

WARLORD SECOND EDITION  
PUBLIC FINAL PLAYTEST RULES

6/22/2009

# WELCOME TO WARLORD

Warlord is a high fantasy game of swords and sorcery set in the war-torn land of Taltos, in the world of Adon. The land of Taltos has never known peace. Warriors, thugs, monsters, and demons entangle themselves amongst the humans, elves, dwarves, and other races. Some seek power, some influence, but all strive to become masters of the domain of Taltos - to become Warlords. In Warlord, you design and construct the size of your force and choose what assets your force will contain, the types of battles you will fight, and how you will fight each battle. Every battle in Warlord is a different experience, as players bring their own unique personalities, armies, and tactics to the game. Taltos awaits. What legends will be written about your deeds?

## The RAGE System

Since the invention of the toy soldier, there have been games that use them. Warlord players field armies made up of small metal or plastic figures that are primed, painted, and ready for play on a tabletop surface. The Reaper Adventure Game Engine, or RAGE, is a single master system of game mechanics and rules used to play miniature-based tabletop wargames. RAGE is considered a master system because players can simply learn one basic set of game mechanics and rules, yet play many games in many different world settings.

## Materials Needed

- Ten-sided dice (d10)
- Various Warlord Miniatures (models)
- Measuring devices (flexible tape measures are best)
- A deck of standard playing cards
- Pennies, beads, or other small items to use as tokens

## Bases

When playing miniatures-based games, having a common set of bases dramatically increases the speed and ease of play. Base Sizes are very easy to remember, create, and acquire. Warlord models are packaged with the correct base included, and the correct Base Size is printed on the model's data card. A model's size is equal to its Base Size.

## Base Sizes

- Size 1: Standard = 1" square (25mm)
- Size 2: Cavalry = 1" by 2" rectangle (25mm by 50mm)
- Size 2: Large = 1.5" square (40mm)
- Size 3: Giant = 2" square (50mm)

## Metric, Squares, and Hexes

RAGE measurements are listed in inches (indicated by closed quotes: "). However, for purposes of play, conversion is simple. If you choose to use the metric system or a square or hex map, just substitute centimeters, squares, or hexes for inches. While the conversion may not be precise, it is more than sufficient for play.

## Model Scale

A 1/48 or 25mm Heroic scale is used for models, buildings, and battlefield ground scale.

## General Rules

### Base-to-Base Contact

Many rules in this book are dependent on models being, or not being, in Base-to-Base Contact (B2B) with each other. B2B indicates that any parts of two models' bases are touching each other. Opposing models in B2B do not have to fight simply because they are in B2B. If the physical features of the model (e.g., a tail or spear sticking out) prevent the bases from actually touching, just move the models as close as possible and announce to your opponent that the models are in B2B.



Two models in Base-to-Base Contact

### Base-to-Base Contact at different elevations

Models can be in B2B even if they are on different elevation levels (typically when one model is at the edge of a Size 1 cliff). Obviously, in these situations the models' bases cannot physically touch each other. When a model is on raised elevation terrain and is within 1/2" of the edge of it, simply move the opposing model into contact with the edge of the terrain piece to indicate that the models are in B2B. If the elevation increase is greater than the Base Size of the lower model, then no B2B can be established.



Two models in Base-to-Base Contact

Examples:

*An enemy model is within 1/2" of the edge of a Size 1 steppe. Any model may move into B2B with this model by moving to the base of the steppe nearest the enemy model.*

*An enemy model is within 1/2" of the edge of a Size 2 steppe. Any Large or Giant sized model may move into B2B with this model by moving to the base of the steppe nearest the enemy model. Standard sized models would be too small to effectively attack the enemy model, as the enemy model would be too high.*

## Bonus Stacking

Unless otherwise stated, all bonuses stack. This can result in a model achieving a +3 or more to a single attack from a series of individual +1 bonuses.

## Damage Tracks

Every model in the game has one or more Damage Tracks. Damage Tracks (DT on the data card) represent how much damage the model may sustain before it is destroyed. Damage Tracks also determine the model's current abilities. A model's current DT is always equal to how many points of damage it currently has. A model starts the game undamaged, and at DT 0. When it receives damage, its new data card stats correspond to its damaged condition, and its effectiveness usually decreases. When performing any Action, use the value listed on the model's current DT column. When the model receives more damage than it has DTs, the model is destroyed and removed from the game.

*Example:*

*Jimmy has a model with 3 Damage Tracks (0 through 2). In a single Activation, the model takes 2 points of damage. During Jimmy's following Action Phase, he wants to move and shoot with his model. He would use the values listed for moving and shooting under DT 2, since his model now has 2 points of damage. When Jimmy's model takes 1 more point of damage (assuming it is not healed first), it is destroyed and removed from play.*

## Declare, then Measure

Tape measures are used during play to measure distances, but do not measure until after your model's Actions have been declared aloud. If, after you declare your Action, you discover that you do not have enough range, movement, or distance to complete your declared Action, make the best of it, but do not change your declared Action.

## Friendly Models vs. Enemy Models

Models will frequently be referred to as either friendly models or enemy models. Friendly models are all models in your Army. Enemy models are all models in your opponent's Army. Models may not attack friendly models.

## Model Facing

Models have no "front side" or "rear side" to their bases, and all four sides of a model's base are treated equally. Although the battlefield is a chaotic place, and models are assumed to be constantly twisting and turning in an attempt to meet each challenge head on, there is never a need to physically rotate a model's base.

## Model States

Peril is found around every corner and under every rock. Throughout the game, models will be subject to various disabling effects. A model can only be affected by any individual Model State once at any given time (i.e., Model States of the same name do not stack to create a greater effect). It is recommended that models be marked in some way (e.g., with a token) to indicate the current Model State(s). See Appendix A on page 36 for a complete description of every Model State.

## Roll Dice in the Open

Roll your dice in the open where all players can see the results.

## Roll a Die to Settle Disagreements

Sometimes during the course of play, disagreements may arise. The disagreement may be about any number of things, such as how a rule should be applied, or whether a model with a ranged attack can see a target model. In these instances, the best course of action is for each player to roll a die. Whoever rolls the highest number may settle the disagreement with their interpretation. This will allow the game to continue in a timely manner. After the game, it may be a good idea to discuss the situation in greater detail to determine if a better ruling might be appropriate for future games.

## Rolling Dice and Resolving Actions

The RAGE system uses ten-sided dice (d10) to add a random element to the game play. Often, you will be called upon to roll dice to determine the results of the actions that your models take during each game. (Note: Most ten-sided dice have a "0" on one face, rather than a "10". The "0" should be read as a "10" in all cases.)

There are two different types of rolls that you will be called on to make:

- 10 or Better Roll (10+ Roll)
- Target Value or Better Roll (TV+ Roll)

### 10 or Better Roll (10+ Roll)

A 10 or Better Roll (10+ Roll) requires players to roll a d10 and (usually) add an appropriate stat from the model's data card. If this 10+ Roll is **greater than** or **equal to** 10, the Action is successful.

### Discipline Checks

The most common type of 10+ Roll is the Discipline Check. The Discipline Check is resolved by rolling a d10 and adding the model's DIS (see page 23). A final number greater than or equal to 10 results in success, and less than 10 results in failure. The consequences of this success or failure will vary depending on the situation. If more than one of these Actions or conditions occur at the same time, perform separate Discipline Checks for each instance.

### Target Value or Better Roll (TV+ Roll)

A Target Value or Better Roll (TV+ Roll) occurs when an Action directly affects another model, either an enemy model or a friendly model caught in the wrong place at the wrong time. TV+ Rolls require a player to roll a d10, add an applicable stat from their own model's data card, and compare the result to a Target Value. The Target Value is normally a stat from the target model's data card. If the total result of the roll and all applicable modifiers is **greater than** or **equal to** the Target Value, then the Action succeeds. If not, then the Action fails. The consequences of this success or failure will vary depending on the situation.

### Auto 10

The Auto 10 rule represents the idea that there is always a chance to succeed, even if it is unlikely. If a player rolls a natural 10 on any roll (the d10 has the 10 side facing up), the Action is considered to be a success regardless of the target value. Rolling a 1 does not indicate an automatic failure.



## Terrain

Battles in Taltos rarely occur in wide, empty fields. More often than not, the battlefield will be covered in buildings, trees, hills, rivers, and more. The terrain on the table can make a large difference in your overall strategy, and it will have an effect on your models' abilities to see their enemies and to move around the battlefield.

### Terrain: What is it?

Terrain is a term used to describe landmarks that compose your tabletop battlefield. Before a battle starts, both players should agree on what each piece of terrain represents and what its Terrain Size is.

### Terrain Types

Imagine what you might encounter if you walked from the north side of your hometown to the south side. Roads, walls, buildings, hills, rivers, and fields are some of the types of terrain you might encounter. Similarly, as a model moves across the battlefield, certain types of terrain may modify a model's movement while the model negotiates that terrain. For more detail, see the Move, Charge, and Run Actions on page 30.

Terrain Type	Movement Modifier
Open Terrain, Light Woods, Scrub, Fields	Normal Movement
Rough Terrain, Heavy Woods, Ditches, Dry Moats, Marsh, Bog	Half Movement
River Crossing	Quarter Movement
Obstacle of the same size or smaller than the model	-1 MOV (see below)
Increase Elevation Level	-1 MOV (see below)
Decrease Elevation Level	-0 MOV
Roads and Trails	+2 MOV (see below)

### Woods

Woods deserves a special mention, in that it works slightly different from other forms of terrain. If an arrow was traveling through a thicket or forest, it would likely encounter a tree or branch, or be sufficiently deflected by leaves that it would not reach its target. Likewise, vision is obscured by dense foliage. Woods normally just provides cover for models inside them (see pg 33). However, woods can block Line of Sight (LOS, see below), depending on how many inches of woods fall within the LOS corridor.

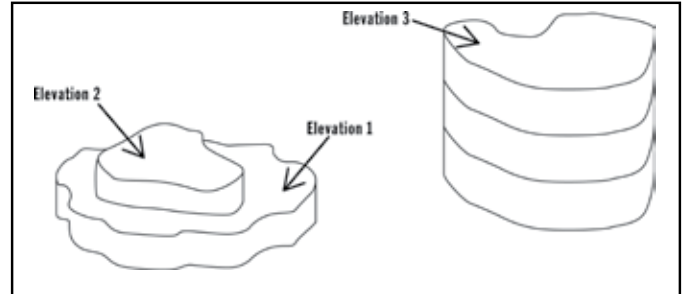
- 4+ inches of intervening light woods block LOS
- 2+ inches of intervening heavy woods block LOS

### Obstacles

Another type of terrain that deserves special mention is obstacles. An obstacle is a piece of terrain that is too narrow or too small for a model to actually stand on top of or inside. Things like narrow walls or small boulders. A model may traverse an obstacle of its own Size or smaller simply by spending 1" of movement to hop over it. For any obstacle of larger Size than the model, treat it as Impassable Terrain.

### Increase Elevation Level

Hills and other elevation increases are handled slightly differently when it comes to Terrain Size. Any kind of elevated terrain should be divided into discrete levels. Each level of elevation is equivalent to one point of Terrain Size. There is, of course, no requirement for any piece of terrain to have multiple levels. It's fine to have a low rise that is only one level, or to have a plateau that towers several elevation levels above the table. As a general rule, each inch of height should equal one level of elevation.



### Roads and Trails

Models are able to move slightly faster across roads and trails due to the improved surface. If a model spends its entire Move, Charge, or Run Action on this type of terrain, it gains an additional 2" of movement.

### Terrain Sizes

The other important element of terrain is how big it is. There is a big difference between a 4-foot-high stone wall surrounding a field, and the 20-foot-high walls of a castle!

The Terrain Sizes listed below are a general guideline. It would be impossible to list every type of terrain that could appear on a tabletop battlefield. After terrain is placed, players need to review and agree on what Terrain Size is assigned to each terrain piece on the battlefield.

Terrain Sizes	
Size	Description
0	Very low walls (1/2" high), light scrub, small hedges, and some rough terrain
1	Medium height walls (1" high), Base Size 1 models, defensive field works, and less than 2" depth of light woods
2	High wooden walls (2" high), Base Size 2 models, and less than 1" depth of heavy woods
3	Buildings (3" + high), high fortress walls (3" + high), and Base Size 3 models

### Impassable Terrain

Sometimes terrain is so difficult to move through it is considered completely impassable. A few examples would be a raging river, a towering obelisk, or a deep pit. These terrain features should still be assigned a Terrain Size for purposes of LOS, but with a few exceptions based on special rules, models may never move through, onto, or into them.

## Line of Sight (LOS)

Line of Sight (LOS) means that one model can see another model. LOS is needed for all ranged attacks and spells, unless otherwise noted by the spell or a Special Ability (SA).

Before you can determine LOS between two models, you need to first determine three things:

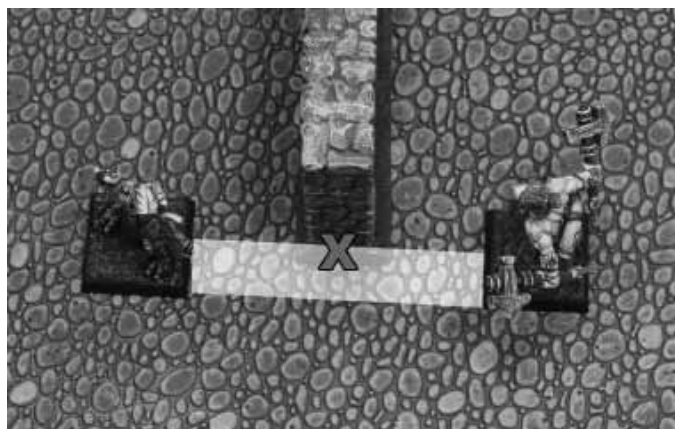
1. The size of the attacking model
2. The size of the defending model
3. The size of any intervening models or terrain

The size of a model is equal to the model's Base Size (see Base Sizes above), modified by elevation (see Elevated Models below).

To determine if there is LOS, simply draw an imaginary line, 1/2" wide, from the attacking model to the defending model. This is called the LOS corridor. The entire 1/2" width of the LOS corridor must be touching the bases of the attacking and defending models.

If there is an intervening terrain piece or model anywhere in the LOS corridor, **and** that terrain or model is the same Size or bigger than the larger of the attacking or defending models, then LOS is blocked.

There is one exception, however: If the attacking model is standing behind, and in contact with, a wall the same Size as the attacking model, LOS is not blocked by that terrain piece during the attacking model's Activation (i.e., the attacker is hiding behind the wall while shooting).



Because the wall is partially in the 1/2" LOS corridor, LOS is blocked.

## Elevated Models

A model's Base Size value can be modified up or down by terrain elevation to determine if it blocks LOS.

- Each terrain elevation level increase adds 1 to a model's Base Size value.
- Each terrain elevation level decrease subtracts 1 from a model's Base Size value.
- As with all terrain, players need to agree on which pieces of terrain qualify as a full increase or decrease in terrain elevation prior to play.

Note: This same concept applies to terrain sizes also. A Size 1 wall on top of a Size 1 hill will act as a Size 2 obstruction.



This ogre (Size 2) is standing on Size 1 terrain, making it Size 3. Behind is an orc (Size 1) standing on Size 2 terrain, also making it Size 3.

## ARMY CREATION

Players will have a group of models under their control called an Army. The Army represents a group of warriors and adventurers from the war-torn Taltos region of Adon. The opposing Armies can struggle for control of an objective, or simply engage to wipe out their foes. An Army is made up of smaller units called Troops, which are made up of individual models. Organizational rules govern how to assemble Troops and form your Army. (For rules, see the section titled “The Troop” on page 25.)

### Game Size

Before you can put together your Army, you and your opponents have to agree on a game size. The game size is the maximum number of points you can spend on models and equipment upgrades (see Appendix D on page 51 for equipment rules). Players are allowed to spend less than or equal to the game size maximum, but never over it. It is recommended that games be limited to 300 to 500 points total on the tabletop until players become familiar with the rules and the play of the game. Once players are familiar with the rules, a game size of 1000 points is recommended.

### Factions

In Taltos, there are ten warring Faction armies, each with their own goals and views. Your Army must be composed of models from a single Faction of your choice. Picking a Faction to play can be one of the hardest parts of starting out. Players generally gravitate towards certain play styles (charge in and fight, sit back and cast spells, outmaneuver your opponent with superior speed, etc). With so many options to choose from, you should be able to find a Faction that suits your desires and playing styles. You can find complete details about each available Warlord Faction in the second half of this book.

## The Data Card

Before assembling the Troops of your Army, you will need to know what a model is capable of in order to determine the strengths and weaknesses it will bring to the Troop. All information concerning a model is shown on the model’s data card, and each model has its own unique data card. By understanding and learning the data card of a particular model, you will know the capabilities of that model and, in turn, deploy and use the model to its maximum potential on the battlefield.

1 Example Data Card				
2	Affiliation: Crusaders/Good		Cost: 120	
4	Rank: Unq Captain (4-10/1)		6	Base: Std
7	Race: Human		14000	
8	DT	0	1	2
10	MOV	6	6	5
11	DIS	8	8	6
12	DV	9	8	7
13	MD	14	12	12
14	S.A.: Ranger/6, Tactician			
15	MAV	4	3	3
16	#MA	2	S.A.: Cleave, Parry 14	
17	RAV	3	2	2
18	#RA	1	Rng(16/24) S.A.: Rapid Shot 14	
20	CP	8	7	7
21	SP:	7/15	Tomes: Arcane, Storm 22	
	S.A.: Warcaster 14			
23	MOV	10	10	9
	S.A.: Flyer 14			

### Areas of the Data Card

Note: Sample data are listed in parentheses.

#### 1) Name (Example Data Card)

This is the model’s name.

#### 2) Affiliation (Crusaders/Good)

Affiliation represents which Faction may field this model and what alignment the model is. Only an Army of the listed Faction can field this model. There are three possible alignments – Good, Neutral, and Evil. Alignments are used by certain rules and Special Abilities.

#### 3) Cost (120)

This is how many points this model will cost to be part of an Army. Cost is per model, so if a player wants three of this model in their Army, the cost is paid three times. Remember, players are allowed to spend less than or equal to the game size maximum, but never over it.

#### 4) Rank (Unq Captain)

This is the model’s rank - Leader (Warlord, Captain, Sergeant), Elite, Soldier, or Solo (Monster, Solitaire) - and whether or not it is Unique (Unq).



**5) Troop Capacity (4-10/1)**

Only Leader models have information displayed here. The first two numbers indicate the minimum and maximum number of Soldier models allowed in a Troop which is led by this particular Leader model, and the third number is the maximum number of Elites allowed. This is explained in more detail in the Troop Size section.

**6) Base (Std)**

Base represents the size of base the model must be mounted on: Standard (Std), Cavalry (Cav), Large (Lrg), or Giant (Gnt).

**7) Race (Human)**

Race represents the race of the model. This information is used in various Special Abilities.

**8) SKU (14000)**

The SKU, or product code, of the Reaper miniature recommended for use with this data card.

**9) DT (0 1 2)**

The Damage Track (DT) on the data card shows how much damage a model can take before it is destroyed. It also shows how the model's capabilities change as it becomes more damaged.

**10) MOV (6 6 5)**

Movement Value (MOV) is how far – in inches – a model may move during a single Move Action. The terrain a model moves through may affect the final distance the model will move.

**11) DIS (8 8 6)**

Discipline (DIS) reflects the training, courage, and mental strength of a model. Occasionally, certain Actions or conditions will require a Discipline Check (see page 19).

**12) DV (9 8 7)**

Defense Value (DV) represents how hard it is to inflict damage on a model. The higher the DV, the harder it is for a model to be damaged during combat. This represents both the difficulty to hit the model and to damage it. A model could have a high Defense Value because it is too fast to be easily hit or too tough to be easily hurt.

**13) MD (14 12 12)**

Magic Defense (MD) represents how hard it is to affect this model with attack spells. The higher the MD, the harder it is for a model to be affected by attack spells.

**14) SA (Ranger/6, Tactician; Cleave, Parry; Rapid Shot; Warcaster; Flyer)**

Special Abilities (SAs) represent abilities or actions a model may possess making it unique in the game. Each SA is different. Special Abilities that are specific to a certain type of attack (Melee, Ranged, Magic) will be listed with that ability. If an SA is listed under a certain type of attack, it does not apply to another type. For example, if the Weaponmaster SA is listed with the ranged attacks, it does not affect melee attacks by that model. See Appendix B on page 37 for a complete description of all SAs.

**15) MAV (4 3 3)**

Melee Attack Value (MAV) represents the model's melee capabilities.

**16) #MA (2)**

The number of melee attacks or Defensive Strikes a model may perform when participating in a Fight Action.

**17) RAV (3 2 2)**

Ranged Attack Value (RAV) represents the model's ranged combat capabilities.

**18) #RA (1)**

The number of ranged attacks or Defensive Shots a model may perform when participating in a Shoot Action.

**19) Rng (16/24)**

The maximum distance (Rng) - in inches - a model's ranged attack will reach when participating in a Shoot Action. If two numbers are given, then the first number is the normal range, and the second number is the extended range.

**20) CP (8 7 7)**

Casting Power (CP) represents the model's spellcasting capabilities. If a model has a Casting Power value, then it is considered a Spellcaster for all special rules and abilities that reference Spellcasters.

**21) SP (7/15)**

Spell Points (SP) are listed as X/Y. The first number (X) is the maximum number of Spell Points the Spellcaster may spend on any individual spell. The second number (Y) is the total number of Spell Points the Spellcaster may spend on spells throughout the game.

During the game, it is recommended that the number of Spell Points the Spellcaster has left to spend be marked in some way, such as with a die placed next to the Spellcaster or the Spellcaster's data card.

**22) Tomes (Arcane, Storm)**

The Tomes listed here determine which spells a Spellcaster has access to when deciding what spell to cast. See Appendix C on page 44 for a complete description of all Tomes.

**23) MOV - Special Movement (10 10 9)**

Models with a Special Movement SA (Borrow or Flyer) use the movement listed here while using that SA.



## Model Types

The different models used in Warlord each have different roles and uses. Players should carefully consider which models and Troops they wish to use in the game. Some players base their decisions on which models look coolest, others on mathematical bonuses and special rules, and some draw from a little bit of both.

There are four Model Types. Each Model Type is composed of several subtypes that vary in name and purpose. The Model Types are:

- Leader
- Elite
- Soldier
- Solo

### Leader

The first of the Model Types is the Leader. Leader models lead each Troop and are of varying strength and ability. There are three subtypes of Leaders: Sergeants, Captains, and the Warlord itself.

#### Leader Model Subtypes

- **Sergeant**  
Sergeants are regular soldiers that have proven themselves in the face of battle and have the ability or strength of will to command. In Warlord, they represent the most inexpensive Leader model, and most Armies will have several.
- **Captain**  
Captains are exemplars of leadership and battlefield prowess. Captains are powerful models that add versatility and strength to an Army.
- **Warlord**  
Warlords command large forces in their thirst for control of Taltos. Typically, Warlord models have powers that can quickly turn the tide of battle. An Army can only ever have one Warlord, regardless of how many points are being used. In addition to the stats and abilities listed on each Warlord's data card, when fielded, every Warlord also provides certain benefits. These benefits are detailed in the "Warlord Benefits" section of the individual Faction sections.

### Elite

The second Model Type is the Elite. These are special purpose models that are much more powerful than a normal Soldier. Elites can be anything from mighty warrior heroes to stealthy assassins to mages, clerics, and druids.

### Soldier

The third Model Type, the Soldier, forms the bulk of an Army. Soldiers are the basic troopers that fill the ranks of Armies and give any military operation the necessary mass and personnel to succeed.

## Solo

The final main model type is the Solo. Solos are models that are either too large to be in a Troop, too anti-social, or perform specific tasks that are unsuited for fighting in a unit with other models. There are two subtypes of Solos: Monsters and Solitaires.

#### Solo Model Subtypes

- **Monster**  
Monsters are spectacular creatures, often non-intelligent or only bestially cunning, with destructive powers and Special Abilities. Typically, Monsters will be mounted on Large or Giant bases.
- **Solitaire**  
Solitaires are warriors and soldiers so skilled, intelligent, and/or cunning that they prefer to act alone. Typically, Solitaires will be on Standard bases.

## Uniques

A Unique (Unq) model is not an actual model type, but rather a special model. Leaders, Elites, or Solos may be marked with the Unq prefix. Unique means that only one of that particular model and its affiliated data card may be in a single Army under the control of a single player. Warlords are a Leader type that is always Unique.

A data card that lacks the Unq prefix indicates that the card's values are typical enough in the Army roster that multiples are possible. This does not mean that there are clones or duplicates of a certain character or individual. It simply means that the particular model's abilities are common enough to serve for more than just one model of that type in an Army.



## The Troop

In Warlord, the Troop is the basic unit of play and organization. The Warlord game focuses on skirmish-level play, which means that Troops will generally be fairly small units of models.

A Troop is one of two things:

- A group of Soldiers and (optionally) Elite models under the command of a single Leader model. The composition of Soldiers within a Troop may be mixed and incorporate different types (cavalry plus archers, warriors plus archers plus polearms, and so on).
- A single Solo model.



Example of the two different types of Troops

## Troop Size

A Troop can only contain as many Soldiers and Elites as the Leader model's specifications allow. A Leader model's data card will indicate Troop size in the following format:

**Troop:** Min-Max/Elite

The first value (Min) is the minimum number of Soldier models that particular Leader must include in the Troop it leads. The second value (Max) is the maximum number of Soldier models that particular Leader may include in the Troop it leads. The value after the slash (Elite) indicates the maximum number of Elite models that may be included in the Troop. If the listed value is 0, then no Elite models are allowed in that Troop.

*Example:*

*A particular Leader model's data card lists a Troop size of 3-10/2. At the minimum, this Troop must have at least four total models: the Leader itself plus three Soldiers. At the maximum, this Troop may have up to thirteen total models: the Leader, two Elites, and ten Soldiers.*

## Limits

- A Leader may not field a Soldier whose Cost is greater than the Leader's. Leaders may field Elites that cost more.
- An Army cannot have more Solos than Leaders.
- An Army can never have more than one Warlord.
- An Army with three or more Leaders must have at least 1 Captain or Warlord.

## Example Army

The following example represents a fairly large Army:

- Troop A (12 models) – 1 Warlord, 2 Elites, 9 Soldiers
- Troop B (10 models) – 1 Captain, 1 Elite, 8 Soldiers
- Troop C (7 models) – 1 Captain, 2 Elites, 4 Soldiers
- Troop D (5 models) – 1 Sergeant, 1 Elite, 3 Soldiers
- Troop E (7 models) – 1 Sergeant, 6 Soldiers
- Troop F (1 model) – 1 Monster
- Troop G (1 model) – 1 Solitaire

## GAME SETUP

### Battlefield Setup

In order to play a game, you first need a place in which to play. Since the earliest days of the hobby, wargames have been played on just about any available surface, from kitchen and dining room tables to dedicated game tables in the den. For a game of Warlord, a good play area is a 48" by 48" square surface. Players place miniature versions of buildings, trees, hills, rivers, and more on the battlefield in order to simulate the effects of terrain when they are playing. Terrain pieces should be scattered to represent urban ruins, walls, vegetation, forests, bracken, hills, or rivers in a manner suitable to the desires of the players.

How to set the terrain up on the battlefield is a matter of player preference. Here are two recommended methods:

#### One player sets up terrain, one picks deployment side

One player sets up all of the terrain on the board however they wish. The other player then chooses which side they want to deploy on, and the person who set up the terrain deploys on the opposite side of the battlefield. To pick which person does which, each player rolls a die. The player who rolls the highest number gets to choose whether to set up the terrain or to pick the deployment side.

#### Take turns setting up

Each player starts with the same number of terrain pieces, usually four to six pieces per player. Each player then rolls a die, and the player with the highest roll places their first piece of terrain anywhere on the board. The players then take turns placing one piece of terrain at a time anywhere on the board until all of the terrain has been placed. Finally, starting with the player who placed the first piece, each player gets to remove one piece of terrain of their choosing from the board. After all of the terrain has been placed, the Player who placed terrain first should select which side they want to deploy on, and his opponent will deploy on the opposite side.

Players must agree upon terrain sizes and cover types before play begins.



A fully set-up battlefield

### Deployment Zone

After the battlefield has been set up and the players have determined which sides they are deploying on, they will need to determine their exact Deployment Zone. The Deployment Zone is the area where the players place their Troops at the start of the game. The Deployment Zone is a rectangle measuring 12" by 24" with one of the long sides consisting of the table or battlefield edge. After the first player chooses a side of the table for their Deployment Zone, their opponent must choose the opposite side of the board as their Deployment Zone.

### The Draw Deck

Game play requires at least one 52-card deck of standard playing cards. Cards from the deck are used to create a smaller deck called a Draw Deck. The Draw Deck is used to determine which player goes first and to regulate the play and flow of the game.

### Creating a Draw Deck

Each player is assigned a suit, and one card from each player's suit is put into the Draw Deck for each Troop they have in their Army. These cards are not tied to specific Troops. After each player has put the appropriate number of cards of their assigned suit into the Draw Deck, shuffle the cards.

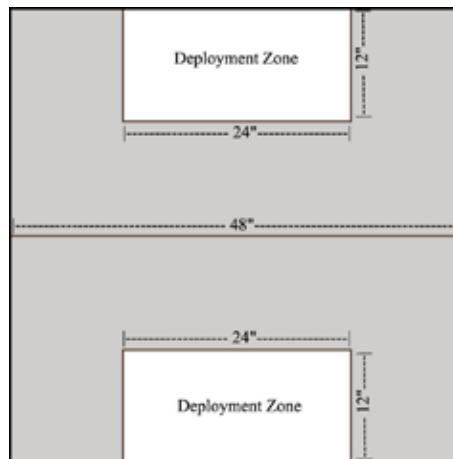
### Deployment

After the Draw Deck has been assembled and shuffled, turn the top card over. The player whose suit is drawn must now place one of their Troops within their Deployment Zone. After placing the Troop in their Deployment Zone, the next card in the Draw Deck is turned over, and the process is repeated until every Troop is deployed.

### Pre-Battle Phase

Certain abilities allow some models to take Actions before anyone else in the Army. This extra pre-battle Action might represent the result of good reconnaissance, extraordinary abilities, superior equipment, or just plain good luck.

Shuffle the Draw Deck and turn over the top card. The player whose suit is drawn may conduct pre-battle Actions with any and all models that may do so. Players conduct all of the pre-battle Actions they are entitled to when their card is drawn.



A graphic of a battlefield's Deployment Zones

## THE GAME TURN

By this point, all of the players have chosen Deployment Zones, placed models, and in some cases may have already begun maneuvering models around the battlefield. The soldiers are eager for battle; it is time to actually play the game!

Warlord is played as a series of Game Turns. A Game Turn consists of three phases: the Initiative Phase, the Action Phase, and the End Phase. The Initiative Phase sets up the Game Turn. The Action Phase is then repeated until all Troops have conducted an Action Phase. Once all Troops have been activated for a Game Turn, proceed to the End Phase.

It can be very important to keep track of which Troops have been activated during a Game Turn. Placing a token next to a model from each Troop that has already been activated is the most common tracking method.

### Initiative Phase

The RAGE System uses the Draw Deck to determine the order in which players activate their Troops. Unlike many games with a fixed order of play, the order of play in Warlord varies each Game Turn depending on the order in which cards are drawn from the Draw Deck. Sometimes a player may take several Action Phases in a row before their opponent gets to take one. Such is the fickle nature of fate and the chaos of battle!

In the Initiative Phase, one of the players will shuffle the Draw Deck, place the deck face down on the table, and then offer another player the opportunity to cut the deck. The Draw Deck will be used in the Action Phase to determine the order of play. Generally, players will alternate shuffling the Draw Deck.

### Action Phase

During the Action Phase, models move, attack other models, and take damage, and – of course – this is where players roll their dice. Each Troop will get the opportunity to have one (and only one) Activation during the Action Phase.

To determine which player gets to activate a Troop first, a player (typically the one who shuffled) turns over the top card in the Draw Deck. The player whose suit was just drawn must activate any one of their Troops that has not yet been activated this Game Turn. This is called an Activation. The models in the chosen Troop can now move, attack, or conduct any other allowed Actions (see page 28). You can activate a Troop and take no Actions.

When the player finishes resolving all the Actions for the activated Troop, they then flip over the next card in the Draw Deck to see which player takes the next Activation. If a player has already activated all of their Troops for this Game Turn, simply ignore any extra cards for that player as they are flipped over.

Once all Troops on the battlefield have been activated this Game Turn, proceed to the End Phase.

### End Phase

After each Troop on the battlefield has been activated once during a Game Turn, it is time to wrap up the loose ends and prepare for a new Game Turn. This part of a Game Turn is called the End Phase. To end a Game Turn, the players must quickly review the progress of the game, determine if the battle is to continue, and adjust the Draw Deck as needed.

Any special rules or effects awaiting the End Phase (e.g., Poisoned Model State) now take effect.

To adjust the Draw Deck, remove from the Draw Deck one card of the corresponding suit for each Troop that was completely eliminated from play by destruction or Regrouping during the Game Turn. In addition, remove any extra cards for each destroyed model that possessed an SA that granted an extra card. Begin the next Game Turn.

### Victory: Completing the Game

Players are encouraged to set victory conditions at the start of the game. The two most common are:

#### To the Death

Play continues until all the models in one player's Army are destroyed.

#### Five Game Turns

Five complete Game Turns are played. At the end of the fifth turn, each player adds up the Costs for all of their models remaining on the board. Whoever has the highest number of points left is declared the victor.



## ACTIONS

Each Activation, a model can execute up to two Actions. It cannot execute the same Action twice in the same Activation. It may choose to perform only one, or even zero, Actions (unused Actions are lost). Note that the Combat Action is broken into multiple sub-Actions.

### Types of Actions

- Focus
- Inspire (Warlord and Captain Only)
- Rally (Warlord and Captain Only)
- Regroup (Leader Only)
- Specialty
- Move
- Charge
- Run
- Combat
  - Fight
  - Shoot
  - Spellcast

### Combat Actions

The Combat Action is unique in that it actually consists of three sub-Actions: The Fight Action, the Shoot Action, and the Spellcast Action. A model cannot perform more than one Combat Action, even to use different sub-Actions (i.e., you cannot perform both a Fight Action and a Shoot Action, because that would be two Combat Actions.)

### Free Actions

Some rules direct you to perform an Action as a Free Action. These actions never count as one of a model's two Actions that are allowed during its activation, and are performed independently of all normal Actions. Each Free Action's description gives instructions on when it can be performed and how to resolve it.

### Declaring Actions

The first step in performing an Action is to tell your opponent which Action the model is going to attempt. This is called Declaring an Action. Once you have declared an Action, you may begin to resolve it as allowed by the rules.

You are not allowed to measure any distances on the board until you have declared an Action. If you have declared an Action and cannot perform it as declared because the model does not have enough range or movement, or is unable to fully complete it as desired, you must still perform the Action to the best of your ability. In the worst case, you will forfeit the Action you declared. Once you have begun resolving a declared Action, you cannot stop and change the declaration.

### Order of Performing Actions

RAGE games are fairly freeform in the sense that players have a wide selection of Actions to choose from, and there is no set order in which you must perform Actions. Some of the models in a Troop might move and then take a Specialty Action to steady their nerves, while other models might take a few shots with their bows and then move. Any combination of Actions is valid, and each model may perform Actions irrespective of the other models in its Troop, except for when it pertains to conducting Combat Actions (see below).

### Declaring and Conducting Combat Actions

There is one very important rule about performing Combat Actions: All models in the active Troop that are conducting the same type of Combat Action must perform it at the same time. That means all models in the active Troop that are conducting the same type of Combat Action (Fight, Shoot, or Spellcast) must declare that they will be performing it **before** any of them may begin resolving it. Thus, all models conducting a Fight Action would need to perform that Action simultaneously, but not at the same time as models performing a Shoot Action.

*Example:*

*Todd has a Troop with three archers and three swordsmen. Non-Combat Actions can be performed at any time, so before Todd declares his Shoot Action, he can perform Move Actions with a few of his models, have a Leader perform a Regroup Action, and have some archers perform a Focus Action. If he wants one of his archers to perform a Shoot Action, any other models in that Troop that he also wants to perform a Shoot Action must do so at the same time. He must declare all of the models that are performing a Shoot Action as doing so before beginning to resolve **any** of the ranged attacks. After the Shoot Action, Todd can then continue performing any other non-Combat Actions he wishes, before conducting another Combat Action of a different type (e.g., Fight Action) with other models.*



### Focus Action

Any model may spend extra time in preparation for an attack, whether taking careful aim before firing a ranged attack, concentrating a little longer before unleashing a spell, or waiting for the best opening before a melee attack. A model that performs a Focus Action as its first action gains a +1 bonus to any Attack Checks or Casting Checks during any Combat Action taken during the same Activation.

### Inspire Action (Warlord and Captain Only)

In the heat of battle, good leaders can bring out the best in those they lead. By performing an Inspire Action, all models in that Leader's Troop, including the Leader, gain a +1 MAV bonus to all melee attacks against any model the Leader is in Base-to-Base Contact (B2B) with, for the rest of the current Activation.

### Rally Action (Warlord and Captain Only)

Soldiers look to their leaders for guidance and support when the going gets rough. By performing a Rally Action, all of the Shaken Soldier and Elite models in that Leader's Troop may make an immediate Discipline Check, with a +1 bonus, as a Free Action to remove the Shaken game effect.

### Regroup Action (Leader Only)

During a battle, Troops can take casualties to an extent that will make them less effective. By performing a Regroup Action, a Leader model can take two Troops that have suffered heavy casualties and combine them to make one stronger Troop.

For a Leader model to perform the Regroup Action, the Leader model's current Troop size must be less than its maximum. The Leader cannot currently be in Base-to-Base Contact (B2B) with an enemy model.

The Troop being absorbed must be leaderless and must not have been activated yet this Game Turn. The sum total of the combined models cannot exceed the absorbing Leader model's Troop Capacity. If the combined total would be greater than the Leader model's Troop Capacity, then the excess models are removed from play. (The player can choose which models are absorbed and which are removed.)

After the Regroup Action has been resolved, models in the now-combined Troop which still have unused Actions may conduct them as normal.

### Specialty Action

A Specialty Action is an Action that allows a model to perform special actions granted to them by an SA, model type, purchased upgrade, or even a Model State. When a Specialty Action is called for, any instructions necessary for resolving it will be included in the description calling for it.



## Move Action

In order for a model to move, a player declares that the activated model is performing a Move Action. The model may move up to a number of inches equal to the Movement Value (MOV) listed on that model's data card on the appropriate Damage Track column. Different types of terrain (such as hills, trees, or water) may adversely affect the distance a model may move during a Move Action. Sometimes other things (like buildings or other models) may slow down or impede a model's movement.

## Obstructions

A model cannot move through a cluster of enemy models or a terrain obstruction unless its base fits through a gap in the cluster or obstruction. At no time may a model's base touch or overlap an enemy model's base. Friendly models do not block another model's movement. A model may move among friendly models as long as it does not end its movement overlapping another model's base.

## Base-to-Base Contact with an Enemy Model

While performing a Move Action, a model may not move into B2B with an enemy model. This requires that the model perform a Charge Action. (See below)

## Leaving Base-to-Base Contact with an Enemy Model

A model that is in B2B with an enemy model of equal or larger Base Size must first succeed on a Discipline Check in order to move away from that enemy model. If the model is in B2B with multiple smaller enemy models, then add up the Base Sizes of all the enemy models in B2B. If the total is equal to or greater than the Base Size of the model wishing to break away, then a Discipline Check is needed.

A failed check results in the model being Shaken; it cannot move away, and the movement Action is lost. If the check is successful, then the model may move away, even if it was in B2B with more than one model, providing there is enough of a gap for the moving model's base.

Note: Once a model is in B2B with an enemy model, it may not shift position or "slide" against that model's base. Thus, a model that has attackers on opposite sides would not be able to slide out from between them.

*Example:*

*A giant (Base Size 3) is in B2B with two swordsmen (Base Size 1 each). Since the giant's base is bigger than the sum of the enemy bases, no check is required, and the giant may freely perform a Move Action and leave B2B without risk of penalty. Had there been three swordsmen in B2B with the giant, the giant would have been required to make a Discipline Check.*

## Measuring Movement

To avoid depriving a model of vital movement distance or – worse – moving too far, all measurements should be measured from the same point on the model each time (e.g., the front right corner of the base).

## Terrain Modifiers

As has been noted many times previously, terrain can affect a model's movement. Movement Modifiers apply to Move, Charge, and Run Actions.

When a model enters a particular type of terrain, its movement becomes subject to a Movement Modifier. This modifier changes the distance that the model is able to traverse during a Move Action. For example, if a model was moving through Woods, which have a Movement Modifier of Half Movement, each actual inch moved on the table would count as 2 inches of movement, reducing the model to half speed.

Movement Modifiers apply when a model enters that particular type of terrain (or negotiates a listed obstacle). Movement Modifiers stop when a model exits that particular type of terrain. When crossing terrain, if any part of the model's base touches another type of terrain, the model must use the Movement Modifier value for the least favorable Terrain Type being traversed.

To see a list of the Movement Modifiers for different kinds of terrain, see page 20.

When moving up any terrain that increases a model's elevation (e.g., a hill or a cliff), models spend 1" of MOV per level of elevation increase. Models may only increase their elevation 1 level at a time per Base Size.

*Example:*

*A model on a Standard Base (Size 1) is adjacent to a Size 2 cliff. The model would not be able to move up the cliff, as it is too tall. A Size 2 or 3 model would be able to move up the cliff though, at a cost of -2 MOV.*

## Charge Action

The Charge Action is how your models get into B2B with enemy models. A model that is already in B2B with an enemy model must follow all of the rules for leaving B2B (see Move Action above) to Charge a different enemy model.

To resolve a charge, the model moves up to its maximum MOV towards an enemy model (following all movement rules found in the Move Action). If at the end of this movement the model is not in B2B with the enemy model, but is within 2" (modified for terrain), the model gains a bonus 2" of movement so that it may then move the extra distance into B2B with the enemy model.

If the Charging model fails to come into B2B with the enemy model for any reason (e.g., not enough movement or a Special Ability prevented it), and it has a second Action remaining, it may perform another Charge Action to attempt to come into B2B with that enemy model a second time.

## Run Action

A Run Action may only be performed in an Activation in which the model has already performed a Move Action. The Run Action allows a model to spend its entire Activation moving and gives a bonus to movement.

To declare a Run Action, the model's first declared Action of its Activation must be a Move Action.

A Run Action is resolved exactly like a normal Move Action, but the model gains an additional 2" of movement (modified for terrain).



## Combat Action – Fight

After the screaming charge comes good old-fashioned melee combat. Flailing fists, savage kicks, claws, teeth, swords, and wooden clubs all involve up-close and personal fighting.

To declare a Fight Action, the active model must be in B2B with at least one enemy model. (See page 18)

To resolve a Fight Action, follow the steps below:

### Fight Resolution Stage

After you have moved all of a Troop's models that will be conducting a Fight Action into valid B2B with enemy models, it is time to resolve the combat and win the day. Resolution is easy and fast: simply follow the steps outlined below, referring to the Fight Situation Modifiers to MAV chart below.

#### How to Resolve a Fight

- 1) Declare each attacking model's target(s): The controlling side declares all Fight Actions, all targets of those Fight Actions, and – in the case of attacking models with multiple attacks – which targets receive how many attacks. A model may attack any enemy model with which it has valid B2B.
- 2) Determine which, if any, Situation Modifiers (see chart) apply to the attack, and resolve any special rules or abilities that may affect the attacking model's MAV.
- 3) The defender declares their model's Defense Value (DV). Usually, this will just be the value from the appropriate DT column on the data card. However, it can be modified by some special rules and abilities. This is when the effects of those abilities should be resolved.
- 4) Attack Check: The attacker makes an Attack Check. This is a TV+ Roll using the attacking model's MAV (determined in step 2), against the defending model's DV (determined in step 3). If the Attack Check is successful, then the defending model will be dealt one point of damage in step 7. Otherwise, the attack misses, and there is no effect.

Multiple Attacks: Some models have multiple melee attacks. A model will have its number of multiple attacks indicated on a data card in this format:

**#MA:** (number of Melee Attacks)

The number indicates how many total attacks or Defensive Strikes a model may perform in a single Fight Action. A model with multiple attacks that is in B2B with more than one enemy model may split its attacks amongst those enemies, or it may apply all attacks against a single enemy. Once these attacks are declared and the dice start rolling, the attacking model cannot reallocate the attacks to different models.

- 5) Complete Troop's Fight Actions: Continue resolving attacks until all models from the attacking Troop have completed their declared Fight Actions using steps 2 - 4.

- 6) Defensive Strikes: The defending model(s) may perform its Defensive Strikes against any enemy model in B2B, even models that are not making attacks. Defensive Strikes use normal Fight Resolution steps 1 - 4.
- 7) All damage takes effect: All damage, from both the attacking and defending models, takes effect all at once. Models which have received more damage than the number of Damage Tracks they possess are destroyed and removed from play.

Please pay particular attention to Step 7. All damage takes effect at the very end of combat. It does not take effect as you roll the dice in steps 4 and 6.

Fight Situation Modifiers to MAV	
+1	Support: Three or more friendly models in B2B with the enemy model (Support does not apply to Defensive Strikes.)
+2	Defending model is Shaken
+1	Attacker used a Focus Action

### Support

Support represents nearby models assisting the current attacker to successfully strike a blow against its target. Support may take the form of a spear assisting from behind, a nearby friendly model blocking a strike, or even just the chaos and confusion caused by so many hostile models in proximity.

If three or more friendly models are in B2B with the same enemy model, the friendly models get a +1 Situational Modifier to their Attack Checks against that enemy model. Support bonuses do not apply to Defensive Strikes.



The dwarves gain the Support bonus against the cyclops.

## Combat Action – Shoot

Keen-eyed archers pick off enemies from afar, while vile creatures spit poison and doom into the faces of their foes. The Shoot Action covers all sorts of ranged attacks.

There are a few different restrictions on when a model may perform a Shoot Action:

1. The model must be capable of making ranged attacks. Its data card must list values for RAV and #RA (see page 22).
2. The model must not be in B2B with an enemy model.
3. The target model must be within the maximum range of the attacking model, as measured from any point on the attacking model's base to any point on the target model's base. For models whose data cards list both a normal and an extended range, all ranged attacks performed against targets beyond the normal range and within the extended range are performed with a -1 penalty to RAV.
4. The attacker must have Line of Sight (LOS) to the target. (See page 21.)

## Shoot Resolution Stage

### How to Resolve a Shoot Action

- 1) Declare each attacking model's target(s): The controlling side declares all Shoot Actions, all targets of those Shoot Actions, and – in the case of attacking models with multiple attacks – which targets receive how many attacks.
- 2) Determine which, if any, Situation Modifiers apply to the ranged attack (see chart below), and resolve any special rules or abilities that may affect the attacking model's RAV.
- 3) Defender: Defender declares their model's Defense Value (DV). Usually, this will just be the value from the appropriate DT column on the data card. However, it can be modified by some special rules and abilities. This is when the effects of those abilities should be resolved.
- 4) Attack Check: The attacker makes an Attack Check. This is a TV+ Roll using the attacking model's RAV (determined in step 2), against the defending model's DV (determined in step 3). If the Attack Check is successful, then the defending model will be dealt one point of damage in step 7. Otherwise, the attack misses, and there is no effect.

Multiple Attacks: Some models have multiple ranged attacks. A model will have its number of multiple attacks indicated on a data card in this format:

**#RA:** (number of Ranged Attacks)

The number indicates how many total attacks or Defensive Shots a model may perform in a single Shoot Action. Multiple attacks may be split amongst enemies or may be applied against a single enemy. Once these attacks are declared and the dice start rolling, the attacking model cannot reallocate the attacks to different models.

- 5) Complete Troop's Shoot Actions: Continue resolving attacks until all models from the attacking Troop have completed their declared attacks.
- 6) Defensive Shots: Eligible defending models (i.e., models with ranged attack abilities and not in B2B with an enemy model) may perform Defensive Shots against any enemy model that attacked it, regardless of LOS, as long as the enemy model is within the defending model's range. Defensive Shots use normal Shoot Action resolution steps 1 - 4.
- 7) All damage takes effect: All damage, from both the attacking and defending models, takes effect all at once. Models which have received more damage than the number of Damage Tracks they possess are destroyed and removed from play.

Ranged Attack Situation Modifiers to RAV	
-1	Target in Extended Range
-1	Target is Flying
-2	Target in Cover
+2	Target is Shaken
+1	Attacker used a Focus Action





## Ranged Attacks and Cover

A battlefield is a very cluttered place. Walls, towers, destroyed equipment, structures, terrain, and fortifications all add up to make the job of seeing the enemy that much harder. Using cover can often be the minor difference between life and death when a flight of arrows is bearing down on you. Bravery is great, but sometimes when a model is under ranged attack, nothing beats hiding behind a nice tree or rock while the enemy expends its attacks in frustration.

Cover is a function of surrounding terrain and should not be confused with LOS. The benefit of being in cover, or detriment of shooting at a model in cover, is that the ranged attack suffers penalties. If there is LOS, but the defending model is partially behind a model or terrain piece the same size or larger than it is, or completely behind a model or terrain piece that is one size smaller than it is, then the defending model enjoys the benefit of cover, and the attacking model suffers a -2 cover penalty to its attacks.

A cover penalty only applies when the direction of the ranged attack crosses the terrain piece providing cover, and the target model is using the terrain piece appropriately as cover.

### Appropriate Use

A model must be behind and within 2" of a terrain feature that provides cover in order to receive the benefits of cover. For example, placing a Standard Base Size model on top of a wide low farm wall that lacks battlements of any kind would not be an appropriate usage of cover, even though a ranged attack would cross the terrain piece to strike the model and the model is definitely within 2" of the wall. However, standing on the ground within 2" of the same low wall, opposite from the direction of enemy fire, would constitute an appropriate use of cover.



This Size 1 wall blocks LOS to the Size 1 dwarf, and provides cover for the Size 2 troll.

### Examples:

*A dwarf warrior with a Standard Base Size value stands completely behind a section of medium height wall determined to be Terrain Size 1. Since the Terrain Size is the same as the Dwarf's Base Size value of 1, there is no LOS to the dwarf.*

*A troll with a Large Base Size value is standing completely behind the same wall. Since the Terrain Size is one less than the troll's Base Size value, the wall does not block LOS to the troll, but the troll does gain cover from the wall. However, if the troll were only partially behind the wall, then it would not gain the benefit of cover, since the wall is smaller than the troll.*

## Firing into Melee

Firing into melee is a risky proposition. Attackers and defenders are in constant motion, and the shooter can never be certain that the target will be in the same place when the arrow or bolt strikes. When friendly archers or crossbowmen fire into melee, there is the potential of seriously demoralizing the involved allies.

Any friendly models in B2B with the target of the ranged attack must succeed in an immediate Discipline Check or suffer a Shaken token. Only one Discipline Check needs to be made regardless of how many ranged attacks were performed.

Remember, the attacking models still require a clear LOS to their target, even if firing into melee.



Firing into combat

## Combat Action – Spellcast

In the world of Warlord, a Spellcaster in the Army is not only a good idea, it is a necessity. Only very foolish commanders go into battle without at least a healer or supporting Spellcaster in the Army's ranks.

### Spellcasting Models

A model may conduct a Spellcast Combat Action only if its data card lists values for CP, SP, and either Tomes or spells.

### Casting a Spell

To cast a spell, a player declares which model(s) will be casting spells, what spells they are casting, and any applicable targets. All spells are either Non-Attack Spells (versus a static number of 10) or Attack Spells (versus the target model's Magic Defense value). Every Spellcaster has a listed number of Spell Points (SP) with which to cast spells. Spells can be found inside Tomes (see Appendix C on page 44). Each Spellcaster has access to one or more Tomes, as listed on its data card, plus any spells in the Open Tome. The data card lists Spell Points as X/Y. The first number (X) is the maximum number of Spell Points that Spellcaster may spend on any one spell. The second number (Y) is the total number of Spell Points the Spellcaster may spend on spells throughout the game.

When choosing a spell, the Spellcaster may choose any spell, up to and including spells costing (X) number of points, in any of the Tomes listed on its data card (or the Open Tome), for which it has Spell Points (Y) to cast. Each spell lists how many points it costs to cast (Cost). Once a Spellcaster casts a particular spell, reduce the number of available Spell Points for that Spellcaster by the Cost of the cast spell, even if the spell failed to affect any models. Once a Spellcaster is out of Spell Points, it can only cast spells with a Cost of 0. Some spells state that they are 'UNIQUE', meaning a Spellcaster may only cast it once per game. A Spellcaster can only ever cast one spell per Spellcast Action.

Example:

*Eli has a Spellcaster with access to the Restore and Storm Tomes and a Spell Points value of 5/8. At the start of the Spellcast Action, Eli may choose any spell costing 5 points or less from any of the spells in both the Restore Tome and Storm Tome, plus the spells listed in the Open Tome. Eli chooses a Cure 2 spell costing 4 points. Once the spell is cast, Eli reduces the Spell Points for his Spellcaster by 4 to 4. Next Activation, Eli can choose to cast any Restore, Storm, or Open spell worth 4 points or less (i.e., his remaining Spell Points).*

### Casting a Spell While in B2B

If the Spellcaster is in B2B with one or more enemy models when it casts the spell, it suffers a -2 penalty to CP, whether or not the enemy in B2B is the target of the spell. This does not provoke Defensive Strikes from the enemy model(s).

### Casting Multiple Spells

If a player has multiple Spellcasters in the same troop and casts spells with more than one of them, the player may choose the order in which the spells resolve. All spells to be cast in the Spellcast Action still need to be declared at the start of the Spellcast Action.

### Line of Sight and Casting Spells

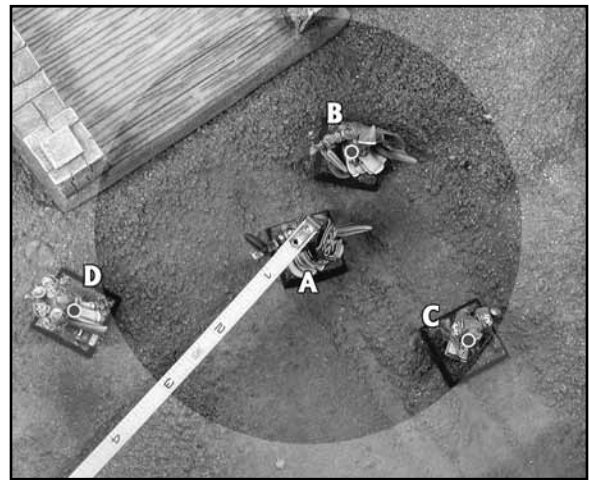
Line of Sight (LOS) is required for all spells unless the spell's description specifically states otherwise.

## Range

The target model must be within range (listed for each spell) of the spellcasting model, as measured from any point on the spellcasting model's base to any point on the target model's base.

## Area of Effect

Spells that affect a circular area, rather than a single target, list an Area of Effect (AoE), which is the diameter, in inches, of the effect. When casting an AoE spell, the Spellcaster can choose either a model or a point on the ground to be the center of the AoE. If a model is chosen, the center of the AoE is assumed to be the center of that model's base. The target point or model must be within the spell's range (note that this means a spell could affect an area slightly beyond the spell's listed range, since only the center of the AoE needs to be within range). If any part of a model's base is within the AoE (including the Spellcaster itself), that model is affected by the effect. If the declared target is found to be outside of the spell's range, the spell resolves at the maximum range, as close to the declared target as possible.



Everyone pictured is inside the 6" AoE.

### Non-Attack Spell Resolution Stage

Non-Attack Spells are resolved differently than Attack Spells. Non-Attack Spells may not target enemy models, but may target the Spellcaster themselves.

#### How to Resolve a Non-Attack Spell

- 1) Declare each spellcasting model's spells: The controlling side declares all spells and all targets of those spells. Spellcasters can target themselves with their own Non-Attack spells.
- 2) Casting Check: The Spellcaster makes a Casting Check. This is a 10+ Roll modified by the model's CP. Even if the Non-Attack Spell affects multiple targets, only a single Casting Check is made, and the spell either affects all targets or none. Regardless of whether or not the Casting Check is successful, the spell is still considered cast, and the Spellcaster loses the Spell Points for that spell. As with all other Combat Actions, once a Troop begins spell declarations and resolutions, all spellcasting must be conducted and resolved before that Troop conducts the next type of Action.
- 3) All spells take effect: All spells take effect, and their results are now resolved.

### Attack Spell Resolution Stage

Attack spells are resolved differently than Non-Attack spells. Attack spells may not target friendly models.

#### How to Resolve an Attack Spell

- 1) Declare each spellcasting model's spells: The controlling side declares all spells and all targets of those spells.
- 2) Determine which, if any, Situation Modifiers apply to the attack (see chart below), and resolve any special rules or abilities that may affect the attacking model's CP.
- 3) The defender declares their model's Magic Defense (MD). Usually, this will just be the value from the appropriate DT column on the data card. However, it can be modified by some special rules and abilities. This is when the effects of those abilities should be resolved.
- 4) Counterspell: Enemy Spellcaster models that were targeted by, or in the AoE of, the Attack Spell may hinder the spell by spending Spell Points to give the attacking Spellcaster a penalty to its CP. For each Spell Point the defender spends, the attacking Spellcaster suffers a -1 penalty to its CP. This penalty applies to every Casting Check made for this spell. If the enemy Spellcaster is affected by more than one attack spell, this step is performed separately for each attack spell.
- 5) Casting Check: The attacker makes a Casting Check. This is a TV+ Roll using the attacking model's CP (determined in steps 2 and 4), against the defending model's MD (determined in step 3). If the Casting Check is successful, the spell affects the defending model. Separate Casting Checks are made for each defending model. Regardless of whether or not the Casting Check(s) was successful, the spell is considered cast, and the Spellcaster loses the Spell Points for that spell.
- 6) Complete Troop's Spellcast Actions: Continue resolving spellcasting until all models from the attacking Troop have completed their declared Spellcast Actions.
- 7) All spells take effect: All spells take effect. Models which have received more damage than the number of Damage Tracks they possess are destroyed and removed from play.

Attack Spell Situation Modifiers to CP	
+ 1	Spellcaster used a Focus Action
+ 2	Defending model is Shaken
- 2	Spellcaster is in B2B with an enemy model



## APPENDICES

### Appendix A – Model States

When a spell or ability states that a model experiences a particular effect, this section will describe what that effect is and how it works. A model can only be affected by any individual Model State once at any given time (i.e., Model States of the same name do not stack to create a greater effect). It is recommended that models be marked in some way (e.g., with a token) to indicate the current Model State(s).

#### Blessed

A model that has become Blessed gains a +1 bonus to all die rolls until the end of its next Combat Action. Cursed models that become Blessed immediately lose both Blessed and Cursed (i.e., Cursed cancels out Blessed).

#### Burning

Models which have been set on fire take ongoing fire damage. The Burning model takes 1 point of Burning damage at the end of each of its Actions until the fire is extinguished. A model may extinguish the fire and immediately remove the Burning Model State by spending a Specialty Action during any of its Activations to extinguish the flames. A model does not take Burning damage at the end of the Action it uses to extinguish the flames. Therefore, if the very first Action a Burning model uses after being set on fire is used to extinguish the flames, it will not take a point of Burning damage. Any model that does take Burning damage gains the Flame Attack SA for melee attacks until it extinguishes the fire.

Note: If for any reason a Burning model takes less than two Actions on its Activation, it still takes 1 point of damage for each Action it didn't take.

#### Burrowed

A Burrowed model has the ability to move underground. When above ground, the model moves using its regular MOV value. While Burrowed underground, the model uses its Special MOV.

While Burrowed, the model does not suffer any negative Movement Modifiers for terrain (see page 20). A Burrowed model may move under obstructions and other models. In the event that a Burrowed model ends its movement and remains Burrowed with any part of its base occupying the same table-top space as a model that is on the ground or Burrowed/Flying, a place-holding token must be used to mark placement of the Burrowed model. The token must be the same size as the model's base and must be clearly identified to avoid any confusion. Suggested tokens include: an empty base or pieces of paper, cardboard, or felt cut to proper Base Size.

Burrowed models cannot block B2B between ground models. Burrowed models may not surface into a space currently occupied by another model.

While Burrowed, a model can only conduct or be targeted by melee attacks from other models that are currently Burrowed. While Burrowed, a model cannot conduct or be targeted by ranged attacks. Burrowed models may not cast spells, nor may they be the target of any spells that require LOS. AoE spells or effects do not affect both Burrowed models and models above ground, unless otherwise specified by the spell's description.

#### Cursed

A model that has become Cursed suffers a -1 penalty to all die rolls until the end of the next Game Turn. Blessed models that become Cursed immediately lose both Blessed and Cursed (i.e., Blessed cancels out Cursed).

#### Disabled

A model that has become Disabled suffers -1 #MA and -1 #RA until the end of its next Activation. A model may go below one melee attack offensively, but never defensively (i.e., Disabled models always get at least one Defensive Strike or Defensive Shot.)

#### Flying

A Flying model flies through the air above the battlefield. While Flying, the model does not suffer any negative Movement Modifiers for terrain (see page 20). A Flying model may fly over obstructions and other models. In the event that a Flying model ends its movement and remains Flying with any part of its base occupying the same table-top space as a model that is on the ground or Burrowed/Flying, a place-holding token must be used to mark placement of the Flying model. The token must be the same size as the model's base and must be clearly identified to avoid any confusion. Suggested tokens include: an empty base or pieces of paper, cardboard, or felt cut to proper Base Size.

Flying models cannot block B2B between ground models. Flying models may not land in a space currently occupied by another model.

While Flying, a model can only conduct or be targeted by melee attacks from other models that are currently Flying. The only exception to this is when a Flying model uses a Swift Attack to conduct combat against a model on the ground. Flying models have LOS to the entire board and vice versa, except to interior spaces (e.g., inside a building or cave). AoE spells or effects do not affect both Flying models and models on the ground, unless otherwise specified by the spell's description. Flying Spellcasters may cast spells. A spell cast between Flying models and models on the ground uses the spell's normal Range. Flying models may not conduct any ranged attacks, even Defensive Shots, while Flying. Ranged attacks from models on the ground against Flying models receive a -1 penalty.

#### Held

A model that has become Held may not perform Move, Charge, or Run Actions on its next Activation.

#### Poisoned

During the End Phase of each Game Turn, each Poisoned model must make a 10+ Roll with a +1 Bonus for each remaining Damage Track it has. Models with the Tough SA also add their Tough number to this roll. If a model fails the roll, it takes 1 point of damage. Regardless of the success or failure of this roll, the model is no longer Poisoned.

If a Poisoned model is successfully healed, it is no longer Poisoned. Models with the Construct, Undead, or Non-Corporeal SAs cannot become Poisoned.

#### Shaken

Attacks against Shaken models receive a +2 bonus to their Melee Attack Value (MAV), their Ranged Attack Value (RAV), or their Casting Power (CP). A model may remove the Shaken effect from itself by performing a Specialty Action during its Activation. Models with the Fearless, Mindless, or Construct SAs cannot become Shaken.

#### Stunned

A model that has become Stunned may not participate in any defensive combat (Defensive Strikes, Defensive Shots, Counterspell) and may only take a single Action during its next Activation, after which the model is no longer Stunned. If the Stunned model takes any damage before its next Activation, it is no longer Stunned (remember that all damage takes affect after defensive combat, so the Stunned model would not get to participate in defensive combat in the attack that damaged it).



## Appendix B - Special Abilities

Special Abilities (SA) define each model by enhancing or restricting how that model performs. Occasionally an SA conflicts with a rule in this rulebook. In those cases, the rules for the SA override the rules found elsewhere in the rulebook.

### AoE/# (Ranged)

Ranged attacks made by models with this SA do not affect only a single target, but rather have a circular Area of Effect with a diameter, measured in inches, equal to (#), and centered on the model the ranged attack targets. All models in that AoE are affected by the attack, and Attack Checks against those targets are rolled separately.

### Assassin (Melee)

If a model with this SA hits an enemy model and destroys it in a Fight Action, the enemy model does not get to make any Defensive Strikes against the attacking assassin model and does not get to make a Tough roll, even if it has the Tough SA.

### Band (General)

This SA signifies that an entire Troop of 3 - 6 of this model may be fielded together without a Leader. The Troop cannot have any other models in it. This Troop cannot be absorbed into another Troop via the Regroup Action. The Troop must begin play with a minimum of three models in it, and can have a maximum of 6 models in it. A player may build as many Band-based Troops as he has models with the Band SA, but no data card may be in more than one Banded Troop. Models with this SA may also be fielded in their normal role in addition to the Band.

#### Example:

*Model X and Model Y both have Band. You could field a Band of Model X and a Band of Model Y, but you could not field two Bands of Model X. In addition to a Band of Model X or Y, you can also field Model X or Y in their normal, non-Band role.*

### Blink (General)

A model with this SA does not cover intervening ground when performing a Move, Charge, or Run Action. When this model performs a Move, Charge, or Run Action, simply place the model at the destination point, ignoring all intervening models and terrain. LOS is not needed to the destination point. However, the model cannot move to a destination point that is unreachable with normal movement (e.g., on top of a building). A Discipline Check is not needed to break away from B2B in combat. Blink models do not gain the 2" movement bonus from Charge or Run Actions.

### Bloodlust (Melee)

A model with this SA receives a +1 MAV bonus to all melee attacks, including Defensive Strikes, against damaged models. This bonus is not received against models with the Construct SA or the Undead SA.

### Blowthrough (Ranged)

A model with this SA does not target and attack a single model as in a normal ranged attack, but instead targets and attacks all models in a line. To determine the models affected by a Blowthrough ranged attack, measure a solid line 1/2" wide from any edge of the shooting model's base out to the full distance of its range. Any model's base touched by this line is affected. The Attack Check is rolled in order, beginning with the model closest to the attacking model. Each attack after the first receives a -1 modifier to the roll (the -1 modifier is not cumulative, but is a flat -1 modifier, regardless of how many more models are affected). The attacker continues to roll attacks until the attack has reached its maximum range. A Blowthrough ranged attack does not attack the same model more than once. Blowthrough may be used even if the model is in B2B with enemy models, and may in fact target a model it is in B2B with.

### Bludgeon (Melee)

If a model with this SA hits an enemy model of a smaller Base Size in a Fight Action on its own Activation, the defending model suffers a -2 non-cumulative MAV penalty to its Defensive Strikes. If it hits an enemy model of the same Base Size in a Fight Action on its own Activation, the defending model suffers a -1 non-cumulative penalty to its Defensive Strikes.

### Burrow (Special Movement)

A model with this SA has the ability to move underground. When on the ground, the model moves using its regular MOV value. While Burrowing underground, the model uses its Special MOV. A model with this SA that is not Burrowed may become Burrowed at the beginning of a Move Action. It may then move up to half of its Special MOV. Burrowed models may surface at the end of any Move, Charge, or Run Action, including for attacks using the Rush Attack SA or Swift Attack SA, for no additional movement cost. Models with the Burrow SA may begin play Burrowed. If the model begins play Burrowed and has the Ranger/# SA, it still uses the # as its allowed movement for the Ranger movement.

### Cleave (Melee)

A model with the Cleave SA does an extra point of damage with each hit when the Attack Check is at least 3 higher than the defending model's DV.

### Construct (General)

A model with this SA cannot be Shaken and is immune to the effects of Poison and the Fearsome, Nauseating, Shock, and Vampire SAs.

### Curse (Melee)

Any model that is hit in melee by a model with this SA becomes Cursed. If the model with this SA is performing a Fight Action (as opposed to using Defensive Strikes), then this effect applies to the Defensive Strikes of the defending model for this Fight Action.



## Damage Reduction/# (General)

Some models are especially hard to hurt. A model with this SA ignores the first (#) points of damage taken on each Troop Activation. Successful hits still cause Model States (e.g., Burning, Poison, Stunned, etc) even if the damage taken by the hit is ignored. Model States and the damage caused by those states (Burning, Poison) ignore Damage Reduction.

*Example:*

*A model with Damage Reduction/2 is hit for 3 points of damage in a Fight Action. The first 2 points of melee damage are ignored, and the model takes 1 point of damage. Later in that Troop Activation, it is hit by a crossbowman in a Shoot Action for 2 more points of damage. Since the Damage Reduction was already used up in melee, the model takes both points of ranged attack damage. Once that Action Phase is completed and another Troop is activated, the Damage Reduction is reset and the model will ignore the first 2 points of damage in that new Troop Activation.*

## Deflect/# (General)

A model with this SA gains a +(#) bonus to DV against ranged attacks.

## Demoralize (Melee)

At the end of any Activation in which a model with this SA kills an enemy model, all other enemy models in B2B with this model must pass a Discipline Check or become Shaken.

## Disable (Melee)

Any model that is hit in melee by a model with this SA immediately becomes Disabled until the end of its next Activation. If the model with this SA is performing a Fight Action (as opposed to using Defensive Strikes), then this effect applies to the Defensive Strikes of the defending model for this Fight Action.

## Dodge/# (General)

A model with this SA gains a +(#) bonus to DV against melee attacks.

## Fearless (General)

A model with this SA can never become Shaken and is immune to the Fearsome SA.

## Fearsome (General)

A model with this SA is extremely intimidating to models around it, both models wishing to attack it as well as models attacked by it. Any enemy model wishing to Charge a model with this SA must first pass a Discipline Check. Succeeding at the check allows the Action to continue as normal. If the Discipline Check fails, the model may move up to a maximum of half the distance between itself and the Fearsome model (assuming that the model had enough MOV to reach the Fearsome model), but no further, nor may the model change its movement and go into B2B with any other model with this move.

When a model with Fearsome comes into B2B with an enemy model, the enemy model must pass a Discipline Check or become Shaken.

Models with the Fearless, Fearsome, or Mindless SAs are immune to the Fearsome SA.

Fearsome works additionally with other SAs (like Shock), potentially causing defending models to have to make multiple, separate Discipline Checks, one for each effect.

## First Strike (Melee)

When a model with this SA Charges an enemy model, it may make one attack before the defending model can react. The First Strike attack counts as one of the model's normal attacks. Conduct the First Strike attack as a normal single melee attack, but apply any damage before conducting the remaining attacks and Defensive Strikes.

The First Strike SA may also be used on Defensive Strikes when the model is Charged. In this case, conduct a single Defensive Strike against the attacking model and apply any damage before the attacker conducts its melee attacks. The attacker's melee attacks and the defender's remaining Defensive Strikes then occur normally. The Defensive First Strike counts as one of the defender's Defensive Strikes.

In the event that both the attacking and defending models have the First Strike SA, they conduct their First Strike attacks simultaneously. The attacker makes a single First Strike attack, and the defender makes a single Defensive First Strike. Damage is applied for both the attack and the Defensive Strike, and then the remaining attacks and Defensive Strikes are conducted normally.

First Strike cannot be used with either the Frenzy SA or attacks performed with the Reach SA.

## Flame Attack (Melee, Ranged)

Any models hit by a model with this SA become Burning.

## Flyer (Special Movement)

A model with this SA has the ability to fly. When on the ground, the model moves using its regular MOV value. While Flying in the air, the model uses its Special MOV. A model with this SA that is not Flying may become Flying at the beginning of its Move Action. It may then move up to half of its Special MOV. Flying models may land at the end of any Move, Charge, or Run Action, including for attacks made with the Rush Attack SA and the Swift Attack SA, for no additional movement cost. Models with the Flyer SA may begin play Flying. If the model begins play Flying and has the Ranger/# SA, it still uses the # as its allowed movement for the Ranger movement.

## Frenzy (Melee)

A model with this SA may increase the number of MAs or Defensive Strikes up to twice their normal amount (or twice the amount they currently have available, in cases where they lose some Attacks, such as from Disable). However, for every extra MA or Defensive Strike taken, the model receives a cumulative -1 penalty to its MAV for all of its Attack Checks.

## Hover (General)

A model with this SA moves over terrain without touching the ground, and as such is not affected by any Movement Modifiers. The model may also move over models on the ground, but may not end its movement in the same table-top space as another model. Hovering models may not pass through impassable objects like buildings.

**Immunity (X)** (General)

A model with this SA is immune from all effects of X. X can be other SAs, Attack types, or rules in the game.

Example:

*A model with the Immunity (Burning) SA is unaffected by the Burning Model State. A model with the Immunity (Affliction Tome) SA is unaffected by all spells from the Affliction Tome.*

**Indirect Shot** (Ranged)

A model with this SA may use a Specialty Action to gain the ability to make a ranged attack against a target it does not have LOS to. The target needs to be within the normal, non-extended Range of the attacking model. This requires two separate Actions: the Specialty Action to gain the ability, and the Shoot Action to make the attack.

**Innate Spell (X)** (Magic)

A model with this SA possesses the named spell instead of entire Tomes, and may cast it as many times as they have Spell Points to do so. They may not cast spells from the Open Tome, but they may spend their Spell Points on Counterspelling an attacking Spellcaster's spell as per normal. Spell Points are still lost when casting is unsuccessful.

**Leader (X)** (General)

A model with this SA may field Soldiers named (X) in their Troop, even though they normally would not be allowed due to the Soldier having a higher Cost than the Leader.

**Leap** (General)

A model with this SA can use a Move, Charge, or Run Action to jump over models and walls of smaller Base Size. The total movement must be in a straight line and must be completed in a single Action. A Leaping model must have enough space to land and must end its movement on the ground.

**Lock Shields** (General)

When three or more friendly models with this SA are in B2B with each other in a straight line, they each get a +1 bonus to their DV and MD.

**Martyr** (Melee)

A model with this SA may sacrifice its remaining Damage Tracks to gain +2 MAV for a single Fight Action. At the conclusion of the model's attack, it is considered a casualty and is removed from the battlefield.

**Mighty** (Melee, Ranged)

A model with this SA deals 2 points of damage (instead of 1) for each successful attack.

**Mindless** (General)

A model with this SA cannot be Shaken and is immune to the Fearsome, Nauseating, and Shock SAs. Mindless models may not perform Focus Actions and do not gain any melee bonuses from Support, although they do lend Support to non-Mindless models as normal. Mindless models do not gain the benefit from the Inspire Action.

**Mob** (General)

A model with this SA may be taken as one of the additional models above the normal Troop Capacity in a Troop that is led by a model with the Mob Leader SA.

**Mob Leader** (General)

A model with this SA may take up to five additional models above its normal Troop Capacity. The additional models taken must have the Mob SA.

**Mounted** (General)

A model with this SA receives a 4" movement bonus during a Charge Action, instead of 2".

**Nauseating** (General)

Due to the stench, sight, or makeup of this model, it is more difficult for enemy models to approach. When an enemy model moves into B2B with this model, it must pass a Discipline Check to be able to conduct a Fight Action during that Activation. Models already in B2B and models performing Defensive Strikes are not affected, as they have become accustomed to the Nauseating model. Constructs, Mindless models, and models attacking with the Reach SA are unaffected by Nauseating.

**Non-Corporeal** (General)

A model with this SA has the ability to move through terrain and solid objects, and as such is not affected by any Movement Modifiers except Increase Elevation. The model cannot move through enemy models unless those models have either the Non-Corporeal SA or the Undead SA. Models that are Non-Corporeal may not end their movement in the same table-top space as another model or inside any physical piece of terrain. Non-Corporeal models cannot become Poisoned.

**Parry** (Melee)

A model with this SA may sacrifice Defensive Strikes to increase its DV when it is the defending model in a Fight Action. For each -1 MA, the DV increases +1. The player controlling this model must declare the amount it will sacrifice before any rolls are made. # MA can be reduced to 0. These changes only last for the current Fight Action. This SA may not be used with Frenzy.

**Pierce** (Ranged)

A model with this SA does an extra point of damage with each hit when the Attack Check is at least 3 higher than was needed to hit.

**Pike** (Melee)

A model with this SA may make a single Defensive First Strike with one of its Defensive Strikes against any attacking model that Charged it this Activation. For the Defensive First Strike, conduct a single Defensive Strike and apply any damage before the attacker conducts his melee attacks. The attacker's melee attacks and the defender's remaining Defensive Strikes then occur normally. The Defensive First Strike counts as one of the defender's Defensive Strikes. If the attacker has the First Strike SA and the defender has the Pike SA, they conduct their First Strike attacks simultaneously. The attacker makes a single First Strike attack, and the defender makes a single Defensive First Strike. Damage is applied for both the attack and the Defensive Strike, and then the remaining attacks and Defensive Strikes are conducted normally. Pike cannot be used with Frenzy attacks.



## Poison (Melee, Ranged)

Any time a model with this SA does damage to an enemy model, the enemy model automatically becomes Poisoned. Models with the Construct, Undead, or Non-Corporeal SAs are immune to Poison.

## Provoke (Melee)

Any model hit by a model with this SA must direct all of its Defensive Strikes against the provoking model. If the model is hit by multiple models with this SA, it may distribute its Defensive Strikes amongst them as desired. If a model with the Swing-Through SA is hit by a model with the Provoke SA, then the Swing-Through model must choose that base side as the side to perform its Defensive Strikes.

## Rage (Melee)

A model with this SA gains a +1 MAV bonus on its first attack against any model it Charged this Activation.

## Raider (General)

A model with this SA gains +2 to any Discipline Check when attempting to disengage from B2B.

## Ranger/# (General)

A model with this SA may conduct a single Move Action, up to (#) inches, during the Pre-Battle Phase.

## Ranked (Ranged)

A model with this SA gains LOS through a friendly model it is in B2B with, as long as the friendly model is of the same Base Size or smaller.



This Ranked crossbowman has LOS to the dwarf.

## Rapid Shot (Ranged)

A model with this SA may use a Specialty Action to increase its #RA by 1 until the end of its current Activation. All attacks are made with a -1 penalty to RAV. This requires two separate Actions: the Specialty Action to gain the extra attack, and the Shoot Action to make the attack.

## Reach (Melee)

A model with this SA may make one melee attack against an enemy model through/over a friendly model of equal or smaller Base Size. The friendly intervening model must be in B2B with the enemy model, and the enemy model must be directly opposite the Reach model, so the model with Reach and the target enemy are on opposite base sides of a friendly model. The Reach model is not considered to be in B2B contact with the model it is attacking, but its attacks still provoke Defensive Strikes even if the models in B2B with the enemy don't attack. The Reach model contributes to any Support bonuses as if it were in B2B with the enemy model if – and only if – it participates in the combat and makes an attack. Simply standing in the Reach position does not provide Support. The Reach model may only be the target of Defensive Strikes if the enemy model also has the Reach SA. Attacks performed from the Reach position cannot use the First Strike SA. Reach models may perform a Charge Action to move into the Reach position.

Warlords and Captains with the Reach SA may perform an Inspire Action from the Reach position.



An elf with a polearm attacks over the heads of his allies.

## Regeneration/# (General)

A model with this SA may use a Free Action once at the beginning of each of its Activations to attempt to remove 1 point of damage from itself. This must be attempted at the beginning of its Activation before any other Actions have been carried out. To do this, the model makes a 10+ Roll and adds (#). If the result is successful, remove 1 point of damage from the model.

## Roar (General)

A model with this SA can use a Specialty Action to force all enemy models within 6" of it to pass a Discipline Check or become Shaken.

## Rush Attack (Melee)

To use this SA, a model must use both a Move Action and a Charge Action (in that order). If at the end of the Charge Action the model is in B2B with an enemy model, this model makes a single melee attack against any one enemy model it is in B2B with. The defending model may not make more than one Defensive Strike against each Rush Attack model that attacked it with the Rush Attack. All regular melee rules and SAs still apply. This attack is resolved along with any other Fight Actions performed by other models during this Activation, as per usual combat rules.



**Savage** (Melee)

A model with this SA savagely attacks its prey, ripping and clawing at them. On its Activation, if it successfully hits the same model with two or more attacks, a single additional point of damage is done to the defending model as it is mauled.

**Sharpshooter** (Ranged)

A model with this SA ignores its opponent's Deflect and Stealth SAs when making ranged attacks. This SA cannot be used with Indirect Shot.

**Shock** (Melee)

When a model with this SA Charges an enemy model and then conducts a Fight Action in the same Activation, the defending model must first pass a Discipline Check to get its Defensive Strike(s). A failed Discipline Check means there can be no Defensive Strike(s) (even if attacked by another model in the same Activation). If multiple models with the Shock SA charge and conduct melee attacks against the same model, the defending model must pass a Discipline Check for each model with the Shock SA that charged and attacked. Failing a single check means the defending model cannot conduct Defensive Strikes. Shock works additionally with other SAs (like Fearsome), potentially causing defending models to have to make multiple separate Discipline Checks, one for each effect.

**Short** (General)

A model with this SA does not block LOS, nor provide cover, for any models except other Short models. A Short model gains +1 DV against any melee attacks by models with a larger Base Size than it has.

**Siphon Soul** (Magic)

A model with this SA may use a Specialty Action to cause 1 point of damage to a friendly model within LOS in order to gain 2 Spell Points.

**Slow Fire** (Ranged)

Some weapons require more time to prepare a shot. To represent this, a model with this SA must use both Actions to conduct a Shoot Action. Successful attacks inflict 2 points of damage instead of the normal 1 point. A model with this SA cannot take Defensive Shots.

**Smite (X)** (Melee)

A model with this SA gains +1 MAV when attacking any models of the (X) type. (X) may be anything, including a model type, an SA, Alignment, or Faction.

**Spy** (General)

A model with this SA allows you to delay one initiative card in the Draw Deck once per game. Only one card may be delayed in this manner for each model that possesses this SA. The delayed initiative card is set aside, and the next card in the Draw Deck is drawn. After the Activation of the initiative card, the delayed card is played. Spy cannot delay cards already delayed by another Spy. If more than one card is delayed (i.e., one card from the Spy SA and another from a spell or other SA), the delayed initiative cards are played in the same order in which they were delayed (i.e., the first card delayed is the first card played).

**Stealth** (General)

Models with this SA cannot be targeted by ranged attacks from farther than 12" away. If a Stealth model provokes Defensive Shots, those shots can be taken using the defending model's normal range. Models with Stealth do not block LOS for any models more than 12" away from them.

**Summoned (X)** (General)

A model with this SA does not have to be deployed at the start of the game. It can be summoned during play by (X), and (X) can be anything, such as a model type, SA, Alignment, or Affiliation. If the model is not deployed during the Deployment Phase, it adds no cards to the Draw Deck until it has been summoned into play.

By using a Specialty Action, any (X) model may summon up to three models with the Summoned (X) SA into play within 2" of it. The models may not be summoned into the same space as another model, so there needs to be enough room for their bases. However, they may be summoned into B2B with enemy models. Summoned models with the Flyer SA may be summoned as Flying and models with the Burrow SA may be summoned as Burrowed. After models with the Summoned (X) SA have been placed, they may each take one Action of any type.

If the summoned model is not a Solo model, it automatically joins the summoning model's Troop, ignoring Troop Capacity. A summoned Solo model will add a card to the Draw Deck next End Phase.

If there are no remaining models of (X) type that can summon the model with the Summoned (X) SA, the model with the Summoned (X) SA may not be summoned.

**Swift Attack** (Melee)

To use this SA, a model must use both a Charge Action and a Move Action (in that order). If at the end of the Charge Action the model is in B2B with an enemy model, this model makes a single melee attack against any one enemy model it is in B2B with. The defending model may not make more than one Defensive Strike against each Swift Attack model that attacked it with the Swift Attack. All regular melee rules and SAs still apply. This attack is resolved along with any other Fight Actions performed by other models during this Activation, as per usual combat rules.

After the attack is resolved, this model breaks away from B2B automatically and must use its Move Action to move at least half of its MOV away from the defending model in any direction. A Flying model with Swift Attack may swoop down and make this single attack against a ground model without needing to land, and then continue either flying away or running away on the ground.



## Swing-Through (Melee)

A model with this SA doesn't target individual models with its attacks, but instead targets sides of its base. For each attack, the model chooses one base side, in order to perform a melee attack on each model, friend or foe, in B2B with that side of its base. Once a base side is determined, the attacker declares a corner of the base as the starting point. Attacks are resolved in order, beginning with the model which is closest to the starting point on the target side. Each attack after the first receives a cumulative -1 modifier to the Attack Check for that attack. The attacker continues to roll attacks until it has reached the end point. If the attacking model has more than one #MA, this process is repeated for each MA (the cumulative -1 modifier is reset at the start of each attack).

This SA may be used in conjunction with all other melee SAs, in both offensive and defensive combat. If used in conjunction with Reach, the player must choose whether to use it with the Reach attacks or the B2B attacks, but not both in the same attack.

## Tactician (General)

A model with this SA grants you a bonus card for your Draw Deck. A player may choose whether or not to include any bonus cards at the start of each Initiative Phase. When the model with this SA is destroyed, remove the bonus card during the End Phase.

## Tough/# (General)

Whenever a model with this SA takes enough damage to destroy it, it makes a 10+ Roll and adds (#). If the roll succeeds, the model is not destroyed, but instead is left alive on its last Damage Track.

If the Tough model is destroyed by First Strike attacks (the first attack by models with the First Strike SA or the Pike SA), it does not get to make this roll and is instead destroyed.

### Example:

A model with two Damage Tracks and the Tough/2 SA takes 2 points of damage in a Fight Action. Instead of being removed from play at the end of the Fight Action, the model first makes a 10+ Roll. If, for example, an 8 is rolled, the roll is successful because  $8+2 = 10$ . The model remains in play on its last Damage Track. Next, the model gets hit by an arrow in a Shoot Action and takes 1 point of damage. The model must make another 10+ Roll to again avoid being destroyed.



A cavalry model prepares to Trample.

## Trample (Melee)

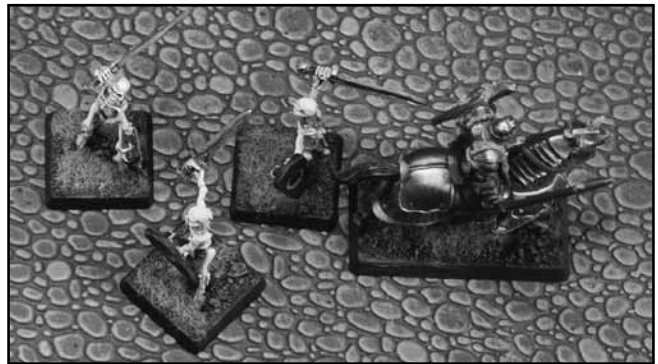
A model with this SA may use its Fight Action to move in a straight line over and through models with Standard size bases, up to the distance of its MOV. The Trampling model must enter one side of an enemy model's base and continue in a straight line that exits out the opposite side (i.e., the Trampling model cannot just clip the corner of another model's base), until it no longer overlaps the enemy model's base. The Trampling model does not need to completely cover the enemy model's base. The Trampling model must move in the direction that a flat side of its base faces (no model may turn 45 degrees to use a diamond base-shape in an effort to cover more area), and models on a Cavalry base may not use the long side of its base for this face. The Trampling model must have enough room at the end of the movement for its base, as in a normal movement, for it may not end its movement on top of another model. The movement must be completed before any attacks are made.

Once the movement is completed, the Trampling model makes a single melee attack on each trampled model, in the order it Trampled them. All Melee SAs apply. Each defending model performs Defensive Strikes as normal, but the Disable SA cannot be used. Damage to the Trampling model occurs after each defender's Defensive Strikes, and it is therefore possible that attacks against models at the end of the Trample will be conducted with a lower MAV. If the Trampling model is destroyed before it finishes attacking all of the models it trampled, the remaining models are not trampled and no attacks are made against them. If the Trampling model has the Tough SA, it makes Tough rolls each time it takes damage that would destroy it, as normal.

### Example:

A model with the Trample SA finds a group of five models lined up and decides to run over them. It declares its Fight Action, and then moves over all five models. It must completely clear the fifth model and end its movement not on top of any models.

Once its movement is completed, it then begins making attacks on the models it trampled. It performs a single melee attack on the first model, and the first model performs its Defensive Strikes against it (assuming it has Defensive Strikes remaining for this Combat Action). If the Trampling model takes damage from the Defensive Strikes, its remaining Trample attacks are performed on the lowered DT. The Trampling model continues making attacks against each model it Trampled, until either it has made an attack on each model, or until the Trampler is destroyed by Defensive Strikes.



The Trample is complete. Only the two skeletons at the top of the picture are Trampled, as the third skeleton's base was not crossed.

## **Undead** (General)

A model with this SA is considered Undead for purposes of special rules or spell effects and is immune to the effects of Poison and the Vampire SA.

## **Unhindered** (Ranged)

A model with this SA can make ranged attacks while in B2B with enemy models. It cannot shoot any of the models it is in B2B with. Using this ability does not provoke Defensive Strikes from any models it is in B2B with.

## **Vampire** (General)

When a model with this SA destroys an enemy model in melee on its own Activation (i.e., not with Defensive Strikes), it may immediately perform a single Free Action of feeding upon the destroyed model to heal 1 point of damage. Performing this Action on a model with the Fearsome SA heals 2 points of damage instead of 1. Models with the Construct or Undead SAs, as well as any model that was summoned into play, may not be fed upon. Afterwards, the destroyed models are removed from play as normal.

Alternatively, a Vampire model may perform a Free Action any time during its Activation to destroy and feed upon a friendly human Soldier model it is in B2B contact with, to heal 1 point of damage.

This SA may only be used once per each Vampire's Activation.

## **Vengeful** (Melee)

If a model with this SA is hit during a Fight Action, it gains a +1 bonus to MAV for all Defensive Strikes for that Action.

## **Vicious** (Melee)

Whenever a model with this SA damages another model, the damaged model must pass a Discipline Check or become Shaken. Only one Discipline Check is needed per Activation, regardless of the number of points of damage or the number of Vicious models attacking.

## **Warcaster** (Magic)

A model with this SA treats Fight and Spellcast as separate Actions and can perform both in a single Activation. Furthermore, a Warcaster does not suffer the -2 penalty to CP when casting a spell while in B2B with an enemy model.

## **Warshooter** (Ranged)

A model with this SA treats Fight and Shoot as separate Actions and can perform both in a single Activation.

## **Weaponmaster** (Melee, Ranged)

A model with this SA may re-roll one missed attack per Activation. This cannot be used for Defensive attacks.



## Appendix C – Magic Tomes

This section details each of the Tomes in Warlord. A Tome is a collection of spells. Data cards for models with spellcasting abilities will list which Tomes they have access to. During the game, when a model chooses to perform a Spellcast Action, the model can choose any spell it has the points to cast from any of the Tomes it has access to. Spells in the Open Tome may be cast by any model that has access to any other Tome.

In addition to the general spells listed here, each Faction has three spells available only to that Faction. These three additional spells are detailed in the individual Faction sections.

Spells are listed with the following fields:

- The name of the spell
- Cost: The number of Spell Points the spell costs to cast
- Type: Whether the spell is an Attack spell or a Non-Attack spell. Remember, for Attack spells, Casting Checks are rolled against the MD of each affected model. For Non-Attack spells, a single Casting Check is made against a flat value of 10, and the spell either works for all affected models, or it doesn't work for any.
- Range: The maximum Range of the spell. All ranged spells require LOS, unless the spell specifically states that LOS is not required. A Range of "Spellcaster" means the spell is centered on the Spellcaster. Range is measured from the edge of the Spellcaster's base.
- AoE: The Area of Effect of the spell
- # Affected: The number and type of models affected by the spell
- Affect: What happens when the Casting Check is successful. If the spell is an AoE Attack spell, and the Affect states "All models become Shaken", for example, that means any models for which the Casting Check was successful become Shaken. Models for which the Casting Check was unsuccessful are unaffected.

If the Affect indicates the spell is Unique, then each Spellcaster may only cast that spell once per game.

## Open Tome

### Dispel

Cost: 2

Type: Non-Attack

Range: 18"

AoE: N/A

# Affected: 1

Affect: Removes all negative Model States: Burning, Cursed, Disabled, Held, Poisoned, Shaken, and Stunned.

### Exhume

Cost: 2

Type: Attack

Range: 12"

AoE: 5"

# Affected: All enemy Burrowed

Affect: All enemy models that are Burrowed are brought up to ground level and are no longer Burrowed.

### Winglock

Cost: 2

Type: Attack

Range: 18"

AoE: 5"

# Affected: All enemy Flying

Affect: All enemy models that are Flying are brought down to ground level and are no longer Flying.

## Affliction Tome

### Poison

Cost: 0  
 Type: Attack  
 Range: 12"  
 AoE: N/A  
 # Affected: 1  
 Affect: Target model becomes Poisoned.

### Weaken

Cost: 1  
 Type: Attack  
 Range: 18"  
 AoE: N/A  
 # Affected: 1  
 Affect: Target model becomes Cursed.

### Rot

Cost: 2  
 Type: Attack  
 Range: 18"  
 AoE: 3"  
 # Affected: All models  
 Affect: Models become Disabled.

### Toxic Cloud

Cost: 4  
 Type: Attack  
 Range: 18"  
 AoE: 5"  
 # Affected: All models  
 Affect: Models become Poisoned.

### Blight

Cost: 5  
 Type: Attack  
 Range: 18"  
 AoE: 3"  
 # Affected: All models  
 Affect: Models become Cursed and Disabled.

## Arcane Tome

### Bolt

Cost: 0  
 Type: Attack  
 Range: 9"  
 AoE: N/A  
 # Affected: 1  
 Affect: Target model takes 1 point of damage.

### Arcane Shield

Cost: 2  
 Type: Non-Attack  
 Range: N/A  
 AoE: Special  
 # Affected: All models in the Spellcaster's Troop  
 Affect: All models in the Spellcaster's Troop gain the Deflect/1 SA until the Troop's next Activation. Models that already have Deflect gain +1 to their Deflect value. No LOS is needed for this spell.

### Barrage

Cost: 5  
 Type: Non-Attack  
 Range: 12"  
 AoE: N/A  
 # Affected: 1 ranged attack model  
 Affect: Target model's RAV shots become 3" AoE shots for its next Shoot Action. This spell cannot be cast on models with the Blowthrough SA. No LOS is needed for this spell.

### Teleport

Cost: 5  
 Type: Non-Attack  
 Range: 12" / 18"  
 AoE: N/A  
 # Affected: 1  
 Affect: Target model within 12" of the Spellcaster is transported to any point within 18" of the Spellcaster. No LOS is needed to either location. If the target model is an enemy model, the spell is considered an Attack spell. Models that are Burrowed or Flying may be brought to ground level at the destination point, but this spell cannot be used to place a model underground, in the air, or off the game board.

### Mind Blast

Cost: 6  
 Type: Attack  
 Range: 18"  
 AoE: N/A  
 # Affected: 1  
 Affect: Target model takes 2 points of damage and becomes Stunned. No LOS is needed for this spell.



## Death Tome

### Fear

Cost: 0  
 Type: Attack  
 Range: 12"  
 AoE: N/A  
 # Affected: 1  
 Affect: Target model becomes Shaken.

### Fearsome Demeanor

Cost: 2  
 Type: Non-Attack  
 Range: 18"  
 AoE: N/A  
 # Affected: 1  
 Affect: Target model gains the Fearsome SA until the end of the next Game Turn.

### Life Drain

Cost: 3  
 Type: Attack  
 Range: 18"  
 AoE: N/A  
 # Affected: 1  
 Affect: Target model takes 1 point of damage, and the Spellcaster is healed 1 point of damage.

### Summon Spectral Minions

Cost: 5  
 Type: Non-Attack  
 Range: N/A  
 AoE: N/A  
 # Affected: N/A  
 Affect: UNIQUE - By casting this spell, the Spellcaster summons Spectral Minions into play. The Spectral Minions must be placed within 2" of the Spellcaster. After the Spectral Minions have been placed, they may take one Action. The Spectral Minions automatically join the Spellcaster's Troop, ignoring Troop Capacity. The number of Spectral Minions brought into play is dependent on the Casting Check.

Casting Check	# of Minions
10-14	3 Spectral Minions
15-19	4 Spectral Minions
20 +	5 Spectral Minions

Spectral Minion	
Affiliation: Any/Evil	
Rank: Soldier	Base: Std
Race: Spectral	
DT	0
MOV	6
DIS	6
DV	7
MD	10
S.A.: Mindless, Non-Corporeal, Undead	
MAV	2
#MA	2

## Exploding Sacrifice

Cost: 6  
 Type: Attack  
 Range: 18"  
 AoE: Special  
 # Affected: All enemy models  
 Affect: This spell is first cast on a friendly target model. This target model swells with death magic, causing it to explode. No Casting Check is necessary for this sacrifice. The model is then removed from play as infected flesh and shattered bone fly directly at all enemy models in the Area of Effect, which is centered on the exploding model. The AoE of this spell is 2" for every remaining damage track the exploding model had, with a maximum AoE of 8". Casting Checks are made against each enemy model in the AoE as per normal Attack Spell Resolution. Enemy models take 1 point of damage and are Shaken.

### Example:

*This spell is cast on a model with 2 Damage Tracks remaining (either the model is unwounded and started the game with 2 DTs, or it started with more than 2 DTs and is currently wounded down to 2). The AoE is 4". All enemy models successfully hit take 1 point of damage and are Shaken.*

## Divine Tome

### Divine Vigor

Cost: 0  
 Type: Non-Attack  
 Range: 18"  
 AoE: N/A  
 # Affected: 1  
 Affect: Target model gains +1 #MA for its next Combat Action.

### Blessing

Cost: 3  
 Type: Non-Attack  
 Range: N/A  
 AoE: N/A  
 # Affected: All models in the Spellcaster's Troop  
 Affect: All models in the Spellcaster's Troop become Blessed until the start of that Troop's next Activation. This bonus does not stack with bonuses from other spells.

### Divine Presence

Cost: 3  
 Type: Non-Attack  
 Range: Spellcaster  
 AoE: 5"  
 # Affected: All enemy models  
 Affect: All enemy models must make an immediate Discipline Check or become Shaken.

### Divine Might

Cost: 5  
 Type: Non-Attack  
 Range: 18"  
 AoE: N/A  
 # Affected: 1  
 Affect: Target model gains the Mighty SA for its next Fight Action.

### Resurrection

Cost: 6  
 Type: Non-Attack  
 Range: N/A  
 AoE: N/A  
 # Affected: 1 destroyed friendly model  
 Affect: A friendly model that has been destroyed and removed from the battlefield is resurrected and brought back on its second-last DT. Place the model within 2" of the Spellcaster. The resurrected model joins the Spellcaster's Troop, ignoring Troop Capacity, and may immediately take one Action of any type.

## Earth Tome

### Mire

Cost: 0  
 Type: Attack  
 Range: 12"  
 AoE: N/A  
 # Affected: 1  
 Affect: Target model becomes Stunned.

### Shockwave

Cost: 2  
 Type: Attack  
 Range: 12"  
 AoE: 3"  
 # Affected: All enemy models  
 Affect: All models are pushed back 8" in a straight line away from the Spellcaster. If a model would move through or land on a spot the model cannot be placed (e.g., a building or another model), the model stops short and is placed as close as possible to the obstruction.

### Wall of Stone

Cost: 3  
 Type: Non-Attack  
 Range: 12"  
 AoE: Special  
 # Affected: N/A  
 Affect: Creates either a permanent 1" by 5" Size 1 stone wall or a permanent 1" by 3" Size 2 stone wall anywhere within the spell range. The entire wall needs to be within the spell range, and it cannot be placed in the same space as a model.

### Molten Earth

Cost: 4  
 Type: Attack  
 Range: 1"  
 AoE: Special  
 # Affected: All models  
 Affect: UNIQUE - Splits open the earth, causing a 1" by 5" area of magma to erupt from the ground. Any model on the ground caught in this area or trying to cross through it must resist the spell at the original Casting Power or take 1 point of damage. Burrowed models take 2 points damage. The magma remains in place for the remainder of the game.

### Earthquake

Cost: 6  
 Type: Attack  
 Range: 18"  
 AoE: 5"  
 # Affected: All models  
 Affect: All models above ground are Stunned. All Burrowed models in the AoE suffer 1 point of damage. Models that are Flying are unaffected by this spell.



## Enchant Tome

### Distract

Cost: 0  
 Type: Attack  
 Range: 12"  
 AoE: N/A  
 # Affected: 1  
 Affect: Target model becomes Disabled until the end of the current Activation.

### Beguile

Cost: 2  
 Type: Attack  
 Range: 12"  
 AoE: 3"  
 # Affected: All models  
 Affect: Models become Stunned.

### Incite

Cost: 3  
 Type: Non-Attack  
 Range: 18"  
 AoE: N/A  
 # Affected: All models in the Spellcaster's Troop  
 Affect: All models in the Spellcaster's Troop gain the Rush Attack SA until the end of the Troop's current Activation.

### Domination

Cost: 5  
 Type: Attack  
 Range: 18"  
 AoE: N/A  
 # Affected: 1  
 Affect: UNIQUE - Spellcaster takes control of the target model, forcing it to immediately take two Actions as if the controlled model had Activated. The Spellcaster's Troop may not take or declare any Actions until the dominated model's Actions are complete. These Actions resolve independently from the rest of the Spellcaster's Troop. If the controlled model performs Fight or Shoot Actions, it may perform them against models in its own Army. The defending model(s) may not perform Defensive Shots/ Strikes. This cannot be used to force a Spellcaster to cast a spell, nor can it force a model to perform an action that would directly result in it taking damage or being destroyed (e.g., entering a Molten Earth or Wall of Fire, or using an SA like Martyr).

### Hold

Cost: 6  
 Type: Attack  
 Range: 18"  
 AoE: 3"  
 # Affected: All enemy models  
 Affect: Models become Held.

## Ice Tome

### Freeze

Cost: 0  
 Type: Attack  
 Range: 12"  
 AoE: N/A  
 # Affected: 1  
 Affect: Target model becomes Stunned.

### Ice Shard

Cost: 2  
 Type: Attack  
 Range: 18"  
 AoE: N/A  
 # Affected: 1  
 Affect: Target model takes 1 point of damage and becomes Stunned.

### Freezing Burst

Cost: 3  
 Type: Attack  
 Range: B2B  
 AoE: N/A  
 # Affected: All enemy models  
 Affect: All enemy models in B2B with the Spellcaster take 1 point of damage and become Stunned. When casting this spell, the Spellcaster does not suffer the usual -2 Penalty for casting a spell while in B2B with an enemy model.

### Hail Stones

Cost: 5  
 Type: Attack  
 Range: 18"  
 AoE: N/A  
 # Affected: 3  
 Affect: Spell creates three magical hailstones. Spellcaster chooses up to three separate target models and hurls the hailstones at them, performing a Casting Check for each hailstone. The same model may not be targeted with more than one hailstone. Each hit causes 1 point of damage.

### Freeze Ray

Cost: 7  
 Type: Attack  
 Range: 12"  
 AoE: N/A  
 # Affected: 1  
 Affect: UNIQUE - Target model takes 3 points of damage and becomes Stunned.



## Incantation Tome

### Hide

Cost: 0  
 Type: Non-Attack  
 Range: 12"  
 AoE: N/A  
 # Affected: 1  
 Affect: Target model gains the Stealth SA until the end of the next Game Turn.

### Wings

Cost: 2  
 Type: Non-Attack  
 Range: 18"  
 AoE: N/A  
 # Affected: 1  
 Affect: Target model gains the Flyer SA and may immediately become Flying as a Free Action. The model gains a Special MOV rate of 10. This effect lasts until the end of the next Game Turn.

### Burst of Speed

Cost: 3  
 Type: Non-Attack  
 Range: 18"  
 AoE: 3"  
 # Affected: All friendly models  
 Affect: Affected models may make an immediate Move Action as a Free Action.

### Scrye

Cost: 3  
 Type: Non-Attack  
 Range: Spellcaster  
 AoE: N/A  
 # Affected: 1  
 Affect: Delays the enemy's next Initiative card by one spot in the Draw Deck (the card does not move to the bottom of the deck). No card may be Scryed more than one time per Game Turn.

### Iron Skin

Cost: 5  
 Type: Non-Attack  
 Range: 12"  
 AoE: N/A  
 # Affected: 1  
 Affect: Target model gains the Damage Reduction/2 SA. The effect lasts until the end of the next Game Turn. If the target model already has the Damage Reduction SA, this spell has no effect.

## Inferno Tome

### Burning Touch

Cost: 0  
 Type: Attack  
 Range: B2B  
 AoE: Special  
 # Affected: All enemy models  
 Affect: Enemy models in B2B with the Spellcaster become Burning. When casting this spell, the Spellcaster does not suffer the usual -2 Penalty for casting a spell while in B2B with an enemy model.

### Flaming Arrows

Cost: 1  
 Type: Non-Attack  
 Range: 18"  
 AoE: N/A  
 # Affected: 1  
 Affect: Target model gains the Flame Attack SA for all ranged attacks for its next Shoot Action. This spell cannot be cast on models with the Blowthrough SA.

### Wall of Fire

Cost: 3  
 Type: Non-Attack  
 Range: 12"  
 AoE: Special  
 # Affected: All models  
 Affect: Spell creates a linear 1" by 5" wall of fire. Casting Checks are made, at the original Casting Power, against any model caught in the wall or entering/crossing through it. A successful check means the model becomes Burning. Models that resist the spell are considered to have found a safe spot to stand within the wall, as are models that become Burning but take a Specialty Action to stop Burning without leaving the area of the wall. For models caught in the wall, moving out of the wall does not count as crossing through it. Treat the wall as Size 1 terrain for purposes of LOS and Cover. The Wall of Fire lasts until the beginning of the Spellcaster's next Activation or until the Spellcaster dies, whichever comes first.

### Fireball

Cost: 5  
 Type: Attack  
 Range: 18"  
 AoE: 3"  
 # Affected: All models  
 Affect: Models take 1 point of damage and are Burning.

### Firestorm

Cost: 7  
 Type: Attack  
 Range: 18"  
 AoE: 5"  
 # Affected: All models  
 Affect: Models take 1 point of damage and are Burning.



## Restore Tome

### Lay on Hands

Cost: 1  
 Type: Non-Attack  
 Range: B2B  
 AoE: N/A  
 # Affected: 1  
 Affect: Target model in B2B with the Spellcaster is healed 1 point of damage.

### Cure 1

Cost: 2  
 Type: Non-Attack  
 Range: 18"  
 AoE: N/A  
 # Affected: 1  
 Affect: Target model is healed 1 point of damage.

### Purify

Cost: 2  
 Type: Non-Attack  
 Range: 18"  
 AoE: 3"  
 # Affected: All friendly models  
 Affect: Removes all negative Model States: Burning, Cursed, Disabled, Held, Poisoned, Shaken, and Stunned.

### Cure 2

Cost: 5  
 Type: Non-Attack  
 Range: 18"  
 AoE: N/A  
 # Affected: 1  
 Affect: Target model is healed 2 points of damage.

### Mass Cure

Cost: 5  
 Type: Non-Attack  
 Range: 18"  
 AoE: 3"  
 # Affected: All friendly models  
 Affect: Friendly models are healed 1 point of damage.

## Storm Tome

### AirWalk

Cost: 0  
 Type: Non-Attack  
 Range: 12"  
 AoE: N/A  
 # Affected: 1  
 Affect: Target gains the Hover SA for the duration of the game.

### Wind Wall

Cost: 3  
 Type: Non-Attack  
 Range: 12"  
 AoE: Special  
 # Affected: N/A  
 Affect: Spell creates a linear 1" by 12" wall of wind that begins anywhere within the listed Range. Any ranged attacks passing through the wall suffer -2 RAV. The Wind Wall lasts until the beginning of the Spellcaster's next Activation or until the Spellcaster dies, whichever comes first.

### Chain Lightning

Cost: 5  
 Type: Attack  
 Range: 12"  
 AoE: N/A  
 # Affected: Up to 5 enemy models  
 Affect: This spell has the possibility of affecting multiple models. Only the first target model must be within LOS and Range of the Spellcaster. If the spell is successfully cast, the first model suffers 1 point of damage. The Spellcaster then chooses the next target enemy model. This next target model must be within 2" of the first target model, measured from the edge of each model's base, but does not need to be within LOS or Range of the Spellcaster. Chain Lightning continues in this manner, doing 1 point of damage to each affected model, until the spell has targeted five models or the spell has no other targets in range that have not already been targeted by Chain Lightning.

### Whirlwind

Cost: 5  
 Type: Attack  
 Range: 12"  
 AoE: 5"  
 # Affected: All models  
 Affect: Models are randomly thrown 1d10 + 2" in the direction the Casting Check die is pointing and become Stunned. Models on CAV bases get +1 MD, Large bases get +2 MD, and Giant bases get +4 MD against this spell. Roll separately for each affected model. If a model would land on a spot it cannot be placed (e.g., a building or another model), the model stops short and is placed as close as possible to the obstruction.

### Lightning Bolt

Cost: 7  
 Type: Attack  
 Range: 12"  
 AoE: Special  
 # Affected: All models  
 Affect: UNIQUE - This spell creates a lightning bolt 1/2" wide by 6" long. Any model whose base is touched by this line takes 2 points of damage. The spell may start at any point within range and LOS of the Spellcaster, and then proceed in a straight line directly away from the Spellcaster. Note that the player does not get to choose the direction of the blast; it goes in a line directly away from the Spellcaster.

