TURN ORDER

Event I	**Initiative and Personal Challenges**
Event II	**Spell Casting**
Event III	**Ranged Attacks**
Event IV	**Movement**
Event V	**Melee Combat**
Event VI	**Rally**

Random Movement Table	
D6	Result
1-2	Moves to its rear
3	Moves to its right
4	Moves to its left
5	Breaks through opponent; moves forward.
6	Stands and Attacks. +1 to all Melee rolls.

Event Ia - Initiative

1.1   Each player rolls 2D6 and adds the number of leaders still alive on their side.

2D6 + (Qty of Leaders)

1.2   High result chooses which player has 'Initiative', and therefore goes first during each Event of the full turn.

Event Ib - Personal Challenges

1.3   Individual Characters, True Dragons, and Giants may each challenge and 1 enemy character or creature within 12 inches. Challenger and Target must either both not be engaged in combat, or both in the same combat.

1.4   Creatures may not refuse a challenge, but Characters may. The first time each character refuses a challenge, they provide no morale or melee bonuses that turn. They also may not attack, cast spells, move to another unit, or rally a unit during that turn. This only applies the first time they refuse a combat.

1.5   The Army Commander may choose to have an unchallenged friendly character within 12" take his place.

1.6   Challenges are simultaneous. Both combatants roll a number of D6's equal to their Prowess. Each 5 or 6 rolled reduces the opponent's Vitality by 1 point. Armor does effect the roll.

1.7   Players take turns declaring challenges. The player with Initiative declares first. Magic Users may cast 1 spell on themselves or their attacker prior to dice being rolled.

1.8   Each character or creature may only challenge or be challenged once per turn.

Event II - Spell Casting

2.1   Every Wizard, Priest, Necromancer, or Shaman has a given number of 'Magic Points', which they may use each turn. This is found on their stat line under 'magic'.

2.2   Each spell can be cast by allotting a specific number of magic points to it. Spell Casters can combine Magic Points to cast spells.

2.3   Players take turns declaring spells. The player with Initiative declares the first spell.

2.4   To declare the spell, the controlling player states the spell's name, the target, and how many of the caster's magic points are being allocated to it (referred to as the spell's Strength). THE SPELL IS NOT RESOLVED AT THIS TIME.

2.5   Players take turns declaring spells, until both sides have used all of their magic points, or passed on the opportunity. A player may not cast a spell after passing in the same turn.

2.6   No Offensive Spells may be cast into or out of combat.

2.7   Spells last for one turn, unless otherwise specified.

2.8   Once both sides have announced all their spells, all are resolved simultaneously.

2.9   After declaring a spell, the caster moves at 1/2 speed.

2.10   Spell Range is 12"+ the Rank of the Spell Caster.

2.11   There are 2 major types of spells: Offensive Spells and General Spells

2.12   All spell casters may use both types of spells.

2.13   Priests may cast Offensive spells, but it weakens him/her to do so. Every time a offensive spell is cast, the Priest's Magic Rating is permanently reduces by the Strength of the spell.

2.14   In addition to General and Offensive spells…
   Necromancers also have access to Necromancy Spells
   Priests also have access to Clerical Prayers

2.15   Each Player has been given a set of spell cards that detail all of the spells that their magic users may cast.

Offensive Spells	General Spells
Confuse	Magical Armor
Fear	Courage
Hellfire	Dark Vision
Mystic Arrows	Magical Darkness
Paralyze	Enchanted Weapons
Universal Balance	Gentle Fall
	Magical Light
	Enhanced Mobility
	Rally
	Counter-Magic

2.16   Units that suffer 1 or more points of damage during the event must take a Morale Check at the end of the Event.

2.17   Troops that fail Morale Checks must turn 180 degrees away from the unit that caused the check, and move one full move away. The unit counts as Routed. See MORALE (p.4).

2.18   Creatures that fail the Morale Check must consult the Creature Morale Failure Table.

Event III - Ranged Attacks

3.1   Troops and Characters equipped with missile weapons may attempt ranged attacks. Creatures with a Ranged Prowess rating may also attempt ranged attacks.   Ranged attacks can not be made into or out of combat.

3.2   Most ranged attacks (bows) are limited to a distance of 12 inches. Exceptions are noted. Some weapons provide more or less distance.

3.3   Ranged attacks may not target anything that is engaged in combat or Individual Characters (unless the characters are the only viable targets on the board).

3.4   Line of sight is required by a minimum of at least half the figures in the unit, unless noted otherwise.

3.5   Troops, Characters, and Creatures that perform ranged attacks move at 1/2 speed for the remainder of the turn.

3.6   All Ranged attacks are simultaneous. The side with Initiative resolves all attacks first, then the opponent.

3.7 Ranged Attack Modifiers	
Terrain or obstacles obstructing the path	-1
Every 2 Infantry missing from Attackers unit	-1
Every 1 Cavalry missing from Attackers unit	-1

3.8   Troops making ranged attacks

(D6 +/- Modifiers) / (Target's Armor value)

Firing unit rolls a D6 and applies modifiers. Then divide the modified number by the target's Armor value. Round up at 50%.

D6 Result After Modifier	Target's Armor Value			
	1	2	3	4
1	1	1	0	0
2	2	1	1	1
3	3	2	1	1
4	4	2	2	1
5	5	3	2	2
6	6	3	2	2

< Number of hits on target <

3.9   Characters, Creatures, Artillery making ranged attacks

Roll a number of D6's equal to the attacker's Ranged Prowess. Modify each D6 Result based on the target's Armor Value.

Target's Armor Value	Modifier
1 or less	+1 to D6 Roll
2	no modifier
3 or more	-1 from D6 Roll

Every modified D6 roll of a 5 or 6 causes one hit on the target. Each hit removes one Troop, or one point of Vitality on Characters and Creatures.   War Machines can reduce Armor.

3.10   Units that suffer 1 or more points of damage during the event must take a Morale Check at the end of the Event.

3.11   Troops that fail Morale Checks must turn 180 degrees away from the unit that caused the check, and move one full move away. The unit counts as Routed. See MORALE (p.4).

3.12   Creatures that fail the Morale Check must consult the Creature Morale Failure Table.

Event IV - Movement

4.1   The player with Initiative moves all of their units first. 4.2 Units that are routed, or are engaged in combat may not move.

4.3   Units may change shape and move in any direction as desired, as long as no model exceeds their maximum movement distance.

4.4	Movement Rates	
Characters (unless otherwise noted)		12"
Cavalry - Yeomen and Peasants		12"
Cavalry - Knights		10"
Cavalry - Very Large or Giant Mounts		8"
Infantry - Yeomen and Peasants		8"
Infantry - Knights		6"
Creatures - Movement will be listed on their Stat Line		
Flyers - Wraiths		8"
Flyers - Winged Humanoids		10"
Flyers - Mounts		16"
Flyers - Large Mounts		14"
Flyers - Small Dragons & Very Large Mounts		12"
Flyers - Large Dragons		10"

4.5   Once a unit comes into contact with an enemy unit, it is engaged in combat.

4.6   Units may not move thru one another, but Troops may move between friendly units if 2" of space exists, and Creatures and Characters may move between friendly units if 1" of space exists.

4.7   A character may stay with a unit that they have been attached to, become unattached, or move to a new unit (unless they refused a personal challenge for the first time that turn).

4.8 Terrain

Units ignore effects when flying over terrain

Hills - A unit moving up a hill loses 2" of movement.

Woods - All Units lose 2" movement . Peasants move at full speed. Yeomen and Knights fight and take/cause Morale checks as Peasants when in woods.

Walls or Hedges - Units crossing lose 2" movement. Melee attacks suffer -1 to the d6 attack roll when target is behind wall or hedge.

Stream - Units crossing lose 2" movement.

Swamp - Infantry Units crossing use 2" of their movement value for every 1" of actual distance moved. Amphibious Cavalry (lizards) treated as Infantry. No Cavalry may enter.

Ruins & Buildings - Units crossing move at half speed. All Cavalry treated as Infantry. Armor values at +1.

Roads - If the unit begins and ends with the majority of its models on the road, and does not leave the road, they gain additional movement that turn:
    Infantry: +4 movement
    Cavalry, Chariots, Baggage Trains: +6 movement

Event V - Melee Combat

5.1   Melee occurs when one unit moves into contact with an enemy unit.

5.2   The first two units in a melee always meet face to face. Thus a unit will turn to face the first unit that contacts it.

5.3   Once two opposing forces are in contact they will stay that way until one or both units are eliminated or forced to run away. Additional units may engage into the flank or rear.

5.4   Flank and Rear attacks are especially beneficial. Characters never have flanks or rears.

5.5   Troops can only attack an enemy that is engaged in their front rank. At the end of the Melee Combat Event, upon eliminating or routing all opponents to the front rank, a unit of troops may turn to face another unit that it is in combat with. The unit may choose which new enemy it faces. This is the only movement allowed once the units are engaged in combat.

5.6   All Combat occurs simultaneously, Casualties are removed at the end of the combat event.

5.7   Characters attached to units may not make Melee Attacks.

5.8   Attacks may not be directed at characters that are attached to a unit. Instead, at the end of the combat, for every 3 successful hits against the unit, the attacking player may trade 1 of those hits for the opportunity to damage the character. The attacker rolls one D6 for each attempot. Results of a 5 or 6 cause a hit on the character. Results 1-4 cause no damage at all.

5.9   Melee will continue from turn to turn, until one or both the units in combat are destroyed or forced to run away.

5.10   Melee Modifier Table

Attacker is a Peasant Troop Type	-1
Attacker is a Yeoman Troop Type	0
Attacker is a Knight Troop Type	+1
Attacker is riding a Standard Mount (Horse, Wolf, Pony, etc.)	+1
Attacker is riding a Large Mount (Bison, Camel, Giant Horse, Hexatrix, etc.)	+2
Attacker is riding a Very Large Mount (Rhinos, Giant Boars, etc.)	+3
Attacker is riding a Giant Mount (Elephants, Land Dragons, etc.)	+4
Every 2 Infantry missing from Attackers unit	-1
Every 1 Cavalry missing from Attackers unit	-1
Attacking the enemy's Flank	+1
Attacking the enemy's Rear	+2
Leader is Attached to the Attacking unit	+1
Attacking Across a River Ford	-2
Attacking across a stream or uphill	-1
Darkness or Unable to see	-1

5.11   Troops making Melee attacks

(D6 +/- Melee Modifiers) / (Target's Armor value)

   Attacking unit rolls a D6 and applies any modifiers from the Melee Modifier Table (Upper Right of this page).

   Apply and of the Melee Modifiers to your D6 roll.
Then divide the modified number by the target's Armor value.
Round to nearest number. The chart below may help.

D6 +/- Modifier	Target's Armor Value				
	1	2	3	4	
1	1	1	0	0	
2	2	1	1	1	
3	3	2	1	1	
4	4	2	1	1	
5	5	3	2	1	
6	6	3	2	2	<
7	7	4	2	2	Number of
8	8	4	3	2	hits on target
9	9	5	3	2	<
10	10	5	3	3	
11	11	6	4	3	
12	12	6	4	3	
13	13	7	4	3	
14	14	7	5	4	
15	15	8	5	4	

Every Hit kills one enemy troop, or removes one Vitality point from the Creature or Character that is being Attacked.

5.12 Characters, Creatures, War Machines Making Melee Attacks

   Roll a number of D6's equal to the attacker's Melee Prowess.
   Note: Characters and Creatures lose 1 Prowess Value for every 25% of their Vitality that is lost.
Minimum Prowess will always be 1.

Apply any Melee Modifiers.
Modify each D6 Result based on the target's Armor Value.

Target's Armor Value	Modifier
1 or less	+1 to D6 Roll
2	no modifier
3 or more	-1 from D6 Roll

   Every modified D6 roll of a 5 or 6 causes one hit on the target. Each hit removes one Troop, or one point of Vitality from the Character or Creature being attacked.

5.13   Units that suffer 1 or more points of damage during the event must take a Morale Check at the end of the Event.

5.14   Troops that fail Morale Checks must turn 180 degrees away from the unit that caused the check, and move one full move away. The unit counts as Routed. See MORALE (p.4).

5.15   Creatures that fail the Morale Check must consult the Creature Morale Failure Table.

Event VI - Rally

6.1   A routing unit or creature may be rallied if the Leader is in contact with it at the start of the Morale Event, and neither the unit or Leader has suffered any hits during the turn. The unit is now considered a normal unit, and may operate normally in the next turn.

6.2   Each unit may make one Leaderless attempt to rally, if it has not suffered any hits during the turn. Roll a D6.

Rallying Unit	D6 Roll Needed to Rally
Peasants	5+
Yeomen	4+
Knights	3+
Creatures**	4+

**If failed, the creature goes Berserk.
See the Creature Morale Failure Table.

MORALE

7.1 Any units (not individual Characters) that suffered any damage during Events 2, 3, or 5 must take a Morale Check at the end of the Event.

7.2 Characters not attached to units never take Morale Checks.

7.3 First, look for any Morale Modifiers.

MORALE MODIFIERS

Situation (The Unit Checking Morale…)	Mod
…is being attacked in the Flank	-1
…is being attacked in the Rear	-2
…has lost 50% or more Troops	-2
…has lost 50% or more Vitality	-2
Attached Leader has been killed this turn	-1
Army Commander has been killed this turn	-1
…is attacking an enemy in the Flank	+1
…is attacking an enemy in the Rear	+2
…outnumbers total of all combat opponent(s) in contact. *Each Cavalry count as 2. *Individuals use their remaining Vitality to calculate.	+1
…has a friendly unit also engaged in the combat	+1
…has a Leader attached	+1

7.4 Check for any race-specific Morale Modifiers.

7.5 The Morale Chart is at the top, to the right.   --->

7.6 Find your unit type on the top row under 'Unit Taking Morale Check'.

7.7 On the left column, find the enemy that they are in Melee against.

7.8 If your unit is fighting against multiple enemy units, use the enemy unit closest to the top of the list, when determining what is needed to test.

Morale Continued

7.9 The value found where the Column and Row overlap shows the modified D6 value needed to pass the Check.

Cause of Check	Unit Taking the Morale Check					
	Creature	Mounted Knights	Foot Knights	Mounted Yeomen	Foot Yeomen	Peasants
Creatures	3	3	3	4	5	5
Mounted Knights	3	2	2	3	4	5
Foot Knights	3	1	2	2	3	5
Mounted Yeomen	2	1	1	2	3	4
Foot Yeomen	0	-1	1	1	2	3
Peasants	-1	No Check	No Check	0	1	2
Ranged Attacks	1	0	0	1	2	3
Spells & Fire	3	1	1	2	3	5

^ Roll must meet or exceed to pass ^

7.10 Roll a D6 and apply any Morale Modifiers.

7.11 To pass the Morale Check, your modified roll must match or exceed the number in the chart above.

7.12 If your modified roll is lower than the number shown above, the unit routs.

7.13 A unit that routs due to ranged attacks or magic is treated the same as a unit that has routed in battle.

Routing Units

7.14   A routing unit will immediately turn 180 degrees away from the unit that caused the check, and move its maximum distance in that direction. It will remain there until rallied or attacked again.

7.15   A routing Creature rolls 1D6 and consults the Creature Morale Failure Table.

Creature Morale Failure Table	
D6 Roll	Result
1 to 4	Withdraw. It turns 180 degrees around and and makes one full move. It will remain there until rallied. It will fight anyone who attacks it.
5	Creature Flees. It turns 180 degrees around and will continue to move off the table edge for the remainder of the game. It will attack ANY units that block its way.
6	Creature goes Berserk. It turns in a random direction**, moves to the nearest unit and attacks (immediately). It will continue to move in this fashion every turn, even when engaged in combat, until destroyed.