of the model, including all of its weapons and abilities, determine the total points cost. The points cost of the whole army is then determined by adding up the points cost of the models.

The models are divided into different classifications.

Units

A majority of the army is made up of rank and file warriors. These form into groups of warriors called units. Units may vary in size, but normally consist of between 4 and 20 models. All models in a unit are normally armed and equipped in the same manner. For game purposes, it is simpler to keep a unit equipped the same way. However, there is nothing to stop you from mixing models in a unit as long as the physical appearance of the model matches the weapons and equipment they are meant to be carrying.

There are two types of unit, core and elite. Core units are the basic warriors of the army. Elite warriors are usually better trained and equipped, but there tend to be fewer of them.

The ratio of unit types within a force is generally one core unit to one elite unit. In other words, the number of elite units may never exceed the number of core units. Core units also tend to be larger than elite units. The total number of elite models in an army should not exceed two thirds the number of core models.

Any medium sized models with a points value up to and including 35 points are referred to as core troops. Any medium sized models with a points cost of 36 points or more are treated as elite troops. The points cost includes all armour, weapons and abilities.

Unit Leaders

A unit leader is a warrior who has been given a position of command and responsibility for a unit of warriors. A unit leader will accompany a unit.

Specialists

Some units may have a number of specialist models such as standard bearers and musicians. The main model profile for a unit specialist is always the same as the other models in the unit, although weapons and special rules may vary.

Individuals

Individual models are powerful models in their own right. They can operate as a single model or be added to a unit of warriors. In many cases, individuals may be used as unit leaders.

Individuals cover the positions of army generals and powerful magic users as well as heroes of the realm.

Characters

The most powerful models in the army are the named characters. These models are usually the leaders of the army with one of them being nominated the army General.

Characters will usually have special abilities making them formidable foes in battle.

Support Units

A support unit is a specialist model, usually a war machine such as a cannon or a chariot.

Some large creatures are also classed as support units.

Structures And Collosal Creatures

Some very large targets (VLT) such as buildings, castles and collosal creatures may only be damaged by powerful weapons. Arrows and crossbow bolts will have no effect against a castle wall but a trebuchet firing a massive rock projectile will inflict substantial damage.

Model Profile

The model profile is the name given to the statistics that determine how good a model is at performing any particular task and define how strong or durable the model is. This is split into a number of model characteristics. A value of one is very poor and a value of nine is extremely good (and rare).

Name	AC	RA	CC	ST	T	W	CO
Basic Soldier	8	4	5	4	4	1	6
Hero	10	5	6	5	5	2	7

Name : The name of the model. This may refer to a troop type, a unit leader or an individual named character.

Actions (AC) : This value refers to the number of actions (AC) a model may take during its activation. Most standard medium sized models will have eight actions. A model may choose what to do with its specified number of actions. Actions may be performed in any order, a model may move, shoot and fight or it may move, move and fight. Each type of action may require differing numbers of AC points to be used. To move 1" will cost 1 action (AC). To make a basic close combat attack will cost 3 actions (AC).

Ranged Attack (RA) : This value refers to the models ability to use a ranged combat attack. The higher the value, the better the model is at using its ranged weaponry. To successfully hit a target, the firing model must roll equal to, or under, its own ranged attack (RA) value.

Close Combat (CC) : The model's ability in close combat is measured by the CC value. The higher the value, the better the chance of the model hitting an opponent in base to base contact. To strike a target in close combat, the attacking model must roll equal to, or under, its own close combat (CC) value.

Strength (ST) : This value represents the model's strength and is used to determine damage that may be inflicted on an opponent in close combat. The strength of a model may be enhanced by a weapon.

Toughness (T) : The ability of a model to withstand damage inflicted by an opponent is measured by the models toughness.

Wounds (W) : When a model is damaged by an attack, it will take a wound. Most small and medium sized models can only take one wound before they are killed and removed from play as a casualty. Large creatures and heroic models, such as unit leaders and characters, may often have two or more wounds.

Command (CO) : The command value of a model determines how it is able to withstand the effect of being beaten back in close combat. In addition, it may be necessary for a model to pass a command test before charging certain intimidating models.

In addition to the model's standard profile, additional details may be listed after the profile characteristics. These will include:

Extra Equipment And Special Rules

Following the model profile, additional information is provided to show what equipment the model is carrying and any special rules that apply.

Weapons	Sword
Armour (AR)	None
Special Rules	None
Structure	4 to 30 per unit
Points Cost	x points per model

Weapons : Any weapons carried by the model are listed here. A model may be armed with more than one weapon. After each weapon name, the use cost (UC), strength (ST) and armour modifier (AM) information may be included. See the section on weapon profiles for more details.

Example : A standard sword would have its profile summarised as: Sword (UC4, ST+1*).*

Armour (AR) : This value refers to the model's ability to absorb the impact of a successful hit from an enemy model. Some models may have no armour, in which case they do not benefit from a saving throw, whilst others may have some protection in the form of metal plate armour or a natural toughened leathery hide. The armour description is listed with an armour (AR) value. The number specifies the level of armour protection the model benefits from. To make an armour save, the model must roll equal to, or under, its armour (AR) value. The armour (AR) value may be adjusted by the strength (ST) of the attack.

Special Rules : Any special abilities will be detailed in the special rules section of the model profile. If the model is not of a standard medium size, the large or extra large size description will also be included. The size of a model reflects how easy it is to be hit by ranged and close combat attacks. A large model is easier to hit than a small or medium sized model.

Structure : In most cases, models will form units of warriors. A unit generally has no fewer than three models and may have as many as twenty. Some models act individually instead of conforming to the unit structure. The type of unit is also shown on the structure line. A model is classed as one of the following: core, elite, support, individual or character.

Points : The points cost of the model is used when calculating the total points cost of a unit and, subsequently, the total points of the force.

Sample Profiles

A normal core warrior may have a profile along the lines of that shown below. The profile values are not very high, but the main body of the army will be made up of troops of this type.

Name	AC	RA	CC	ST	T	W	CO
Warrior	8	4	5	4	4	1	6

Weapons	Sword (UC4, ST+1)
Armour (AR)	None
Special Rules	None
Structure	6+ per unit
Points Cost	24 points per model

More experienced warriors are referred to as elite units. These are less common than core units but their profile values and abilities tend to be superior to those of the core units.

Name	AC	RA	CC	ST	T	W	CO
Swordmaster	10	4	6	4	4	1	7

Weapons	Broadsword (UC5, ST+2)
Armour (AR)	Light Armour & Shield (AR3)
Special Rules	None
Structure	3+ per unit
Points Cost	44 points per model

Weapon Profile

In the same way that a model has a profile of characteristics, a weapon also has a profile of characteristics.

Weapons are divided into two types, close combat and ranged combat.

Name	UC	CR	MR	LR	ST
Sword	4	Close Combat			+1
Special Rules	None				

Name : The name of the weapon. In some cases the model's own natural ability will be the weapon (such as claws or razor sharp fangs).

Use Cost (UC): The use cost refers to the number of actions (AC) that a model has to expend in order to use the weapon or attack. To use the models base strength (ST) profile characteristic or an improvised weapon without any strength bonus, will require the use of 3 actions (AC).

Example : A model with 10 actions (AC) is 3½" from an enemy, he may charge into hand to hand combat by moving 3½" at a cost of 4 actions (AC). This leaves 6 actions (AC) for the model to attack with in hand to hand combat. The model may make two attacks using his 3 use cost (UC) improvised weapon.

Name	UC	CR	MR	LR	ST
Bow	4	10/+1	20/+0	30/-1	4
Special Rules	None				

Close Range (CR) : These values reflect the weapons difficulty or ease to use at close range. An example of a ranged weapon's close range (CR) characteristic would be 10/+1. The first value denotes the maximum distance that the weapon can be used at close range, in this case 10 inches. The second value denotes any bonus to the model's ranged attack (RA) value that will be applied at close range, in this case +1.

Medium Range (MR) : These values reflect the weapon's difficulty or ease to use at medium range. An example of a ranged weapon's medium range (MR) characteristic would be 20/+0. The first value denotes the maximum distance that the weapon can be used at medium range, in this case 20 inches. The second value denotes any bonus to the model's ranged attack (RA) value that will be applied at medium range (MR), in this case +0.

Long Range (LR) : These values reflect the weapon's difficulty or ease to use at long range. An example of a ranged weapon's long range (LR) characteristic would be 30/-1. The first value denotes the maximum distance that the weapon can be used at long range, in this case 30 inches. The second value denotes any bonus to the

model's ranged attack (RA) value that will be applied at long range (LR), in this case -1. Not all weapons can be used at all ranges.

Strength (ST) : The strength of the weapon determines the potential ability to wound an opponent. Close combat weapons may have a strength bonus which is added to the models strength characteristic.

Generally, for each bonus point of strength (ST) the weapon provides, the use cost (UC) will increase by the same amount.

The strength of the attack may also modify a target's armour save. This is known as the armour modifier (AM).

Weapon Strength	Armour Modifier
4	0
5	-1
6	-2
7	-3
etc.	

In addition, some weapons may have an armour penetration modifier (PM) to further reduce the effectiveness of a target's armour. This is covered in more detail in the armour save section.

Special Rules : Some weapons may have special rules that are followed whenever the weapon is used. Some weapons may only be used once per model activation, such as slow firing muskets, whilst others may use an area effect blast template to determine how many models are hit by the attack.

Damage (DA) : Most weapons inflict a single wound on the target model. Unless otherwise stated in the special rules for the weapon, one wound is inflicted on the target model.

Points : The points cost of the weapon is added to the model's profile points cost to give a total points cost for the model.

Games Workshop model painted by Robert Fransgaard

Armour Values

When deciding what armour to equip a model with, it is suggested that the physical appearance of the model determine what armour (AR) value is applied.

The table below details the suggested armour (AR) values for models of human nature.

Description	AR Value
No Armour	0
Leather Armour	2
Light Armour	3
Heavy Armour	4
Shield	+1

Not all fantasy armies are of a human nature. It is possible for demons and monsters to make up the bulk of an army. In this case, the warriors of the army may have natural armour in the form of scaly skin or external bone carapace protection.

Description	AR Value
None	0
Toughened Hide	1 to 2
Scaly Hide	3 to 4
Carapace	5 to 6
Large Creature	+1

More details on armour types and points values can be found in the creating a profile section.

Magic Items

Individuals, characters and some unit leaders may carry powerful magic items. These will enhance a model's ability to perform magic or strike an enemy in close combat.

Details of magic artefacts will follow in supplements to these rules.

i-Kore model painted by Christian Weiss

Getting Started

The following pages cover the main rules for No Quarter.

Points Values

Before the game, the number of points to be used should be agreed between players.

Skirmish	1000 points
Small	2000 points
Medium	3000 points
Epic	4000+ points

In most cases, players should have forces of equal points values. However, there may be occasions where a scenario is being played out and one side may have a points advantage. In this case, the other side determines the position of all the terrain and sets up first, taking a defensive posture.

Campaigns lasting several games can be devised, the result of one battle may impact the conditions in which a following confrontation takes place.

Setup

The setup of terrain is an important factor in playing a miniatures wargame. No Quarter has the option to move units in a block of figures. This is called a ranked unit and the unit will require space to manoeuvre between terrain features. Therefore, when setting up the terrain, try not to position buildings and hills too close together so that ranked units cannot move between them. A gap of about 4" between terrain pieces is recommended, but not binding. In some scenarios, dense terrain may be an important element of the game and so may be essential.

To set up the terrain, players may either agree on a terrain layout or take it in turns to position terrain features.

Agreed Layout Of Terrain

An agreed layout of terrain may be preferable if you want to have a town or village region in one part of the battlefield, and a wood or hilly region in another location. The players position the terrain and move it about until they agree on a reasonable terrain layout.

Alternate Placing Of Terrain

For a more random game, the terrain may be positioned alternately by each player. Collect all the terrain together that is to be used for the game. Each player then rolls a D10. Each player then takes turns in placing a terrain feature starting with the player who rolled the highest score.

Rolling Dice, Low Is Good

All dice rolls are made with a D10. Unless otherwise stated, rolling a low number is good and rolling a high number is not so good.

Deployment Zones

Once all of the terrain has been placed on the battlefield, players must decide who is using which side of the battlefield as their starting deployment zone. The deployment zone is where a player's army starts the game.
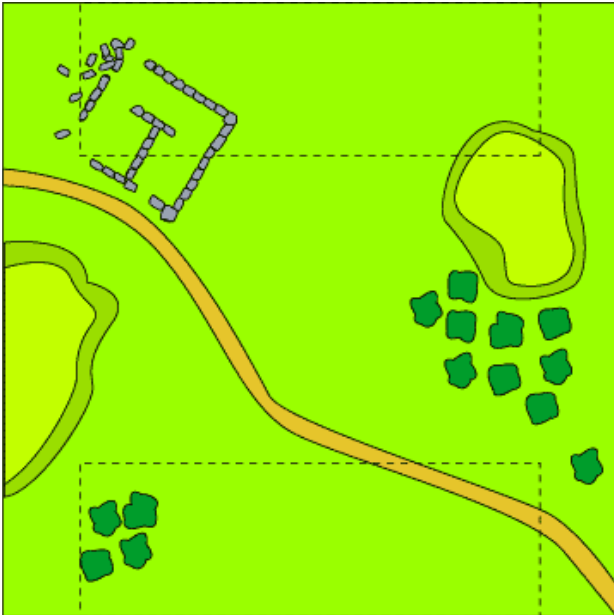
Models are set up no more than 12" onto the table and not closer than 6" to a table edge.

Each player rolls a D10. The player with the lowest score may choose which side of the battlefield to start from. In the event of a tie, simply re-roll the D10.

Positioning Models

The player who selected a deployment zone positions his first unit. Each player then takes it in turn to position one unit in their own deployment zone.

Reserve Units

Any unit may be held in reserve. This means that the unit is not placed in the deployment zone at the start of the game, but it is held in reserve for use later in the game. A reserve unit may enter the game from their own table edge into their own deployment zone on any turn after the first.

Infiltrating Units

Some units or models have the ability to infiltrate onto the battlefield and take up advanced positions. These models are the last to be deployed.

An infiltrating unit may never consist of more than seven models.

When all other models have been deployed in their deployment zones, a player may place Infiltrating units anywhere on the battlefield as long as the models are no closer than 10" from the nearest enemy unit and not in line of sight (LOS).

If more than one player has Infiltrating units, roll a D10. In the event of a tie, roll again. The lowest score places their unit first followed by the next player until all infiltrating units have been deployed.
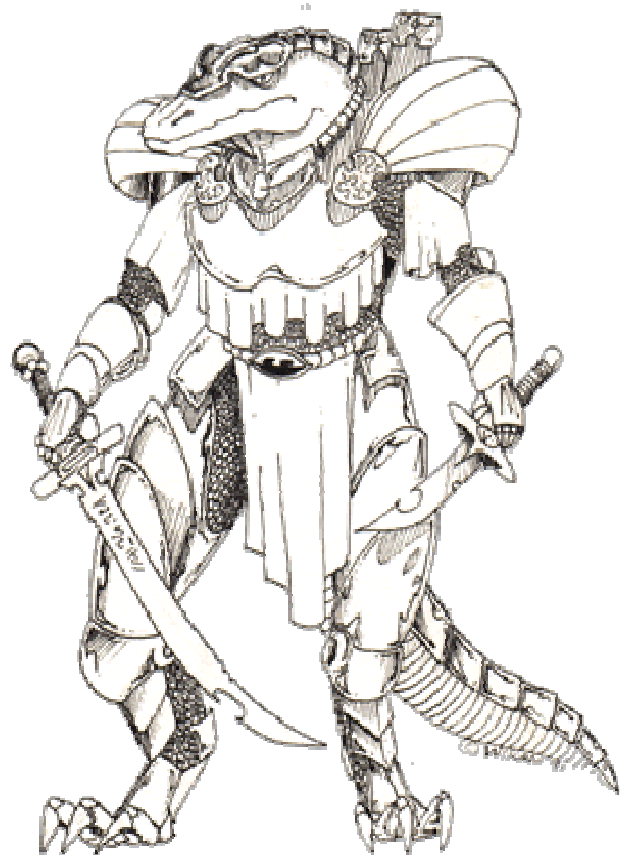
Illustration © Mike Wikan

Turn Sequence

Once all forces have been placed on the battlefield, excluding any units held in reserve, the battle will commence.

Each game turn is divided into phases. In summary, these are as follows;

• Initiative, The Tide Of Battle
• Unit and Model Activation
• Compulsory Effects
• Remove Counters

Initiative, The Tide Of Battle

To determine which side has the tide of battle, an Initiative roll is made at the start of each game turn.

Roll a D10 for initiative.

The initiative roll may be modified by other factors, such as an additional bonus for a magic effect (the bonus is subtracted from the dice roll) or a penalty for an event (the penalty is added to the dice roll).

The player with the lowest score wins the initiative that turn. In the event of a tie, reroll the tide of battle.

The winning player may select a unit to be activated. The unit may belong to an opponent as long as the opposing unit is not on hold or is not panicked.

Unit and Model Activation

The activated unit performs all its actions (AC). These will include moving, shooting and fighting in close combat.

When a model or unit has completed all its actions (AC), it is the turn of the opposing player to activate one of his own units and complete its actions (AC).

Play alternates between players until there are no more units to activate on either side. When this occurs, the game turn has completed.

When there are an uneven number of units per side, one player may run out of units to activate whilst his opponent still has unactivated units. In this case, the player with no more units to activate simply passes on unit activation whilst his opponent activates all remaining units.

A model or unit on the battlefield will be in one of the following states:

Unactivated	The model or unit has not yet used its actions (AC) in the current game turn.
Active	The model or unit is currently in the middle of using its actions (AC) to take its game turn.
Holding	The model or unit is on hold, waiting for an enemy unit to present itself as a target.
Responding	A holding model or unit has interrupted the active units turn and is responding with its hold action.
Activated	The model or unit has already performed its actions (AC) in the current game turn.
Panicked	The model or unit has failed a morale test.

Compulsory Effects

Some effects will remain in play. At the end of each turn, these effects must be processed according to the specific rules of the effect in play. This will often involve the random movement of a template effect or similar event. More detail is provided later in these rules.

Remove Counters

At the end of the turn, all counters used to denote activated units are removed ready for the next game turn.

Panic and hold counters remain in play.

The players then return to the initiative phase, unless of course the battle is over...

Warmachine model painted by Robert Fransgaard

Victory Conditions

There are a number of ways to determine the winner in a game.

Casualty Count

At the end of the game, add up the point values of the casualties on each side. These are referred to as the battle points. The player who has inflicted the most battle points worth of damage is the winner.

Scenario

A game may be played based upon a scenario involving the capturing and holding of a terrain feature or the elimination of a particular enemy model. It is up to the players to agree on a scenario and perhaps have the victor determined by achieving the objective rather than inflicting the most damage.

The following guidelines are provided to help players with scenario building.

- Escort a character model from one side of the battlefield to the other.

- Capture an enemy character model.

Additional scenario rules will be available in supplements and on the No Quarter web site.

Additional Battle Points

The following battle points are awarded in addition to the casualties calculated.

- Players gain twice the battle points for eliminating the enemy army General.
- Players gain +100 battle points for controlling a designated terrain feature.
- Players gain +50 battle points for capturing or destroying the enemy battle standard.

Number Of Game Turns

Game length may vary, but most will be fought over four to six game turns. A fixed number of turns may be placed on the battle before it starts or you can play until one side has been soundly beaten.

For a random number of turns, roll a D10 and consult the table below.

D10	Game Turns
1 - 2	Seven
3 - 4	Six
5 - 7	Five
8 - 10	Four

A player may, of course, concede a battle at any time and declare he is withdrawing his forces. The opponent gains full points for casualties inflicted, plus half the points for the surviving models.

Games Workshop Troll painted by Robert Fransgaard

Model Facing

A model has a 360º field of vision. Even in a regiment configuration, some members of the unit will be on lookout for possible threats from any direction. A lone individual character is also aware of a threat from any direction - after all, they never would have become a character of note if they could not detect a threat!

A model has a 180º fire arc to the front of the model for using ranged weapons.
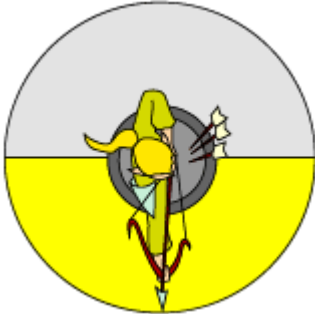
360º field of vision, 180º fire arc to the front

Attack Zone

Each model has an attack zone. This is the immediate area around a model in which it will respond to any threat.

For small and medium sized models, the attack zone forms a 1" circle from the edge of the model's base.

A model may not move into an enemy models attack zone unless it is charging into close combat. Models already in close combat no longer exert an attack zone as they are concentrating on their own immediate combat.

Large models are somewhat less aware of what is going on behind them and so their attack zone only extends to their frontal 180º field of vision. However the frontal attack zone extends for 2".

Large model 180º field of vision and fire combat arc

Formations

Models in a unit will take on one of several main formations during a battle. These are ranked, closed, dispersed or skirmished.

Ranked Formation

A ranked unit must consist of eight or more models. The models in the unit must be formed into at least two ranks with at least four models in each rank.
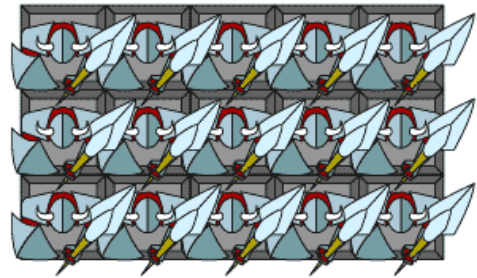
Three ranks of six models

Models in a ranked unit gains benefits to armour and morale as described later in these rules.

Once a ranked unit is reduced to fewer than eight models, the unit counts as being skirmished for game purposes. The models may still physically be arranged in a ranked formation, but they do not have the numbers to gain the morale and armour bonuses associated with larger ranked units.
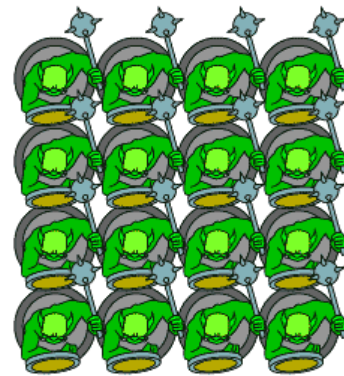
Four ranks of four models

Special Models In Ranked Units

In most cases, any special models in a ranked unit will be positioned in the front rank where most of the action will take place. This will normally include any characters, individuals, unit leaders, standard bearers and musicians.

Closed Formation

Not all troops are disciplined enough to maintain a ranked formation, however, they may still fight in a tight formation called a closed formation. A closed formation is one in which all the models are in base to base contact with at least one other model in the unit, but they are not formed in tidy ranks.
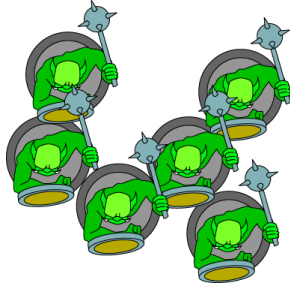
Closed Formation

Models in a closed formation have all the benefits and bonuses associated with a ranked formation, such as armour and morale modifiers as described later in these rules.

Once a unit in closed formation is reduced to fewer than eight models, the unit counts as being skirmished for game purposes. The models may still physically be arranged in a closed formation, but they do not have the numbers to gain the morale and armour bonuses associated with larger closed units.

A unit in a closed formation gains a +1 bonus to any command (CO) tests required.

Orcs, Goblins and the legions of the Living Dead have been known to regularly use closed formations.

Skirmish Formation

A unit in a skirmish formation may operate at 1" coherency. Models must form a chain so that no model is more than 1" from at least one other model in the same unit.
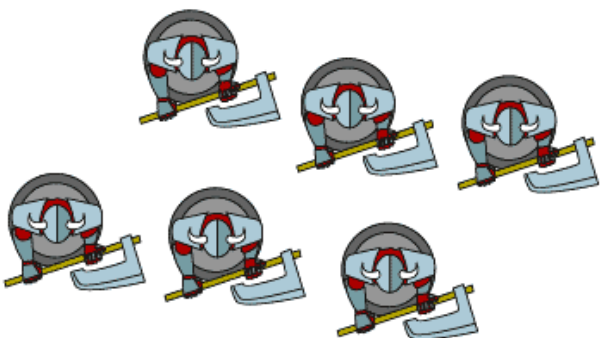
All models in this unit are within 1" of each other

Dispersed Formation

A unit in a dispersed formation may operate at 2" coherency. Models must form a chain so that no model is more than 2" from at least one other model in the same unit.
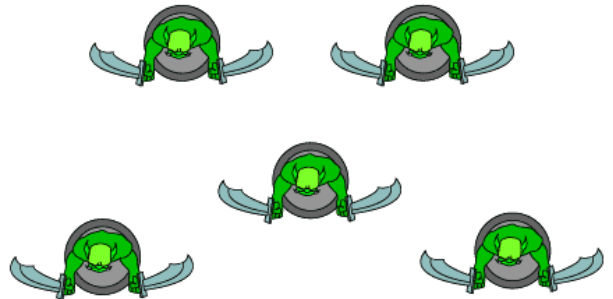
All models in this unit are within 2" of each other

By being more spread out, models in a dispersed formation are a little harder to hit with ranged combat attacks. Also, any template weapons will strike fewer targets.

The downside to this is that a dispersed unit suffers a –1 penalty on any command (CO) tests required.

Changing Formations

Models may change formation during their activation. Models in a ranked or closed formation may change to a skirmished or dispersed formation by simply moving the models from their current formation to their new formation.

Models moving out of a ranked or closed formation may move from their position in any direction required.

Models moving from being dispersed or skirmished into a ranked or closed formation must use all of their actions (AC) to do so. That is to say the unit may not shoot ranged weapons or fight in close combat. The ranked or closed formation may be positioned anywhere in the area the dispersed or skirmished models covered, and with any facing.

A ranked unit may spend 3 actions (AC) to move up to 6 models to reorganise its ranked structure.

Individuals And Characters In Units

An individual or character model may leave any unit at any time during its activation. It will simply move away from the unit using actions as normal.

If a model is leaving a ranked unit, a model from the rear rank may immediately move to fill the gap in the front rank for free (no actions are used).

Actions

A model may perform any number of actions in any order up to the number of actions (AC) specified on the models profile.

The actions available to a model are ;

- Move
- Stand up from prone
- Close combat
- Ranged attack
- Rally
- Hold
- Magic
- Special actions

There is no set sequence for these actions and a model may perform them in any desired order. However, there are some restrictions; for example, a model engaged in close combat may not make any ranged attacks.

Move

A model may move 1" for each action (AC) spent. A model may only ever use a whole action point to move. If a model moves 1½" the model is assumed to have used 2 actions.

Moving Through Friendly Models

Models in the same force may move through other friendly models on the same force. Models must always end their move in a space sufficient for their base to fit.

Stand Up From Prone

A model that has been knocked prone for any reason must spend 3 actions (AC) to stand up. Once the model has stood up, it may use its remaining actions in any way.

Difficult Terrain

Models suffer a penalty for moving over difficult terrain, such as rough ground or through a wooded area. It costs double the actions (AC) for a model to move 1" through any terrain that is classed as difficult. In other words it takes 2 actions to move 1" through rough ground or through a wooded area.

Impassable Terrain

Any terrain feature that is designated impassable may only be crossed by flying models. Normal ground based models may not cross impassable terrain.

Terrain Barriers

Walls, fences, ditches and other similar obstacles are referred to as terrain barriers. Although they will not stop a model from moving, additional effort is required to traverse the obstacle. As long as the terrain barrier is not taller than the active model, it may be crossed for 1 action (AC).

Enemy Attack Zones

An activated model may not move into or through an enemy attack zone unless the activated model is charging into close combat with that model.

If the enemy model is already engaged in close combat, it no longer exerts an attack zone as it is concentrating on its immediate combat.

Coherency Check

At the start of a units activation, any dispersed or skirmished models not engaged in close combat must ensure they are within unit coherency.

This model is more than 2" from the nearest friendly model
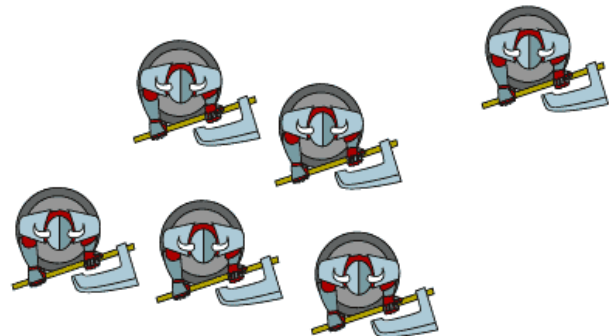
Any models not in coherency at the start of their activation must make every effort to restore unit coherency by the end of the units activation.

Charges

When a model or unit moves into base to base contact with an enemy model or unit, the model is considered to have charged into close combat.

When a model or unit wishes to charge into combat, the player simply declares which unit is charging and who the target unit is.

Note that a holding unit being charged may elect to flee the charge (see fleeing a charge) in which case the charge may be redirected at another valid target unit.

The charging model or unit is then moved towards the target unit. If the charging model or unit fails to make contact with the target unit, it still moves its full distance towards the enemy.

In some cases, not all the models in a charging unit will be able to make base to base contact with an enemy model. In this case, the models simply follow up their comrades.

Fear Causing Models

Some models may cause fear in the opposing army. A model or unit being charged or attempting to charge a fear causing enemy must make a command test, sometimes referred to as a fear test, by rolling equal to or under its command (CO) value.

The command test is made with a penalty denoted by the number in parenthesis. So a model with the fear (1) ability would cause an opposing model to make a command test with a –1 penalty to its command (CO) value.

- All command test modifiers apply.
- Once a unit has passed a fear test it does not need to retest against units with the same or a lower fear level.
- Models that cause fear are not subject to fear.

Charging Fear Causing Models

If a model or unit wishes to charge a fear causing enemy, it will make its command test as soon as the charge action is announced.

If the test is successful, the model or unit may charge the enemy as normal.

If the test fails, the unit thinks better of charging the enemy and may continue to perform any other actions.

- Only one test is made for a model or unit and the highest command (CO) value in a unit is used.
- Only one test per unit activation is allowed.

A unit may repeat a failed command test in subsequent turns to see if they have worked up the courage to charge.

Example : A unit of Regency knights decide to charge a fear (1) causing Vampire. The unit makes a command test when the charge is announced. The knights have a command (CO) value 7 and so must roll (7-1) 6 or under to overcome their fear. If the test is passed, the knights may charge and attack as normal. If the test is failed, knights think better of charging the Vampire and may decide to go on hold so they are ready to flee!

Being Charged By Fear Causing Models

If a model or unit is charged by a fear causing enemy, it will have to make a command test as soon as close combat is initiated (normally when base to base contact is made).

- A charged model that fails a command test is considered panicked for the round in which it was charged. An attacking model gains CC+1 when attempting to strike a panicked model.
- After the active unit has completed its turn, the charged unit is no longer considered panicked by fear the causing enemy.
- A model or unit on hold may elect to flee as soon as a charge is announced.

In subsequent turns, the charged unit does not have to make another fear test as the round of combat endured has bolstered their resolve.

Example : An Orc is charged by a fear (0) causing Living Dead Skeleton (a holding unit may elect to flee when the charge is declared and do so before any contact). As the Skeleton makes base to base contact, the Orc must make an unmodified fear test even though it is in the other players turn. If the test is failed, the Orc is panicked and the Skeleton has a CC+1 bonus for that round of combat.

Command Test Modifiers

Some modifiers may be applicable to any command test being attempted.
- +1 if the unit is ranked or closed.
- -1 if the unit is dispersed.
- +1 if a banner is present in the unit.
- +1 if a musician is present in the unit.
- +1 if the army General is not panicked, within 10" and line of sight.
- -1 if the unit is outnumbered in close combat.
- -1 if the attacking unit causes fear in close combat.
- -1 if one or more unpanicked enemy units are within 10" (not cumulative).

A failed morale test may be re-rolled if the Army Battle Standard is not panicked, within 20" and line of sight. This roll is made with a +1 CO modifier.

Regency Hero painted by Tom Weiss

Momentum Attack

When a model charges into close combat, it gains an additional 3 actions (AC) to be used in the first round of combat. This is called a momentum attack and represents the momentum of the charging model striking the opponent. The extra 3 action points are only available if the model performed no other action during its current activation (i.e. the model must start its activation by declaring a charge).

- The actions are only available if the charging model makes contact with the target model.

- The additional actions may only be used for a close combat attack.

- The additional actions may be added to other action points the model has remaining, to perform an attack requiring more than 3 actions.

Example : If a model with 10 actions (AC) and a UC4 per use sword charges an enemy model 7 inches away, it will make base to base contact and have 3 actions (AC) remaining. Because the model did nothing else but charge, the charging model gains 3 extra actions (AC) for use in close combat (giving 6 actions (AC) in total). The charging model now has the choice of making ONE attack with its UC4 weapon or TWO attacks at base strength (UC3).

Example : If a model used any of its actions for something other than movement, the momentum attack cannot be used. For example if a unit fires ranged weapons and THEN charges into close combat and does not have actions left to attack, the unit cannot attack. This "action bonus" is only useable if the unit has used all of its available actions (AC) to make contact with the target(s).

Movement Abilities

Some models have special movement abilities allowing them to cover more ground than ordinary models.

These abilities are summarised as;

- Double time :   2 actions (AC) to move 3"
- Cavalry move : 2 actions (AC) to move 4"
- Flying :   2 actions (AC) to move 5"

2 for 3, 2 for 4, 2 for 5

Details of these abilities and others are found in the abilities section.

Movement Ability Table

The following table may be used as a quick guide to movement distances using one of the three special movement abilities.

Actions	Double Time	Cavalry	Flying
1	1½"	2"	2½"
2	3"	4"	5"
3	5½"	6"	7½"
4	6"	8"	10"
5	7½"	10"	12½"
6	9"	12"	15"
7	10½"	14"	17½"
8	12"	16"	20"
9	13½"	18"	22½"
10	15"	20"	25"
11	16½"	22"	27½"
12	18"	24"	30"

Masterful Hit

When required to roll a D10 to hit for a ranged attack or a close combat attack, a natural roll of 1 is known as a masterful hit.

A masterful hit finds a weakness in the enemy armour or strikes an exposed area. The target model does not get an armour (AR) save unless it is wearing special armour or has the always saves special rule.

Fumbles

A natural D10 roll of 10 when rolling a ranged or close combat attack is a fumble. The attacking model has made a complete mess of its attack and loses any remaining attacks for that turn.

Extra Attack Fumbles

Models with the extra attack or extra shot abilities roll 2D10 when attempting to hit an enemy. If one of the dice rolled is a natural 10, this counts as a fumble. The other dice rolled may still hit the target, but the attacking model loses any remaining actions.

In the rare event that a close combat extra attack results in two natural 10's being rolled, the enemy model gains one immediate free attack at CC+1 to hit with any weapon the model is carrying.

Fumbles And The Unerring Ability

A model with the unerring ability is able to treat dice rolls of 10 as misses instead of fumbles.

Close Combat

Models in base to base contact are considered to be in close combat.

An activated model can use its actions to attempt to strike the enemy model in close combat. The base cost for a close combat attack is 3 actions (AC). The base cost refers to an unarmed model improvising in close combat and using its natural attacks such as fists or claws.

All models have the ability to make an improvised attack.

Name	UC	CR	MR	LR	ST
Improvised	3	Close Combat			+0
Special Rules	None				
Points Cost	0				

Most weapons require some skill, or at least some level of concentration to be used effectively. The use cost (UC) is dependent on the type of weapon and any strength bonus associated with the weapon. As a general rule, the use cost is 3 actions (AC) plus the strength (ST) bonus.

Name	UC	CR	MR	LR	ST
Sword	4	Close Combat			+1
Special Rules	None				
Points Cost	3 points				

A model may freely switch between any weapons it is carrying or any attack types it can use. A model with 7 actions (AC) remaining could make one attack with a UC4 sword with ST+1 and then make an improvised UC3 attack at his basic strength (ST). This reflects the fighter attacking once with his sword and then just having time to kick or headbutt his opponent.

Who Can Fight Who

Any model can fight any other model within its close combat arc.

In many cases more than one model may fight an enemy model and other cases will arise when one model has a choice of opponents to combat.

An Elf in Close Combat with two Orc's

In the above example, the Elf may attack one Orc at a time. The Elf may attack Orc "A" first and then if he successfully kills the first Orc, he may attack the second Orc "B" if he has enough actions (AC) remaining.

The Orcs on the other hand may both attack the Elf. If Orc "A" is activated first and he kills the Elf, then Orc "B" is free to use his actions to move or shoot as normal.

Striking The Enemy

Once in base to base contact, a model may perform an attack. A model strikes an enemy by rolling equal to or under its own close combat (CC) value on a D10.

The number required may be subject to various modifiers.

Close Combat Modifiers

The close combat roll may be modified by the following factors;

- +1 for charging, counts for all attacks made by a model on the turn it charges into combat.
- +1 if enemy model is panicked (see morale)
- +2 if enemy model is terrified (see morale)
- +1 if target is prone
- +1 for large target
- +1 attacker on higher ground
- -1 enemy on higher ground
- -1 fighting over an terrain barrier (wall etc.…)
- +1 combat assistance (not cumulative)

After applying all the modifiers, the attacker must roll equal to or under its modified close combat value.

> Example: A human Regency soldier with CC5 charges a Goblin. The Regency soldier gains CC+1 for charging and so he needs to roll a 6 or less to strike the target.

> Example: Conversely, a Goblin with CC4 charging a Regency soldier gains CC+1 for charging and needs to roll a 5 or less to strike the target.

Attacks Against Very Large Targets

Models with the siege weapon ability who are attacking very large targets (VLT) such as castle walls or collosal creatures will always hit the target on a D10 roll of 9 or less.

Combat Assistance

If more than one friendly model is in base to base contact with a single enemy model, it will gain a combat advantage. The attacking model will gain CC+1 if there is friendly assistance in the combat.

In complex close combats there may be more than one enemy model in base to base contact with an active model. The friendly assistance bonus is only eligible if the model providing the assistance is not involved in another combat. If it is in contact with more than one enemy model, it is too busy to provide assistance.

Orc "A" gains +1 to his close combat (CC) for the assistance of Orc "B", and Orc "B" also gains CC+1 for the assistance of Orc "A".

The combat assistance is not cumulative, a model may only ever benefit from a maximum CC+1 for combat assistance unless the model has the team work ability.

Parry

Some individual and character models may attempt to parry an attack and deflect the incoming blow. Only individual and character models that have a base close combat (CC) value of 6 or more may attempt to parry enemy attacks.

The defending model must roll under the dice value rolled by the attacker to successfully parry. If the parry attempt is greater than the attackers roll, the parry is unsuccessful and the attack strikes the defending model.

Example: A Vampire with CC8 is attacking a Fallen Elf Sorceress with CC6. The Vampire rolls a 5 and hits the Sorceress. The Sorceress may attempt to parry by rolling a 4 or less.

If the model attempting to parry rolls a natural 10, it is assumed that the model made a complete and utter failure at the parry attempt and has left an unguarded opening. In this case, the target models armour (AR) is reduced by 1.

Voluntarily Retreating From Combat

If a model or unit attempts to voluntarily retreat out of close combat, the enemy models in base to base contact gain a free automatic hit against the retreating model.

No roll to hit is required, as the retreating model turns it back, the attacker takes full advantage of the easy target.

The retreating model still benefits from an armour save although this is taken at an additional –1 on top of all other modifiers.

Roll for damage as normal using the basic strength (ST) of the attacking model. If the model is slain, it is removed from play as a casualty. The attacking model does not gain a follow up move.

A free hit is not made against models retreating from close combat due to a morale test failure.

Extended Reach Weapons

Some weapons allow the wielder to strike the enemy without getting too close. These weapons are known as extended reach weapons. A number of inches is specified to determine the maximum range the weapon may reach, such as extended reach 1". This means that the wielder can strike an enemy from within 1" of the target model's base.

If a model with an extended reach weapon charges into combat, but stops within extended reach distance of the target model, then normal charge bonuses still apply.

A target model in combat against a model with an extended reach weapon must still move into base to base combat in order to fight back during its own activation (unless it has an extended reach weapon as well). It does not, however, gain any charge bonus as combat has already been initiated.

As long as the models are not in base to base contact, then neither is classified as being in close combat and either model can move away at any time without suffering an automatic hit.

Reach Weapon on a Shocktrooper from Privateer Press

Pushback

Ranked units that outnumber the enemy models by 3 to 1 or more may pushback the enemy model or models. This allows a ranked unit to force more models into base to base contact before electing to fight a round of close combat.

This ability prevents a small number of models holding up a large unit of warriors.

The following sequence of diagrams shows the manner in which a ranked unit consisting of three ranks of five models charges a dispersed unit of four models.

Figure 1 shows a ranked unit of spearmen at the start of its activation. The unit declares a charge against the dispersed unit of Orcs.

Figure 1. Ranked unit charges the Dispersed unit

The ranked unit charges and will make contact with a single enemy model.
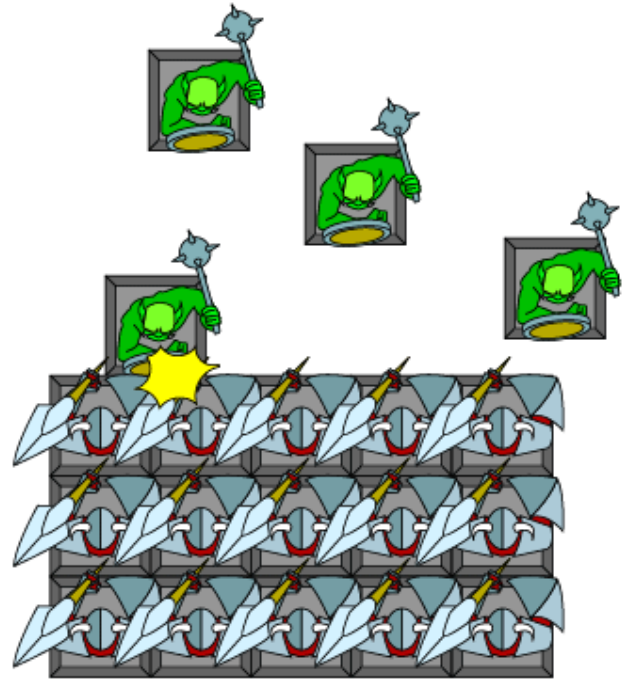
Figure 2. Ranked unit makes contact with the first enemy model

Figure 2 shows contact with the first model of the dispersed unit. As the charging unit outnumbers the target by more than 3 to 1, it may continue to charge forward pushing the contacted model back.

Figure 3. Ranked unit charges the Dispersed unit

The ranked unit has now made contact with another target model. As the charging unit has more than enough actions remaining to keep moving, it elects to do so.
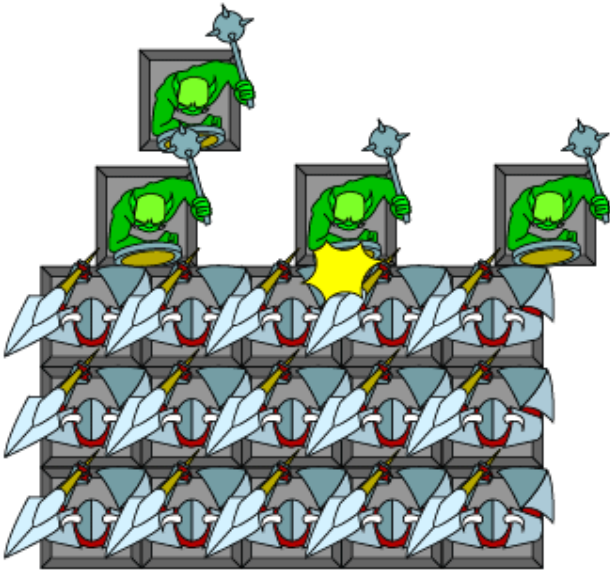
Figure 4. Ranked unit charges the Dispersed unit

Figure 4 shows a third model being charged.
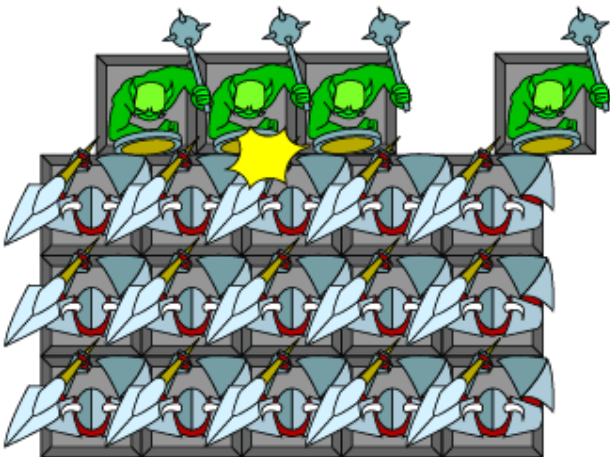
Figure 5. Ranked unit forces all enemy models into combat

The ranked unit continues to move, reaching the last enemy model.

Where possible, additional models encountered must be aligned with the front rank of the charging unit. In the example in Figure 5, the last model is positioned between two of his comrades and in base to base contact with the charging unit.

Only when the ranked unit has completed its pushback charge do any close combat attacks take place.

A ranked unit may use all of its actions to pushback enemy models and still gain the momentum attack as described earlier.

Example : In the example shown in Figure 5, once all the movement has been made, all five spearmen in the front rank may attack the Orcs as all of the spearmen bases are touching at least one Orc.

Wrapping Round

Models in a ranked unit move as a unit and charge enemy models as a unit. As models can be activated individually, models in the second and subsequent ranks of a ranked unit, who are not engaged in combat, can move freely out of formation and charge any available enemy model.

Any models moving out of formation must not exceed the total number of actions expended by the unit as a whole. So if a unit made up of models with 10 actions (AC) moves 6" to engage an enemy, models from the second and subsequent ranks will have 4 actions (AC) remaining with which to move.

In turns following the initial charge, any model not engaged in combat may use all of its actions to move out of formation and attack an enemy model.

Remember that once any models break formation, the unit no longer counts as ranked or closed and any armour bonus in subsequent turns will be lost.

Armour Saves

Some models wear extra armour to protect them from damage during combat. This may take the form of plate armour or a model's innate toughened hide such as the scales of a dragon.

Armour Modifier

Some weapons are able to cleave through armour easily and may reduce the effectiveness of the target's armour. The strength of an attack affects the ability of the armour to protect the wearer. For each point of strength in excess of 4, the target's armour value is modified by –1. This is known as the armour modifier (AM).

Weapon Strength	Armour Modifier
4	0
5	-1
6	-2
7	-3
etc.	

Deduct any armour modifier (AM) from the target's armour (AR) value. The target of the attack must roll equal to or under the modified armour value to save against the damage.

Models with an armour (AR) rating of zero do not get an armour save.

Models in a ranked or closed unit gain +1 armour.

Penetration Modifier

Some weapons are designed to cleave through armour with ease. These weapons will have an additional penetration modifier (PM) stated in the weapons special rules.

A penetration modifier (PM) adjusts the normal armour modifier (AM) value by the value specified in parenthesis.

Example: A weapon strength of 5 has an armour modifier of –1. With a penetration modifier of –1, the target armour would be adjusted by –2 in total.

Optional Rule: The Lucky Save

As an optional rule, a critical save of 1 may always be permitted even if the modified armour value would be zero or less.

Models would only benefit from this rule is they are equipped with some armour in their profile.

Example: A model with an armour (AR) value of 2 is successfully hit by a broadsword with armour modifier (AM) value of –2. This reduces the targets armour to zero. However, the model still gets an opportunity to roll a 1 to avoid taking any damage.

Armour Resilience

Some armour is able to withstand the penetration effect of weapons. This is called the resilience value. For each point of resilience (RE), the total penetration (AM and PM) of the weapon is reduced by one.

Example: A model with an armour (AR) value of 3 is successfully hit by a weapon with armour modifier (AM) value of –2. The target model has a resilience (RE) of +1 that reduces the total penetration from –2 to –1. The target model needs to make a save of 2 or less to avoid damage.
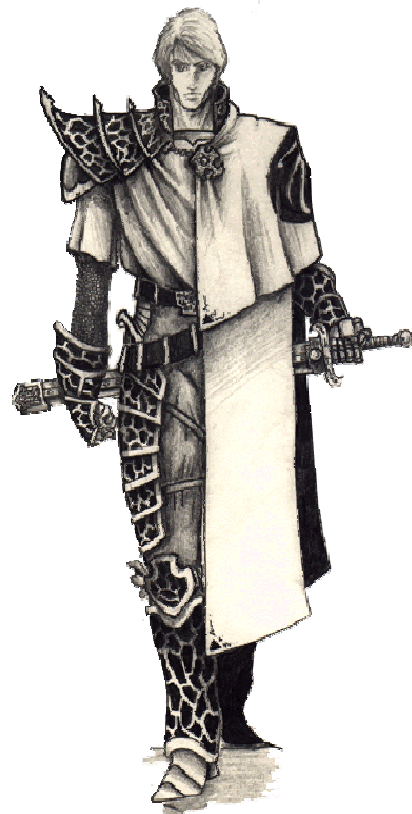
Illustration © Mike Wikan

Damage

If the armour save is unsuccessful (or indeed the target has no armour save), then the attacker may roll to attempt to damage the target. Compare the strength (ST) of the attack with the toughness (T) of the target.

The damage roll must be equal to or under the appropriate value to wound.

If the strength (ST) and the toughness (T) are equal, the roll to damage is a 5 or less on a D10.

For each point that the attackers strength (ST) is greater than the target's toughness (T), the dice roll required is increased by 1.

For each point that the attackers strength (ST) is less than the targets toughness (T), the dice roll required is decreased by 1.

A D10 roll of 1 will always damage the target.

Conversely, a D10 roll of 10 will always fail to damage the target.

The table below summarises the D10 roll required to damage the target.

	Target Toughness									
ST	1	2	3	4	5	6	7	8	9	10
1	5	4	3	2	1	1	1	1	1	1
2	6	5	4	3	2	1	1	1	1	1
3	7	6	5	4	3	2	1	1	1	1
4	8	7	6	5	4	3	2	1	1	1
5	9	8	7	6	5	4	3	2	1	1
6	9	9	8	7	6	5	4	3	2	1
7	9	9	9	8	7	6	5	4	3	2
8	9	9	9	9	8	7	6	5	4	3
9	9	9	9	9	9	8	7	6	5	4
10	9	9	9	9	9	9	8	7	6	5

Wounding The Target

If the damage roll is successful, the target has suffered a wound. In many cases, this will be enough to remove the model as a casualty. In the instance where the target model has multiple wounds, the wounds inflicted should be recorded using a wound marker or a small dice next to the model.

Removing Casualties

When removing casualties from a ranked unit, it is often best to remove the models from the rear of the unit. In terms of gameplay, this reflects the fact that models in the second and subsequent ranks would quickly step into any gap left by a fallen comrade.

Casualties from ranged attacks on dispersed and skirmish units are normally selected individually by the player controlling the firing model. However, for normal ranged attacks with line of sight, the casualties removed must be in line of sight and closest to the firing model.

Being Knocked Prone

Some weapons have the ability to knock over any models that were struck, but not killed outright or damaged.

Any weapon with knock prone listed in the special rules section of the weapon may cause any models hit to be knocked over. Place such models on their side. They do not take any damage from being knocked prone unless otherwise specified.

Target models are only knocked prone if the weapon strength is greater than or equal to strength of target. The strength of the target is compared minus any weapon bonus, the comparison is made using the models standard profile.

As mentioned in the movement section, a model must spend 3 actions (AC) to stand up from being prone.

Follow Up Movement

If an attacker kills his opponent in close combat, the attacker gains a single free 2" follow up move. This move does not reduce the number of available actions (AC) the model has remaining.

The follow up move may be used to charge a new opponent or move into cover. If the attacking model has enough actions remaining, it may attack the new target.

Momentum attacks may not be made when using a follow up move, but the model does benefit from all other charge and "to hit" modifiers.

If a ranked unit kills all opponents in a round of close combat, the whole unit may follow up by moving straight ahead. Alternatively, models in the ranked unit may "break formation" and individually follow up and engage nearby enemy models.

Multiple Dice Rolls

To speed up gameplay in certain situations, some players prefer to roll all ranged and close combat attacks at the same time. If two large ranked units are in close combat, you may elect to roll all of the front rank models close combat attacks at the same time.
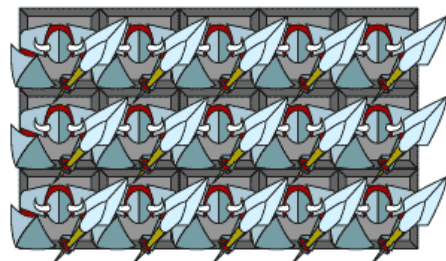
Example : A ranked unit of infantry, consisting of three ranks of six models in each rank, will move and fight at the same time when activated. Such units could all move 2" into combat and then fight a round of close combat. To speed up gameplay, the six models in the front rank of the unit all roll their attacks together. If there is a character model with different CC value, then a coloured dice may be used.

Ranged Combat

At any time during a models activation, a model armed with any form of ranged weaponry may shoot at an enemy model. This shot is called the "to hit" roll and is based on the models ranged attack (RA) value.

The number of actions (AC) required by a model to use a ranged attack will vary according to the type of weapon being used, this is denoted as the use cost (UC) of the weapon.

Name	UC	CR	MR	LR	ST
Bow	4	10/+1	20/+0	30/-1	4
Special Rules	None				

Example: A human archer is about to fire his bow that has a UC4. This requires that the archer use 4 actions (AC) to fire the bow once.

i-Kore model painted by Christian Weiss

The following steps are used when using a ranged combat attack;

- Announce target, check line of sight (LOS)
- Measure the range
- Apply relevant range modifiers
- Apply any "to hit" modifiers for cover etc.

Line Of Sight

In most cases, a model must have line of sight to its target in order to be able to use a ranged attack.

Measuring Range

Before the shot is made, the range is checked. If the target is beyond long range (LR), the shot counts as a miss and the actions are still spent by the active model.

Ranged Attack Modifiers

Most ranged weapons will have varying modifiers based upon the distance to the target. Generally, the closer a target is, the easier it will be to hit.

Once the distance to the target has been measured, the range modifier is applied to the "to hit" roll.

In addition to the range modifier, the following modifiers may be applied to the "to hit" roll;

- +1 for large target (including ranked and closed units)
- -1 for dispersed unit
- +1 aiming at target
- -1 soft cover
- -2 hard cover
- -1 second and third ranks
- -1 indirect fire

To hit the target, you must roll equal to or under the firing models ranged attack (RA) value after adding and / or subtracting modifiers.

Example: A human archer with a ranged attack (RA) value of 5 (armed with a bow 12/+1, 24/+0, 36/-1) is firing at an Orc unit. The Orcs are in a closed formation (+1 to hit) and within 12 inches (+1 to hit) so the archer needs 5+1+1 giving a 7 or less to hit.

If the shot hits the target, there is a chance that the target will be damaged. Most models only take one wound and so they will be removed from play if a wound is inflicted. Heroes and large models will often take multiple wounds and so they can withstand greater damage.

Aiming

A model may attempt to improve its chances of hitting the target by aiming. The firing model pauses to check the target and ensure an accurate shot. A model may spend 2 additonal actions (AC) to aim at a target. The firing model gains +1 to its ranged attack (RA) value for that shot.

Example: A human archer is about to aim and fire his bow. The bow has a UC of 4 and it will require 2 additional actions to aim. This requires that the archer use 6 AC to aim and fire the bow

- Aiming may not be combined with the rain of arrows ability.
- Support weapons may not be aimed.

If the first ranged attack fails to kill the target, a subsequent ranged attack must be re-aimed.

In some cases a model will not have enough actions to make two aimed ranged attacks.

Cover

Models may attempt to gain protection against ranged combat attacks by partly concealing themselves behind trees, walls or hedges.

A model which is 25% concealed is considered to be in soft cover and has a -1 to hit modifier

A model which is 50% concealed is considered to be in hard cover and has a -2 to hit modifier.

If even less of the model is visible, it is up to players to agree to allow a "very difficult" shot at perhaps -3 to the D10 value required.

It may also be up to players to decide if models in hard cover can be subject to a critical hit. The more difficult it is to hit a target due to cover, the lower the number required to be rolled. Models will often need to roll a 1 or 2 to hit their intended target. In such cases, it might be deemed that a very difficult shot should not be allowed to cause a critical hit.

Target Selection And Priority

Models with ranged weapons will often have a choice of targets. Models may target any model in their line of sight (LOS).

If an enemy unit is within 8" and line of sight of the firing unit, the firing unit must target that unit as is represents a close and immediate threat.

On occasion, the closest target may be well-concealed behind cover. In this instance, the firing model may elect to take an "easier" target although it is further away.
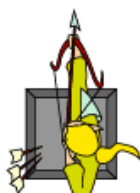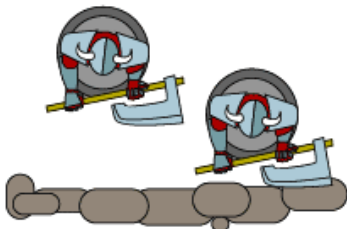
Example: The Elf archer above may choose to shoot at the furthest enemy model as the closer two targets are in hard cover and will benefit from a –2 to hit modifier.

Models with support weapons may ignore the closest target and choose to fire at any model. Support weapons are often used to target large units or large creatures and may choose to ignore closer and less powerful threats.

Dividing Shots

A model or unit may normally divide its shots between any number of targets.

It is quite acceptable for a unit to make ranged attacks one at a time so that if the primary target is eliminated, remaining shots may be directed at another valid target.

Regency Archers painted by Tom Weiss

Shooting Into Close Combat

Shooting into close combat is a risky business, as there is a chance of hitting friendly models.

Firing models must normally make a command (CO) test before they may fire into close combat. If the test is successful, roll to hit as normal applying the usual modifiers.

If the shot hits, the actual model struck must then be determined. Roll a dice for each model in the combat, the model with the lowest result was hit.

- Subtract 1 for large models in the combat as they are easier to hit.

If a ranked unit is involved in the close combat, only roll dice for models actually engaged in close combat (those models actually in base to base contact with an enemy model).

If there are several combatants involved, all the dice can be rolled at the same time with different coloured dice being used to represent different models.

Throwing Grenades

Basic grenade weapons are not beyond those forces who have the knowledge of black powder weapons.

Grenades may be issued to models as equipment at the appropriate points cost. Not all models in a unit have to be armed with grenades. It is acceptable for a unit to have one or more grenade specialists. In such a case, any grenade specialist models must be easily identifiable from other models in the unit.

Most grenades use a blast template to determine which models have been struck in the same way as support weapons.

Goblin Bomber by Chris Pavey

Models may throw a grenade in the same way they would fire a ranged weapon except the range is limited to 2" plus the models strength (ST) in inches.

The number of actions (AC) required to throw a grenade is equal to the strength of the genade attack.

A grenade attack is made using the models standard ranged attack (RA) value with a +1 modifier if the model has line of sight (LOS) to the target. If the model does not have line of sight (LOS) to the target (ie throwing a grenade over a wall), the attack is made at -1 to the models ranged attack value.

Example : A Pirate is equipped with some basic strength 3 grenades. The strength (ST) of this pirate is 4 so the model may throw a grenade a total distance of 6" (ST4 + 2"). The grenade strength is 3 so the model requires 3 actions (AC) to throw the grenade.

Deviating Grenades

If a grenade attack results in a miss, the grenade will deviate 2" in a random direction. Roll a D10 to determine the direction of the deviation as explained in the blast template deviation section. However, ignore the actual number shown on the dice as an inaccurate grenade attack will always deviate a fixed distance of 2".

Grenade Fumbles

If the grenade attack results in a fumble, the grenade has detonated in the hand of the attacking model. Center the appropriate blast template on the attacking model and resolve any hits as normal.

Combined Grenade Attack

Models in the same unit and in base to base contact with each other can combine their grenades and gain an extra 0.5" blast per additional model.

One ranged attack roll is made for all the models combining their attack. Deviation and fumble rules apply as normal.

A combined grenade attack blast template will not exceed the 3" blast template.

Example : A unit of pirates armed with strength 4, 1" blast grenades could combine their attacks so that two models would throw a single strength 4, 1½" blast attack, three models would throw a single strength 4, 2" blast attack and so on to a maximum 3" blast template.

A grenade profile may be represented in an army list as follows.

Name	UC	CR	MR	LR	ST
Grenade	4	2" + model ST in inches			4
Special Rules	Indirect 1½" blast				
Points Cost	4 points				

Refer to the equipment section for a list of grenade types and their points cost.

Teardrop Templates

Some creatures such as Dragons can breath fire or other nasty substances. These effects are represented by the use of a teardrop template.

There are three sizes of teardrop template that may be used;

- TTS - Small
- TTM - Medium
- TTL - Large

Teardrop templates are positioned with the pointed end touching the base of the firing model or the end of the weapon barrel.

Two Orcs are completely covered by the template and are automatically hit. One Orc is partially covered and is hit by the template effect on a D10 roll of 5 or less.

All models directly under the template are automatically hit. Models partially covered are hit on a D10 roll of 5 or less.

The template may be positioned in any way as long as the pointed end is touching the firing model as described above.

Use Cost For Teardrop Templates

The teardrop templates can potentially cover many targets, friend or foe, and as such, using a teardrop template weapon takes some effort.

Template Size	Minimum Use Cost (UC)
Small (TTS)	5
Medium (TTM)	6
Large (TTL)	8

The use cost (UC) of a teardrop template attack is one higher than the attack strength with a minimum use cost detailed above.

Example :A small teardrop (TTS) weapon is created which inflicts a ST5 hit on any models affected. The use cost for the attack is calculated at (5+1) 6.

Example :A large teardrop (TTL) weapon that inflicts a ST6 hit has a use cost of 8 as that is the minimum use cost for the large teardrop template.

The following table summaries the use cost for the various weapon strength to teardrop template size options.

Strength	3	4	5	6	7	8	9
TTS Use Cost	5	5	6	7	8	9	10
TTM Use Cost	6	6	7	8	9	10	11
TTL Use Cost	8	8	8	9	10	11	12

Support Weapons

Support weapons are large powerful weapons that may not be wielded by a normal man sized model. Normally, a support weapon will take the form of a large cannon, bolt thrower or catapult. These weapons are capable of delivering a devastating attack that may strike more than one target model.

Support Weapon Crew

A support weapon must begin a battle with a minimum of two crew and a maximum of four. A battery of support weapons (two or more support weapons positioned together) may have a unit leader assigned to the battery to provide extra command and leadership. Models in a support battery must be no more than 4" apart but they may be activated individually.

Support Weapon Movement

As long as a support weapon has two or more crew, the weapon may be moved at half the normal speed of the crew.

A support weapon may be turned in place for no action cost as long as at least one crew member remains.

Support Weapon Uses Per Turn

A support weapon may only be fired once per activation.

Use Cost For Support Weapons

In most cases the use cost (UC) to fire a support weapon is equal to the strength of the weapon's attack.

The use cost of pre-defined support weapons is given on the weapon profile in the armoury section.

Loading A Support Weapon

A support weapon may be loaded during an activation ready to be fired in a subsequent activation. The crew must spend half the firing use cost (round up) to prime the weapon. Place a support weapon loaded counter next to the weapon to signify its status.

The next time the model is activated, it will only cost half the use cost (round up) to fire the weapon.

The crew can spend any remaining actions to move the weapon.

Burst Fire (Number of Dice)

Some support weapons may deliver a barrage of attacks against a target. To represent this, multiple dice are rolled when making the to hit attempt.

The number of dice rolled is shown in parenthesis.

For example; a repeating bolt thrower with burst fire (x3) will fire a burst of missiles at a target, so 3D10 are rolled when the weapon is fired. If the shots are to be spilt between multiple models, the target models should be no more than 1" apart from each other.

Name	UC	CR	MR	LR	ST
Organ Gun	6	8/+1	16/+0	24/-1	6
Special Rules	Penetration Modifier (-1) Burst Fire (x3)				

If any of the "to hit" rolls is a fumble, the normal rules apply (the other shots may still hit, but the support weapon crew may not perform any other actions).

Some standard ranged combat weapons such as the infamous repeating crossbow or repeating musket, may have the burst fire (x2) special rule.

Projectile Travel (Distance In Inches)

The power of some missile weapons is such that the missile will continue to inflict additional hits after the first target has been damaged. This is determined by the multiple hits (D*n*") ability where *n* is the maximum number of inches the missile will continue to travel after the first target.

Name	UC	CR	MR	LR	ST
Bolt Thrower	6	15/+1	30/+0	45/-1	7
Special Rules	Penetration Modifier (-1) Projectile Travel (D10")				

If a successful hit results in damage, the missile will continue in a straight line and may strike one or more additional targets. It is not necessary to roll to hit any additional targets after the first, only the roll to wound and the armour save are made. If any of the hits do not inflict damage, the missile is halted and will not proceed to strike any additional targets.

Although the multiple hits feature is most effective against ranked or closed units, it may still strike additional models when fired at models in a dispersed formation.

Example : A repeating bolt thrower fires at a ranked unit of Lizardmen. The bolt thrower unleashes 3D10 rolls to hit. Two of the attacks strike the enemy unit. Both initial hits result in wounds being inflicted on the Lizardmen in the front rank. As the repeating bolt thrower has multiple hits (D5"), a D5 roll is made for each missile that hit, this results in a 2 and a 4. So one missile will continue for 2" and other for 4" through the enemy unit. The first missile fails to inflict any damage on the next Lizardman in line and so that missile ceases to continue its path. The second missile inflicts a wound and continues through the unit to a maximum of 4" or until it fails to inflict any damage.

Blast Templates

Support weapons, such as cannons, use a blast template to determine which models are struck.

The size of the template used is described in the special rules of the support weapon. Standard blast templates have 1", 1½", 2", 2½" and 3" diameters.

When firing a weapon with the blast feature, the centre of the blast template is centred on the desired target. The ground may be targeted.

All models directly under the template are automatically hit. Models partially covered are hit on a D10 roll of 5 or less.

Blast Template Deviation

If a ranged blast template misses the original target, it will deviate from the intended target and possibly still hit the original target or other nearby targets. To determine the deviation of a missed attack, roll a D10 so the dice roll is near the original target. The shot will deviate the number of inches shown on the dice face in the direction of the point of the D10. Move the blast template the number of inches shown and determine any models struck by the templates new position.

If a natural 10 "to hit" is rolled, the shot is considered to be misfire or "airburst" and will not deviate.

Knocked Prone By Ranged Attacks

It is also possible for some ranged combat attacks to knock the target model over regardless of whether a wound was inflicted.

If the strength of the attack is greater than or equal to the target model's base strength, then the target model is knocked prone.

A model must spend 3 actions (AC) to stand up from being prone.

Indirect Fire

Some support weapons such as catapults, fire their projectiles in a high arc. Such weapons may fire over intervening units and terrain as long as another friendly model still has line of sight (LOS) to the intended target.

Attacks made in this way suffer an RA-1 penalty to the dice roll required to hit.

Loss Of Crew

When a support weapon is reduced to one crew, its ability to be reloaded and fired quickly is greatly reduced. The support weapon may only be turned in place and may only fire every other turn. When there are no crew remaining, the support weapon may no longer fire.

Support Weapon Availability

Support weapons tend to be limited in their availability. One support weapon per core or elite unit is recommended. However, that is not to say that for a siege scenario you may want to have a higher support weapon to unit ratio - as ever, it is up to the players to agree.

Mounted Support Weapons

Some support weapons may be mounted on a vehicle of some type. Heavy cannons are sometimes mounted on steam tanks or steam powered battle walkers. In this case the weapon mounted on the vehicle is treated in the same way a normal sized model armed with a ranged weapon would make its attacks.

Shooting at Support Weapons

When shooting at support weapons from medium or long range, roll a D10 to determine which model element of the target is hit, the support weapon or the crew.

D10 Roll	Model Hit
1-4	Crew
5-10	Support Weapon

If firing at close range, the firing model can select the target (crew or weapon) as long as it is in line of sight (LOS). In this instance, it is possible for the crew to gain some hard or soft cover from the support weapon itself.

If the support weapon is destroyed, then any subsequent ranged attacks against the unit will strike the remaining crew.

Armour Saves And Damage

Targets struck by any form of ranged attack may attempt an armour save to prevent taking damage.

Armour saves and damage are determined in the same way as previously described.

Orc Warlord By Dragonrune

Morale

The fighting effectiveness of a unit is dependent upon their morale. A unit that has taken heavy losses may not perform very well on the battlefield.

When a unit suffers 50% casualties to its starting number, or a lone individual/character model suffers 50% of its starting wounds (W), it is required to take a command (CO) test, sometimes referred to as a morale test.

A command test is taken immediately after the active unit has finished its turn (the active unit is usually the one inflicting the damage).

> *Example : A unit of Dwarf axemen start the battle with 16 warriors. During turn one, they take 3 casualties from missile fire. By the end of turn two, they have taken an additional 4 casualties. During turn three, they take 2 more casualties. This loss takes them to below 50% (3+4+2=9) of their starting number (16) and they must take a command (CO) test.*

In any following turn, if a unit suffers 50% casualties to the number of models that started the game turn, it must take another command test.

> *Example : The unit a Dwarf axemen mentioned above are down to 7 warriors. They will take a further command test if they should suffer 50% casualties to the their remaining number in a game turn. So, if the dwarfs are reduced 3 warriors in a game turn, they must take another command test.*

A unit is only required to take one command test per game turn. Any further losses in the same game turn do not require the unit to take another command test.

To pass a command test, a model must roll equal to or under its command (CO) value. Models in ranked, skirmished or dispersed units may use the highest command value present in the unit.

Command Test Modifiers

The following modifiers also apply to a unit making a command test for any purpose;

- +1 if the unit is ranked or closed.
- -1 if the unit is dispersed.
- +1 if a banner is present in the unit.
- +1 if a musician is present in the unit.
- +1 if the army General is not panicked, within 10" and line of sight.
- -1 if the unit is outnumbered in close combat.
- -1 if the attacking unit causes fear in close combat.
- -1 if one or more unpanicked enemy units are within 10" (not cumulative).

A failed morale test may be re-rolled if the Army Battle Standard is not panicked, within 20" and line of sight. This roll is made with a +1 CO modifier.

Panic Table

If the command test is failed the unit is deemed to be panicked, roll on the panic table below:

D10	Result
1	**Panicked and Stand Firm :** The unit resists all out panic and has enough control remaining to decide what to do. The unit may choose to: • Hold their position. • Retreat towards their own deployment zone (see the retreat rules below). In either case, the unit may not fire on enemy units or use any other ranged attacks.
2-7	**Panicked and Retreat :** The unit must immediately retreat away from the nearest enemy (towards their own deployment zone if possible) using half their actions (AC) rounded down. • The unit may not fire on enemy units or use any other ranged attacks. • If the retreating unit is in close combat with an enemy unit, the panicked unit may break away from combat without being attacked.
8-9	**Terrified :** The unit is rooted to the spot and unable to move, use ranged attacks or fight in close combat. Models attacking a terrified unit gain +2 to their CC value.
10	**Destroyed :** The unit scatters in all directions and is removed from play as casualties.

Illustration By Brian Smith © 2003

When To Move A Retreating Unit

A panicked unit that is required to retreat will do so immediately it fails its command test. The command test is normally taken after the active (attacking) unit has completed its turn. However, in some circumstances, this movement may be out of normal turn sequence.

Once the panicked unit has moved, the next model or unit is activated as normal.

Prone Panicked Model

If a prone model fails a morale test or is part of a unit that fails a morale test, the prone model is allowed to stand up for free and make a retreat move as normal (using half their actions (AC) rounded down).
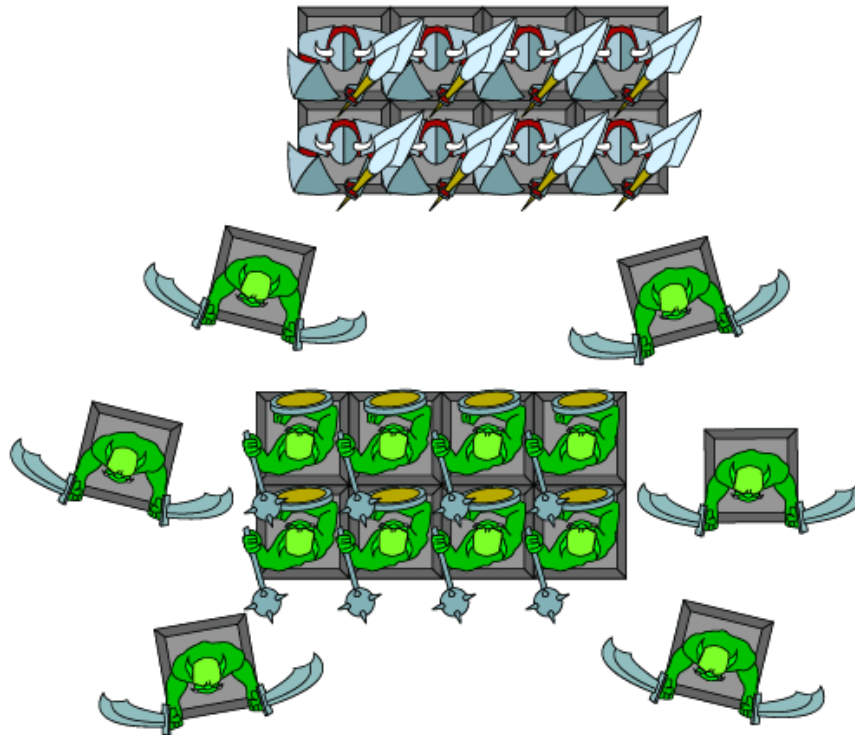
This diagram shows a fleeing unit of six Orcs Fleeing around a ranked unit of eight Orcs.

The Effect Of Being Panicked

A unit which has failed a command test will remain panicked until it is able to rally.

A panicked unit is confused and in disarray, warriors are unsure what to do and they will look for a leader to give them guidance. Although they are unable to perform some functions, should they succeed in rallying, they can rejoin the battle in ernest.

Models that are panicked may not perform any of the following actions:
- Charge the enemy.
- Fire using any ranged weapons.
- Use magic spells.

A panicked unit may still fight in close combat, but all models in the unit suffer a CC–1 penalty.

Attacking A Panicked Unit

A panicked unit is unable to defend itself very well and in their confusion, attacking enemy units will find it easier to land blows.

If a panicked unit is attacked in close combat, the attacking model(s) gain CC+1.

Attacking A Terrified Unit

Once a unit becomes terrified, they are easy targets as they are rooted to the spot.

If a terrified unit is attacked in close combat, the attacking model(s) gain CC+2.

If a terrified unit is attacked by any ranged attacks, the attacking model(s) gain RA+1.

Rallying

Once per unit activation, a panicked or terrified unit may attempt to rally by making a command test.

- A rally attempt must be the first action a model or unit attempts during its activation.
- A rally attempt costs half of the units actions for the current game turn.

To attempt to rally, a model or unit must take a command test by rolling equal to or under its command (CO) value. Models in ranked, closed, dispersed or skirmished units may use the highest command value in the unit.

All normal command test modifiers apply.

A model or unit that has successfully rallied gains half their normal actions (AC) to use immediately (rounded down).

If in close combat, a model or unit which has just rallied may attack the enemy. If not in close combat, the unit may move and shoot normally (although with reduced actions) but the unit may not charge into close combat.

Failing To Rally

A model or unit that fails to rally will remain panicked or terrified. In addition, the model or unit must re-roll on the panic table adding +1 to the dice result.

Orc Musician By Dragonrune

Hold Actions

A model or unit may choose to stand ready and wait for the enemy to make a move. A unit choosing to do so is placed on hold. Place a hold counter next to the unit.

A unit is not able to take any other action when being placed on hold, in other words it takes the units full actions to be placed on hold.

Dispersed and skirmished models may alter their facing at no action cost.

At any time during an opponent unit's activation, the holding unit may be activated as long as a model in the enemy unit is within line of sight (LOS) and has performed an action.

The holding unit interrupts the active units turn. The responding unit may perform a response action.

- Response shooting
- Receive a charge
- Flee from a charge

If the responding unit decides to flee, the whole unit must do so.

Each model in the holding unit may only make one response action during the opposing units activation.

Once the holding unit has made its response action, remove the hold counter and replace it with an activated counter. If some models in a holding unit have not yet performed their response action, it may be necessary to signify those which have responded using a small counter or turning them sideways.

Response Shooting

The holding unit may spend up to 5 actions (AC) to fire any ranged weapons once. The shots may not be aimed and all normal modifiers apply.

All models in the holding unit must fire at the enemy unit currently activated.

Holding units making several shots against a target unit may be rolled together.

> Example: A holding unit of 15 Elf archers respond to a ranked unit of Regency swordsmen as they appear from behind a hill. All 15 archers are to fire at the swordsmen so all the shots may be made at the same time or rank by rank.

Ensure that each holding model only makes a single ranged attack during its response action.

Receive A Charge

The holding unit stands its ground and receives the charging enemy, ready to strike.

Once an enemy model or unit makes base to base contact and before the enemy makes a close combat attack, any model in the holding unit may attempt a single close combat attack. This attack is made with any close combat weapon the model on hold is carrying. Roll to hit as normal. If the attack is successful and the enemy is killed, the enemy will obviously not get a chance to strike back at the unit on hold.

Ensure that each holding model only makes a single response attack against an enemy model. If a holding model is attacked by two enemy models it can only respond against one.

If the holding unit's attack is not totally successful, the charging unit resumes its actions and may still benefit from a momentum attack if applicable.

Example: A holding unit of Orcs receives a charge from a unit of Elves. The first Elf model makes base to base combat with two Orcs. The first Orc make a close combat attack and fails to hit the Elf. The second Orc makes a close combat attack and kills the Elf. The next Elf from the charging unit makes contact with the same two Orcs. They have both already used their response actions and so may not attack again.

Flee From A Charge

The holding unit may decide close combat is not such a good idea. In this case the unit may flee from an enemy charge.

When an enemy unit declares a charge against the holding unit, the holding unit can declare a flee action. The holding unit interrupts the active enemy unit's turn to resolve its move.

A flee move may be up to half of the holding units normal actions (round down). The fleeing unit must move directly away from the charging unit and all normal movement rules apply for terrain. The fleeing unit will move around friendly units.

A ranked or closed unit which decides to flee will automatically break formation and become skirmished. Move the models out of the ranked formation as they move away from the enemy.

The charging unit may choose to stop at the point base to base contact would have been made, or it may continue to use its actions in pursuit of the fleeing unit.

The charging unit may find itself able to charge a different unit that has been revealed by the fleeing unit.
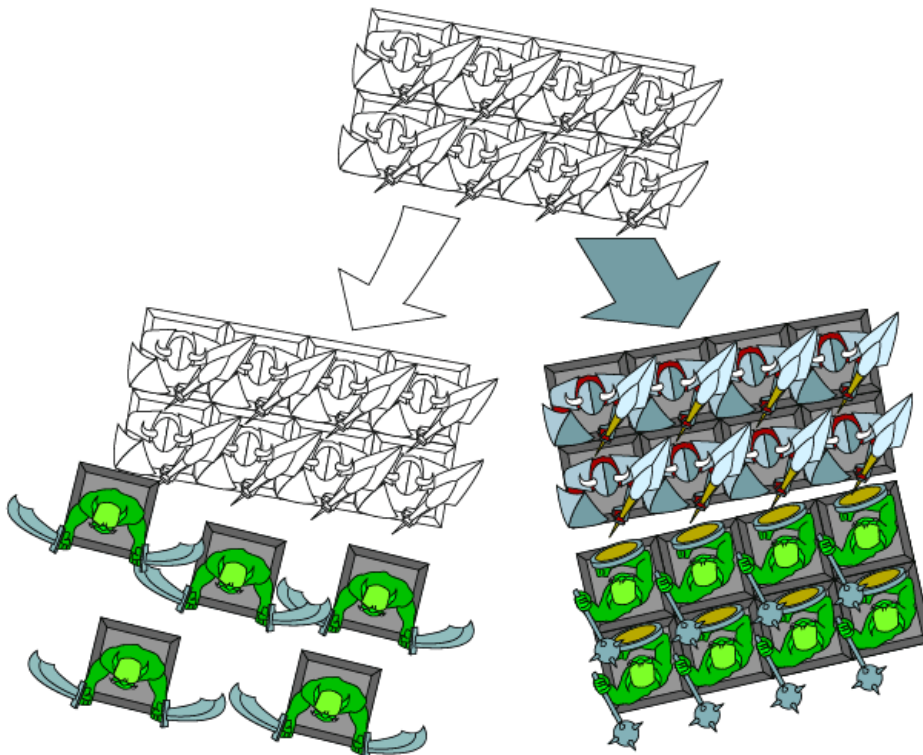
A unit of spearmen declare a charge against skirmishing Orcs. The Orcs elect to flee.
The spearmen can redirect their charge against another valid unit.

Magic

The fantasy world of Genayria is soaked in magic and the power of the Ryft Gates. Through intense study, mere mortals can learn how to control the power that seeps through every aspect of the land and air.

Magic users or Wizards are individuals who have trained for many years to perfect their knowledge of a very small aspect of magic lore.

Spells belong to one of the magic aspects of nature. A Wizard is able to use spells from one of the magic aspects.

Magic users will have a wizardry level of 0 to 3 (some special named characters may have an exceptional wizardry level of four).

A magic user may take a number of spells equal to its own wizardry level (except Initiates who collectively learn a spell).

Example: A magic user with a wizardry level of 2 may take two spells from their selected magic aspect.

There are some restrictions based upon the race of the magic user and these will be noted in the army list.

There are six aspects of magic; fire, water, earth, wind, light and dark.
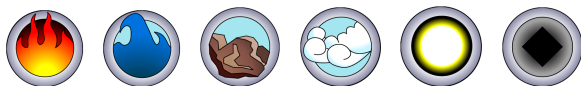
Casting A Spell

Magic spells may be cast at any time during a Wizard's activation. Each spell has a use cost (UC) associated with it in the same way that a ranged weapon or close combat weapon require actions.

Each spell has a difficulty level called the spell level and the difficulty ranges from "1" to "8". A level "1" spell is a very complex and powerful spell whereas a level "8" spell would tend to be easier to learn and not of a destructive nature.

To cast a spell, the model rolls equal to or under the spell level for the ability to work. The model gets a +1 bonus to the spell level for each point of wizardry he or she possesses.

Example: A Shaman with a wizardry level of 2 attempts to cast a level 5 (medium) spell. His wizardry level of 2 is added to the spell level making 7. A 7 or less is required for the spell to work.

Example: The same Shaman attempts to cast a level 2 (powerful) spell. His wizardry level of 2 is added to the spell level making 4. The Shaman needs to roll a much more difficult 4 or less for the spell to work.

If a natural 10 is rolled, the spell is always a failure, regardless of the wizardry level bonus added to the spell level.

The same spell may not be cast more than once per model activation.

Concentrating

If a magic user has enough actions (AC) available, they may choose to increase the chances of success by concentrating.

To do this a magic user may spend one action (AC) to add an additional +1 to the roll required.

The concentration bonus is not cumulative and a magic user may spend no more than 1 action (AC) to concentrate.

Initiates And Neophytes

Students to the ways of magic are know as Initiates or Neophytes. All of the initiates learn the same spell and it is only purchased once for the unit. They will form small novice units, usually between 3 and 6 initiates. The unit will perform a collective spell chant or ritual to cast the spell.

Spell Chants (Rituals And Rites)

For each initiate attempting to perform the spell chant, add +1 to the value required up to a maximum of +3. All of the models taking part in the spell chant expend the number of actions (AC) required by the spell at the same time.

Initiate magic users may only ever be level 0 magic users.

When performing a spell chant, the initiates may not concentrate for an additional +1 casting bonus.

Template Effects

Some spells are template effects. These spells use a template of some sort that will remain in play after the spell has been cast. In some cases the template will move during the compulsory effects phase of each turn.

Resisting A Spell

Some spells allow the target a chance to resist the effects of the spell. The attempt to resist a spell usually requires the target model to make a strength, toughness or command test; the test required will be detailed on the spell card. To resist the spell, the target must roll equal to or under its profile value (depending upon what profile characteristic is specified in the spell text).

Upkeep

Some spells may be maintained by the Wizard in turns following the turn in which it was cast. Such spells have an upkeep value detailed in the spell text.

During the Wizard's activation on any turn following the turn in which a spell was cast, the Wizard may spend a number of actions (AC) equal to the upkeep cost of the spell.

The Wizard must be within the original maximum cast range of the spell to be able to spend the upkeep actions (AC).

A Wizard may only upkeep one spell each activation. If more than one spell is in play with the upkeep option, the Wizard must decide which to upkeep and which to let dissipate.

Cancelling A Spell In Play

Some spells can remain in play, such as smoke or pestilence. During a Wizard's activation, he or she may attempt to counter an existing spell that is still active. The Wizard must roll equal to or under the spell level of the spell he is attempting to cancel.

The wizardry level of the magic user attempting to cancel the spell may not be used, but the magic user does get a +1 cancelling bonus when attempting to counter the spell.

If the magic user has enough actions, a concentration bonus may be added when attempting to counter a spell in play.

Regardless of the actions required to originally cast the spell, it costs 3 actions (AC) to attempt to counter a spell that is currently in play.

Example: A Regency Wizard is attempting to cancel a smoke spell that is in play. The attempt will require the use of 3 actions (AC). The Wizard gets a +1 cancelling bonus that is added to the spell level of 5 to give a required roll of 6 or less to cancel the smoke effect from play.

Example: The same Regency Wizard may choose to spend 1 action (AC) to concentrate when attempting to counter the smoke spell. This will provide an additional +1 to the counter roll and would give a required roll of 7 or less to counter the smoke effect.

Killing A Magic User

When a magic user is killed or removed from play for any reason, any spells still in play, such as template effects, will remain until the end of the game turn. Any spells requiring upkeep will be instantly dissipate as the magic user's energy fades away. Other template effects, such as smoke and pestilence will remain in play as per specific spell rules.

Magic Relationships

The six degrees of magic form a symbiotic circle with opposed aspects in constant dispute.

Models in the same army may not use magic spells that are opposed to each other.
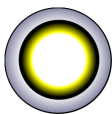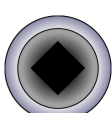
Example: Two magic users in the same army may not use the earth and wind aspects.

The magic aspects showing the opposed relationships

Spell List

The spell lists provided allow for spells to be taken
by magic users. The spell cards contain the detailed
rules for each spell.

Colour	Spell Name	Use Cost	Level	Upkeep	Points
	Fireball	6	3		15
	Molten Grasp	4	4		6
	Smoke	5	5		9
	Burning Hand	6	3		12
	Lava Pool	5	4		20
	Steam Vent	4	5		4
	Quickening	4	5	2	10
	Flood	5	5		4
	Cleanse	2	6		5
	Riverwalk	4	6	2	4
	Talisman	5	4	3	12
	Rain Storm	5	5		5
	Stone Armour	6	4	3	25
	Meteor	8	3		35
	Quicksand	5	4	2	25
	Treacherous Ground	4	5	2	4
	Growth	6	4		8
	Spores	5	4	3	5
	Fog	6	5	3	8
	Elderith Wind	5	4		12
	Lure	6	4	3	14
	Wind Of Thor	6	4		8
	Chill Blast	4	6		5
	Dust Storm	5	6		4
	Perception	6	3		5
	Lightning Bolt	6	3		15
	See The Light	4	5		15
	Shock	4	5		9
	Blind	6	4		5
	Shield	4	5	2	7
	Summon Fallen	6	4		70
	Smite	6	5		15
	Stumble	5	6		5
	Pestilence	5	6		10
	Weakness	5	4		8
	Re-Animate	5	4		10
	Sacrifice	2	5		3
	Panic	6	3		20
	Gain Life	6	3		15
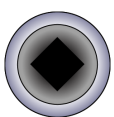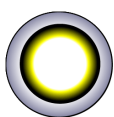
Armoury

Models may be equipped with weapons appropriate to their appearance. The points cost detailed in the weapon profile is added to each model to be equipped with the weapon selected.

Hand Weapons

Name	UC	CR	MR	LR	ST
Dagger/Knife	3	Close Combat			+0
Special Rules	Penetration modifier (-1)				
Points Cost	1 point				

Name	UC	CR	MR	LR	ST
Hand Weapon	3	Close Combat			+0
Special Rules	None				
Points Cost	0 points				

Name	UC	CR	MR	LR	ST
Sword	4	Close Combat			+1
Special Rules	None				
Points Cost	3 points				

Name	UC	CR	MR	LR	ST
Broadsword	5	Close Combat			+2
Special Rules	Two handed, may not be used with a shield				
Points Cost	8 points				

Name	UC	CR	MR	LR	ST
Scythe	5	Close Combat			+2
Special Rules	Two handed, may not be used with a shield				
Points Cost	8 points				

Name	UC	CR	MR	LR	ST
Mace	4	Close Combat			+1
Special Rules	None				
Points Cost	3 points				

Name	UC	CR	MR	LR	ST
Axe	4	Close Combat			+1
Special Rules	Penetration modifier (-1)				
Points Cost	4 points				

Name	UC	CR	MR	LR	ST
Battle-axe	5	Close Combat			+2
Special Rules	Two handed, may not be used with a shield				
Points Cost	8 points				

Name	UC	CR	MR	LR	ST
Flail	4	Close Combat			+1
Special Rules	None				
Points Cost	3 points				

Name	UC	CR	MR	LR	ST
Hammer	4	Close Combat			+1
Special Rules	None				
Points Cost	3 points				

Name	UC	CR	MR	LR	ST
War Hammer	5	Close Combat			+2
Special Rules	Two handed, may not be used with a shield				
Points Cost	8 points				

Name	UC	CR	MR	LR	ST
Spear	4	Close Combat			+1
Special Rules	The first two rows of a ranked unit may fight at all times, even when charging				
Points Cost	4 points				

Name	UC	CR	MR	LR	ST
Halberd	5	Close Combat			+2
Special Rules	Extended reach 1" Two handed, may not be used with a shield				
Points Cost	9 points				

Name	UC	CR	MR	LR	ST
Lance	5	Charge Only			+2*
Special Rules	Cavalry and chariots only Extended reach 1" Unwieldy weapon - may only be used on the turn the model charges into close combat				
Points Cost	5 points				

Name	UC	CR	MR	LR	ST
Whip	3	Close Combat			+0
Special Rules	Extended reach 1"				
Points Cost	1 point				

Games Worshop model painted by Christian Weiss

Ranged Weapons

Name	UC	CR	MR	LR	ST
Bow	4	10/+1	20/+0	30/-1	4
Special Rules	May not be used by cavalry				
Points Cost	4 points				

Name	UC	CR	MR	LR	ST
Long Bow	4	12/+1	24/+0	36/-1	4
Special Rules	May not be used by cavalry				
Points Cost	5 points				

i-Kore model painted by Christian Weiss

Name	UC	CR	MR	LR	ST
Mongolian Bow	4	8/+1	16/+0	24/-1	4
Special Rules	The mongolian bow is specially suited to mounted units				
Points Cost	3 points				

Name	UC	CR	MR	LR	ST
Crossbow	5	8/+1	16/+0	24/-1	5
Special Rules	Add 1 point for penetration modifier (-1)				
Points Cost	5 points				

Name	UC	CR	MR	LR	ST
Repeating Crossbow	5	8/+1	16/+0	24/-1	4
Special Rules	Burst fire (x2)				
Points Cost	7 points				

Name	UC	CR	MR	LR	ST
Pistol	4	6/+2	12/+1	18/-1	4
Special Rules	None				
Points Cost	2 points				

Name	UC	CR	MR	LR	ST
Repeating Pistol	4	6/+2	12/+1	18/+0	4
Special Rules	Burst fire (x2)				
Points Cost	6 points				

Name	UC	CR	MR	LR	ST
Musket	5	8/+1	16/+0	24/-1	5
Special Rules	Penetration modifier (-1)				
Points Cost	6 points				

Name	UC	CR	MR	LR	ST
Repeating Musket	5	6/+1	12/+0	18/-1	5
Special Rules	Burst fire (x2)				
Points Cost	8 points				

Name	UC	CR	MR	LR	ST
Long Rifle	6	12/+0	24/+1	36/+0	6
Special Rules	Penetration modifier (-2)				
Points Cost	13 points				

Name	UC	CR	MR	LR	ST
Blunderbuss	4	4/+2	8/+0	12/-2	4
Special Rules	Burst fire (x2)				
Points Cost	4 points				

Name	UC	CR	MR	LR	ST
Sling	4	6/+2	12/+1	18/+0	4
Special Rules	None				
Points Cost	2 points				

Name	UC	CR	MR	LR	ST
Slingstaff	4	6/+1	12/+0	18/-1	4
Staff	4	Close Combat			+1
Special Rules	None				
Points Cost	4 points				

i-Kore models with slingstaffs painted by Christian Weiss

Support Weapon Profile

Support weapons offer heavy fire power although they lack the manoeuvrability that portable and hand held weapons provide.

Unless otherwise stated, a weapon chassis has the following profile.

Name	T	W	AR
Weapon Chassis	7	3	5

The above profile is used to resolve damage inflicted against the support weapon itself.

Support Weapon Armoury

Name	UC	CR	MR	LR	ST
Bolt Thrower	7	15/+1	30/+0	45/-1	7
Special Rules	Penetration modifier (-1) Projectile travel (D10")				
Points Cost	19 points plus cost of crew				

Name	UC	CR	MR	LR	ST
Repeating Bolt Thrower	6	12/+1	24/+0	36/-1	6
Special Rules	Penetration modifier (-1) Burst fire (x2) Projectile travel (D5" each shot)				
Points Cost	17 points plus cost of crew				

Name	UC	CR	MR	LR	ST
Catapult	7	12/+1	24/+0	36/-1	7
Special Rules	Siege Weapon Indirect fire 3" blast All models hit are knocked prone				
Points Cost	27 points plus cost of crew				

Name	UC	CR	MR	LR	ST
Trebuchet	8	20/+0	40/+1	60/+0	8
Special Rules	Siege weapon Indirect 2" Blast Knock Prone Penetration Modifier -2				
Cost	52 points				

Name	UC	CR	MR	LR	ST
Cannon	7	15/+1	30/+0	45/-1	7
Special Rules	Siege Weapon Indirect Fire 2" Blast Penetration Modifier (-2) All models hit are knocked prone				
Points Cost	28 points plus cost of crew				

Name	UC	CR	MR	LR	ST
Mortar	6	15/+1	30/+0	45/-1	6
Special Rules	Siege Weapon Indirect fire 3" blast All models hit are knocked prone Save (x2)				
Points Cost	31 points plus cost of crew				

Name	UC	CR	MR	LR	ST
Organ Gun	6	8/+1	16/+0	24/-1	6
Special Rules	Penetration modifier (-1) Burst fire (x3)				
Points Cost	18 points plus cost of crew				

Name	UC	CR	MR	LR	ST
Skull Catapult	7	12/+1	24/+0	36/-1	7
Special Rules	Siege Weapon Indirect fire 3" blast All models hit are knocked prone				
Points Cost	29 points plus cost of crew				

Name	UC	CR	MR	LR	ST
Volley Gun	7	10/+1	20/+0	30/-1	7
Special Rules	Penetration modifier (-1) Burst fire (x4)				
Points Cost	29 points plus cost of crew				
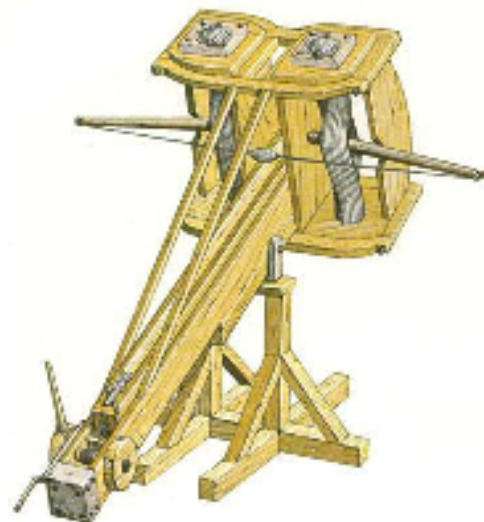
Ballista Bolt Thrower

Abilities

Some models may have additional abilities or skills to aid them in vanquishing their opponents.

- All points values listed are per model.

Adept   12 points

Wizards with this ability may roll two dice when casting a spell and choose one of the results to determine the success of the spell.

Magic users only.

Aggressive Attack   4 points

Special attack mode: May roll 2D10 when making any close combat and choose one result. A roll of 10 does not count as a fumble when rolling an aggressive attack unless both dice are a natural 10.

This ability may not be combined with any other *special attack mode*.

Individuals and characters only.

Agile   2 points

Models with this ability may move across terrain obstacles such as walls and hedges without any movement penalty. The terrain obstacle must be no higher than 1½".

Armour Echo   5 points

Models with this ability may re-roll an armour test that was just failed. Any modifiers are still applied to the second armour roll.

Bloodlust   2 points

A model with this ability may make one additional 2" follow up move during close combat. This means the model may make up to two follow up moves instead of the normal one.

Brutes   2 points

Some units fighting style is horrific to see, they bite they stamp on heads, they cut off body parts and some even eat their opponents.

A unit which confronts a unit with this ability must make a command (CO) test. If the command test is failed, they will not fight in combat for one round as they are too busy hiding behind their shields or dodging out of the way of the enemy. The unit being attacked does gain +1 to their armour (AR) save if they have any armour.

Cavalry Move   6 points

The cavalry move ability permits a model to spend 1 action (AC) to move 2". Restrictions for crossing terrain features still apply.

This ability is restricted to "appropriate" models such as units on horseback, chariots or other such ridden creatures.

Dazzle   1 point

A model with this ability can dazzle the enemy with his or her impressive swordplay. Any enemy models in close combat cannot parry attacks by a model with ability.

Individuals and Characters only.

Determined   2 points

Special attack mode: A model with ability may re-roll any missed attacks in close combat. The second result will stand and may not be re-rolled again.

Fumbles (a natural roll of 10) may not be re-rolled and still end any possible further attacks. However, if the model also has the unerring ability, a fumble is actually treated as a miss and so may be re-rolled using this ability.

This ability may not be combined with any other *special attack mode*.

Individuals and characters only.

Dodge   3 points

This unit has such quick reflexes so that they can quite often get out of the way of impending danger.

Any unit that attacks a unit with the dodge ability will be at RA–1 and CC–1 to hit them.

This ability has no effect against any attack that uses a template.

Models in a ranked or closed formation may not benefit from the dodge ability.

Double Time   4 points

Models with the double time ability may spend 1 action (AC) to move 1½". Restrictions for crossing terrain features will still apply.

Evade   17 points

A model with this ability can exhibit extreme luck during combat. There is a 50% chance that a model with the evade ability can negate a successful attack.

Only models without any armour whatsoever may use this ability. This is due to the agility required to evade an attack.

If the model is hit by a ranged or close combat attack, roll a D10, on a roll of 5 or less the model will not take any damage and can ignore the hit.

This ability may not be used if the model is hit by any weapon or spell that uses a template to determine targets.

Individuals and characters only.

Extra Attack (x2)	8 points
Extra Attack (x3)	16 points
Extra Attack (x4)	24 points

Special attack mode: Models with this ability gain extra attacks in close combat. The attacking model rolls a number of D10 equal to the number specified in the parenthesis. All extra attacks are made with a CC –1 penalty. If any of the attack rolls is a natural 10, it still counts as a fumble, although the other attack dice may still strike the target. If multiple attacks hit the enemy, the enemy must make armour saves against each one and suffer damage rolls for unsaved attacks.

> *Example : An Elf hero with the extra attack (x2) ability attempts to strike an enemy model in close combat. The Elf in this example has a close combat (CC) of 6. When making a single basic attack, the Elf would require a 6 or less to strike an enemy. Using the extra attack (x2) ability, the Elf may roll an extra dice but both dice rolls are at CC–1 resulting in the Elf needing 5 or less on either dice to strike the enemy model.*

If an attacking model kills an enemy and has any hits left over, they may be applied to any other model in close combat with the attacking model. This is referred to as "overkill" and allows individuals and characters to cause havoc to enemy units.

> *Example : The Elf hero with the extra attack (x2) ability successfully strikes an Orc twice. The Orc fails to save both hits and the Elf rolls to wound the orc. Both rolls to wound are successful and the Orc suffers two wounds. As the Orc can only take one wound, the Elf may apply the "extra" hit to another enemy model in base to base contact. The new target still has a chance to make an armour save before the attempt to wound is made.*

Overkill may not be "saved" and then applied after the attacking model has used his followed up move to another target.

Core and elite models may have a maximum of extra attack (x2). Other models may have any level of the extra attack ability at the appropriate points cost.

This ability may not be combined with any other *special attack mode*.

Extra Shot   8 points

Special attack mode: Some units of archers, crossbowmen, musketeers, etc. have the ability to load their weapons and fire with great speed, enabling them to get shots of a much faster rate than their enemies.

Units with this ability roll 2D10 when firing at a target, but they will be at RA –1 on both of their dice rolls to hit the enemy. Both shots must be made at the same target.

This ability may not be combined with any other *special attack mode*.

Fear (0)	7 points
Fear (1)	16 points
Fear (2)	27 points

Some creatures are so terrifying that they cause fear in their enemies. A model or unit wishing to charge a fear causing model must pass a command (CO) test before making a charge, or in response to being charged.

The command test is made with a penalty denoted by the number in parenthesis.

See the close combat section for details on fear causing models.

Great Leader   6 points

This character is an inspiration to his men, a born leader and a great tactician; he will inspire his men to do great things.

Any unit with line of sight (LOS) to a model with this ability, can reroll a failed morale test.

Army General only.

i-Kore model painted by Christian Weiss

Hold The Line   12 points

A cavalry unit lead by a model with this ability may change to any formation (without any AC cost) before charging an enemy unit. This is mostly used to line up the cavalry into one rank before charging the enemy.

Individuals and characters only.

Infamous Fighters   2 points

This unit is famous throughout the known world of Genayria as they have been the telling force in many battles and their status is well deserved.

When any unit fighting infamous fighters fails a moral test they must roll on the panic table with a +1 modifier to their roll.

Infiltrate   5 points

Some models are expert at advance deployment. Models with the infiltrate ability are deployed after all other units have been positioned.

- An infiltrating unit may not exceed six models.
- An infiltrating unit may not be positioned within 10" of an enemy unit.

If more than one player has infiltrating units, each player rolls a D10, the lowest result positions a unit first.

Inspiring Leadership   9 points

Heroic leaders inspire their troops and can get exceptional deeds from the lowliest of soldiers. Any unit that is lead by a model with this ability may roll 2D10 when making a command (CO) test, and choose one dice as the result.

In addition, should the unit fail a command (CO) test, the unit may roll 2D10 on the panic table and choose a single dice result.

Individuals, characters and unit leaders only.

Masters Of Combat   5 points

The unit is so well trained that they can deflect the blows from enemy attackers with incredible speed and skill and still strike back.

At the beginning of the game the player with this ability rolls a D5, and records and shows that score to the other player.

Once per game the unit's armour save can be increased by that amount (note that a roll of 10 is always a failure) and the decision to use the ability must be announced at the beginning of an enemy attack.

Example : At the beginning of the game John rolls a D5 for his Elven elite unit, who have the ability masters of combat (he scores a 4), he shows the other player and records the result. During the game his elven unit is charged by a unit of Dwarfs, John elects to use his masters of combat ability telling his opponent at the beginning of combat. The Dwarfs attack and score 4 hits, John rolls for his elven units armour which is normally a 4 or below, but with the masters of combat ability active, the save is now an 8. He rolls 4, 5, 8 and 9. The result is that three of John's Elves make their save and one fails.

Mighty Strike   8 points

Special attack mode: The model or unit with this ability has either great strength or is so well trained in the art of death that they can kill a man with one blow.

Any model with this ability can use double the use cost (UC) of their weapon to attack with one mighty strike. If the attack hits on a roll of a 1, 2 or 3 then the figure is removed as a casualty, with no armour save allowed (except for magic saves) and no roll to wound required.

When using this ability, it must be declared before any close combat dice are rolled.

This ability may not be combined with any other *special attack mode*.

Individuals and characters only.

Move And Fire   12 points

A model with the move and fire ability may combine a movement and a firing action. A model may move and then fire one ranged combat weapon at the end or part way through a normal movement. The model must use at least the number of equivalent actions to fire the weapon. If the model moves less than the equivalent actions to fire the weapon, the unused movement is lost.

Example : If the model fires a weapon, the firing actions are used at the point the weapon is fired. If a weapon requires 8 actions (AC) to fire and a model moves 4" and then fires, the model has used 8 actions in total.

Example : If a weapon requires 8 actions (AC) to fire a model may move 8" and then fire at the end of the move.

A ranged attack made with the move and fire ability is resolved with an additional RA-1 on top of all other modifiers.

Characters and support Models only.

Mutilate   5 points

Some creatures will tear apart an enemy in close combat, this can be quite unnerving to others in the area. If a model with this ability kills an enemy model in close combat, all enemy models not engaged in close combat and within 5" must take an immediate morale test.

Leap   7 points

A model with this ability may launch into the air using it's great strength.

Models must have a strength (ST) value of at least 6 to use the leap ability.

Before rolling for the distance travelled, a direction must be selected. The distance travelled is D10+5" and requires that 5 actions (AC) be used. The full distance must be travelled.

The leap may cross any intervening obstacles as long as they are no more than half the distance travelled in height ((D10+5") ÷ 2).

If the leaping model lands on another model, the victim will take a hit at the leaping models basic strength (ST) value. If the victim survives, place the model at the edge of the leaping models base.

> *Example : A Growler Bull has moved using 7 actions and has 5 actions remaining. It elects to leap directly ahead towards an enemy unit. The Bull rolls a 4 on a D10. This is added to 5 to give a total distance of 9". The Bull may leap over any intervening model that is no more than 4½" tall.*

A leap is the last action that may be taken by a model.

Strength 6+ models only.

Overrun   10 points

This ability allows chariots and similar large models to charge enemy models and overrun the formation, scattering the enemy before them. A model with this ability does not stop moving when it gets into base to base contact with the first enemy model it encounters. The charging model "moves through" the unit scattering the models directly in its path to either side.

Any model in the path of the overrunning model takes a strength (ST) hit from the charging model. Normal armour (AR) saves are taken as normal. If the target model survives, it is placed to the side of the overrunning model.

A ranked unit that has been overrun will lose its ranked status as its models are scattered around the charging model.

An overrunning model may find its move ends in the middle of the charged unit. In this case, the model also gains its momentum attack as normal.

A holding unit that is attacked by an overrunning model has the chance to strike back during the charging models move. Each model attempting to get out of the way gains a 4 action (AC) attack before being hit by the charging model. This may result in the charging model being destroyed part way through an overrun move.

Parry   2 points

A model with this ability may attempt to deflect an incoming close combat attack. The model attempting to parry does so immediately after the attacking model has successfully hit. The parrying model must roll under the attacker dice roll to parry the blow. If the parry fails, the model is struck as normal. If the parry is successful, the attack is deflected and has no effect.

Poisonous Attack   4 points

Special attack mode: A roll to hit of a natural 1, will automatically cause one wound without having to make a strength (ST) versus toughness (T) roll. Not only is the roll to hit a masterful hit and thus negates any armour test, the target model automatically suffers one wound.

This ability may not be combined with any other *special attack mode*.

Proud   4 points

Some models will resist the impulse to panic in the face of the enemy. A model with this ability may choose to ignore one failed morale test per game.

Individuals and characters only.

Rain Of Arrows   2 points

Special attack mode: Archers with this ability may fire over an intervening friendly unit to strike at their target. All archers in the unit, including any multiple ranks, may fire. For every four archers in the unit, a 2" template is positioned on the target model. 1-4 archers may fire one 2" template, 5-8 archers may fire two 2" templates and so on.

- This ability may only be used at medium and long range.
- A target model or unit must be selected, the shot may not be targeted at the ground.
- The template always scatters D5" from the intended target point.
- All models covered or partially covered take a hit from the normal weapon strength (ie. there is no need to roll for partially covered models).
- This ability may not be used by units armed with crossbows.

This ability may not be combined with any other *special attack mode*.

Ram   2 points

Some models will inflict additional damage on the turn they charge into close combat. A model with the ram ability gains an additional CC+1 and ST+1 on top of any other modifiers.

Chariots, Cavalry And Large Models Only.

Sound Charge   5 points

Quite often a unit will march to battle to the beating of a drum or the sound of a horn. A musician helps to maintain a units formation and helps to keep the unit marching in time.

When a unit with a musician declares a charge, the unit gains an additional 2 actions (AC) which must be used for movement. This ability may be used in conjunction with the double time or cavalry move abilities.

Musician only.

Steadfast   7 points

A large model with this ability cannot be pushed back by a charging ranked unit.

In addition, a model with this ability cannot be knocked prone by a ranged or close combat attack.
Large models only.

Sure Shot   4 points

Special attack mode: This unit has been trained from infants to use the bow, crossbow, musket etc and their skills are infamous throughout their race.

A unit with this ability may re-roll any missed ranged attacks once per activation. A natural roll of 10 (a fumble) may not be re-rolled.

This ability may not be combined with any other *special attack mode* and it may not be used by support weapons.

Taunt   3 points

Many units will hurl insults, or shout abuse about the enemies "parentage" - this can cause the enemy too charge to early leaving them open to a viscous counter attack. It can also be a double edged sword, for if the taunted enemy does reach you, they are usually pretty angry...

A unit of at least 6 models with this ability can spend 6 actions (AC) to taunt an enemy unit within 20" and line of sight (LOS) and not engaged in close combat. Each model in the unit expends 6 actions to use this ability. If the target unit fails a command (CO) test, it must use all of its actions during its next activation to move directly towards the taunting unit. If the taunted (target) unit is within charging distance of another enemy unit, it may choose to charge that unit instead. If the taunted unit makes contact with an enemy unit in the turn it was taunted, it gains all the normal charge bonuses.

Team Work   4 points

Models with this ability are expert at swarming over the enemy to bring them down. There is no limit to the combat assistance bonus in close combat. An attacking model gains CC+1 to hit and ST+1 for each other friendly model with the team work ability involved in the same combat.

Unerring   17 points

A model with this ability rarely makes mistakes. Treat any close combat or ranged combat fumbles as misses. The model does not lose any remaining actions and may continue to attack assuming the model has remaining actions.
Individuals and characters only.

Unwavering   16 points

A model with this ability does not care about injuries to itself or others in it's unit. Any model with the unwavering ability is immune to any morale tests. If a model with the unwavering ability is required to take a morale test for any reason, it is assumed to automatically pass.

This ability should only be used for models which would show no fear, such as heroic individuals or beasts of varying descriptions.

Wall Of Invulnerability   1 point

These warriors are specially trained to take full advantage of their armour and shields, they know the parts of their armour which are vulnerable and take all measures to protect themselves.

A unit with this ability receives + 1 to their armour saves. This ability may only be taken by units equipped with shields.

The unit must be in ranked or closed formation to lock shields and take advantage of this ability.

Water Aptitude   1 point

Models with this ability are at home in water and as such they may move through any water terrain features without a movement penalty.

Traits

A trait is a special innate ability that a model in endowed with. A model may have any number of traits and these do not count towards the maximum number of abilities a model may possess.

- All points values listed are per model.
- Where possible, traits should correspond to the models physical appearance.

Armoured Hide   5 points

Some creatures have an extremely toughened skin, this is able to withstand blows that would kill most creatures. Models with this ability may roll 2D10 and select one of the dice to be used as the armour save. This ability may only be used by creatures with the appropriate appearance.

Boiler Overload   18 points

Steam powered war machines can overload their boilers to unleash a devastating close combat attack, but at a cost.

Once per game, a steam powered war machine can declare a boiler overload. The target must be a very large target (VLT) such as a castle or building. The war machine makes a single close attack against the target at a cost of 6 actions (AC). Attacks against a very large target (VLT) always hit on a D10 roll of 9 or less. The war machine inflicts a strength 9 hit and will cause D5+1 points of damage.

The overload causes severe damage to the war machine (even if the attack is fumbled) and it takes 2 points of damage which cannot be saved by any means. If the war machine survives the internal damage, it also has its actions reduced by 3.

Climb   4 points

Models with the climb ability may move straight up vertical surfaces. The distance travelled up still requires that 1 action be used for every inch or part thereof.

Only "spider-like" multi-limbed models may have this ability.

Confused   -8 points

This is a negative trait. A model with this trait is easily confused during combat. At the start of the models activation, roll a D10 - on a roll of 10, the model forgets what it should be doing and will not take any actions. This condition only applies if the model is not in close combat. If the model is in close combat, it does not have to make a confusion roll.

Devour   -2 points

This is a negative trait. Models with this negative ability will not use the follow up rule after killing an enemy in close combat. The model is too busy feeding on its victim.

When the model is next activated, it may move normally.

Ethereal   4 points

Ghost like models can pass through solid objects as if they were not there.

Ethereal models may move through any models or terrain features, but may not end a move "inside" another model, unit or terrain feature.

"Ghost-like" models only.

Ethereal Embrace   6 points

Ethereal creatures can reach into the very soul of an enemy and drain its life force with a chilling attack.

The ethereal embrace attack costs 6 actions (AC) in close combat.

An ethereal embrace attack ignores any armour (AR) the target model is using. Instead of rolling against the toughness (T) of the target model, the target must make a toughness test (roll equal to or under its own toughness) or suffer one wound.

"Ghost-like" models only.

Flying   8 points

Models with the flying trait may spend 1 action (AC) to move 2½". No restrictions for crossing terrain features will apply to models using the flying ability. Models in flight are assumed to have an altitude equal to half the distance the move for the purposes of holding unit acquiring line of sight (LOS).

Example : A model with the flying trait uses 6 actions (AC) to move 15". The model reaches a height of half the movement distance, in this case 7½", and any holding units with ranged weapons can elect to shoot if the flying model presents itself in line of sight.

Hesitate   -1 point

This is a negative trait. Models with this negative ability must pass a command (CO) test before they may use the follow up rule after killing an enemy in close combat. If the model does not pass the command test, it will not benefit from the 2" follow up rule.

Initiate   8 points

An Initiate is a level 0 novice magic user. Units of initiates will collectively cast spells by performing a spell chant or ritual.

Large Model
Free for large models

Large models by their very nature tend to be tougher than smaller models.

Any large model gains a +1 bonus to its armour (AR) value for no additional points.

Large models are easier to hit in combat. Any model targeting a large model in either close combat or ranged combat gains a +1 to hit bonus.

Large models are immune to fear caused by smaller models.

Magic User
See magic section

Masters of arcane magic are rare in Genayria, but their power is well known by all.

There are four main levels of magic user. See the magic section for details on magic users and the points values for the various levels.

Mechanical
-4 points

A mechanical model refers to a non-living being of some description. These are often large and heavily armoured robot-like creations, controlled by a rudimentary mechanical brain.

As a non-living entity, mechanical models are immune to fear and have the unwavering ability included in the mechanical trait.

Being mechanical in nature, it is possible for components to malfunction. At the start of a mechanical models activation, roll a D10. On a roll of 10, one of the systems has temporarily malfunctioned and the model may not move but may perform any other action.

Membranes
1 point

Creatures with this ability have developed protective membranes over their eyes. They cannot be affected by blind spells.

Mutation
Points vary

Some creatures will be subject to varying degrees of physical mutations. Models may purchase mutations at the points value specified for each mutation.

Models in the same unit do not all have to be afflicted with the same mutation. It is recommended that mutations are applied in direct relation to the model's physical appearance.

Mutations will affect the model in a variety of ways and will be described in the mutation text along with any associated points cost.

Big Boris From Heresy Miniatures

Nemesis
Free

A nemesis is the arch rival or sworn enemy of an enemy individual or character.

A model that has the nemesis trait will have the arch rival (the target of its hatred) described in parenthesis.

The nemesis target model also gains the nemesis trait for the duration of the game with the reciprocal model as the nemesis target.

> Example : An elemental individual Light Unicorn has the nemesis (Dark Unicorn) trait. In a game against an army that includes a Dark Unicorn, the Dark Unicorn automatically gains the nemesis (Light Unicorn) trait.

If a model is fighting an enemy without the reciprocal nemesis trait, the trait has no effect whatsoever.

A model with the nemesis trait gains ST+1 for all attacks against its nemesis target. In addition, the first wound caused by a model against its nemesis counterpart is ignored.

> Example : A Light Unicorn with nemesis (Dark Unicorn) trait charges a Dark Unicorn with the nemesis (Light Unicorn) trait. The Dark Unicorn is being ridden by a Chaos Lord and as such is a combined model. The charging Light Unicorn strikes the enemy model and benefits from its ST+1 nemesis bonus. When the Dark Unicorn is activated, the Dark Unicorn's attacks will benefit from the ST+1 bonus, but the Chaos Lord will not.

When selecting the nemesis adversary, the description should be of an individual or character and not a general troop type. For example:

- Nemesis (Vampire)
- Nemesis (Dragon)
- Nemesis (Magic User)

It is possible for more than one enemy model to be the target of the nemesis ability.

Individuals and Characters only.

Regenerate   8 points

A model with the regenerate trait is able to restore damage to itself and may attempt to recover a wound or wounds lost in a game round.

During the compulsory effects phase, roll a D10 for each wound lost in the round, on a roll of 3 or less, a wound is recovered. On a 4 or more, the wound is not recovered and no further attempts may be made to regenerate that wound.

When a model with the regenerate ability loses its last wound, do not remove the model from play as a casualty. The model should be placed on its side with an appropriate marker or dice to signify its condition. At the end of the turn during the compulsory effects phase, regeneration rolls, as explained above, may be attempted to restore the wounds lost in that game round. If the model fails to recover any wounds, it is removed from play as a casualty. Models that recover at least one wound remain prone, but may be activated during the next game round in the normal way.

Remember that the model will need to expend actions (AC) to stand up.

Siege Weapon   Free

Castle walls and other very large targets (VLT) are very tough structures built to withstand considerable damage. However some support weapons and large models are powerful enough to damage such structures with their ranged or close combat attacks.

A model with this trait is able to damage very large targets (VLT).

Any ranged attacks against a very large target (VLT) that is within maximum range and line of sight will hit on a D10 roll of 9 or less.

Any close combat attacks against a very large target (VLT) will hit on a D10 roll of 9 or less.

Roll saves and to wound rolls as normal.

Models with this ability must be large models.

Models armed with ranged template weapons or spells with template effects automatically receive this ability for free.

Tail Attack   14 points

Large creatures with tails may use them as a weapon in a melee.

A tail attack requires 5 actions (AC) to be used.

A tail attack starts directly to the center rear of the model and sweeps around in a 180° arc to the front of the model. When the tail attack is declared, the path of the tail (either to one side or the other of the model) is announced. The tail attack automatically strikes all models within 1" of the base of the model at a normal strength (ST). Armour saves may be taken as normal.

Undead   4 points

The Living Dead are generally indifferent to the effects of psychology. Undead models automatically have the unwavering ability and never have to take a command (CO) test. They are assumed to pass any morale checks automatically.

Undead models on foot may not be given the double time ability.

Core undead models with ranged weapons may not have a ranged attack (RA) value greater than 4.

Undead models may never aim ranged attacks.

Undead models may also be raised by the appropriate dark magic spells.

Undead models only.

Yellow Terrors. Models by Games Workshop

Unstable   -10 points

This is a negative trait. A model with this trait has a tenuous link to the corporeal world. There is a chance that the model will be summoned back to the void from where it came. At the start of the models activation, roll a D10 - on a roll of 10, the model vanishes and is removed from play. No battle points are awarded for models that are removed from play in this manner.

Equipment

Additional equipment may be purchased for models to complement existing armour, close combat weapons, ranged weapons or support weapons.

- All points values listed are per model.

Armour Runes Of Defiance
Points Vary

Arcane protection can be crafted onto armour by the best runesmiths. These will help protect the wearer by reducing the armour modifier (AM) and penetration modifier (PM) exerted by many weapons.

Resilience Level	Points Cost
RE -1	1 point
RE -2	3 points
RE -3	6 points

Only models with a manufactured armour of some sort may benefit from the runes of defiance.

Army Battle Standard
12 points

One model, usually an individual of some description, may carry the army battle standard. These are the army colours and great courage and pride is felt by its presence.

Any unit which has just failed a command (CO) test and also has a least one model within 20" and line of sight to the army battle standard, may reroll the command (CO) test with a CO+1 modifier.

Grape Shot
8 points

A cannon or similar support weapon may be equipped with grape shot at an additional points cost. Grape shot is primarily an anti-personnel weapon and delivers a large explosive ordnance.

Name	UC	CR	MR	LR	ST
Grape Shot	-	-	-	-	5
Special Rules	Indirect fire, 3" blast. All models hit are knocked prone.				

The points cost for this upgrade is in addition to the cost of the cannon and the crew.

Grenades
Points Vary

Basic grenades have been used by a variety of forces with varying degrees of success.

The following table shows the points cost of various grenades by strength to blast template size.

ST	½"	1"	1½"	2"	2½"	3"
3	1	2	3	5	7	11
4	2	3	4	6	8	12
5	4	5	6	8	10	14
6	6	7	8	10	12	16

The points cost is per model.

Magic Tattoos
Points Vary

Models with limited clothing may be endowed with magic tattoos. These provide the wearer with the ability to withstand attacks as if the model was wearing armour.

Core models may have a maximum tattoo armour of AR3. Elite may have a maximum of AR4, individual and character models may have a maximum of AR5.

Tattoo AR	1	2	3	4	5
Points Cost	+3	+4	+6	+9	+13

Note that the tattoo points cost is 2 points greater than the standard armour cost.

Tattoos may be combined with a shield to provide an additional AR+1.

i-Kore model painted by Christian Weiss

Scope
2 points

A scope may be fitted to a musket, long rifle or other similar ranged weapon to provide greater accuracy.

The range modifiers are added to the standard weapons close range (CR), medium range (MR) and long range (LR) values.

Name	UC	CR	MR	LR	ST
Scope	-	+1	+2	+1	-

The maximum range of the weapon is not increased by the use of a scope.

Scythes
2 points

Scythes may be fitted to the wheels of a chariot or similar model to add an additional ST+1 to the overrun ability.

The Unexpected Enemy

Screams of pain and death, voices of the dead and dying, surrounded Asrael as he stumbled and crashed through the undergrowth, trying to reach the panic stricken standard bearer. Thorns and branches ripped at his clothes, scratching his already bloodstained skin as he tiredly swung his great sword to clear a path. His Elven armour, once bright and clean, was covered in blood, the Silverthorn crest on his chest now dull and lifeless.

Stumbling to his knees, his sword fell from his grasp. He hit the ground with a thud; the last breath of air in his lungs escaping through clenched teeth and forcing it's way between his dry, cracked lips. He wanted to just lie there, no energy left to rise to his feet, the dampness of the ground soaking into his skin as darkness threatened to engulf him. His mind wandered, swirling images of death and destruction, muddling through his thoughts…

The call to arms had come after the midday meal and Asrael gathered up the sword that was never far from his side. Members of The Legion of Honour Guards, the elite of Elderith Silverthorn's great army, were all running to answer the call. Asrael joined the rush of soldiers, his sword, a present from his father when he was selected as a member of The Legion, swung from his belt, glistening brightly. The rumoured attack on Morroth was about to happen. Ever since the death of his eldest son at the hands of Morroth raiders, Elderith Silverthorn, Elf Lord of Lyredor, had sworn to avenge the death of his heir.

i-Kore model painted by Christian Weiss

As Asrael joined the rest of his unit he saw the great army of Elderith Silverthorn gathering all around him. Thousands strong, he could not remember a time when so many soldiers were gathered together in the courtyard of Lyredor. As he stood and watched, Wizard Lightfoot stepped out from the guardhouse, his old withered body hunched over his staff. No matter how strong a wizard was, Asrael saw that even the greatest of wizards could not hold back time or death.

Lightfoot moved to the area in front of The Legion, a sombre chant emanating from deep inside him. As the chant got louder, Asrael was forced to cover his

ears to protect himself from the noise. He was not the only one. The air around the Wizard became charged with energy, at first unseen, but then becoming visible as lightening shot out from the Wizards fingertips, scorching the air as it passed. The lightening increased, becoming more and more violent as it engulfed the Wizard in a blue glow that seemed to take on a life of its own.

As quickly as the lightening had arrived, it disappeared. In its place was a large blue circle - a Ryft Gate had been opened. Wizard Lightfoot collapsed onto his knees; his shallow, rattling breath could be heard echoing around the courtyard. Asrael stepped forward to help the Wizard to his feet, but the offered hand was pushed away with a grunt of disgust. Wizards do not accept help from anyone, even the elite, for to accept assistance was a sign of weakness.

As the Ryft Gate stabilised, Elderith Silverthorn rode out of the stables, his great white horse as grand as the silver armour he wore; his surviving son, Eechamel, proudly carrying the standard of the Great House of Silverthorn. Moving to the head of his army, Elderith signalled for the advance to be sounded and the great Elven army of Elderith Silverthorn stepped through the Ryft Gate.

Asrael knew immediately that something was wrong. Elderith was always calm, yet now the agitation in his speech was obvious as he talked to his military advisors. From what Asrael could understand listening to snippets of conversation, the Ryft Gate had not been as accurate as Elderith would have liked. The Ryft Sentinel prevented the Ryft Gate opening within the city walls, so the plan had been to exit on the plain in front of Morroth; yet here they were, surrounded by hills, in a unknown location. Elderith raged as he sent out scouts to find their true position. Wizard Lightfoot had been suitably humbled by the mistake as he stepped through the gate, knowing all to well the renowned rage of Elderith Silverthorn. Not even a wizard of Lightfoot's stature would want to be the target of an Elven Lord's rage.

The battle strategy had to be re-planned and Lightfoot needed time to recoup his energies as the opening of a Ryft Gate is a draining experience. With Lightfoot resting, the Elven army set up camp. The multi-coloured Elven campsite soon stretched out around them, as the late afternoon sun crawled down towards the horizon, the golden rays reflecting from the polished shields and armour.

The scouts had not returned.

Elven archers moved out of the camp to take up positions on the hilltops and guards were set-up to keep watch on the distant city. There was no traffic on the roads; the opening of the Ryft Gate had left its usual residue of magic energy that could be felt

in the surrounding area, a familiar signature that always meant danger.

The timing for the attack had been carefully planned for the time when Morrath, the sister city of Morroth, was awaiting an attack by a Chaos horde that was sweeping out of the Blighted Wastelands, crushing everything in its path, so that there would be no help coming from that quarter. The time was, hopefully, still perfect for an assault.

A cold night had fallen as Asrael rested after his turn on the watch, his sword resting against the log he had commandeered for a seat. The fire was dwindling, but he was too tired to move to feed it with more fuel. He just wanted to sit and rest, staring through the mist that escaped from his mouth every time he breathed. His tired body was ready for bed, but he still had another watch to stand, there was no rest for the elite when deployed for war.

Asrael's head was starting to drop and his eyelids were getting heavy, when terrified shouts were lifted on the night air. He stood with an instant wakefulness and looked around. Another shout was heard, this time over to his right. His first thought was that Morroth's army had moved out of the city under cover of darkness and had begun an attack, but the shouts were from behind the army, away from the city, although shouts were raising up all around him as the army scrambled into action.

Grabbing his sword, Asrael rushed towards Elderith's tent. The Elven Lord was already standing outside with his son by his side, trying to decipher the increasing shouts and the ensuing sounds of battle. His army was under attack, but by whom he could not tell. The Legion rallied around Elderith, Asrael taking up his usual position guarding the bright standard of the Silverthorn family, held by an enthusiastic, but nervous, Eechamel.

The noise of battle intensified around them and the confusion increased. Who was attacking them? If not the army of Morroth, who was the unseen enemy?

Suddenly, sweeping all before it, a huge creature stepped into the flickering firelight. For the first time in his life, Asrael felt real fear. The creature was twice the height of an elf, with cracked and wart filled skin that oozed pus from the cracks. The cracked skin seemed to ripple and creep with yellow pus as the muscles underneath braced themselves for the crushing blow that it was about to deliver. The horned head seemed to turn all the way round as the creature swung the huge club it was holding, sweeping Elves aside as if they were paper. Then swarms of smaller creatures followed, skittering around, attacking anything that got in their way with sharp teeth that tore at flesh even through the legendary Elven armour.

All over the camp the sounds of battle could be heard, the creatures of Chaos swarming in increasing numbers from the darkness beyond. The archers stationed on the hills desperately searched for targets, and while some arrows found their mark as they whistled through the air, others fell uselessly to the ground or pierced the armour of unsuspecting Elves in the widespread confusion.

Asrael saw one of his colleagues go down under a swarm of creatures that ripped at the flesh through blood slick armour. Swinging his great sword, Asrael cut a path through the swarm, but it was too late, the flesh was already shredded and the helm torn from the head, which was ripped open, exposing the dark mass inside to the cold night air.

Two Elven captains ran up to Elderith, reporting that a Chaos horde was massing all around them, the attacking creatures they now faced just the start, as more and more swarms of Chaos creatures were joining the horde they now faced.

From beside him, Asrael suddenly heard a scream from Eechamel; the young lad had never seen a battle before and was close to panic. Asrael moved towards him, but it was too late, as he turned and ran for the trees, still clutching the standard. Asrael called after him, but Eechamel was not listening as he fled. Asrael followed, swinging his sword to make a path through the thorns and branches, stumbled and fell…

The horrific images danced around his head as he lay on the ground. Behind him the screams of the dying and the taunts from the horde could still be heard, and he could also hear the heavy rasping breath of one of the creatures as it stalked through the undergrowth behind him. Turning over onto his back, Asrael frantically looked around for his sword, his fingers stretching out as he grasped for the pommel. Fingertips just made contact as a huge creature crashed into view, bearing down on him, a great club ready to deliver a killing blow.

With a last effort, Asrael rolled towards his sword, grasped the handle and swung upwards with all the strength he could muster. As the blade connected with the flesh and bone of the creature above him, the vibrations sent shockwaves up his arm. The blade kept moving, slicing through pus-filled flesh, cutting through bone as the creature's arm was severed and fell, still clutching the club, to the ground. The creature let out a scream as it clutched at the arm that wasn't there; Asrael climbed to his feet and swung his sword again, and this time the creature's scream was cut short as the great horned head was severed from it's body in a rush of blood.

Asrael's breath came in gasps as he tried to regain some composure. Looking around he saw, Eechamel on the ground, still clutching the

standard, blood oozing from a cut on his forehead. Asrael reached over, and taking a deep breath he picked up Eechamel and threw him across his shoulder. His muscles cried out in pain, but he knew he had to save Eechamel, and straining, he reached down and picked up the standard.

The air was full of the wails of the dying, and the screams of the horde as it continued to mass in front of the army. The sheer numbers of the Elven army were managing to hold back the initial assault, but many had died and many more would not fight again. Wizard Lightfoot had miscalculated more than he imagined. The city was not Morroth, as planned, but Morrath, a city already under attack. The army had stepped into the aftermath of the Chaos massacre of Morrath; a fact they now knew only too well as their dead lay on the ground.

Then, piercing the cacophony of sound with a rallying call, one voice could be heard.

"To me. To Me" shouted Elderith Silverthorn as he thrust his great sword through the throat of another creature. The rallying call was answered, as any Elven soldier who could, retreated to surround their Lord, many stumbling on the bodies of their fallen comrades, parrying blows and thrusting opportunist lunges at their attackers.

Asrael heard the call, urging the last ounces of strength from his tired muscles; he staggered his way back to the rest of the Legion and his Lord, Elderith Silverthorn. Eechamel was gently lifted from him and Asrael took his place with the rest of the Legion. He caught sight of Elderith looking at him; without a word, Elderith raised his sword in front of his face and bowed a bow of gratitude to Asrael.

The massed horde had now nearly surrounded the Elven army, which had rallied to positions of defence after repelling the initial attack. Elderith's voice could be heard, rallying more and more troops, and dispatching others to assist the archers who were positioned in the hills above the battlefield, waiting for the horde to swarm.

Although many had died, the Elven army was still a formidable force, yet was this one battle too many for Elderith, his army and his Legions? The scream of the horde grew to immense proportions as they moved in for the kill, the real battle was about to begin…

Chaos Warrior By Brian Smith © 2003

Creating A Profile

No Quarter allows players to construct their own profiles for models used in their games.

To avoid the temptation to go overboard on the profile construction and have overly powerful units, a few rules are enforced.

The total points value of a model consists of the following profile elements:

- Profile Characteristics
- Armour
- Weapons
- Abilities

To create a profile, points are paid for each profile element, the total points for the model is the cumulative total of the points paid.

The minimum points value for a model is 9 points. Any completed model profile that equates to less than 9 points are assumed to actually cost 9 points.

The process starts with the profile characteristics. These consist of the actions (AC), ranged attack (RA), close combat (CC), strength (ST), toughness (T), wounds (W) and command (CO) values.

A good starting point for a model profile would be the one shown below. This profile has a starting cost value of 9 points.

Name	AC	RA	CC	ST	T	W	CO
Starting Profile	8	3	3	3	3	1	4

To adjust a profile characteristic value, refer to the relevant tables below adding the points cost for each profile characteristic. Note that the points values are not cumulative.

If we want to create a profile for a basic warrior, we may be aiming for a profile with the following values.

Name	AC	RA	CC	ST	T	W	CO
Basic Warrior	8	4	5	4	4	1	6

To create the above sample profile, the points values would be calculated as follows;

8	AC	Actions	+0 points
4	RA	Ranged Attack	+3 points
5	CC	Close Combat	+4 points
4	ST	Strength	+4 points
4	T	Toughness	+3 points
1	W	Wound	+0 points
6	CO	Command	+6 points
		TOTAL	20 points

Action Values

The number of actions a model has determines how far it may move and the number of attacks it may perform.

AC	6	7	8	9	10	11	12
Points Cost	-4	-2	+0	+3	+7	+11	+16

The following maximum values for model types are recommended.

	Max AC
Characters	12
Individuals	12
Unit Leaders	12
Elite	12
Core	10

In most cases, core models should be limited to 8 or 9 actions.

Ranged Attack Values

The higher the ranged attack value, the better the model is at using its ranged weaponry.

RA	2	3	4	5	6	7	8
Points Cost	+0	+1	+3	+4	+6	+10	+15

The following maximum values for model types are recommended.

	Max RA
Characters	8
Individuals	8
Unit Leaders	7
Elite	7
Core	5

A ranged attack value of 5 for a core model would provide a 50% chance of hitting a target.

Close Combat Values

The higher the close combat value, the better the chance of the model hitting an opponent in base to base contact.

CC	2	3	4	5	6	7	8
Points Cost	+0	+1	+2	+4	+6	+10	+15

The following maximum values for model types are recommended.

	Max CC
Characters	8
Individuals	8
Unit Leaders	7
Elite	7
Core	5

Most models should have at least a CC value of 5. This gives them a 50% chance of hitting an enemy in close combat before any modifiers are applied.

Strength Values

The base strength of a model will be used for unarmed or improvised attacks in close combat.

ST	2	3	4	5	6	7	8
Points Cost	+1	+2	+4	+7	+11	+16	+21

The following maximum values for model types are recommended.

	Max ST
Characters	8
Individuals	8
Unit Leaders	6
Elite	6
Core	5

Remember that the strength of a model is used to determine if an attack damages an enemy. Strength values may be enhanced by some weapons.
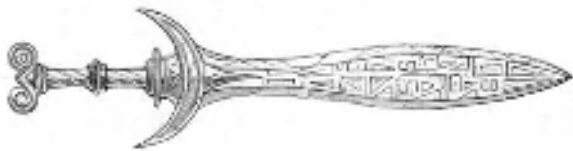
Toughness Values

The toughness represents the model's ability to withstand damage caused by attacks.

T	2	3	4	5	6	7	8
Points Cost	+1	+2	+4	+7	+11	+16	+21

The following maximum values for model types are recommended.

	Max T
Characters	8
Individuals	7
Unit Leaders	6
Elite	6
Core	5

A toughness value of 4 is suggested for most core models.

Wound Values

Most small and medium sized models can only take one wound before they are killed and removed from play.

W	1	2	3	4	5	6	7	8
Points Cost	+0	+10	+25	+45	+70	+100	+135	+175

The following maximum values for model types are recommended.

	Max W
Individuals	3
Unit Leaders	2
Elite	2
Core	1

Mounted models, especially those on beasts and monsters, may have an additional wound.

Command Values

This value is used to make various command tests for fear, morale and some other special effects.

CO	2	3	4	5	6	7	8	9
Points Cost	+1	+2	+3	+4	+6	+9	+13	+18

The following maximum values for model types are recommended.

	Max CO
Characters	9
Individuals	8
Unit Leaders	7
Elite	7
Core	6

Armour Values

Models should be equipped with armour appropriate to their appearance. The appearance of a model is important and will help your opponent to see what he is up against. Your opponent may get upset if he charges a unit of bear skinned warriors to be told they are actually "wearing heavy armour and carrying shields".

The following table provides guidelines to determine the armour values of the standard armour types.

Description	AR Value
No Armour	0
Leather Armour	1 or 2
Light Armour	3
Heavy Armour	4
Shield	+1

Each point of armour has a points cost which is added to the profile total calculated previously.

AR	0	1	2	3	4	5	6	7
Points Cost	+0	+1	+2	+4	+7	+11	+15	+20

i-Kore models painted by Christian Weiss

Shield Cost

If a model is equipped with a shield, it will increase the models AR value by +1 at the points cost shown.

Shield AR	+1
Points Cost	+1

Barding Cost / Armoured Mount

If a cavalry mount is armoured, it is referred to as having barding. This will add a further +1 to the models armour value at the points cost shown.

Barding AR +1

Points Cost +3

> *Example: A model wearing heavy armour (AR4) with a shield (AR+1) and a barded (AR+1) warhorse would have an armour value of 6 (AR6).*

The following maximum values for model types are recommended.

	Max AR
Unit Leaders	5
Elite	5
Core	4

Maximum suggested armour values may be +1 if the model is mounted.

Natural Armour Values

Not all models will actually wear armour, some have it "built in" as part of their natural physical being.

Models with natural armour will have a protective value equivalent to a worn armour.

Description	AR Value
None	0
Toughened Hide	1 to 2
Scaly Hide	3 to 4
Carapace	5 to 6
Large Creature	+1

A large model may have an additional +1 armour to reflect its sheer mass at no extra points cost.

Armoured Mount

A cavalry mount that is naturally armoured, such as having scaly skin, will gain a +1 bonus to their armour value (just as if it had barding). Remember that a cavalry model is a combined profile of the rider and mount, so the armour value for the whole model is calculated, rather than for rider and mount individually.

> *Example: A Fallen Elf knight wearing light armour (AR3) with a shield (AR+1) and riding a beast with scaly skin, would gain AR+1 for an armoured mount. Therefore the total armour value for the model would be AR5.*

Armour Variations

There will be other types of armour that do not fall neatly into the categories specified. It is up to players to allocate an armour value to models appropriate with the actual appearance.

Adding Armour Resilience

Armour resilience (RE) is added to the points cost of the armour.

Resilience (RE) Level	Points Cost
-1	1
-2	3
-3	6

Armour resilience should not be overused and primarily allocated to individuals or characters.

Weapon Selection

Most models will have only one weapon, but each model may have any number of weapons.

The models primary weapon will usually be the main weapon the model is actually holding.

Second and subsequent weapons are purchased at half the normal points cost (rounded up).

> *Example: Models with ranged weapons may be equipped with their ranged weapon (such as a bow) and a hand weapon (such as a sword). The normal bow cost of 4 points will be added to the model profile along with half the cost (rounded up) of the sword.*

> *Example: Cavalry models may be equipped with a lance for charging the enemy and a secondary sword for fighting prolonged combats.*

Selecting Abilities

Models may have additional abilities and skills that they have developed to increase and improve their fighting prowess.

Abilities are selected from the abilities section and are added to the points value total of the model profile.

The points cost of each ability is per model.

Selecting Traits

Some attributes of a model are more inherent to the physical essence of a model rather than being skills and abilities which can be learnt through training and practice. Such attributes are called traits.

Some traits correspond to a physical attribute of the model, such as the tail attack. Others, like the undead trait identify the type of model.

The number of traits allocated to a model does not affect the number of abilities that may be selected.

The type of traits selected should be appropriate to the model, for example, a flying model should have wings.

Selecting Negative Abilities Or Traits

Some models may require a negative ability or trait of some sort to fully reflect the character of the model. Negative abilities and traits have a negative points value and this is deducted from the models overall points cost.

Models may have any number of negative abilities or traits.

Selecting Equipment

Some items carried by a model do not fall into the ability or trait categories.

Additional equipment may be added to any models. Normally, equipment will not be used by beasts or monsters, but there may well be cases when a creature model is depicted using or carrying a piece of equipment of some description.

There is no real limit to the number of equipment items a model may be outfitted with although any equipment selected would normally be visible on the model.

Ability, Trait And Equipment Maximums

The following maximum ability, trait and equipment values for various model types are recommended although where possible, the model appearance should be the main guideline.

	Recommended Maximum Levels		
	Abilities	Traits	Equipment
Characters	5	3	5
Individuals	4	3	4
Unit Leaders	3	2	3
Elite	2	2	2
Core	1	2	1

Standard Bearers and Musicians

Units are often accompanied by a standard bearer and / or a musician and provide a bonus to command (CO) tests.

A standard bearer will carry the regimental colours or a totem of some sort that will inspire the unit and give them a focal point to rally around. Musicians help to keep the unit in time when they march and can relay instructions to the unit when given commands by the unit leader.

To include a standard bearer or musician in a unit, a model is designated as such and must be appropriately equipped. The points cost is an additional 25% of the models normal profile points value (rounded down).

Example: A spearman unit is to have a musician included. The standard spearman cost in this example is 33 points. Therefore, 25% of 33 points (rounded down) is 8 points. This is added to the base cost of 33 points, giving a musician total points cost of 41 points.

Normal standard bearers and musicians must have the same profile characteristics as the models in the unit they are attached to.

Army Battle Standard

A single model in the army may be designated as the army battle standard bearer. This is a special standard carried by a particularly favoured or heroic individual.

The army battle standard bearer is created as an individual model and will normally have a profile superior to the regular rank and file core warriors.

The special rules and the points value of the army battle standard is given in the equipment section.

The army battle standard bearer may join any unit, either core or elite, and must be the only standard bearer in the unit.

Orc Command Models By Dragonrune

Core And Elite Points Values

Any model with a total value of 35 points or less is classified as core. Any model with a total points value of 36 points or more is classified as elite.

In some cases you may find that creating a core profile for a particular army within the core points limit is nearly impossible. This is particularly evident when using a range of large figures to form the bulk of the army. In this case, it would often be more realistic to give large models two wounds to reflect their physical mass. Large models being created as core troops should have a core points limit of 55 instead of the normal 35.

A unit consisting of core models may have a few specialist models accompanying the unit that may exceed the elite points threshold.

A unit leader, a standard bearer and a musician may all be included in a core unit even if their points values are greater than the rest of the core models.

Maximum Number Of Elite Models

The total number of elite models in an army should not exceed two thirds the number of core models.

Example: If you have two units of 10 core models (20 in total), you may have up to 13 elite models which may be in one or more units.

Magic User Points Values

Any model may be classified as an initiate or magic user and may therefore use spells from one of the magic aspects.

There are five levels of magic user. For each level, a model is allowed to take one spell from a magic aspect. The exception to this are the level 0 Initiates and Neophytes who collectively learn a single spell.

The following points are added to the profile created for the magic user depending on the level selected.

	Points	Comment
Level 0	8	Initiates, single spell for the unit
Level 1	20	
Level 2	30	
Level 3	45	Normal maximum level for Individuals
Level 4	65	Named characters only

In addition to the magic level cost, each spell has a points value which must be added in the same way that weapons are added to a models total cost.

A unit of Initiates or Neophytes will all have the same spell which is paid for only once.

i-Kore model painted by Christian Weiss

Special Combination Models

Some models may be mounted on a special steed which is a powerful creature in its own right. Basic cavalry steeds have the rider and steed profile combined into a single profile. When the rider is mounted on a more unusual beast, such as a dragon or a demonic creature, the steed will have some special abilities which can be used during gameplay.

Some of the model attributes will be common to both of the elements of the model. These are the number of actions (AC), the toughness (T), the wounds (W) and the command (CO) values. The elements that are separate are the ranged attack (RA), the close combat (CC) and the strength (ST).

Name	AC	RA	CC	ST	T	W	CO
Orc Warlord	12	4	7	5	7	4	8
Dragon		3	6	7			

Weapons	Broadsword (UC5, ST+2)
Armour (AR)	Heavy Armour, Shield (AR5)
Special Rules	Flying Warlord • Extra attack (x2) Dragon • Extra attack (x3) • Claws (UC3, ST+0) • Fire breath (UC6, ST4, large teardrop template)
Structure	Individual

In close combat, both the rider and steed may fight at the same time, but at the higher action cost of the two models attacks. That is to say, if the rider has an attack that costs 4 actions (AC) to use and the steed has an attack that costs 3 actions (AC) to use, both occur at the same time for 4 actions (AC).

Example : An Orc Warlord mounted on a Dragon is fighting an enemy unit in close combat. The Warlord has a heavy axe and the extra attack (x2) ability which costs 5 actions (AC) to use, the Dragon has its own claws and the extra attack (x3) ability which cost 3 actions to use. In a round of close combat, both the Warlord and the Dragon may attack at the same time but both attacks effectively cost 5 actions (AC) to use. Both attacks may be rolled at the same time as long as different coloured dice are used for each attack (different close combat values may effect the value required to hit the opponent). So, in this example, the Warlord rolls two red dice, needing 7 or less to hit and the Dragon rolls three blue dice needing 6 or less to hit. Remember if any of the rolls are a natural 10 it still counts as a fumble (although the other dice rolls may still strike the opponent).

Combination model profiles can be created for character models where the model is riding a special or unusual mount.

Name	AC	RA	CC	ST	T	W	CO
Vampire	12	6	7	6	7	3	8
Demon Beast		4	6	5			

Weapons	Broadsword (5UC,ST+2)
Armour (AR)	Heavy Armour, Shield (AR5)
Special Rules	Cavalry move Vampire • Extra Attack (x2) Demon Beast • Claws (UC3, ST+0, PM-1) • Venom spray (UC5, ST4, small teardrop template)
Structure	Unique Character

Creating Chariots

Chariot models (and indeed some other special models) may have a special combined profile where the model has more than one rider or crew. Some chariots may consist of the chariot element, a driver and a weapons specialist or "weaponeer".

Name	AC	RA	CC	ST	T	W	CO
Chariot	12	-	-	7	7	3	7
Driver		4	6	4			
Weapons	Broadsword (5UC,ST+2)						
Armour (AR)	Chariot Save (AR4)						
Special Rules	Cavalry Move Chariot • Overrun • Scythes Driver • Hand Weapon (UC3, ST+0)						
Structure	Support						

As with the combination models, all close combat attacks are resolved at the higher action cost during a melee attack.

Chariot Crew And Overrun

As a chariot cuts through a unit using the overrun rules, the crew may get a chance to attack the target unit.

Example : A chariot with a driver and lance weaponeer charges a unit of Orcs. The chariot makes contact with the Orcs and gains the normal momentum attack 3 action (AC) bonus. The weaponeer with UC5, ST+2 lance requires 5 actions (AC) to make an attack, the driver is armed with a basic hand weapon and so only requires 3 actions (AC) to make an attack. The chariot itself will inflict an automatic hit against any model it comes into contact with. The driver may attack immediately using the 3 momentum attack actions. The lance weaponeer cannot attack until the chariot has moved or spent an additional 2 actions to make the 5 required to meet the use cost of the lance.

Calculating Combination Models

When calculating the points cost of a combined model, the points cost of all the elements is added up to find the total points cost of the model.

The best way to calculate a combination model is to first create the profile for the main element or model. This will consist of all the profile characteristics starting with the number of actions to the command value. The second and (if required) the third elements are then costed. These will only consist of the ranged attack, close combat and strength values. In the case of inanimate objects such as chariots, the ranged attack and close combat values may not be required. Once the profile has been created, the armour value may be selected. The armour applies to the model as a whole and individual model elements do not have their own armour value. Weapons and abilities are selected in the normal way. Different model elements of the combination model may have different weapons or abilities although they will all usually get used at the same time. It is just more convenient and somewhat easier to understand if weapons are "assigned" to a model element.

Name	AC	RA	CC	ST	T	W	CO
Chariot	12	-	-	7	7	3	7
Driver		4	6	4			
Weaponeer		4	6	4			
Weapons	Broadsword (5UC,ST+2)						
Armour (AR)	Heavy Chariot Save (AR5)						
Special Rules	Cavalry Move Chariot • Overrun • Scythes Driver • Hand Weapon (UC3, ST+0) Weaponeer • Lance (UC5, ST+2) • Hand Weapon (UC3, ST+0)						
Structure	Support						

Predefined Army Lists

There are a number of ready made army lists covering some of the fantasy races of Genayria.

- Human Regency
- The Living Dead
- Fallen Elves
- Dark Dwarves
- Demonic Spawn

Indeed, some of the races have been converted from sci-fi games. As long as none of the models are carrying futuristic looking weapons, just about anything goes in games of No Quarter.

Some of the sci-fi crossover races so far covered include:
- Koralon
- Growlers
- Zykhee

More exotic army lists will be devised and players are invited and encouraged to send in their own creations so they may be posted on the No Quarter web site at www.WargamesUnlimited.com for all to see.

Comments On Creating Profiles

As has been stressed before, the profile should as much as possible match the physical appearance of the model in question. This is the central golden rule when creating a model profile.

Sometimes you may feel it is necessary to "bend" the model creation guidelines to create the model profile you are after. The points for the profile characteristics however, should not be adjusted.

The abilities section has some restrictions on the allocation of certain abilities for core or elite units, you may however feel it is necessary to use an ability usually restricted to an individual or character for a core unit.

A particular model may need a special rule or ability created for it to accurately reflect the models characteristics or how it would behave in our "fantasy reality".

When creating a core or elite model that uses a large 40mm base for example, you may feel the model profile requires more than one wound (W) or an extra special skill, or indeed the allocation of three abilities instead of the normal two.

It is important to remember that these pages on creating a profile offer some hard and fast rules and some guidelines. The objective is to make a balanced army with strengths as well as weaknesses.

The final test after creating a custom army is to not play with it, but play against it! There is no better way to see if an army is unbalanced or, to use a term favoured by some wargaming forums, "cheesy" or "beardy".

i-Kore model painted by Christian Weiss

Close Combat Weapon Creation

A wide selection of close combat and ranged weapons are available in the armoury section. You may however feel the need to create a particular weapon profile not listed in the selection available.

In most instances, a weapon required for a specific model may have the same performance characteristics as an existing weapon. If a bone sword is required for a custom model profile, the profile for a standard sword or axe could be used and so have the same points value.

Close Combat Strength Bonus

The close combat strength bonus is added to the models standard strength value.

ST	+0	+1	+2	+3
Points Cost	+0	+3	+8	+14

Remember that the total strength of an attack will still automatically have an armour modifier (AM).

Weapon Strength	Armour Modifier
4	0
5	-1
6	-2
7	-3
etc.	

Penetration Modifier Points Cost

The penetration modifier (PM) may be allocated to any close combat or ranged combat weapon. It is usually used for special weapons that would punch through armour with ease.

PM	+0	-1	-2	-3
Points Cost	+0	+1	+3	+6

As a rule, a penetration modifier (PM) will only be used for high strength weapons.

Any weapon with a use cost (UC) of 5 or more counts as a double handed weapon unless the model wielding the weapon is particularly large.

Remember that strength 5 and above have a "built in" armour modifier (AM).

Extended Reach Points Cost

Suitable weapons may have the extended reach special rule.

Reach	1"	1½"	2"
Points Cost	+1	+2	+4

Ranged Weapon Creation

Ranged combat weapons cover items such as bows and muskets. Profiles for standard weapons are provided in the armoury section. If an alternative weapon is required, these rules provide the guidelines for creating a unique weapon profile.

Ranged Combat Strength

The strength of a weapon hit is determined by the following table.

ST	3	4	5	6
Points Cost	-1	+0	+2	+4

Maximum Range Points Cost

The maximum range of the weapon must be selected. The following range bands are available at the points cost shown.

SR	MR	LR	Points Cost
3	6	9	-1
4	8	12	0
5	10	15	1
6	12	18	2
8	16	24	3
10	20	30	4
12	24	36	6
15	30	45	8

Range Modifier Points Cost

To accompany the range band selected, the range modifier values must be selected.

SR	MR	LR	Points Cost
-1	+0	+1	+1
+0	-1	-2	-1
+0	+1	+0	+0
+1	+0	-1	+0
+2	+1	+0	+1

The basic range modifier of +1/+0/-1 has a zero points cost and is assumed to be a weapons range modifier unless otherwise stated.

Support Weapon Creation

These guidelines allow for the creation of custom support weapons.

A support weapon consists of the weapon chassis profile and the weapon effect profile.

In addition to the support weapon, the crew must also be purchased at additional points cost.

Support Weapon Chassis Profile

All support weapons have the following toughness and wounds profile.

	AC	RA	CC	ST	T	W	CO
Chassis	-	-	-	-	7	3	-

The support weapon chassis profile does not have a points cost. All support weapons are assumed to have the same physical profile characteristics.

Support Weapon Strength Points Cost

Support weapon strength is capable of being much higher than a hand held ranged weapon.

ST	3	4	5	6	7	8	9
Points Cost	-1	+0	+2	+4	+6	+10	+18

Most support weapons would have a minimum strength value of 6.

Support Weapon Use Cost

The use cost or actions required to fire a support weapon is one higher than the strength of the weapon.

No additional points are required for the use cost.

ST	3	4	5	6	7	8	9
Use Cost	4	5	6	7	8	9	10

A support weapon may only be fired once per activation.

Support Weapon Range Points Cost

The range cost for a support weapon is the same as the range cost for a hand held ranged weapon.

The table is repeated here for convenience.

SR	MR	LR	Points Cost
3	6	9	-1
4	8	12	0
5	10	15	1
6	12	18	2
8	16	24	3
10	20	30	4
12	24	36	6
15	30	45	8

Range Modifier Points Cost

The range modifier points cost is calculated at the same rate as for standard ranged weapons.

SR	MR	LR	Points Cost
-1	+0	+1	+1
+0	-1	-2	-1
+0	+1	+0	+0
+1	+0	-1	+0
+2	+1	+0	+1

Area Effect Points Cost

Support weapons that fire some sort of explosive ordnance will use a blast template.

Template Size	Points Cost
1"	3
1½"	4
2"	6
2½"	9
3"	12

All blast template measurements refer to the diameter of the template.

Strength To Range Ratio

To prevent the creation of a long range and powerful weapon, the following table shows the recommended weapon strength to range ratio.

SR	MR	LR	Maximum Strength
3	6	9	8
4	8	12	8
5	10	15	7
6	12	18	7
8	16	24	6
10	20	30	6
12	24	36	5
15	30	45	5

As a rule, weapon strength should decrease as range increases.

Strength To Area Effect Ratio

As above, it is recommended that some restrictions be enforced when selecting the an area effect template.

Template Size	Maximum Strength
1"	9
1½"	8
2"	7
2½"	6
3"	5

As a rule, weapon strength should decrease as the area effect increases.

Teardrop Template Creation

The teardrop templates tend to be used by creatures, such as Dragons, to breathe fire or poison on their enemies.

Chassis Or Creature

In the event that the teardrop weapon is to be mounted on a support chassis, it will have the same profile as detailed for normal support weapons.

	AC	RA	CC	ST	T	W	CO
Chassis	-	-	-	-	7	3	-

As with support weapons, there is no points cost for the chassis.

Teardrop Weapon Strength Points Cost

The strength of the teardrop attack is calculated at the same points cost as support weapons.

ST	3	4	5	6	7	8	9
Points Cost	-1	+0	+2	+4	+6	+10	+18

Teardrop Template Use Cost

The use cost (UC) for teardrop template attacks varies with the size of the template.

There is also a minimum use cost associated with each template size.

Template Size	Use Cost	Minimum Use Cost
Small (TTS)	ST+1	5
Medium (TTM)	ST+2	6
Large (TTL)	ST+3	8

The following table summaries the use cost for the various weapon strength to template size options.

Strength	3	4	5	6	7	8	9
TTS Use Cost	5	5	6	7	8	9	10
TTM Use Cost	6	6	7	8	9	10	11
TTL Use Cost	8	8	8	9	10	11	12

A teardrop template weapon may only be fired once per activation.

Teardrop Template Points Cost

The teardrop template can cover many targets

Template Size	Points Cost
Small (TTS)	6
Medium (TTM)	14
Large (TTL)	32

The medium and large sized templates should be reserved for large models only.

Strength To Area Effect Ratio

It is recommended that the following strength restrictions be enforced when selecting the teardrop template size.

Template Size	Maximum Strength
Small (TTS)	8
Medium (TTM)	7
Large (TTL)	6

As a rule, weapon strength should decrease as the area effect increases.

Creating Grenades

Grenades may be created by first selecting the strength of the grenade attack and then by selecting the blast template size required.

Use Cost	ST	Template Size	Points Cost
3	3	½"	1
3	3	1"	2
3	3	1½"	3
3	3	2"	5
3	3	2½	7
3	3	3"	11
4	4	½"	2
4	4	1"	3
4	4	1½"	4
4	4	2"	6
4	4	2½	8
4	4	3"	12
5	5	½"	4
5	5	1"	5
5	5	1½"	6
5	5	2"	8
5	5	2½	10
5	5	3"	14
6	6	½"	6
6	6	1"	7
6	6	1½"	8
6	6	2"	10
6	6	2½	12
6	6	3"	16

Grenades With Knock Prone

Grenades may may the knock prone special rule for an additional 2 points.

	Points Cost
Knock Prone	+2

Weapon Special Rules

Some weapons can have special rules which enhance their performance and make the weapon a bit different from standard weapons. The majority of these special rules are really intended for support weapons, but the penetration modifier and knock prone are also suitable for some close combat and ranged combat weapons.

Where an ability is not intended for all weapon types, the points cost table for each special rule will display the eligibility.

Penetration Modifier Points Cost

As previously mentioned, a penetration modifier (PM) may be allocated to any close combat or ranged combat weapon.

PM	+0	-1	-2	-3
Points Cost	+0	+1	+3	+6

Knock Prone Points Cost

Some hard hitting weapons can knock an opponent to the ground, even if a wound is not inflicted.

	Close Combat	Ranged Combat	Support Weapon	Teardrop Template	Points Cost
Knock Prone	Yes	No	Yes	Yes	+2

Target models are only knocked prone if the weapon strength is greater than or equal to strength of target. The strength of the target is compared minus any weapon bonus; the comparison is made using the model's standard profile.

Burst Fire Points Cost

The burst fire special rule allows some weapons to make several ranged attacks at once.

	Close Combat	Ranged Combat	Support Weapon	Teardrop Template	Points Cost
Burst Fire (x2)	No	Yes	Yes	No	+4
Burst Fire (x3)	No	No	Yes	No	+10
Burst Fire (x4)	No	No	Yes	No	+18

Burst fire weapons may only be fired once per activation.

Indirect Fire Points Cost

The indirect special rule allows a support weapon to fire over intervening models.

	Close Combat	Ranged Combat	Support Weapon	Teardrop Template	Points Cost
Indirect	No	No	Yes	No	+3

Models that use the indirect special rule would normally be capable of firing their projectile in a high arc.

Projectile Travel Points Cost

The power of some support weapons means that the projectile will continue to travel after striking the first target.

	Close Combat	Ranged Combat	Support Weapon	Teardrop Template	Points Cost
Travel (D5")	No	No	Yes	No	+2
Travel (D10")	No	No	Yes	No	+4

This ability is best suited to weapons that fire large piercing projectiles such as bolt throwers.

Save (x2) Points Cost

Any model struck by a weapon with the save (x2) ability must make two armour saves to prevent damage.

	Close Combat	Ranged Combat	Support Weapon	Teardrop Template	Points Cost
Save (x2)	Yes	Yes	Yes	Yes	+2

If one or more of the armour saves is unsuccessful, the model may then take damage. Only one roll to wound is subsequently made.

Extra Wound Points Cost

It is rare for a weapon to inflict more than one wound when successfully damaging a target.

	Close Combat	Ranged Combat	Support Weapon	Teardrop Template	Points Cost
Extra Wound	Characters Only	No	Yes	No	+18

Allocating the extra wound ability to a weapon should be restricted to special magical weapons.

Comments On Creating Weapons

It would be easy to create the ultimate close combat or ranged combat weapon with a very powerful profile. Great care should be taken to give the core and elite units quite standard weapon profiles.

The powerful special weapons should be reserved for individuals and characters. Perhaps it is also advisable to refer to a powerful character weapon as a magic or blessed weapon. This should fit in with the theme of a custom army where possible.

Games Workshop model painted by Christian Weiss

Profile Creation Summary

The profile creation tables have been summarised below to make profile generation easier.

Model Characteristics Summary

	Actions		Ranged Combat		Close Combat		Strength		Toughness		Wounds		Command	
	Profile Value	Points Cost	Profile Value	Points Cost	Profile Value	Points Cost	Profile Value	Points Cost	Profile Value	Points Cost	Profile Value	Points Cost	Profile Value	Points Cost
Starting Value	6	-4	1	+0	1	+0	1	+0	1	+0			2	+1
	7	-2	2	+0	2	+0	2	+1	2	+1			3	+2
	8	+0	3	+1	3	+1	3	+2	3	+2	1	+0	4	+3
	9	+3	4	+3	4	+2	4	+4	4	+4	2	+10	5	+4
	10	+7	5	+4	5	+4	5	+7	5	+7	3	+25	6	+6
	11	+11	6	+6	6	+6	6	+11	6	+11	4	+45	7	+9
	12	+16	7	+10	7	+10	7	+16	7	+16	5	+70	8	+13
			8	+15	8	+15	8	+21	8	+21	6	+100	9	+18

Armour Summary

	Armour			Shield	
Starting Value	AR	Points		AR	Points
	0	+0	AR	+1	+1
	1	+1			
	2	+2			
	3	+4			
	4	+7		Barding	
	5	+11		AR	Points
	6	+15	AR	+1	+3
	7	+20			

Standard Weapons Points Cost

CC Weapons	UC	ST	PM	Points
Improvised	3	+0		Free
Dagger / Knife	3	+0	-1	1
Sword	4	+1		3
Broadsword	5	+2		8
Scythe	5	+2		8
Mace	4	+1		3
Axe	4	+1	-1	4
Battle-axe	5	+2		8
Flail	4	+1		3
Hammer	4	+1		3
War Hammer	5	+2		8
Spear	4	+1		3
Halberd	5	+2		8
Lance	5	+2		5

Living Dead Warrior By Brian Smith © 2003

Abilities, Traits And Equipment Limits

Suggested maximum abilities and equipement allocation per model type.

	Abilities	Equipment
Characters	5	5
Individuals	4	4
Unit Leaders	3	3
Elite	2	2
Core	1	1

Abilities, Traits, Weapons and Equipment List

Abilities

Adept
Aggressive
Agile
Armour Echo
Bloodlust
Brutes
Cavalry
Dazzle
Determined
Dodge
Double Time
Evade
Extra Attack x2, x3, x4
Extra Shot
Fear
Great Leader
Hold The Line
Infamous Fighters
Infiltrate
Inspiring
Leap
Masters Of Combat
Mighty Strike
Move And Fire
Mutilate
Overrun
Parry
Poisonous Attack
Proud
Rain Of Arrows
Ram
Sound Charge
Steadfast
Sure Shot
Taunt
Team Work
Unerring
Unwavering
Wall Of Invulnerability
Water Aptitude

Traits

Armoured Hide
Boiler Overload
Confused
Devour
Ethereal
Ethereal Embrace
Flying
Hesitate
Initiate
Large Model
Magic User
Mechanical
Membranes
Mutation
Nemesis
Siege Weapon
Regenerate
Tail Attack
Undead
Unstable

Standard Weapons

Axe
Battleaxe
Blunderbuss
Bow
Broadsword
Claws
Crossbow
Dagger
Flail
Halberd
Hammer
Hand Weapon
Lance
Long Bow
Long Rifle
Mace
Mongolian Bow
Musket
Pistol
Repeating Crossbow
Repeating Musket
Repeating Pistol
Sling
Slingstaff
Spear
Sword
War Hammer
Whip

Equipment

Armour Runes
Battle Standard
Grape Shot
Magic Tattoos
Scope
Scythes

Weapon Special Rules

Burst Fire x2, x3, x4
Extra Wound
Indirect
Knock Prone
Save (x2)
Travel D5", D10"

Close Combat Weapon Profiles

The following table details the combinations of close combat strength (ST) bonus and penetration modifiers (PM) along with the points cost of each variation.

UC	SR	MR	LR	ST	PM	Cost
3		Close Combat		+0	-	0
3		Close Combat		+0	-1	1
3		Close Combat		+0	-2	3
3		Close Combat		+0	-3	6
4		Close Combat		+1	-	3
4		Close Combat		+1	-1	4
4		Close Combat		+1	-2	6
4		Close Combat		+1	-3	9
5		Close Combat		+2	-	8
5		Close Combat		+2	-1	9
5		Close Combat		+2	-2	11
5		Close Combat		+2	-3	14
6		Close Combat		+3	-	14
6		Close Combat		+3	-1	15
6		Close Combat		+3	-2	17
6		Close Combat		+3	-3	20

Ranged Combat Weapon Profiles

There are many variations of ranged combat weapons, especially when the various range modifiers are factored in.

The following table provides a summary of ranged weapon combinations using standard weapon strength and a basic range band at zero points.

Penetration modifier (PM) values have not been included in the examples shown.

A penetration modifier (PM) may be added at the appropriate additional points cost.

UC	SR	MR	LR	ST	PM	Cost
3	3/+1	6/+0	9/-1	3	-	-2
3	4/+1	8/+0	12/-1	3	-	-1
3	5/+1	10/+0	15/-1	3	-	0
3	6/+1	12/+0	18/-1	3	-	1
3	8/+1	16/+0	24/-1	3	-	2
3	10/+1	20/+0	30/-1	3	-	3
3	12/+1	24/+0	36/-1	3	-	5
3	15/+1	30/+0	45/-1	3	-	7
4	3/+1	6/+0	9/-1	4	-	-1
4	4/+1	8/+0	12/-1	4	-	0
4	5/+1	10/+0	15/-1	4	-	1
4	6/+1	12/+0	18/-1	4	-	2
4	8/+1	16/+0	24/-1	4	-	3
4	10/+1	20/+0	30/-1	4	-	4
4	12/+1	24/+0	36/-1	4	-	6
4	15/+1	30/+0	45/-1	4	-	8
5	3/+1	6/+0	9/-1	5	-	1
5	4/+1	8/+0	12/-1	5	-	2
5	5/+1	10/+0	15/-1	5	-	3
5	6/+1	12/+0	18/-1	5	-	4
5	8/+1	16/+0	24/-1	5	-	5
5	10/+1	20/+0	30/-1	5	-	6
5	12/+1	24/+0	36/-1	5	-	8
5	15/+1	30/+0	45/-1	5	-	10
6	3/+1	6/+0	9/-1	6	-	3
6	4/+1	8/+0	12/-1	6	-	4
6	5/+1	10/+0	15/-1	6	-	5
6	6/+1	12/+0	18/-1	6	-	6
6	8/+1	16/+0	24/-1	6	-	7
6	10/+1	20/+0	30/-1	6	-	8
6	12/+1	24/+0	36/-1	6	-	10
6	15/+1	30/+0	45/-1	6	-	12

The following table provides example of teardrop template points costs.

UC	SR	MR	LR	ST	PM	Cost
5		Small Teardrop (TTS)		3	-	5
5		Small Teardrop (TTS)		4	-	6
6		Small Teardrop (TTS)		5	-	8
7		Small Teardrop (TTS)		6	-	10
8		Small Teardrop (TTS)		7	-	12
9		Small Teardrop (TTS)		8	-	16
6		Medium Teardrop (TTM)		3	-	13
6		Medium Teardrop (TTM)		4	-	14
6		Medium Teardrop (TTM)		5	-	16
7		Medium Teardrop (TTM)		6	-	18
8		Medium Teardrop (TTM)		7	-	20
9		Medium Teardrop (TTM)		8	-	24
8		Large Teardrop (TTL)		3	-	31
8		Large Teardrop (TTL)		4	-	32
8		Large Teardrop (TTL)		5	-	34
8		Large Teardrop (TTL)		6	-	36
8		Large Teardrop (TTL)		7	-	38
9		Large Teardrop (TTL)		8	-	42

Sample Profiles

This section details some sample profiles from the different races of Genayria. These are not set in stone, they are just guidelines with some comments on how the model profile was devised and why some of the values were selected. The unit sizes are also guidelines and depending on the size of game being played, are very flexible.

Human Men At Arms

The central backbone of a human army are its rank and file troops. These are sometime referred to as men at arms. Their profile is very basic although the model does have some armour and a weapon with a strength bonus.

Name	AC	RA	CC	ST	T	W	CO
Men At Arms	8	3	5	4	5	1	6
Weapons	Sword (UC4, ST+1)						
Armour	Light Armour & Shield (AR3)						
Special Rules	None						
Structure	6+ per unit						
Points Cost	28 points						

Wood Elf Archer

The Wood Elves are the undisputed masters of the long bow. Their high number of actions reflect the dexterity of an Elf and their above average ranged attack skill proves their marksmanship. A basic Elf would also have a slightly lower toughness value when compared to a human or an Orc.

Name	AC	RA	CC	ST	T	W	CO
Elf Archer	9	6	5	4	4	1	6
Weapons	Long Bow						

	UC	CR	MR	LR	ST
	4	12/+1	24/+0	36/-1	4

Armour	None
Special Rules	None
Structure	8+ per unit
Points Cost	35 points

i-Kore model painted by Christian Weiss

Fallen Elf

Fallen Elves are the dark cousins of the Wood Elves and the Noble Elves. The model profile is very similar, although this example is an expert with the sword as opposed to the bow or crossbow.

Name	AC	RA	CC	ST	T	W	CO
Fallen Elf	9	4	6	4	4	1	6
Weapons	Sword (UC4, ST+1)						
Armour	Leather Armour & Shield (AR3)						
Special Rules	None						
Structure	4+ per unit						
Points Cost	32 points						

Dwarf

A Dwarf by his very nature is short, stocky and tough. A basic Dwarf profile should reflect this. This example has a higher than normal toughness for a rank and file warrior. In addition, the model is equipped with heavy armour giving a good armour save. Although this model falls into the elite model category, the nature of Dwarves are such that a core / elite threshold could be set at 40 points instead of 35 points.

Name	AC	RA	CC	ST	T	W	CO
Dwarf	8	4	5	5	6	1	6
Weapons	Axe (UC4, ST+1, PM-1)						
Armour	Heavy Armour (AR3)						
Special Rules	None						
Structure	6+ per unit						
Points Cost	39 points						

Orc Bruiser

In some respects, Orcs fall into the same category as Dwarves. Orcs tend to be big and tough although they come in all shapes and sizes. Different manufacturers produce slightly varying types of Orc and the profile, as much as possible, should reflect the appearance of the models being used. It may be beneficial to create several types of Orc caste to reflect the size variations found in the Orc realm.

Name	AC	RA	CC	ST	T	W	CO
Orc Bruiser	8	4	5	5	5	1	5
Weapons	Sword (UC4, ST+1)						
Armour	Light Armour (AR2)						
Special Rules	None						
Structure	6+ per unit						
Points Cost	30 points						

Goblin Archer

Goblins are enthusiastic archers if not particularly adept. What they lack in accuracy, they make up for in volume. Goblins are also not as strong as most other races, so consequently they would not be able to use a large bow.

Name	AC	RA	CC	ST	T	W	CO
Goblin Archer	9	5	4	3	4	1	5
Weapons	Bow						

	UC	CR	MR	LR	ST
	4	10/+1	20/+0	30/-1	4

Armour	Leather Armour (AR2)
Special Rules	None
Structure	8+ per unit
Points Cost	27 points

Ogre Freebooter

Ogres are very large and tend to be mounted on larger 40mm bases. The strength, toughness and wounds of the Ogre reflect its physical mass. The extra attack (x2) ability has also been included to allow for the mighty attacks such a creature would be capable of.

Name	AC	RA	CC	ST	T	W	CO
Ogre	8	4	6	6	7	2	6
Weapons	Mace (UC4, ST+1)						
Armour	Light Armour (AR4)						
Special Rules	Extra Attack (x2)						
Structure	2+ per unit						
Points Cost	67 points						

Games Workshop Ogre painted by Christian Weiss

Skeleton Warrior

Skeletons are the cheap backbone to the Living Dead. Their low skill values make them cheap and plentiful for the undead General.

Their low command (CO) value is no hindrance to them as they are immune to morale tests due to the unwavering ability.

Skeletons have the special undead ability which combines the fear (0) and the unwavering abilities together for a reduced points cost.

Name	AC	RA	CC	ST	T	W	CO
Skeleton	8	2	5	4	4	1	2
Weapons	Sword (UC4, ST+1)						
Armour	None						
Special Rules	Undead (Fear (0) and Unwavering)						
Structure	8+ per unit						
Points Cost	20 points						

Craven Ghouls

The Craven Ghouls for the Living Dead were to be cheap troops, but have the added danger of two attacks. They needed to be a bit faster than Skeletons so they were also given double time. With no armour and no weapons they would only be making a standard strength attack (but making two of them). Of course if they get hit by ranged or close combat attacks, no armour and low toughness means they won't last long.

Name	AC	RA	CC	ST	T	W	CO
Craven	9	2	5	4	4	1	6
Weapons	None						
Armour	None						
Special Rules	Extra Attack (x2) Double Time Devour						
Structure	6+ per unit						
Points Cost	32 points						

This profile also shows the use of a negative trait. To reflect the depravity of a Craven Ghoul, it has the devour negative ability and will not use the follow up rule in close combat.

Wolverine Predator

A Wolverine is a large creature which stands about the same height as an Ogre.

Their wolf ancestry has provided them with quick reflexes and above average close combat, strength and toughness values. They also have two wounds to reflect their physical size and endurance characteristics.

Name	AC	RA	CC	ST	T	W	CO
Predator	9	3	6	6	6	2	7
Weapons	Improvised (UC3, ST+0)						
Armour (AR)	Light (AR2)						
Special Rules	Double Time Extra Attack (x2) Dodge						
Structure	2+						
Points Cost	68 Points						

Giant Eagle

The elementals and the Wood Elves have been known to call on the services of the forest dwellers to help their cause.

The Giant Eagles are large creatures which have the flying ability and can cover large distances very quickly. However, their low toughness and lack of any armour make them quite vulnerable to enemy ranged attacks.

The toughness value was kept deliberately low and no armour was included to try to accurately portray a fast and agile creature.

Name	AC	RA	CC	ST	T	W	CO
Giant Eagle	9	2	5	5	4	1	5
Weapons	Claws (UC3, ST+0)						
Armour (AR)	None						
Special Rules	Flying Dodge Extra Attack (x2)						
Structure	1+ per unit						
Points Cost	41 Points						

Chaos Warrior

This Chaos warrior is wearing heavy plate armour and carrying a double handed battle-axe. With a better than average close combat skill, and a two-handed weapon with a +2 strength bonus, this is an exceptional warrior. Consequently the points cost reflect this and this model would have an elite classification.

Name	AC	RA	CC	ST	T	W	CO
Chaos Warrior	8	4	6	5	5	1	7
Weapons	Battle-Axe (UC5, ST+2)						
Armour	Heavy Armour (AR4)						
Special Rules	None						
Structure	4+ per unit						
Points Cost	47 Points						

Chaos Warrior painted by Christian Weiss

Growler One Horn

Although the Growlers were originally released as a sci-fi figure range, their lack of any futuristic weapons or equipment and their animal appearance make them an excellent candidate for conversion into the fantasy genre.

This model profile is quite standard apart from the actions and the fact that it has been given two wounds to reflect the model's physical mass and resilience.

Name	AC	RA	CC	ST	T	W	CO
Juvenile	10	2	5	5	5	2	6
Weapons	Jaws (UC5, ST+2) Claws (UC3, ST+0)						
Armour	Toughened Hide (AR3)						
Special Rules	Extra Attack (x2) Double Time						
Structure	2 to 4						
Points Cost	65 points						

Although the Growler profile would normally be classed as elite, due to the limited range of Growler models available and the fact that there are human sized basic troops, the one horns are treated as the core troops for composition purposes.

Wight Lord On Zombie Dragon

Dragons are very popular in the fantasy gaming world and such a beast deserves a very special profile.

This is a combined model profile consisting of the Wight rider element and the Dragon element.

Both the Dragon and the rider have multiple abilities to fully provide the model with the characteristics necessary to create what should be an awe inspiring creature.

Name	AC	RA	CC	ST	T	W	CO
Wight	12	4	7	5	7	4	8
Dragon		3	6	7			
Weapons	Wight Sword (UC4, ST+1)						
Armour (AR)	Heavy Armour, Shield (AR6)						
Special Rules	Undead, Unerring, Flying, Large Model Wight · Extra Attack (x2) · Sword (UC4, ST+1) Dragon · Extra Attack (x3) · Claws (UC3, ST+0) · Fire Breath (UC5, ST5, TTM[1]) · Tail Attack (UC5, ST+0)						
Structure	Individual						
Points Cost	222 Points						

[1] TTM = Teardrop Template Medium

Cards, Counters & Templates

The following pages contain cards, counters and templates for use in games of No Quarter. They should be printed on card if possible, and better still, laminated to make them durable.

Mutations

The following mutations may be taken by any model with the mutation trait.

Where possible, any mutation that describes a physical characteristic should be represented by an appropriate model.

Extra Limb

A model with this mutation has an extra limb which can be very useful in close combat.

The model counts as having an additional attack. If the model has no extra attack ability, it gains extra attack (x2). If the model already has an extra attack ability, the level of its attack level is increased by +1 to a maximum of 4.

6 Points

Horns

A model with this mutation has grown some extra horns which provide an advantage when charging into close combat.

The model gains and additional CC+1 and ST+1 for the round it charges into combat. This is in addition to any other modifiers normally applied.

2 Points

Corrosive Blood

A model with this mutation developed a very nasty defensive mechanism.

For each wound inflicted on a model with this mutation, any other model in base to base contact will be splattered by the mutants blood and take an immediate ST 5 hit.

1 Point

Extra Head

A model with this mutation has an extra head. Apart from the constant bickering between the heads, this mutation does allow the model to keep an extra pair of eyes open for approaching danger.

The model counts as always being on hold for the purposes of it being charged by an enemy model. In other words the model may always choose to respond to a charge by shooting (if it has ranged weapons), receiving the charge or flee.

3 Points

Jaws

This model has developed massive jaws which can deliver a powerful attack.

Instead of making a normal attack, the model may attempt a bite attack. The attack costs 5 actions (AC) with any normal close combat modifiers still applying.

If successful, the model delivers a ST7 hit on the target model. Normal armour saves apply.

12 Points

Scorpion Tail

This model has developed a large scorpion tail with a deadly sting.

The model may make a single extra attack during its activation for 4 actions (AC) at strength 5. If successful, damage may be dealt in the normal way, but the attack also has the poinsonous attack ability (detailed below).

A roll to hit of a natural 1, will automatically cause one wound without having to make a strength (ST) versus toughness (T) roll. Not only is the roll to hit a masterful hit, and thus negates any armour test, the target model automatically suffers one wound.

4 Points

Fire Aspect

The fire aspect is mainly offensive in nature and is epitomised by the deadly fireball spell. In addition, the ability to lay down a screen of smoke will help slower troops move across the battlefield.

Fire is opposed by the water aspect.

Fireball

The Wizard creates a fireball within his hands and projects it towards an enemy model or unit.

The fireball has a maximum range of 20". The Wizard must have line of sight (LOS) to the target model or unit. If the spell is successful, the target model or unit is struck with a blast of flame using the 2½" circular template.

All models completely covered by the template take a strength 5 hit. Models partially covered take a strength 5 hit on a D10 roll of 5 or less. Armour saves are taken as normal.

UC **6**   Level **3**   15 Points

Molten Grasp

The Wizard grabs an enemy model in base to base contact and attempts to inflict damage by projecting intense heat into the target.

The target model may attempt to break the grasp by rolling under its own strength (ST) value. If unsuccessful, the target model takes a single strength 7 hit with no armour save allowed.

UC **4**   Level **4**   6 Points

Smoke

A 3" template effect smoke marker is placed within 20" and line of sight (LOS) of the caster. The smoke template blocks line of sight and counts as difficult terrain for the purposes of moving.

At the start of each game turn in the compulsory effects phase, roll a D10 for each smoke template and consult the table below.

1-3	The smoke clears, remove the smoke template from play.
4-6	The smoke template remains in its current position.
7-9	The smoke template moves D10" in a random direction.
10	The smoke template splits into two. Place another 3" template over the first and deviate both as explained above.

UC **5**   Level **5**   9 Points

Burning Hand

Place the small teardrop template (TTS) so the point is touching the caster's base.

All models completely covered by the template take a strength 5 hit. Models partially covered take a strength 5 hit on a D10 roll of 5 or less.

Armour saves are taken as normal.

This spell may be used by a Wizard in base to base contact with an enemy model.

UC **6**   Level **3**   12 Points

Lava Pool

Molten rock bubbles to the surface to create a small lava pool.

Place a 2½" circular lava pool template anywhere within 20" of the caster. Any model or unit under the template must make a command (CO) test or take 1 wound. No armour save is allowed. Surviving models are immediately moved to any edge of the template. The template effect remains in play.

At the start of each game turn in the compulsory effects phase, roll a D10. On a 1-5 the lava pool remains in play. On a 6+, the lava solidifies and has no further effect.

UC **5**   Level **4**   20 Points

Steam Vent

A steam vent opens in the ground and a jet of super heated water gushes forth.

Position the small teardrop template (TTS) anywhere within 20" and line of sight (LOS) of the caster.

All models completely covered by the template take a strength 4 hit. Models partially covered take a strength 4 hit on a D10 roll of 5 or less.

Armour saves are taken as normal.

UC **4**   Level **5**   4 Points

Water Aspect

The water aspect of magic is generally protective and enhancing. The cleanse spell is particularly useful at clearing effects in play.

Water is opposed by the fire aspect.

Quickening

The Wizard may cast this spell on a friendly unit within 20" and line of sight.

The next time the target unit is activated, the use cost (UC) of all weapons carried by the unit are reduced by –1. This spell remains until the Wizard is next activated and has upkeep ❷.

UC ❹   Level ❺   10 Points

Flood

The Wizard summons a flood to impede his opponents.

A target model or unit within 20" and line of sight may not move more than 4" when it is next activated.

UC ❺   Level ❺   4 Points

Cleanse

The caster attempts to cancel any spell that remains in play. This includes any template effects.

The caster does not have to match the target spells cast value, just successfully cast cleanse to negate the target spell.

The Wizard must have line of sight (LOS) to the spell effect (or the model or unit that the spell is cast upon).

UC ❷   Level ❻   5 Points

Riverwalk

The spell may be cast on any unit within 20" and line of sight of the caster. This spell negates any movement penalty in water. Place a marker next to the unit to signify this effect. This spell remains until the Wizard is next activated and has upkeep ❷.

UC ❹   Level ❻   4 Points

Talisman

May be cast on a single model or unit within 20" and line of sight of the caster. The target model or unit is immune to all magic spells targeted directly at the model or unit. This spell remains until the Wizard is next activated and has upkeep ❸.

UC ❺   Level ❹   12 Points

Rain Storm

A rain burst swamps the enemy making it difficult to use ranged weapons.

A target model or unit within 20" and line of sight has its ranged attack (RA) value adjusted by –1 when attempting to use any ranged weapons during its next activation.

UC ❺   Level ❺   5 Points

Earth Aspect

The strength of the earth is called upon to protect and enhance friendly units. "Stone Armour", "Growth" and "Spores" each benefit units in different ways.

The earth is opposed by the wind aspect.

Stone Armour

The Wizard enhances the armour of a friendly unit with the essence of stone.

The target model or unit must be within 10" and line of sight.

Increase target model or unit's armour by +2. This spell remains until the Wizard is next activated and has upkeep ❸.

UC ❻   Level ❹   25 Points

Meteor

The Wizard summons a meteor from the heavens to crash down onto the battlefield.

If the spell is successful, a 2½" meteor template will be aimed at a target model or unit with 30" and line of sight (LOS) of the caster.

The meteor will always deviate D5" from the intended impact point. Any model caught under the template will take a strength 7 hit. Surviving models are immediately moved to any edge of the template.

UC ❽   Level ❸   35 Points

Quicksand

The Wizard causes the ground to liquify and snare his enemies.

The Wizard targets an enemy unit or model within 20" and line of sight (LOS). Each time the target model or unit uses actions to move, roll a D10 for each model. On a roll of 1, the model succumbs to the quicksand and is slain.

This spell remains until the Wizard is next activated and has upkeep ❷.

UC ❺   Level ❹   25 Points

Treacherous Ground

The ground begins to break up underfoot and movement becomes a struggle...

The Wizard may cast this spell on a target model or unit within 20" and line of sight (LOS).

The target model or unit may only move at half speed as if moving over difficult ground. This spell remains until the Wizard is next activated and has upkeep ❷.

UC ❹   Level ❺   4 Points

Growth

The Wizard summons the power of nature to enhance a friendly model.

A single target model within 10" and line of sight (LOS) gains +2 strength (ST) and +2 toughness (T) until the end of the target models next activation.

UC ❻   Level ❹   8 Points

Spores

A cloud of spores enhance a target model or unit within 20" and line of sight (LOS).

The target model or unit gains an additional +1 toughness (T). This spell remains until the Wizard is next activated and has upkeep ❸.

UC ❺   Level ❹   5 Points

Wind Aspect

The power of the air is summoned to impede the enemy. Although not effective as a destructive power, the effect on enemy units can provide friendly forces with time to prepare their own offensive.

The wind is opposed by the earth aspect.
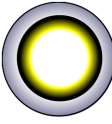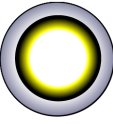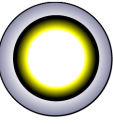
Fog

A cloud of fog springs up around the Wizard.

The fog blocks line of sight and reduces movement by half.

No flying models are able to fly within 5" of the Wizard.

This spell remains until the Wizard is next activated and has upkeep ❸.

UC ❻   Level ❺   8 Points

Elderith Wind

The Wizard creates a blast that picks up an enemy and throws him backwards.

Move a single target model that is within 10" of the Wizard, D10" directly away from the Wizard (if the target model is more than twice the size of the wizard, the target is moved D5" instead of D10"). If the model collides with any other model or terrain feature, both take a ST5 hit. Models do not continue to move after striking another model or terrain feature.

UC ❺   Level ❹   12 Points

Lure

The Wizard can attempt to lure an enemy model or unit within 30" and line of sight (LOS).

If successfully cast, during the target's next activation, the target must use all available actions to advance directly towards the caster of the spell. At the start of any subsequent activations, the target unit may break the hold of the lure by passing a command (CO) test. If failed, the unit must continue to move towards the caster.

This spell remains until the Wizard is next activated and has upkeep ❸.

UC ❻   Level ❹   14 Points
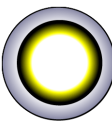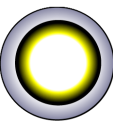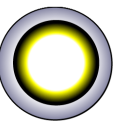
Wind Of Thor

A cold blast strikes a model or unit within 20" and line of sight (LOS). The target is frozen in place and will lose their next activation.

This spell may not be used two turns in a row on the same target model or unit.

UC ❻   Level ❹   8 Points

Chill Blast

The target model or unit with in 20" and line of sight (LOS) must make a strength (ST) test or be knocked prone.

Each model in a unit must roll individually.

Models gain CC+1 when attacking prone models.

Any prone models must spend 3 actions (AC) to stand up.

UC ❹   Level ❻   5 Points

Dust Storm

A dust vortex whips up around the enemy making it difficult to see.

An enemy model or unit within 30" and line of sight (LOS) is unable to use ranged weapons the next time it is activated.

This spell may not be used two turns in a row on the same target model or unit.

UC ❺   Level ❻   4 Points

Light Aspect

Although the light aspect has a few offensive spells, its main strength is in the manipulation of time with the "perception" and "see the light" spells. The "shield" also provides a method for the Wizard to protect himself by increasing his resilience.

The light aspect is opposed by the dark aspect.
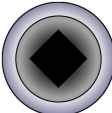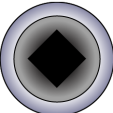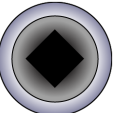
Perception

The Wizard attempts to alter the flow of time and change the flow of events.

The Wizard attempts to gain between 1 and 3 dice re-rolls. If the spell is successfully cast, roll a D10 to determine the number of re-rolls.

D10 perception result
1 – 2 gain 3 re-rolls
3 – 8 gain 2 re-rolls
9 – 10 gain 1 re-roll

These re-rolls may be used at any time and for any dice roll until the Wizard is next activated. These include rolls to hit, casting additional spell, initiative, armour saves etc.

UC **6**   Level **3**   5 Points

Lightning Bolt

The Wizard summons electrical storm energy from the sky and strikes out at the nearest enemy.

A bolt of electricity arcs out and strike the nearest enemy model or unit within 30".

The target unit takes D10 hits at strength 6. Each model may only be hit once as the arc of electricity skips from one model to another.

UC **6**   Level **3**   15 Points

See The Light

The Wizard struggles to foresee the future...

Subtract 2 from your next tide of battle initiative roll.

UC **4**   Level **5**   15 Points
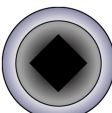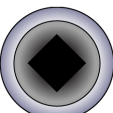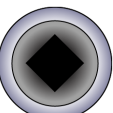
Shock

The Wizard can attempt to disable a single enemy model in base to base contact by inflicting a powerful electrical charge.

If successfully cast, the target model will miss its next activation. In addition, any attacks against the model will automatically hit.

UC **4**   Level **5**   9 Points

Blind

A target model or unit within 20" is blinded by a brilliant flash emanating from the Wizard's hands. The target unit has their actions reduced in half (round down) and they may not fire ranged weapons.

In addition, attacks against them in close combat automatically strike them and they may not attack back.

UC **6**   Level **4**   5 Points

Shield

The Wizard forms a shield by bending the very light around him.

His armour value is increased by +2 until he is next activated.

The Wizard may spend upkeep **2** the next time he is activated to maintain the shield.

UC **4**   Level **5**   7 Points
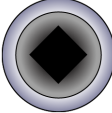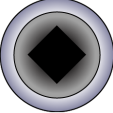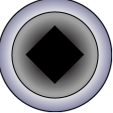
Dark Aspect

The dark aspect is the necromancy of the Living Dead. Spells of a dark aspect may only be used by an army that includes undead models.

The dark aspect is opposed by the light aspect.

Summon Fallen

The caster attempts to raise some of the fallen warriors. Raise D10 Skeletons or D10 Zombies or D5 Skeleton cavalry. If at least 6 models are raised, a new unit may be created. Otherwise models must be added to an existing unit. In either case, the models must be placed within 20" of the caster. Skeleton cavalry must be added to an existing unit.

UC **6**   Level **4**   70 Points

Smite

A darkness of the soul strikes the target model or unit.

The target must be within 20" and line of sight of the caster. Each model in the target unit takes one strength 4 hit. Armour saves apply as normal.

UC **6**   Level **5**   15 Points

Stumble

The target model or unit stumbles into a chill darkness.

The model or unit counts as moving over difficult ground the next time it attempts to move. Note that this also reduces the close combat follow up to 1".

UC **5**   Level **6**   5 Points

Pestilence

A plague of rats appear from caster. Place a 3" circular pestilence template in front of and touching the caster. The rats move D10+5" immediately. Any model touched by the template along its path takes one strength 4 hit. On subsequent turns, the rats continue to move D10" during the compulsory effects phase. Resolve any hits to new targets as they occur.

UC **5**   Level **6**   10 Points

Weakness

The caster attempts to reduce the toughness (T) of a single target model.

The target model must be within 20" and line of sight of the caster.

If successfully cast, the target model's toughness is reduced by -2 until the Wizard's next activation.

UC **5**   Level **4**   8 Points

Re-animate

Raise a slain model from the enemy to join the ranks of the undead. Any enemy humanoid / man sized model that has been slain during the battle can be raised by the caster.

The original profile is adjusted as shown below.

AC	RA	CC	ST	T	W	CO
8	RA -1	CC -1	ST -1	T-1	1	5

The raised model is placed within 10" of the caster and may join a friendly unit.

UC **5**   Level **4**   10 Points

Sacrifice

If successfully cast, the caster may remove a Skeleton or Zombie model to gain 2 actions (AC) during his next activation.

UC ❷   Level ❺   3 Points

Panic

Target unit within 10" and line of sight of the caster must make an immediate morale test. If failed, the unit must roll on the panic table as normal.

UC ❻   Level ❸   20 Points

Gain Life

If successfully cast, the spell caster may remove a Skeleton or Zombie to restore 1 lost wound (W).

This spell may not be used to take the total number of wounds of the caster above its original starting value.

UC ❻   Level ❸   15 Points

Diorama by Tom Weiss

Activation Counters

Activated
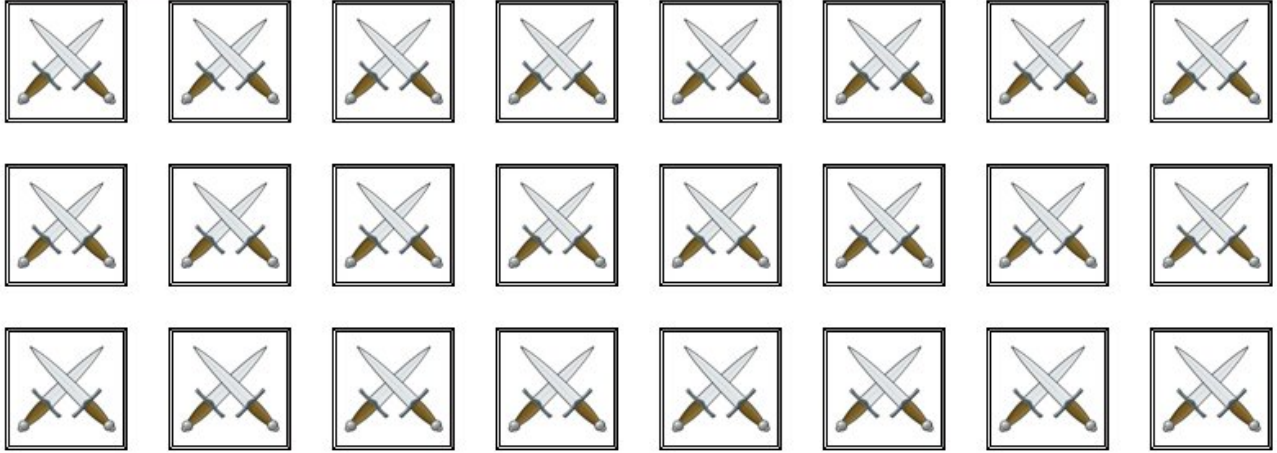
Hold
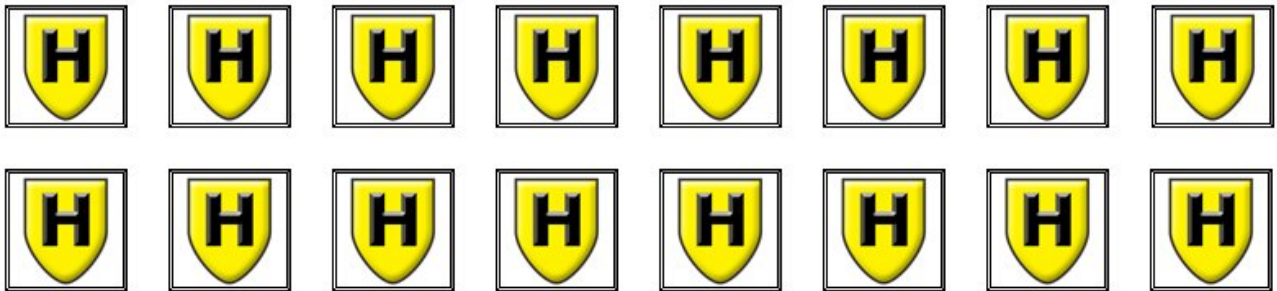
Flee
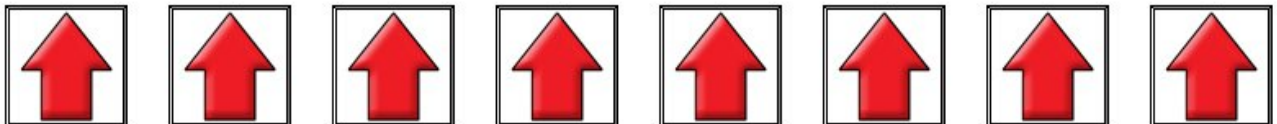
Panicked

Terrified

Teardrop Templates

Large Teardrop (TTL) Template

Medium Teardrop (TTM) Template

Small Teardrop (TTS) Template

Support Weapon Loaded Counters
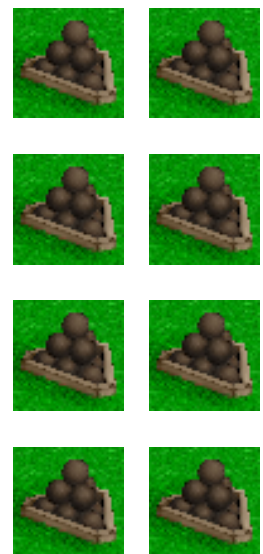
Blast Templates

1" Blast
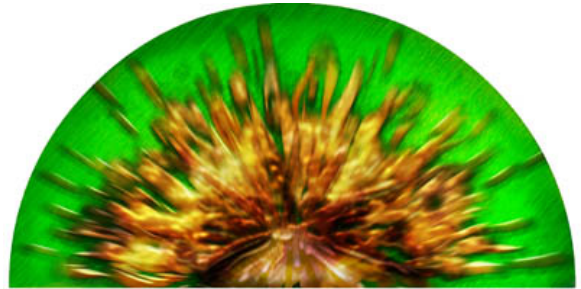
1½" Blast
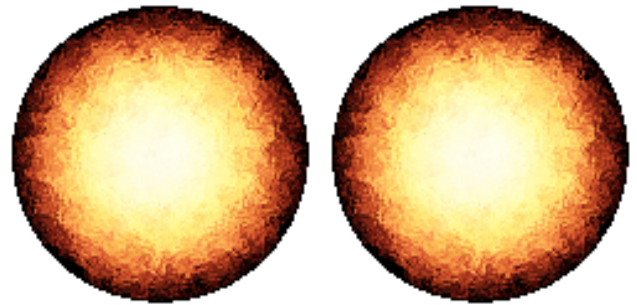
2" Blast
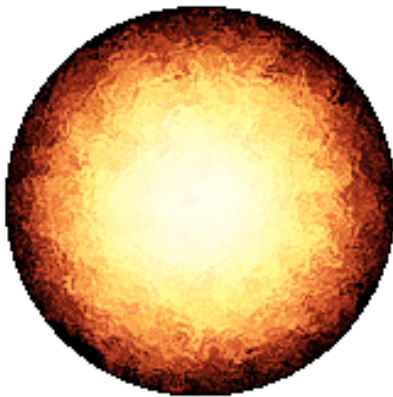
2½" Blast
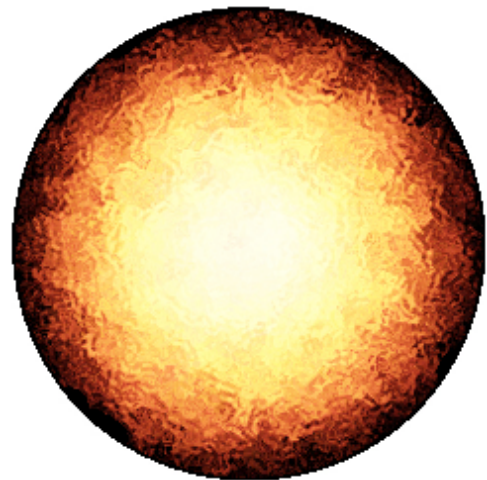
3" Blast
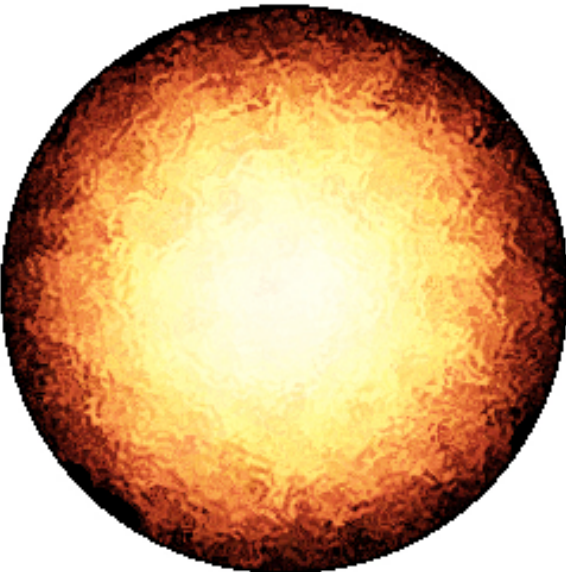
3½" Blast
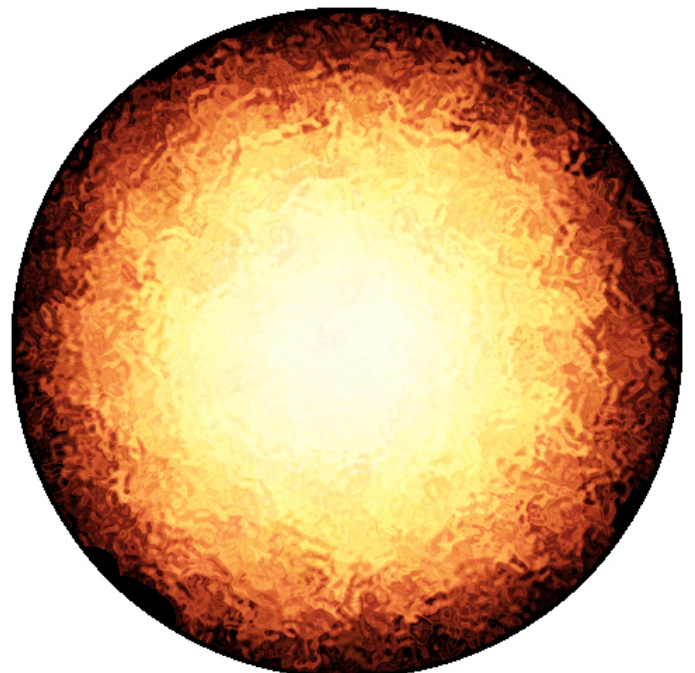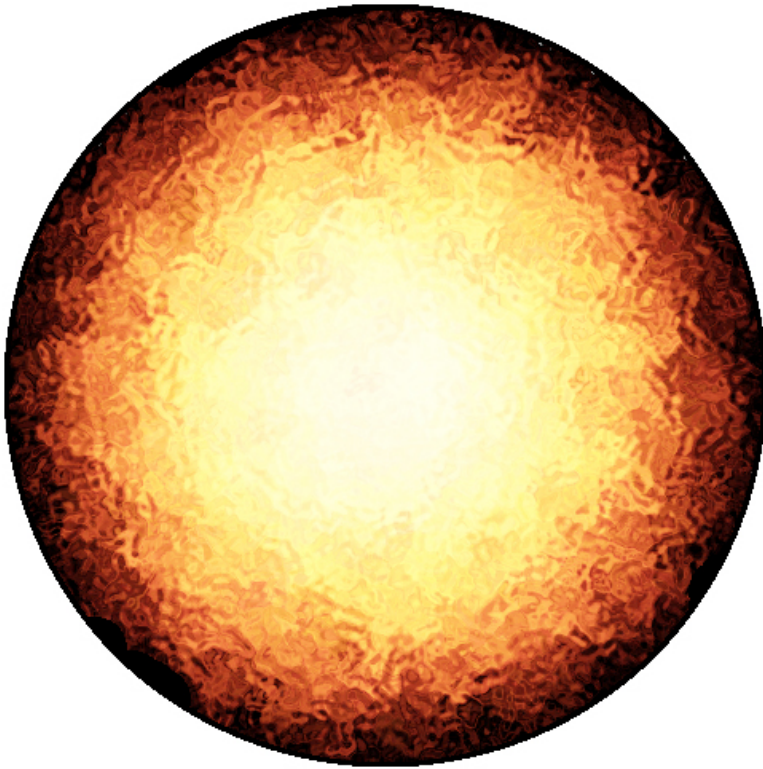
4" Blast

3" Rocks Drop Semi Circle Template

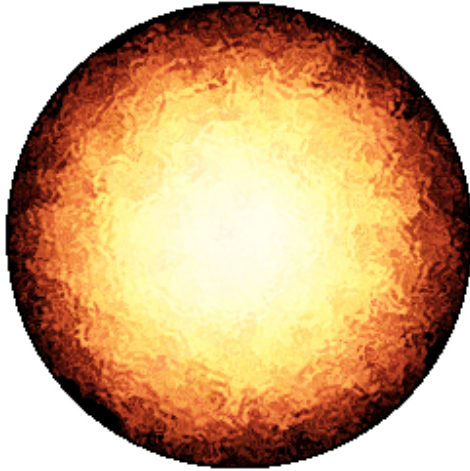3" Oil Drop Semi Circle Template

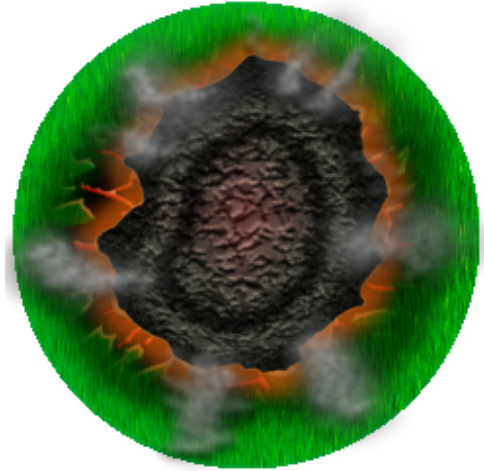
3" Rocks Drop Round Template
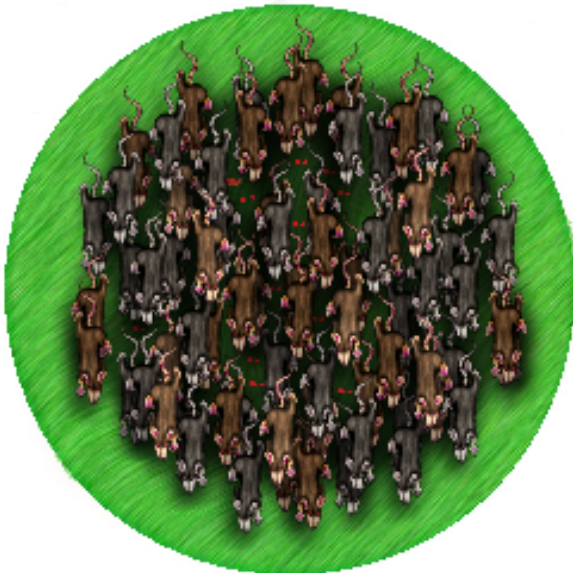

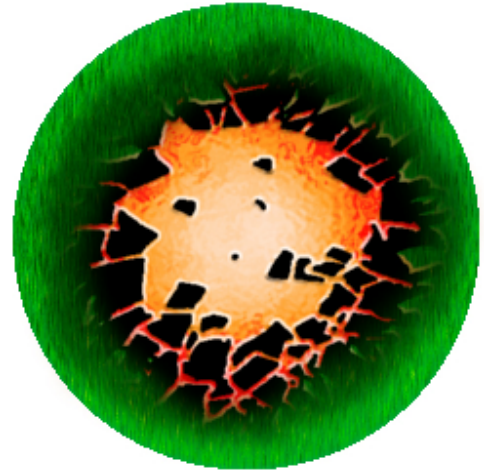3" Oil Drop Round Template

Spell Templates

2½" Fireball Template

2½" Meteor Template

3" Pestilence Template

2½" Lava Pool Template

3" Smoke Templates