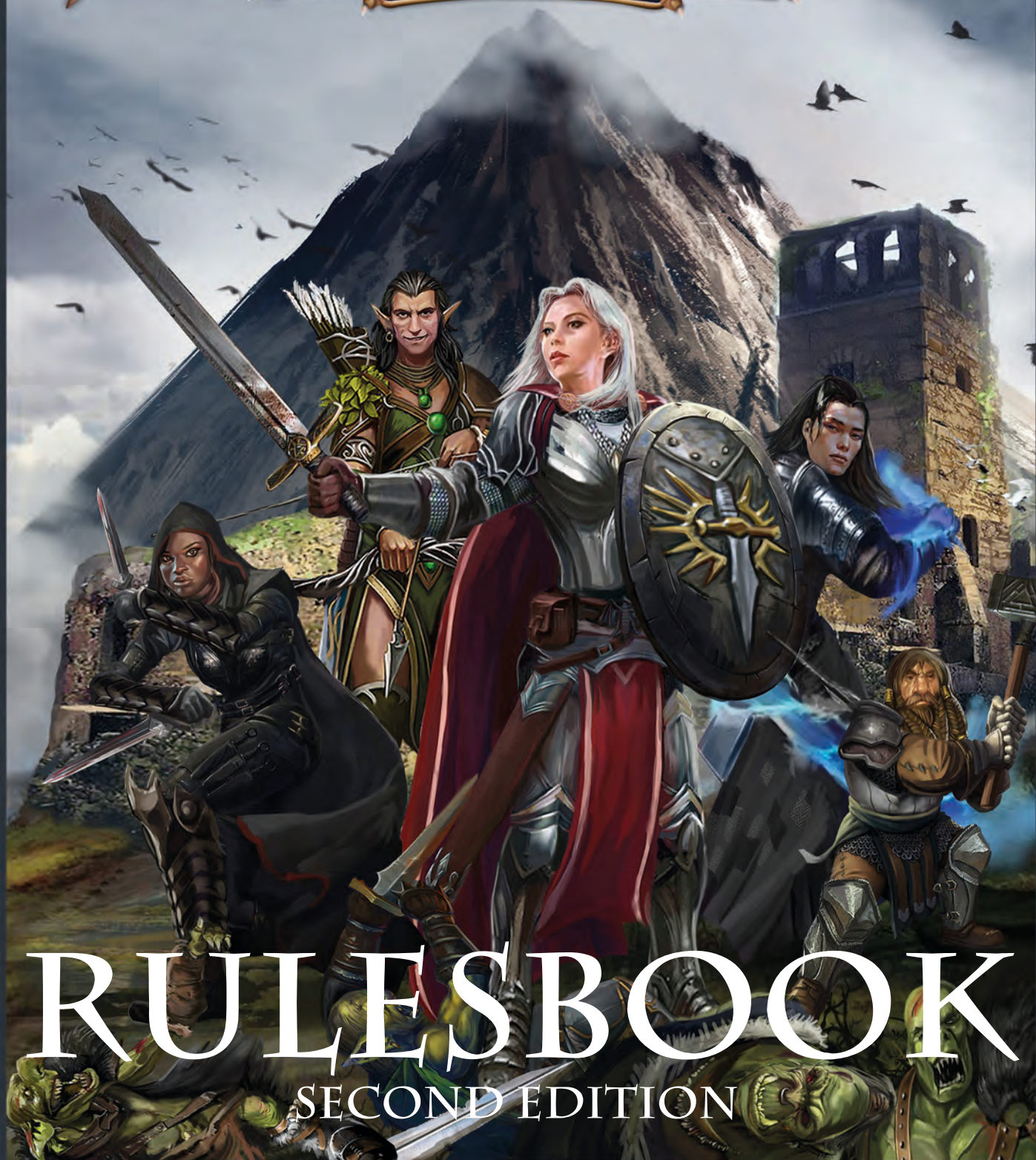


METAL EXPRESS

BLADESTORM

TM



RULESBOOK

SECOND EDITION

BLADESTORM™

- SECOND EDITION -

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To Alexandra

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WELCOME TO BLADESTORM

Have you ever wondered how great it would be to have this special set of rules for miniature gaming that lets you fight hideous monsters and historic figures alike? Put together your band of heroes in ancient times or in a realm imbued with magic to see them best challenges and thrive on their experience. Enjoy your epic tale, duel your friends or follow the dungeon master into the abyss and back.

Right now, this set of rules is here in your hands.

Welcome to **Bladestorm Second Edition** (B2E), a fast and highly customizable set of rules for miniature gaming that can be played with any kind of 25 to 28mm miniatures of your choice.

This Rulesbook contains everything you need to bring your miniatures to life. Contrary to many gaming systems past and present, there are no purchases of special miniatures or miniature lines necessary to play **Bladestorm**. Use the ones you have, stop by at your local gaming store or shop online. After reading through this set of rules, you will likely look at miniatures differently than you did before.

But before we venture further into the details of this game, let's take a look at the scope of **Bladestorm** as compared to other miniature gaming systems.

For centuries, the use of miniature figurines and miniature terrain to represent, recreate, and refight battles has been a rich form of entertainment. This type of gaming has ranged from children playing with toy-soldiers to elaborate military simulations conducted in war colleges. Today, miniature battles of any scope are an extensive hobby that encompasses wargaming, role playing, and the collection and painting of miniatures.

A set of rules that governs battles using miniatures is often referred to as a "miniatures system" or "tabletop rules." However, in order to distinguish between a mass combat miniatures system and a skirmish miniatures system, we will refer to **Bladestorm** as a "skirmish system." A skirmish system emphasizes rules for battles involving individual combatants, while a mass-combat system emphasizes rules for battles involving "units" (i.e., large groups of individual combatants).

Bladestorm deals primarily with a medieval, fantasy-type environment as presented in the *Rolemaster* and *Shadow World* series of publications by *Iron Crown Enterprises* (ICE).

The rules however, are laid out in a way that offers compatibil-

ity with any background or setting imaginable, be it from movies, books or computer games. To get started right away, we have included ten new scenarios that revisit the Warring Holds of Foleenn. Contrary to First Edition these scenarios are now setup to encourage competitive games between two or more adventuring parties.

Bladestorm Second Edition is very flexible and enables a variety of game types. The system can be used to realize anything from a single encounter that itself represents a larger battle inside your role playing game campaign to a highly competitive, magically tainted duelling pit inside a ruined city, the reenactment of an authentic or imagined historical encounter or a long lasting tabletop campaign that sees the rise and demise of heroic combatants on either side of the table.

While the types of possible games are too many to count in this introduction, so is the number of players that can attend a gaming session. Here, the truly limiting factor is the space available at the gaming table itself. You can run **Bladestorm** solo or with any number of players willing to throw their heroes into the adventure.

For ease of reference, the rules presented in this book are divided in five parts. Each game section is playable by itself and builds on top of the previous one while the optional and the campaign rules add depth and realism. We distinguish between:

- Basic Game
- Intermediate Game
- Standard Game
- Optional Rules
- Campaign Rules

GETTING STARTED

Novice skirmish players should start by reading the Basic Game and then play the scenarios provided. Once you have mastered the Basic Game, or if you have learned about the Basic Game through the freely available **Bladestorm Quick-Start Rules** (QSR), you can turn to the Intermediate Game and play the provided scenarios. Similarly, you can then move on to the Standard Game, and to the Optional Rules. Finally, the Campaign Rules represent the epic connection between games as they let your combatants gain experience, obtain a Profession and train skills in between scenarios or encounters.



This layered approach enables you to gradually absorb the basic concepts and principles that must be understood in order to get the most out of full-blown *Bladestorm Second Edition* skirmish battles and campaigns.

MORE EXPERIENCED PLAYERS

Depending upon the amount of previous experience, some players may wish to proceed directly to the Standard Game. All of the Basic Game material and the Intermediate Game material is repeated in the Standard Game.

RETURNING BLADESTORM PLAYERS

If you have played *Bladestorm* in the past and have recently turned your attention to the new incarnation of this classic skirmish game, we welcome you back and hope that you enjoy the changes we made and the added depth of *Bladestorm Second Edition*. Rest assured: The basic principles remain unchanged, as we perceived them to have perfectly captured the necessity for quick action and resolve right from the start. We expect two things to be especially important for returning players:

- All the rules and additions presented in this Rulesbook are backwards compatible with material from the First Edition.
- The Campaign Rules are a *legendary* improvement and we encourage you to give them a try with your favorite setting and role playing characters.

For a summary of changes that you have to expect while moving up from the First Edition, please have a look at the following paragraph.

CHANGES FROM FIRST EDITION

Subtle changes were introduced to the Intermediate Game that now allows players to make better use of tabletop terrain through the introduction of Partial Cover.

A lot of previously Optional Rules have now been introduced to the Standard Game which contains the entire magic system, now also enriched by new Mentalism spells. Missile combat was updated with new rules for Firing into Melee and attacking unaware combatants while Blocking Terrain was also moved from a previously optional to a standard rule.

All these changes made way for some significant additions to the Optional Rules. First of all, there is chance that attacks dismally fail and result in a fumble for melee, ranged and spells attacks or effects. These are now described in their respective chapters and wait for a hapless combatant to experience their karmic wrath.

Special combatants now include improved rules for standard bearers. More importantly though is the addition of musicians such as drummers and horn blowers who fuel their fellow combatants through the use of specially designed song lists or war sounds. The concept is similar to casting a spell with a timed effect of a leader or a discouraging notion to an affected enemy. Mounted combatants are now treated as two separate entities and can be addressed in the game respectively. The same principles are then applied to vehicles such as war machines which were not covered by the First Edition.

While these are general improvements to playability and the range of miniatures that can be introduced on the table, the Campaign Rules resemble the biggest improvement over the First Edi-

tion of *Bladestorm*. Since each combatant carries with it a *Total Point Cost* (TPC) value that is derived during its creation, this TPC-value is used as Experience that another combatant gains upon defeating this opponent. *Experience* (Exp) is collected in a pool and turned into *Development Points* (DP) which can be spent on assigning a *Profession* to a combatant. A *Profession* brings with it certain special abilities and a dedicated *Skill Tree* from which players can buy additional skills for their heroes. As combatants become heroes with individual skill sets, they become harder to defeat and are vying for stronger and deadlier opponents. An epic tale unfolds.

Note: For readability purposes, *Bladestorm* uses standard masculine pronouns when referring to persons of uncertain gender. In such cases, these pronouns are intended to convey the meanings: *he/ she, her/his, etc.*

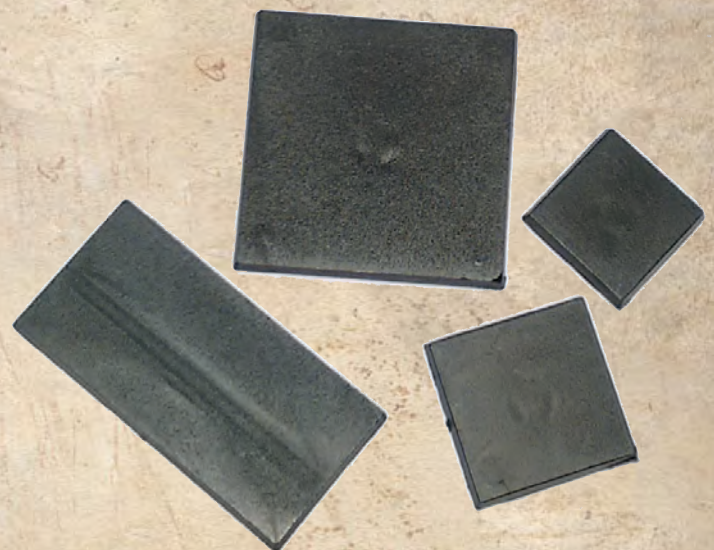
MEASUREMENTS

These rules use English measurement (i.e., inches and feet). An equivalent Metric measurement is provided in brackets after each occurrence of an English measurement. The Metric measurements have been rounded to the nearest millimeter, centimeter, or meter and thus are not exactly equal to the English measurements.

MOUNTING MINIATURES ON BASES

When fighting a miniatures battle, it is very useful to have each individual miniature mounted on a "base." A base can be made of thick card stock or cardboard or even thin plastic sheets. Each miniature should be pasted or glued onto its base. Typically, miniatures come with a slot that slides into a base or they already include some ground to give them safe footing.

A base gives a miniature stability, and it also gives a representation of the minimum space required for the miniature to move and fight. *Bladestorm* rules assume that each miniature is mounted on a base. We suggest a 1"x1" base [or 25mm x 25mm] for miniatures representing human sized combatants (i.e., 5'-7' [2m] tall). Other sized combatants can use proportionally smaller or larger bases, e.g., 5/8"x5/8" [15x15mm] for Halflings, 1.5"x1.5" [40x40mm] for 7'-9' [2.5m] Trolls, 1"x1.5" [25x50mm] for cavalry, etc. See the following page for a listing of typical base sizes.

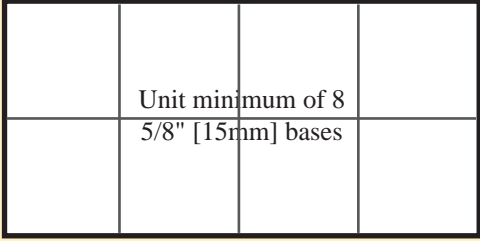


TYPICAL BASE SIZES

Small sized
Combatants:

- Bone Worm
- Goblin
- Gnome
- Halfling
- Ratman

5/8"
[15mm]

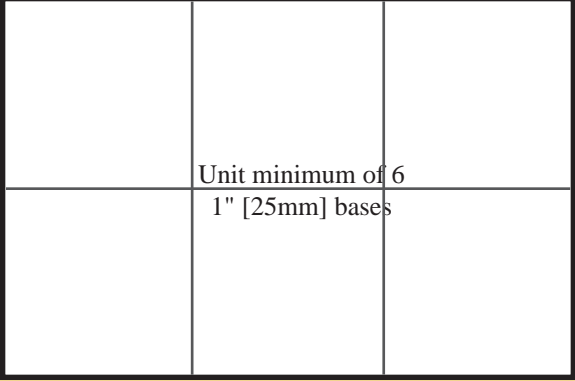


Human Sized
Combatants:

- Dwarf
- Elf
- Ghoul
- Golem
- Human
- Orc
- Wolf

Standard Sized
Cavalry

1"
[25mm]

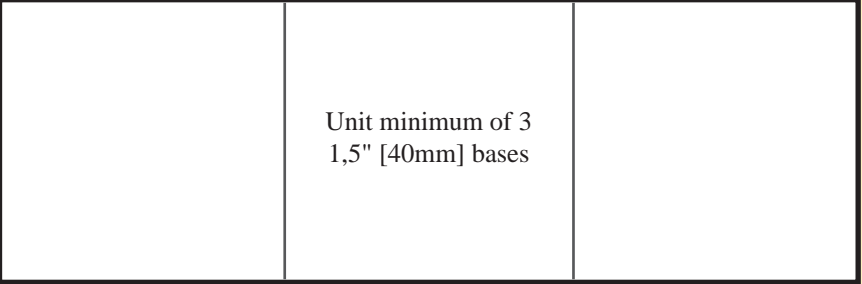


1"x2"
[25x50mm]

Large Sized
Combatants:

- Basilisk
- Demon
- Elemental
- Giant
- Minotaur
- Ogre
- Troll

1.5"
[40mm]



Huge Sized
Combatants:

- Cave Worm
- Dragon
- Fell Beast
- Hydra
- Roc
- Titan
- War Elephant
- Wyvern

(Huge creatures cannot build units.)

2"
[50mm]

Combination of 2
1.2" [30mm] bases

Combination of 2
1.5" [40mm] bases

remember to
buy stash

Note: These rules assume the use of "25mm" or "28mm" miniatures. If a different scale is to be used, the figures used in this product must be adjusted accordingly.

Note: A base is used to abstractly represent the 6' [2m] area influenced by a combatant during combat. Certain abnormal situations arise due to the use of a square base. For example, the diagonal of a 1"x1" [25x25mm] square is ≈ 1.4 [$\approx 36\text{mm}$], so a miniature on such a base could not turn around in a 1" [25mm] wide corridor. Use common sense in such cases (e.g., a combatant can turn-around in a 1" [25mm] wide corridor).

NUMBERING MINIATURES

In a miniatures battle, figures of the same type and painting scheme are often used (i.e., members of the same military unit). During play it is necessary to be able to distinguish between miniatures of the same type. So, for each type of miniature, you should place a unique number on each figure's base (start with '1' each time). This can be accomplished with a marking pen or scotch tape and small bits of paper. If certain miniatures are about to play a special role in your encounter, you can use also a letter to designate their type.



MEASURING DISTANCES ON FREE TERRAIN

In a miniatures battle it is necessary to measure distances. Regular tape measures can be acquired from any hardware store. However, players may find it also useful to use real rulers and/or tape measures specifically made for gaming purposes.

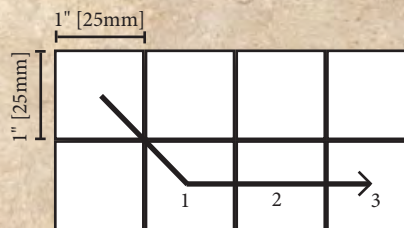
String is also often useful for measuring distances that do not occur in straight lines. Just lay the string along a route whose length needs to be determined; then straighten the string and measure the route's length.

Note: Normally, a player may measure a distance (e.g., for the purposes of movement, missile fire, etc.) only after committing to perform the action being measured.

MEASURING DISTANCES ON GRIDS

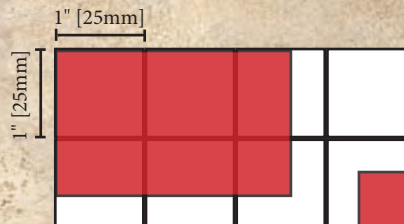
A popular alternative to free movement across open terrain are map sheets or floor tiles that feature a square tile background.

Bladestorm Second Edition can also be played on these maps by using 1" [25mm] square tiles to determine distances for the purpose of movement and range increments. This does not change any of the concepts behind the game but merely offers an alternate view on the tabletop setup. The following example can be applied to moving a miniature across a room as well as to measure the distance for a ranged attack.



Follow these general guidelines to fully adopt a grid-based gaming experience and apply the *Bladestorm* rules of the following chapters accordingly:

1. Movement and range determination always follows straight and diagonal lines across the grid.
2. Counting always starts in the center of an occupied tile and stops in the center of the target tile.
3. Creatures that occupy fractions of a floor tile because of their base size are always considered to be occupying the entire tile. This applies to huge creatures that sprawl across several tiles as well as to very small creatures that occupy merely a fraction of a tile.



4. Changing the facing of a miniature does not constitute movement and thus does not reduce its movement range.
5. When movement for combatants and units in imperial scale includes half inches such as 7" (5.5"/3.5"/2") [18cm(14/9/5)], always round them up to the next full inches, e.g. 7" (6"/4"2") to reach an even set. Players on metric scale likewise apply multiples of 2.5.



ABBREVIATIONS

Game Systems and Supplements

B1E — **Bladestorm First Edition (Box Set)**
B2E — Bladestorm Second Edition
BSB — Bladestorm Bestiary
QSR — Quick-Start Rules

RM — **Rolemaster**

AL — Arms Law
CL — Character Law
SL — Spell Law
C&T — Creatures and Treasures

Combatant and Unit Stats

Arm — Armor
Def — Defense
En — Endurance
ESB — Elemental Spell Bonus
Ma — Maneuver
Mo — Morale
MR — Movement Rate
PP — Power Points
Rs — Resistance
SB — Shield Bonus
Unit Ma — Unit Maneuver

Game Terminology

AR — Attack Roll
Ch — Channeling
D — Die or Dice
DM — Defense Modification
Dmg — Damage
DP — Development Points
Exp — Experience
Es — Essence
Fum — Fumble
IR — Influence Range
KS — Known Spells
MeA — Melee Attack
MeB — Melee Bonus
MeD — Melee Damage
MeM — Melee Mod
MsA — Missile Attack
MsB — Missile Bonus
MsD — Missile Damage
MsM — Missile Mod
MnB — Maneuver Bonus
Me — Mentalism
MM — Morale Roll Mod
Mod — Modifier or Modification
Pro — Profession
RR — Resistance Roll
SkI — Skill
Stat — Statistic or Characteristic
TPC — Total Point Cost

Glossary

Area Effect — An effect that is not limited to one combatant but that affects an area (radius) and everything inside.

Attack Roll — The dice roll that determines the success or failure of an attack.

Attack — An attempt by one combatant/unit to damage another.

Blind — A combatant that has lost his sense of vision. The condition applies a -10 modifier to Attack Rolls.

Blocking Terrain — Missile attacks may not pass through "blocking" terrain (e.g., woods, impassable terrain, etc.).

Channeling — A realm of magic based on powers that have been granted to the spell user by his deity.

Chance — Sometimes an event has a "chance" or a "percentage chance" of occurring, and this chance is given in the form of "%." To determine if the action occurs, roll 2D10 — one die is the tens, the other is the ones, for a result between 1 and 100 (treat 00 as 100). If the result is less than or equal to the "%", the event occurs.

Combatant — Each individual participant in a skirmish battle is called a combatant and is represented by a miniature.

Concentration — Some magic spells require the caster to continually focus on the spell's effect for it to remain in action. The caster may not cast another spell while concentrating.

Cursed — A combatant that is affected by a curse suffers its adverse effects as described by the individual type of curse.

Death Die — A player must use one and only one black six-sided die; this is the "Death Die."

Development Points — In a campaign game, 2% of a combatant's Experience is converted into Development Points.

Diseased — A combatant that is affected by a disease suffers its adverse effects as described by the individual type of disease.

Disrupted — A combatant/unit that has failed a morale check is disrupted and less effective in a battle.

Endurance — A stat indicating how much damage a combatant/unit can absorb before being removed from play.

Essence — A realm of magic based on the ability of the spell user to manipulate matter on an elemental level.

Experience — In a campaign game, the TPC of defeated opposing forces is counted as Experience.

Facing — After each combatant is moved, it must be "faced" in a specific direction. Facing determines a combatant's front, flank and rear.

Falling Damage — Whenever a combatant falls due to a failed maneuver or another adverse effect, it suffers a falling attack of 1D6 for every 1" [25mm] fallen.

Fixed Bonus — A permanent bonus to the Melee attack, e.g. a 3D6+5 Melee Attack stat has a "fixed bonus" of 5.

Formation — Each unit must be in a specific formation that determines its movement, combat, and morale capabilities.

Fumble — An epic failure to any attempted task in the game. Such grave failures cause the attempting combatant/unit to suffer penalties based on the attempted task.

Hero — A combatant who has adopted a Profession and now specializes in a field of expertise.

Impassable Terrain — Terrain that totally prohibits normal movement (e.g., a wall, a sheer cliff, a ravine, etc.).

Initiative — An initiative roll determines who is "Player #1". The highest roller has the initiative and gets to move first.

Leader — A leader is a special combatant who can modify the morale and combat capabilities of other combatants and units.

Maneuver — An action that is not normal movement, not an attack, and not the casting of a spell.

Mass-combat System — A miniatures system that emphasizes rules for battles involving "units" (i.e., groups of similar individual combatants).

Melee Attack — An attack against a target adjacent to the attacker (e.g., hand-to-hand attacks with swords, axes, polearms, etc.).

Mentalism — A realm of magic based on the ability of the spell user to manipulate or control the minds and perceptions of others.

Miniature — A small figurine or statue used to represent an individual participant in a skirmish battle.

Missile Attack — A ranged attack against a target not adjacent to the attacker (e.g., bows, thrown weapons, slings).

Monster — A monster is a beast-like combatant that has special capabilities.

Morale — A stat that reflects how resistant a combatant/unit is to panic and demoralization on the battlefield.

Movement Rate — The distance that a combatant/unit may move in a given turn.

Playing Surface — A playing surface can be any regular surface on which the miniatures can be set up and moved (e.g., a table top, the floor, etc.).

Poisoned — A combatant that is affected by poison suffers a certain number of hits or effects per turn.

Profession — When a combatant has gained enough Development Points, he can spend them to buy a Profession. A profession grants 2 positive and 1 negative modifier and opens a Skill Tree for further specialization.

Rallying — An attempt by a disrupted combatant/unit to become undisrupted and thus operate normally once again.

Skill Tree — A collection of special abilities and powers that are available to a given Profession.

Skirmish System — A miniatures system that emphasizes rules for battles involving individual combatants.

Spell User — A combatant who can cast spells.

Stat — One of the statistics representing the capabilities of a combatant/unit.

Stunned — A stunned combatant has lost control over his actions and is defenseless for a limited amount of time. The condition applies a -5 modifier to the Defense stat.

Target — A combatant or unit being attacked is called the "target of the attack."

Terrain — Terrain consists of objects placed on the playing surface to represent various features of the battlefield (e.g., trees, bushes, buildings, roads, walls, etc.).

Turn Sequence — The order in which activities occur during a turn of play.

Turn — Combatants/units fight and move in terms of a fixed period of battle time called a turn. Each turn represents 10-30 seconds of battle time, but a given turn may take much longer for the players to actually resolve.

Unit — A unit is a group of similar combatants who move and fight together in a battle.

Vehicle — A vehicle can be a chariot pulled by horses, a war machine or a platform carried by another creature.



B - BASIC GAME

B-1.0

INTRODUCTION

The *Bladestorm* Basic Game is designed to introduce novice skirmish players to some of the key elements of resolving a battle in a skirmish system. First a few basic conventions concerning die rolling and other factors are presented; then the measurement scale and playing surface are discussed.

Game mechanics presented in the Basic Game are:

Environment	Section B-3.0
Combatants	Section B-4.0
Turn Sequence	Section B-5.0
Movement	Section B-6.0
Melee Combat	Section B-7.0
Damage	Section B-8.0

B-2.0

CONVENTIONS

B-2.1 DICE ROLLS

In most games, it is necessary to generate a random number in order to determine the result of an action (e.g., an attack).

A *Bladestorm* player generates such random numbers by rolling dice.

There are two types of dice used in *Bladestorm*: 6-sided dice and 10-sided dice. A 6-sided die gives a result between 1 and 6, inclusive. Such a roll is referred to as "D6". A 10-sided die actually gives the results: 0, 1, 2, 3, 4, 5, 6, 7, 8, and 9 — but the 0 is treated as a 10. Thus, a 10-sided die gives a result between 1 and 10. Such a roll is referred to as "D10".

Multiple Dice — If more than one die is to be rolled, the number of dice precedes the "D".

Example: *3D6 indicates that three 6-sided dice are to be rolled. 2D10 indicates that two 10-sided dice are to be rolled.*

An Addition: A fixed number may be added to a given die roll.

Example: *"1D10+4" means: the result of a 10-sided die plus four. If the 10-sided result is a 7, then the result of the roll is 11 = 7 + 4.*

A DICE "ROLL"

The result of a dice roll is the total of all dice rolled — after modification by additions and multipliers.

Example: *"2D6+1D10+4" means: two 6-sided dice plus the result of a 10-sided die plus four. If the two 6-sided results are 2, 5 and the 10-sided result is a 7, then the result of the roll is 18 = 2 + 5 + 7 + 4.*

B-2.2 THE TIME SCALE

In *Bladestorm*, combatants fight and move in terms of a fixed period of battle time called a turn (see B-5.0). Each turn represents 10-30 seconds of battle time, but a given turn may take much more time for the players to actually resolve. During a given turn each combatant may only move once (see B-5.0).

B-2.3 THE SIZE/DISTANCE SCALE

To fight skirmish battles it is impossible to use the real sizes/distances for the combatants and the area in which they fight. Instead we will use "scaled down" sizes: every one inch of size/distance in a *Bladestorm* skirmish battle represents six feet in the "real world." In metric terms, 25 millimeters represents two meters.

6 feet = 1 inch \approx 25 millimeters = 2 meters

Example: *A 1" [25mm] high miniature can represent a 6' [2m] tall man, while a 1.5" [40mm] high Troll miniature can represent a 9' [3m] tall Troll. If a Troll can move 42' [14m] in 10 seconds, the miniature representing the Troll can move 7" [18cm] in a turn.*

Note: *These rules use English measurement (i.e., inches and feet). An equivalent Metric measurement is provided in brackets after each occurrence of an English measurement. The Metric measurements have been rounded to the nearest millimeter, centimeter, or meter and thus are not exactly equal to the English measurements.*

Note: *Normally, a player may measure a distance (e.g., for the purposes of movement, missile fire, etc.) only after committing to perform the action being measured.*

B-2.4 BASES

The *Bladestorm* rules assume that each miniature is mounted on a base that is proportional to its size. A base gives a miniature stability, and it also gives a representation of the minimum space required for the miniature to move and fight. See page 5 for guidelines for base sizes and for mounting miniatures on bases.

B-3.0

ENVIRONMENT



The combatants in a skirmish battle fight in an environment which consists of a playing surface and any special terrain. The playing surface can be any regular surface on which the miniatures

can be set up and moved (e.g., a table top, the floor, etc.).

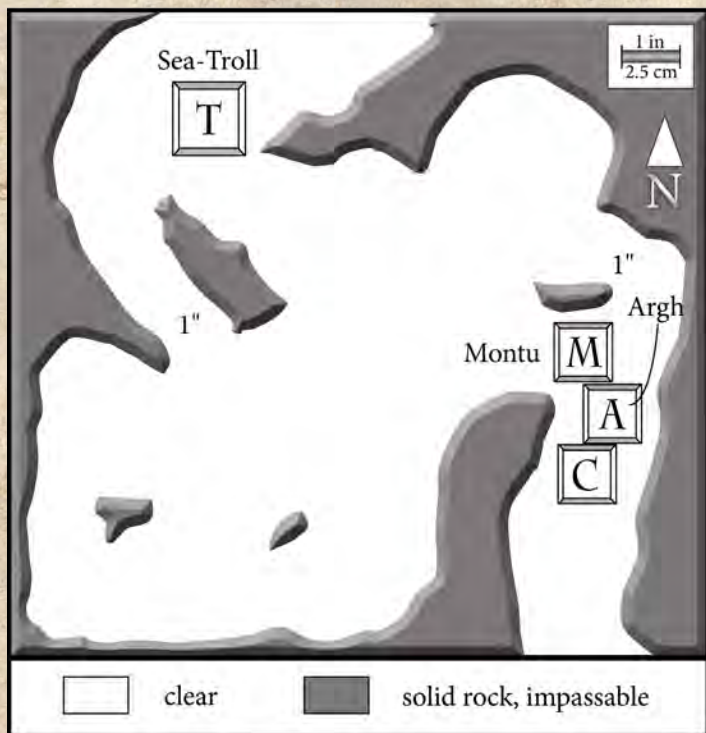
Terrain consists of objects placed on the playing surface to represent various features of the battlefield (e.g., trees, bushes, buildings, roads, walls, etc.). These terrain features can be purchased commercially or they can be created from common every day objects. For example, you can use a box to represent a house, a couple of pieces of stacked cardboard to represent hill contours, balls of cotton to represent bushes, etc..

If using map sheets with 1" [25mm] square tiles, it is also possible to obtain maps that include environment as part of the printed map sheet.

For the Basic Game the only terrain used totally prohibits normal movement. Such terrain is called *impassable terrain*. For example, movement through a wall is prohibited.

Example: The following terrain is used in the first Basic Game Scenario: the impassable walls of a cavern and four impassable pillars (see below).

EXAMPLE SCENARIO "WARRIORS OF ASH"



Scenario Type: Skirmish

The Tale: Beneath the Folenn Spikes lie labyrinthine caverns known as the Ash Lairs. Within these dark passages, foul creatures incessantly battle one another.

Terrain: The impassable walls of a cavern and four impassable pillars. Note that the gaps marked as 1" [25mm] cannot be traversed by the Troll — his base is 1.25" [40mm] wide.

Victory Conditions: To win, a player must eliminate all of his opponent's combatants.

Player #1 — Controls three Goblins: Monto, Argh and Cro. Monto and Cro are lesser Goblins and Cro, the greater Goblin, is the strongest of the group. They get to move first and take position as indicated by the squares "M", "A" and "C" on the map.

Player #2 — Controls the Sea-Troll; a very large and powerful fellow. The Troll moves second and takes position as indicated by the capital "T" on the map.

SEA-TROLL (Large Claws)	
Movement Rate 7" [18cm]	
Melee Attack 3D6+4	
Melee Damage High+2	
Defense 10	
Endurance (51)	□
□□□□ □□□□	
□□□□ □□□□	
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CRO, Greater Goblin (2H-sword)	
Movement Rate 6" [15cm]	
Melee Attack ... 2D6+D10+3	
Melee Damage High+Low+2	
Defense 9	
Endurance (18)	□□
□□□□ □□□□	
□□□□ □□□□	

ARGH, Lesser Goblin (Scimitar)	
Movement Rate 5" [13cm]	
Melee Attack 3D6-2	
Melee Damage High+2	
Defense 7	
Endurance (10)	□□□□
□□□□	

MONTU, Lesser Goblin (Scimitar)	
Movement Rate 5" [13cm]	
Melee Attack 3D6-1	
Melee Damage High+2	
Defense 7	
Endurance (10)	□□□□
□□□□	

B-4.0

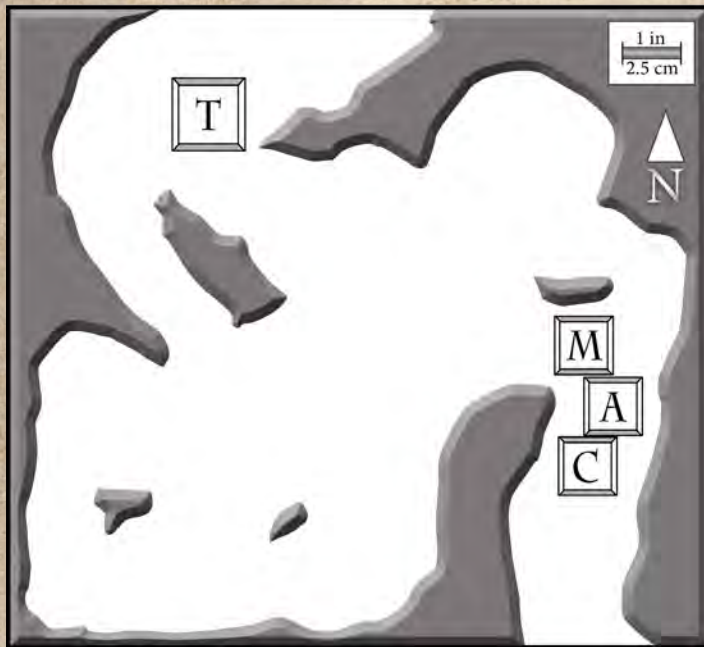
COMBATANTS

Each combatant in a skirmish battle is represented by a miniature **and** a set of statistics called its *stats*. These stats will be explained in the following sections on movement and combat. For the basic game, only the following stats are used:

- Movement Rate
- Melee Attack
- Melee Damage
- Defense
- Endurance

Example: A 1" [25mm] high miniature can represent a 6' [2m] tall man, while a 1.5" [40mm] high Troll miniature can represent a 9' [3m] tall Troll. If a Troll can move 42' [14m] in 10 seconds, the miniature representing the Troll can move 7" [18cm] in a turn.

Example: The combatants to the left are used in the first Basic Game Scenario: a Sea-troll versus three Goblins. The Goblins should be mounted on 1"x1" bases and the Troll on a 1.25"x1.25" base.



B-5.0

TURN SEQUENCE

A *Bladestorm* battle is divided in turns. A turn is divided in phases for each player. In the Basic Game, one player may move all of his combatants, and then combat occurs between combatants in base-to-base contact. Then the next player may move all of his combatants and combat occurs again. This comprises one turn and represents 10-30 seconds of activity in the battle. The players repeat this process until one player wins.

In order to determine who goes first, each player rolls 3D6. This

is called **rolling for initiative**. The highest roller is "Player #1" and chooses one edge of the battlefield to place his forces on the playing surface. "Player #2" then places his forces. Normally, forces should be placed within 10" [25cm] of the edge of the playing surface. "Player #1" gets to move first. Initiative rolls are made only once at the very start of a *Bladestorm* battle. Scenarios may define which player moves first and when a win occurs.

Example: In the first Basic Game Scenario, the Goblins move first, and the Troll moves second.



B-6.0

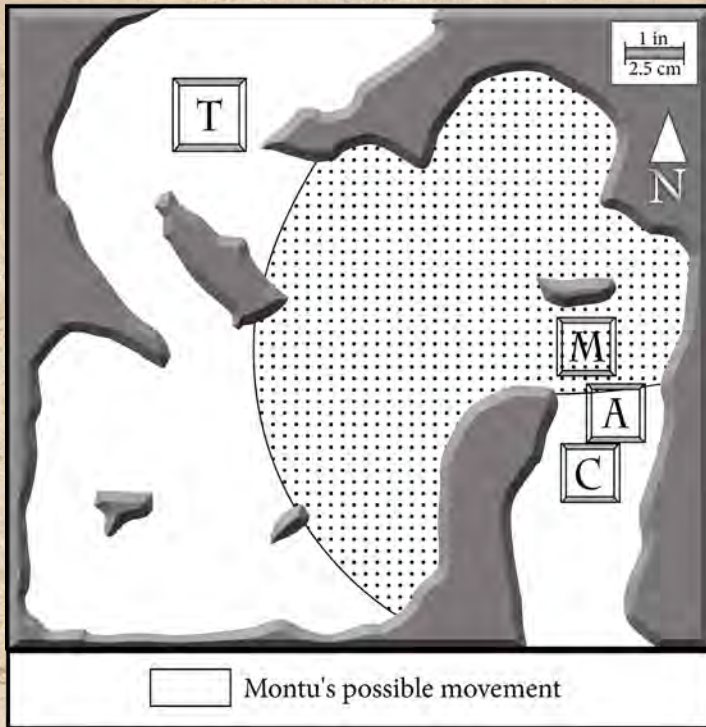
MOVEMENT

During his part of the turn, a player may move some, all, or none of his combatants. Each combatant may move (in any direction) a distance up to its *Movement Rate*.

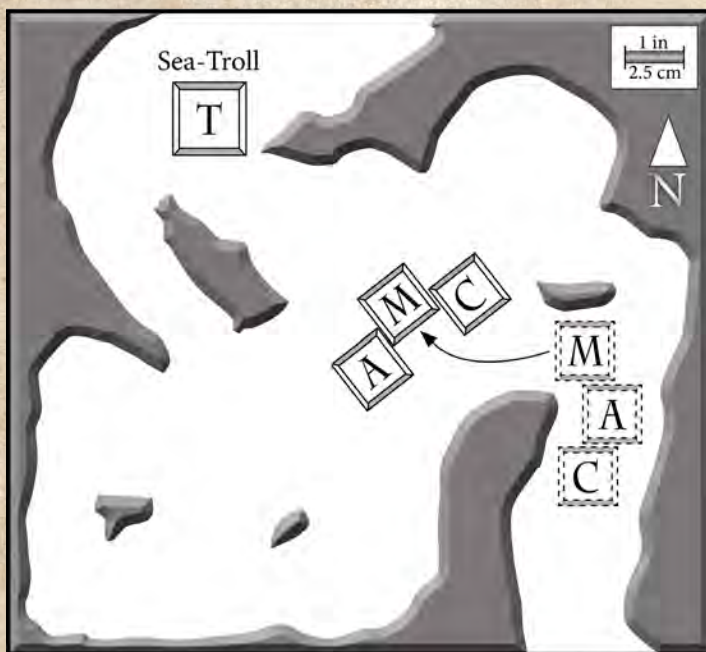
Distance is measured from the center of one of a miniature's edges. These restrictions apply:

- A combatant may not move through another miniature. That is, a combatant's base may not pass through the area occupied by another miniature's base.
- A combatant may not move through impassable terrain (see B-3.0). That is, a combatant's base may not pass through impassable terrain.

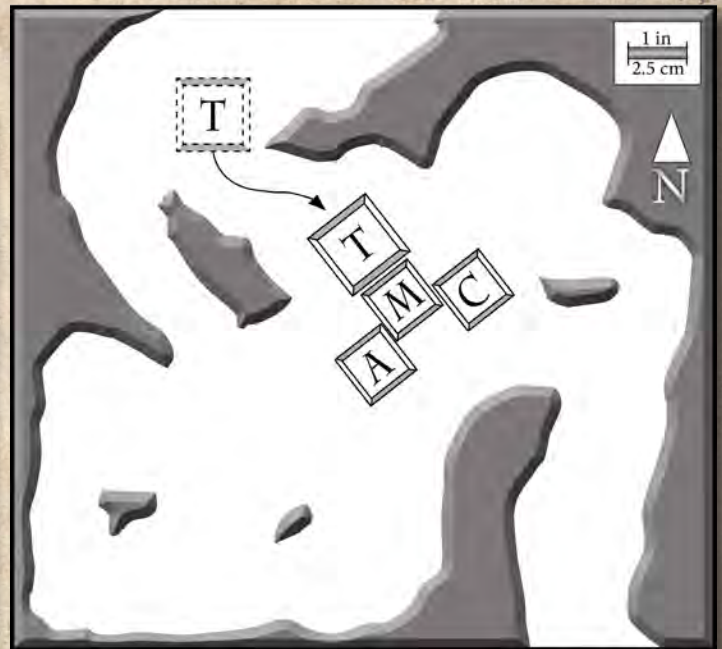
Example: The diagram below shows each of the combatants in the first scenario. The shaded area around Montu shows the allowable position to which he can move during his part of the first turn. The Troll, Argh, and Cro have similar limitations.



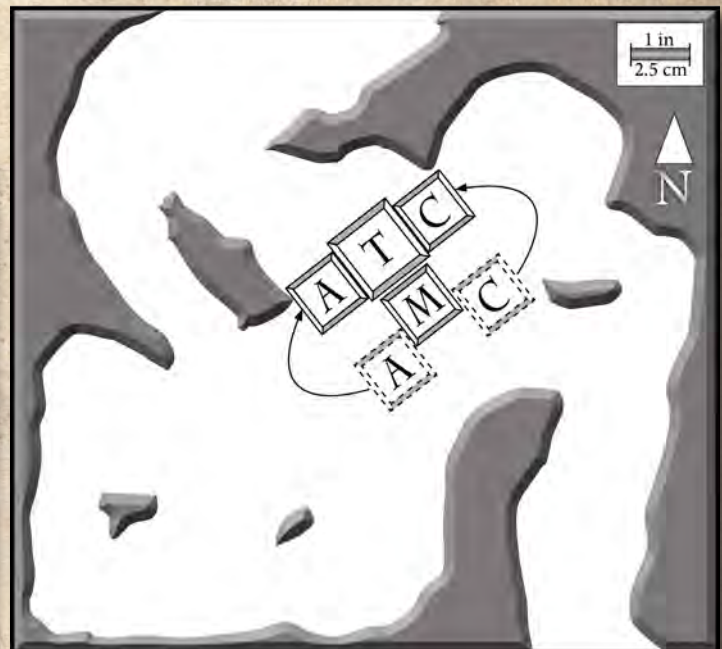
Example: In the first scenario the Goblins move first. Since they can't get all the way to the Troll, they all move about 3" [7.5cm] towards the Troll. They end up in the positions shown below.



Example: In the first scenario after the Goblins move, the Troll moves up to the closest Goblin, Montu, as shown below.



Example: After combat takes place between Montu and the Troll (see B-7.0), it is the Goblins' turn to move. Montu chooses not to move, while Argh and Cro move to attack the Troll as shown in the diagram below.



B-7.0

MELEE COMBAT

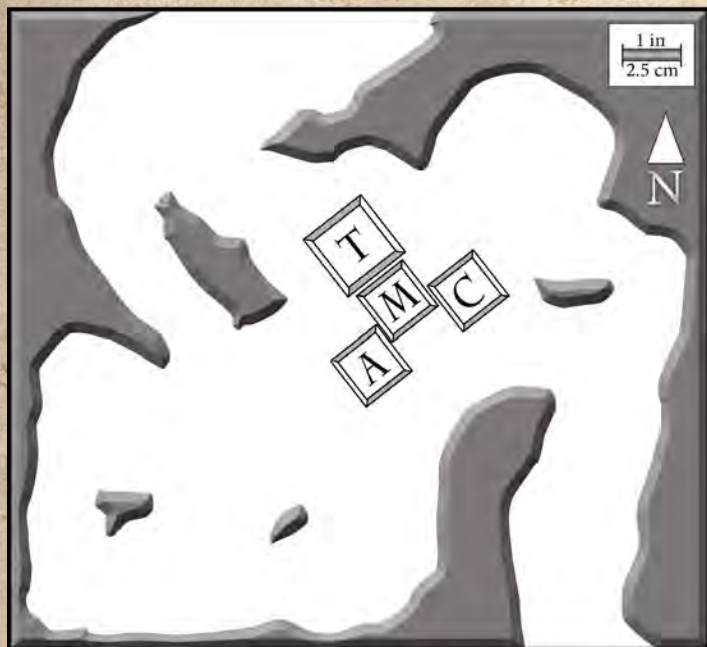


When the turn sequence (see B-5.0) calls for combat to occur, each combatant **may** make one *attack* against one other combatant (called the *target* of the attack). The targeted combatant gets to defend against the attack by making a counter-attack. If the targeted combatant is attacked by multiple attackers, he may make one counter-attack against only one of them (his choice). The following restrictions apply:

- One edge of the target's base must be in contact with one edge of the attacker's base (i.e., they may not just touch at a corner). The area of contact must be at least 1/4" (6mm).
- All combatants get to make their attacks before any combatants are removed from play. Though combat is simultaneous, the player that just moved his combatants may resolve his attacks first. Attacks are announced and resolved one at a time.
- In the *Basic Game*, combatants need not face each other in order to attack; only base-to-base contact is required.

Example: *In the first scenario after the Goblins move, combat cannot occur because none of the combatants are in contact. After the Troll moves (see above), the Troll and Montu are in contact and may attack each other (see above).*

To determine the result of an attack, roll the dice (see B-2.1) indicated by the attacker's *Melee Attack* stat. This is called an "attack roll". If the attack roll **exceeds** the target's Defense stat, the attack damages the target. Otherwise, the target takes no damage (i.e., the attack misses).



B-8.0

DAMAGE



An attack roll determines whether or not an attack *damages* a target (see B-7.0).

B-8.1 HITS TAKEN

If a target is damaged, its *Endurance* stat is decreased by an amount indicated by the attacker's *Melee Damage* stat (e.g., High, Low, Highx2, etc.). See the section below on "Damage Results" for a discussion of how High and Low results are obtained. This damage is based upon the attack roll, so **don't move the attack roll dice** until after the damage has been applied.

To record damage, check off boxes next to the target's *Endurance* stat. Each box checked off is called a "hit"; so damage is often referred to as "hits taken."

After all attacks have been resolved, any combatant whose *Endurance* stat is zero or less (i.e., all of its boxes have been checked) is removed from the game. Such a combatant is assumed to be incapacitated, killed, or unconscious for the rest of this battle.

Note: *This removal process takes place after all attacks have been resolved, thus all combatants get to make their attacks before any combatants are removed from play. Therefore, combat is simultaneous.*

B-8.2 DAMAGE RESULTS

The *Melee Damage* stat will indicate a damage result based upon "High Damage" or "Low Damage."

High Damage — The target takes a number of hits equal to the highest die already rolled. If more than one die are highest, the damage taken is equal to the sum of the highest dice.

Example: *An attack roll of "3D6+7" results in die results of 3, 5, and 1. "High" damage from such an attack would be 5 hits. If the rolls were 2, 4, and 4, the "High" damage would be 8 = 4 + 4 because both 4's are high. If the rolls were 2, 2, and 2, "High" damage would be 6 = 2 + 2 + 2.*

Low Damage — The target takes a number of hits equal to the lowest die already rolled. If more than one die are lowest, the damage taken is equal to the sum of the lowest dice.

Example: *An attack roll of "3D6" results in die results of 6, 4, and 1. "Low" damage from such an attack would be 1 hit. If the rolls were 3, 4, and 3, the "Low" damage would be 6 = 3 + 3 because both 3's are low. If the rolls were 4, 4, and 4, "Low" damage would be 12 = 4 + 4 + 4.*

High+Low Damage — The target takes a number of hits equal to the sum of the highest die and the lowest die already rolled. If more than one die are lowest or highest, the damage taken is equal to the sum of all three of the dice.

Example: An attack roll of "3D6" results in die results of 6, 4, and 1. "High+Low" damage from such an attack would be $7 = 6 + 1$. If the rolls were 3, 4, and 3, the "High+Low" damage would be $10 = 4 + 3 + 3$ because both 3's are low.

B-8.3 DAMAGE MODIFIERS

As with normal dice rolls (see B-2.1) damage results can be modified by additions and multipliers.

Example: An attack roll of 3D6 results in die results of 6, 4, and 1. "Low+2" damage from such an attack would be $3 = 1 + 2$. If the rolls were 3, 4, and 3, the "Low+2" damage would be $8 = 3 + 3 + 2$.

Example: An attack roll of 3D6 results in die results of 6, 4, and 2. "Lowx3" damage from such an attack would be $6 = 2 \times 3$. If the rolls were 3, 4, and 3, the "Lowx3" damage would be $18 = (3 + 3) \times 3$.

B-8.4 COMBAT EXAMPLE

In the first scenario, after the Troll and the Goblins have moved (see the example in Section B-7.0), the Troll and Montu stand in base-to-base contact and may attack one another. The Troll's *Melee Attack* is "3D6+4" and his attack roll is a 1, a 5, and a 3, for a total attack roll of $13 = 1+5+3+4$. Since Montu's *Defense* is only "7", the Troll's attack damages Montu. Since the Troll's *Melee Damage* is "High+2" and his dice results were 1, 5, 3, Montu's *Endurance* is decreased by $7 = 5 + 2$ (i.e., check off 7 boxes next to Montu's *Endurance*, he takes 7 hits).

Montu's *Melee Attack* is "3D6-1" and his attack roll is a 2, a 3, and a 6, for a total attack roll of $10 = 2+3+6-1$. Since the Troll's *Defense* is "10", Montu's attack just misses and doesn't damage the Troll.

Next, the remaining Goblins move, and all decide to move into base-to-base contact with the Troll (see the diagram below). Montu chooses not to move and keeps his position in front of the Troll.

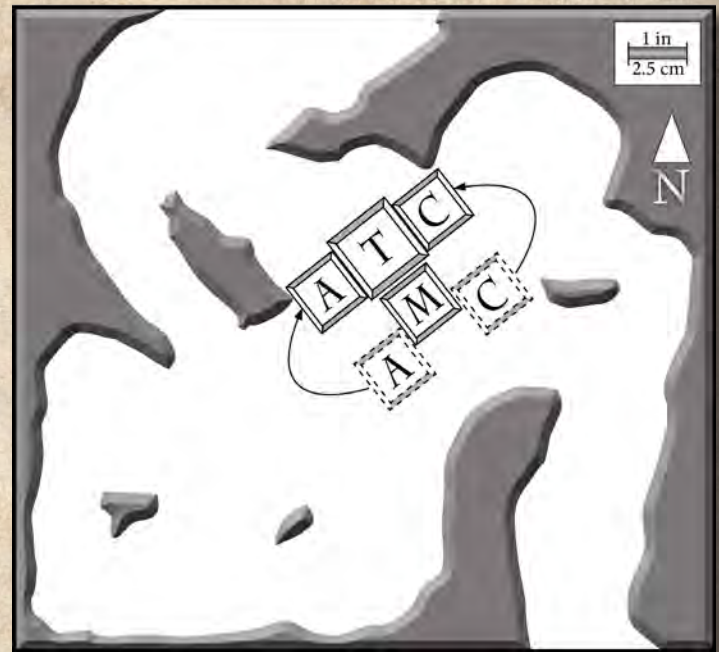
After their movement has concluded, it is their turn to attack the Troll and melee combat between the two groups commences again.

Argh's attack roll is $8 = 1+5+4-2$, he misses. Cro's attack roll is $15 = 6+2+4+3$ (his *Melee Attack* is $2D6+D10+3$), so he damages the Troll. Cro's *Melee Damage* stat is High+Low+2, so the Troll takes 10 hits (i.e., $10 = 6+2+2$).

Montu attacks and rolls $11 = 4+2+6-1$ — which is more than the Troll's *Defense* of 10, he damages the Troll! Since Montu's *Melee Damage* stat is High+2, the Troll's *Endurance* is decreased by $8 = 6+2$.

The Troll decides to attack Montu again, this time with an attack roll of $12 = 2+3+3+4$. This is more than Montu's *Defense* of 7, so

the Troll damages Montu again — Montu's *Endurance* stat is decreased by $8 = 6 + 2$, since the High result of a 2,3,3 roll is $6 = 3+3$.



After those attacks the Troll has taken 18 hits (i.e., its *Endurance* is reduced by 18), Montu has taken 15 hits, and the other Goblins are undamaged. Since Montu only has an *Endurance* of 10 (i.e., 10 boxes), he is removed from play.

STATUS AT END OF EXAMPLE	
<p>SEA-TROLL (Large Claws)</p> <p>Movement Rate 7" [18cm] Melee Attack 3D6+4 Melee Damage..... High+2 Defense10 Endurance (51) <input type="checkbox"/></p> <p> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> </p>	<p>CRO, Greater Goblin (2H-sword)</p> <p>Movement Rate 6" [15cm] Melee Attack ... 2D6+D10+3 Melee Damage High+Low+2 Defense9 Endurance (18) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p> <p> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> </p>
<p>ARGH, Lesser Goblin (Scimitar)</p> <p>Movement Rate 5" [13cm] Melee Attack 3D6-2 Melee Damage High+2 Defense7 Endurance (10) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p> <p> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> </p>	<p>MONTU, Lesser Goblin (Scimitar)</p> <p>Movement Rate 5" [13cm] Melee Attack 3D6-1 Melee Damage High+2 Defense7 Endurance (10) <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/></p> <p> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> </p>

I - INTERMEDIATE GAME

I-1.0

INTRODUCTION

The Intermediate Game introduces more key elements of resolving a battle in a skirmish system. Novice players should master the Basic Game first.

The new game mechanics presented in the Intermediate Game are:

Terrain Types	Environment, I-3.0
New Combatant Stats	Combatants, I-4.0
New Turn Sequence	Turn Sequence, I-5.0
Terrain Effects	Movement, I-6.0
Terrain Effects, Shields	Melee Combat, I-7.0
Armor	Damage, I-8.0
Missile Combat, Cover.....	Missile Combat, I-9.0

I-2.0

CONVENTIONS

All of the conventions presented in the Basic Game (see B-2.0) are in effect for the intermediate game — dice rolls, time scale, and size/distance scale.

DICE ROLLS

A Multiplier: The results of a dice roll may be multiplied by a number (#) indicated by "x#" following the dice roll indicator.

Example: "1D6x2" means: multiply the results of a 6-sided die roll by two. If the 6-sided result is a 4, then the result of the roll is 8 = 4 x 2.

Example: "2D6+1D10x2+4" means: two 6-sided dice plus the result of a 10-sided die multiplied by 2 plus four. If the two 6-sided results are 2, 5 and the 10-sided result is a 7, then the result of the roll is 25 = 2 + 5 + (7 x 2) + 4.

Example: "2D6x3+1D10+2" means: two 6-sided dice multiplied by 3 plus the result of one 10-sided die plus two. If the two 6-sided results are 3, 4 and the 10-sided result is a 2, then the result of the roll is 27 = [(3 + 4) x 3] + 2 + 4.

FRACTIONS

If the rules call for a fraction of a value to be used (e.g., half, one third, etc.), *round up* any results. For example, half of 5 would give a result of 3, one third of 7 would give 3, etc.

English Movement Rate reductions are the exception to this rule (see I-6.0 and I-9.0) — in these cases, increase fractions to the nearest half inch (e.g., 5.25 to 5.5, 6.75 to 7, etc.).

I-3.0

ENVIRONMENT

All of the environment material presented in the Basic Game (see B-3.0) is in effect for the Intermediate Game. However, in the Intermediate Game, we will present a number of terrain types which will have an effect on play — movement (I-6.0) and combat (I-7.0 and I-9.0). The terrain types are:

- Clear
- Brush
- Heavy Woods
- Streams
- Impassable



I-4.0



COMBATANTS

All of the material on combatants presented in the Basic Game (see B-3.0) is in effect for the Intermediate Game. However, for the Intermediate Game, a number of new stats come into play:

- Missile Attack
- Missile Damage
- Shield Bonus
- Armor

Example: The following combatants are used in the examples in the Intermediate Game: a Sea-troll versus three Goblins. These combatants were also used in the Basic Game examples and the first Basic Game scenario.

SEA-TROLL	
<i>(Large Claws, Thrown Rocks Rigid Leather Armor)</i>	
MovementRate....7" (3.5"/2")	
[18cm (9cm/5cm)]	
Melee Attack	3D6+4
Melee Damage	High+2
Missile Attack	4D6-1
Missile Damage	High
Defense	10
Shield Bonus	+0
Armor	-2
Endurance (51)	<input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

CRO, Greater Goblin	
<i>(2H-sword, Chain Armor)</i>	
MovementRate....6" (3"/1.5")	
[15cm (8cm/4cm)]	
Melee Attack ..	2D6+D10+3
MeleeDamage.High+Low+2	
Missile Attack	4D6-1
Missile Damage	none
Defense	9
Shield Bonus	+0
Armor	-3
Endurance (18)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

ARGH, Lesser Goblin	
<i>(Scimitar, Throwing Daggers, Shield, Soft Leather Armor)</i>	
MovementRate.5" (2.5"/1.5")	
[13cm (7cm/4cm)]	
Melee Attack	3D6-2
Melee Damage	High+2
Missile Attack	2D6+2
Missile Damage	High
Defense	7
Shield Bonus	+4
Armor	-1
Endurance (10)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

MONTU, Lesser Goblin	
<i>(Scimitar, Throwing Daggers, Shield, Soft Leather Armor)</i>	
MovementRate.5" (2.5"/1.5")	
[13cm (7cm/4cm)]	
Melee Attack	3D6-1
Melee Damage	High+2
Missile Attack	2D6+2
Missile Damage	High
Defense	7
Shield Bonus	+4
Armor	-1
Endurance (10)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

I-5.0



TURN SEQUENCE

In the Basic Game, one player moves all of his combatants in his movement phase and then melee combat occurs in his melee combat phase; then the next player moves all of his combatants and melee combat occurs again. In the Intermediate Game, this sequence is modified to include missile attacks (see I-9.0).

An Intermediate Game *turn* consists of the following *phases*:

- Player 1 Movement-Missile Phase I-6.0 & 9.0
- Melee Combat Phase I-7.0
- Player 2 Movement-Missile Phase I-6.0 & 9.0
- Melee Combat Phase I-7.0

During his movement-missile phase, a combatant may move up to his full movement rate **or** move up to **one-fourth** of his movement rate and make a missile attack. A player may decide to move combatants and make missile attacks in any order he desires.

A battle is started by rolling for initiative (see B-5.0) and is resolved as a series of turns, which continues until a win occurs. Scenarios may define which player moves first and when a win occurs.



I-6.0

MOVEMENT



During his movement-missile phase, a player may move some, all, or none of his combatants. Each combatant may move (in any direction) a distance up to its *Movement Rate*. Distance is measured from the center of one of a miniature's edges. Once all of a combatant's *Movement Rate* has been used, it may not be moved again during the current turn.

The following restrictions apply:

- A combatant may make a missile attack and still move up to one-fourth of his normal *Movement Rate* (round up) in the same phase (i.e., during its movement-missile phase).
- A combatant may not move through another miniature. That is, a combatant's base may not pass through the area occupied by another miniature's base.
- A combatant may not move through impassable terrain (I-3.0).
- A combatant's *Movement Rate* may be affected by the terrain it moves through (see the next page).

TERRAIN EFFECTS

Certain types of terrain are more difficult to move through than clear terrain.

If a combatant moves through any Heavy Woods terrain and/or any Stream terrain, its *Movement Rate* for that turn is reduced to half of normal. Regardless of how much Heavy Woods or Stream terrain a combatant moves through, its *Movement Rate* will never be reduced below half of normal. The "half movement rate" for a combatant is given in the parentheses after its normal *Movement Rate*. [The numbers in brackets are Metric Movement Rates (see B-2.3)].

MOVEMENT RATE REDUCTION CHART	
Terrain Type	Movement Rate Reduction
Clear	no reduction
Brush	no reduction
Heavy Woods	1/2 of normal
Streams	1/2 of normal
Impassable	not allowed

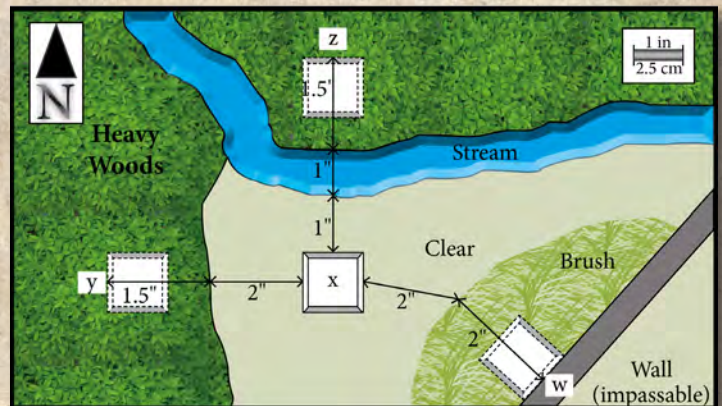
Note: A combatant's *Movement Rate* for an entire turn is reduced by entering restrictive terrain. Thus, a combatant who has already moved more than half of his *Movement Rate* may not enter Heavy Woods terrain or Stream terrain.

Example: The Troll (a *Movement Rate* of 7" [18cm]) starts his position at the point marked "x". If he moves towards point "y", he moves through 2" [5cm] of Clear terrain and then enters Heavy Woods terrain. This reduces his *Movement Rate* for the turn to 3.5" [9cm] (half of 7" [18cm]), so he can only move 1.5" [4cm] further during his movement-missile phase.

Once again, the Troll starts at point "x" and then moves towards point "z". He moves through 1" [2.5cm] of clear

terrain and then enters a 1" [2.5cm] wide Stream with Heavy Woods on the other side. This again reduces his *Movement Rate* for the turn to 3.5" [9cm] (half of 7" [18cm]), so he could cross the stream and move up to 1.5" [4cm] on the other side. The Heavy Woods on the other side does not slow him further because his *Movement Rate* has already been reduced to 1/2 of normal due to his passage through the stream.

Once again, the Troll starts at point "x" and then moves towards point "w". He moves through 2" [5cm] of Clear terrain and then 2" [5cm] of Brush terrain (does not reduce his *Movement Rate*) and then stops in front of an impassable wall. He could move 3" [8cm] along the edge of the wall, but the Troll wants to stop with his back to the wall so that a limited number of foes can attack him.



I-7.0

MELEE COMBAT



All of the material on melee combat presented in the Basic Game (see B-7.0) is in effect for the Intermediate Game. However, for the Intermediate Game, several other factors can come into play.

To determine the result of an attack, roll the dice (see B-2.1) indicated by the attacker's *Melee Attack* stat. This is called the "attack roll." There can be two different attack results:

- An attack damages a target if the attack roll exceeds the target's "Modified Defense," which is equal to:
Defense stat + Terrain Modification + Shield Bonus stat
- Otherwise, the target takes no damage (i.e., the attack misses).

I-7.1 TERRAIN MODIFICATIONS

Certain types of terrain make a target easier or more difficult to attack.

Whenever an attack is made against a target, the target's *Defense* is modified by an amount determined by the terrain that the target occupies (see the chart on the next page).

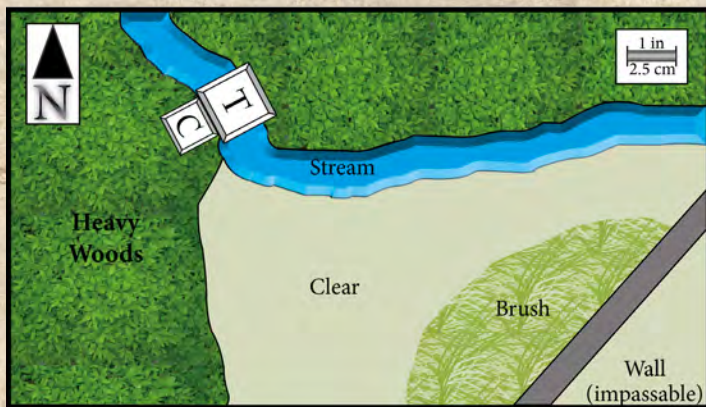
Use common sense and the following guidelines to determine what terrain type a combatant occupies:

- If **any part** of the base of a combatant is in "Stream" terrain, the combatant occupies "Stream" terrain.

- Otherwise, if **more than half** of the base of a combatant is in "Heavy Woods" terrain, the combatant occupies "Heavy Woods" terrain.
- Otherwise, if **more than half** of the base of a combatant is in "Brush" terrain, the combatant occupies "Brush" terrain.
- Otherwise, the combatant occupies clear terrain.

TERRAIN MELEE EFFECTS CHART	
Target's Terrain Type	Target's Defense Modification
Clear	+0
Brush	+1
Heavy Woods	+3
Streams	-2
Impassable	not allowed

Example: Cro the Goblin is in some Heavy Woods next to a stream. He is being attacked by the Troll that is standing in the stream. Cro's Modified Defense is $12 = 9 + 3$. The Troll's Modified Defense is $8 = 10 + (-2)$.



I-7.2 SHIELD BONUSES

A target's shield makes the target harder to attack.

Whenever an attack is made against a target, the target's *Defense* may be modified by its *Shield Bonus* stat. This modification can be applied against one and **only one** attack during each phase.

The five *Shield* stat bonuses used in the Intermediate Game are:

- +1 — This stat bonus usually indicates a "**Very Small**"-sized shield that adds one point to the defense stat against an attack.
- +2 — This stat bonus usually indicates a "**Small**"-sized shield that adds two points to the defense stat against an attack.
- +3 — This stat bonus usually indicates a "**Medium**"-sized shield that adds three points to the defense stat against an attack.
- +4 — This stat bonus usually indicates a "**Full**"-sized shield that adds four points to the defense stat against an attack.
- +5 — This stat bonus usually indicates a "**Wall**"-sized shield that adds five points to the defense stat against an attack.

Example: The Troll attacks Montu the Goblin (see I-4.0). Montu's Defense is 7, but he decides to use his shield against the Troll's attack (a good idea since Montu is only being attacked by one opponent). This means that the Troll must make an attack roll greater than $11 = 7 + 4$ (for the Shield Bonus) in order to damage Montu.

I-8.0

DAMAGE



All of the material on damage presented in the Basic Game (see B-8.0) is in effect for the Intermediate Game. However, for the Intermediate Game, one other factor can come into play.

ARMOR EFFECTS

A target's armor can reduce the damage taken from an attack.

The five *Armor* stats used in the Intermediate Game are:

- -1 — This stat usually indicates "**Soft Leather**" armor and indicates that the target takes one less hit than normal from any attack.
- -2 — This stat usually indicates "**Rigid Leather**" armor and indicates that the target takes two less hits than normal from any attack.
- -3 — This stat usually indicates "**Chain**" armor and indicates that the target takes three less hits than normal from any attack.
- -4 — This stat usually indicates "**Dragonskin**" or "**Half Plate**" armor and indicates that the target takes four less hits than normal from any attack.
- 1/2 — This stat usually indicates "**Plate**" armor and indicates that the target takes half of normal damage from any attack (round up).

Example: Cro the Goblin attacks the Troll and delivers 11 hits. However, the Troll has -2 armor (his natural hide) so the Troll only takes 9 hits: $9 = 11 - 2$.

Example: Cro attacks a man in plate armor (1/2 damage) and delivers 11 hits. So the man only takes 6 hits: $6 = 11 \div 2$ (i.e., 5.5 rounded up).

I-9.0

MISSILE COMBAT



When the turn sequence (see I-5.0) calls for a player to make missile attacks, each of that player's combatants may make one *missile attack* against one other combatant. A missile attack is resolved just like a melee attack.

The following restrictions apply:

- A combatant may make one missile attack and still move up to one-fourth of his normal *Movement Rate* (round up) in the same phase (i.e., during its movement-missile phase).

- The target may not be more than 20" [50cm] away (i.e., 120' [40m]).
- The target may not be engaged in a melee combat (i.e., its base may not be in contact with the base of an enemy combatant).
- The combatant making a missile attack may not be engaged in a melee combat (i.e., its base may not be in contact with the base of an enemy combatant).
- The attacker must have a missile weapon (e.g., a combatant with only a battleaxe may not make a missile attack).
- There may not be a combatant and/or "blocking" terrain between the attacker and his target (see B-3.0). For these purposes blocking terrain includes: all impassable terrain and Heavy Woods terrain.

Note: If a target occupies blocking terrain, no one may make a missile attack against him **and** he may not make any missile attacks.

Example: The diagram below shows the positions of the Troll, Cro, Montu, Argh, and a fourth Goblin, Nay. Player 1 controls the Goblins and player 2 controls the Troll. During the Player 2 movement-missile phase, the Troll may move and/or make a missile attack against Montu or Cro. The Troll may not make a missile attack against the other two Goblins — Argh is 21" [53cm] away and there are Heavy Woods between the Troll and Nay.

The Troll decides not to move and makes a missile attack against Montu. His attack roll (4D6-1) is $12 = 3 + 2 + 4 + 4 - 1$. Montu's modified Defense is only 11 (7 normal +4 for his shield), so the attack damages Montu. Because the Troll's Missile Damage stat is "High", Montu takes 7 hits = $4 + 4 - 1$ (for armor).

No melee attacks are made because no one is adjacent. During the following Player 1 Movement-Missile Phase, only Montu may make a missile attack against the Troll — Cro has no missile attack, Argh is too far away, and there are Heavy Woods between Nay and the Troll.

Montu's missile attack roll (2D6+2) is $10 = 3 + 5 + 2$. The Troll's Defense is 10, so the attack misses.

I-9.1 PARTIAL COVER

A target partially covered by adjacent walls or objects is harder to hit.

Whenever a missile attack is made against a partially visible target, that target's *Defense* stat receives a +2 bonus against the incoming attack.

The following restrictions apply:

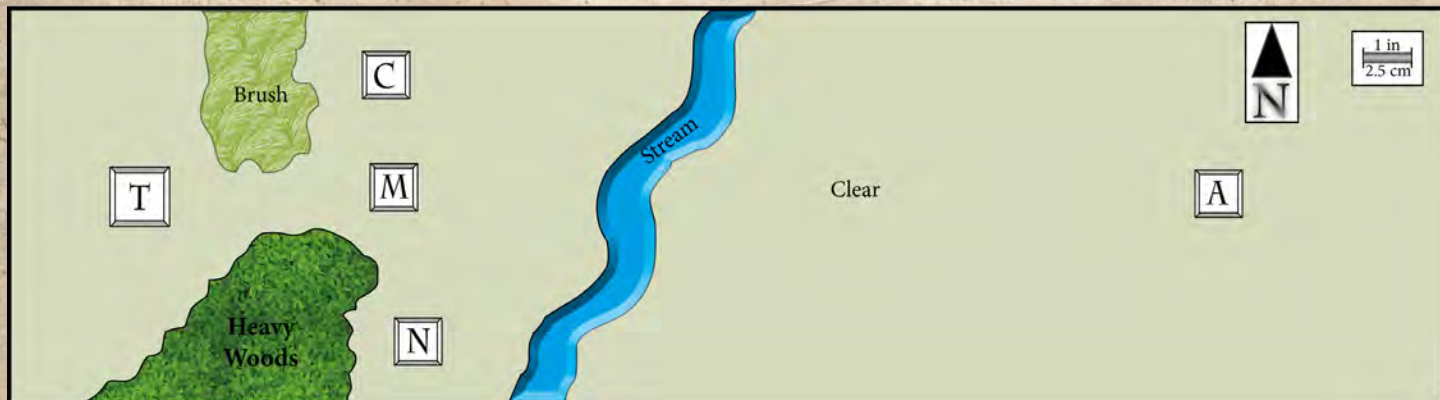
- In order to receive *Partial Cover*, a target has to touch base with the obstruction (crate, wall, palisade,...).
- **At least half** of the target needs to be **visible** to the attacker.
- The modification can be applied against any number of ranged attacks that are made across the obstruction.
- Both, the target and the obstruction must lie within the line of sight of the attacker.
- *Partial Cover* is cumulative to all other terrain based missile defense modifications.

Note: *Partial Cover* can be used during the movement-missile phase against any number of missile attacks that fall into the line of sight. If more than half of a combatant is visible to the attacker, the obstruction does not count as impassable terrain for the purpose of missile attacks.

Example: Two Elven archers, Keyaan and Nirubar become aware of Belluk, the Goblin who has advanced to the corner of a building in his movement phase. In their movement-missile phase, Keyaan and Nirubar decide to attack the Goblin. Both can see Belluk but only Nirubar can see more than half of him.

Because Keyaan's view of the Goblin is too limited, his attack automatically misses.

Nirubar has a better chance and fires at the Goblin who receives a +2 bonus to his Defense. Nirubar's missile attack roll (2D6+4) is $12 = 2 + 6 + 4$. The Goblin's modified Defense is 10 (Defense 8 + *Partial Cover* 2 = 10), so the attack succeeds.



S - STANDARD GAME

S-1.0



INTRODUCTION

The *Bladestorm* Standard Game is designed to introduce all of the key elements of resolving a battle in a skirmish system. All of the material presented in the Basic Game and the Intermediate Game is repeated in the Standard Game. Thus, more experienced players can skip the Basic and Intermediate Games and proceed directly to the Standard Game.

The game mechanics presented in the Standard Game are:

Conventions	Section S-2.0
Environment	Section S-3.0
Combatants	Section S-4.0
Turn Sequence	Section S-5.0
Movement	Section S-6.0
Melee Combat	Section S-7.0
Damage	Section S-8.0
Missile Combat	Section S-9.0
Morale	Section S-10.0
Units	Section S-11.0
Special Combatants	Section S-12.0
Professions	Section S-13.0
Magic and Spells	Section S-14.0

NEW MATERIAL

For players who have played the Basic and Intermediate Games, new material in Sections S-1.0 to S-9.0 is marked like this paragraph (i.e., with a red bar on the side). Since all of the material in Sections S-10.0 to S-14.0 is new, it is not marked with bars.

The new game mechanics presented in the Standard Game are:

New Terrain Types	<i>Environment, S-3.0</i>
New Combatant Stats	<i>Combatants, S-4.0</i>
Casting Spells	<i>Turn Sequence, S-5.0</i>
Facing, Terrain Effects	<i>Movement, S-6.0</i>
Facing, Terrain Effects	<i>Melee Combat, S-7.0</i>
Range, Blocking Terrain	<i>Missile Combat, S-9.0</i>
Morale	<i>Morale, S-10.0</i>
Units, Formations	<i>Units, S-11.0</i>
Leaders, Spell Users, Heroes, Monsters	<i>Sp. Combatants, S-12.0</i>
Professions, Skill Trees	<i>Professions, S-13.0</i>
Magic and Spells	<i>Magic and Spells, S-14.0</i>

S-2.0



CONVENTIONS

S-2.1 DICE ROLLS

In most games, it is necessary to generate a random number in order to determine the result of an action (e.g., an attack). A *Bladestorm* player generates such random numbers by rolling dice.

There are two types of dice used in *Bladestorm*: 6-sided dice and 10-sided dice. A 6-sided die gives a result between 1 and 6, inclusive. Such a roll is referred to as "D6". A 10-sided die actually gives the results: 0, 1, 2, 3, 4, 5, 6, 7, 8, and 9 — but the 0 is treated as a 10. Thus, a 10-sided die gives a result between 1 and 10. Such a roll is referred to as "D10".

Multiple Dice: If more than one die is to be rolled, the number of dice precedes the "D".

Example: *3D6* indicates that three 6-sided dice are to be rolled. *2D10* indicates that two 10-sided dice are to be rolled.

An Addition: A fixed number may be added to a die roll.

Example: *"1D10+4"* means: the result of a 10-sided die plus four. If the 10-sided result is a 7, then the result of the roll is $11 = 7 + 4$.

A Multiplier: The results of a dice roll may be multiplied by a number (#) indicated by "x#" following the dice roll indicator.

Example: *"1D6x2"* means: multiply the results of a 6-sided die roll by two. If the 6-sided result is a 4, then the result of the roll is $8 = 4 \times 2$.

A DICE "ROLL"

The result of a dice roll is the total of all dice rolled — after modification by additions and multipliers (see above).

Example: *"2D6+1D10x2+4"* means: two 6-sided dice plus the result of a 10-sided die multiplied by 2 plus four. If the two 6-sided results are 2, 5 and the 10-sided result is a 7, then the result of the roll is $25 = 2 + 5 + (7 \times 2) + 4$.

Example: "2D6x3+1D10+2" means: two 6-sided dice multiplied by 3 plus the result of one 10-sided dice plus two. If the two 6-sided results are 3, 4 and the 10-sided result is a 2, then the result of the roll is $27 = [(3 + 4) \times 3] + 2 + 4$.

FRACTIONS

If the rules call for a fraction of a value to be used (e.g., half, one third, etc.), *round up* any results. For example, half of 5 would give a result of 3, one third of 7 would give 3, etc.

English Movement Rate reductions are the exception to this rule (see S-6.1 and S-11.2) — in these cases, increase fractions to the nearest half inch (e.g., 5.25 to 5.5, 6.75 to 7, etc.).

S-2.2 THE TIME SCALE

In *Bladestorm*, combatants fight and move in terms of a fixed period of battle time called a turn (see S-5.0). Each turn represents 10-30 seconds of battle time, but a given turn may take much more time for the players to actually resolve. During a given turn each combatant may only move once (see S-5.0).

S-2.3 THE SIZE/DISTANCE SCALE

To fight skirmish battles it is impossible to use the real sizes/distances for the combatants and the area in which they fight. Instead we will use "scaled down" sizes: every one inch of size/distance in a *Bladestorm* skirmish battle represents six feet in the "real world." In metric terms, 25 millimeters represents two meters.

$$6 \text{ feet} = 1 \text{ inch} \approx 25 \text{ millimeters} = 2 \text{ meters}$$

Example: A 1" [25mm] high miniature can represent a 6' [2m] tall man, while a 1.5" [40mm] high Troll miniature can represent a 9' [3m] tall Troll. If a Troll can move 42' [14m] in 10 seconds, the miniature representing the Troll can move 7" [18cm] in a turn.

Note: These rules use English measurement (i.e., inches and feet). An equivalent Metric measurement is provided in brackets after each occurrence of an English measurement. The Metric measurements have been rounded to the nearest millimeter, centimeter, or meter and thus are not exactly equal to the English measurements.

Note: Normally, a player may measure a distance (e.g., for the purposes of movement, missile fire, etc.) only after committing to perform the action being measured.

S-2.4 BASES

The *Bladestorm* rules assume that each miniature is mounted on a base that is proportional to its size. A base gives a miniature stability, and it also gives a representation of the minimum space required for the miniature to move and fight. See page 5 for guidelines for base sizes and for mounting miniatures on bases.

S-3.0

ENVIRONMENT

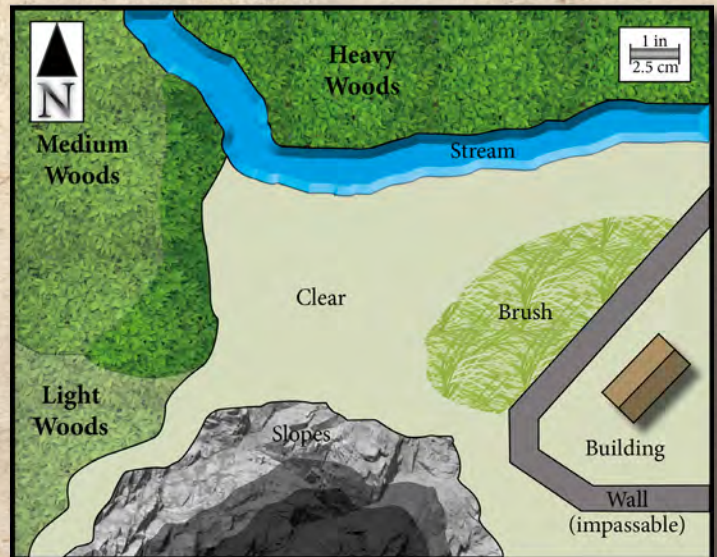


The combatants in a skirmish battle fight in an environment which consists of a playing surface, and terrain which is placed on it. The playing surface can be any regular surface on which the miniatures can be set up and moved (e.g., a table top, the floor, etc.).

Terrain consists of objects placed on the playing surface to represent various features of the battlefield (e.g., trees, bushes, buildings, roads, walls, etc.). These terrain features can be purchased commercially or they can be created from common every day objects. For example, you can use a box to represent a house, a couple of pieces of cardboard to represent a hill, balls of cotton to represent bushes, etc.

For the Standard Game, we will present a number of terrain types which will have an effect on play — movement (S-6.0), combat (S-7.0), and morale (S-10.0). The terrain types are:

- Clear
- Brush
- Light Woods
- Medium Woods
- Heavy Woods
- Slopes
- Streams
- Impassable
- Buildings



S-4.0

COMBATANTS

Each combatant in a skirmish battle is represented by a miniature **and** a set of statistics called his stats. These stats will be explained in the following sections on movement (S-6.0), combat (S-7.0), morale (S-10) and magic & spells (S-14).

For the Standard Game, the following stats are used:

Stat	Abbreviation	Stat	Abbreviation
Movement Rate	MR	Defense	Def
Melee Attack	MeA	Shield Bonus	SB
Melee Damage	MeD	Armor	Arm
Missile Attack	MsA	Morale	Mo
Missile Damage	MsD	Endurance	En
Range Mod	RM	Resistance	Rs



S-4.1 COMBATANT CARDS

In the standard game, *Bladestorm* uses Combatant Cards to offer quick and easy reference for all stats and combatant related information. Unless dealing with a legendary encounter that includes special rules, the cards are identical in their presentation of combatant stats.

Combatant Cards can be found predefined with certain personalities and encounters in scenarios as well as in blank form to create individual heroes and monsters for a tabletop game.

Note: Sets of blank templates can be obtained in electronic form and free of charge through www.rpgnow.com. You can also print out or copy the templates found in the Appendix chapters A-5.0 of this Rulesbook.

If you would like to learn more about the possibilities of combatant creation for your own individual games, see Appendix chapter A-1.0 "Designing Combatants, Units, and Vehicles".

COMBATANT CARD SETUP

For ease of visibility, the combatant's name as well as the most important stats are grouped together in the top box. To speed up the movement phase, the movement rate is already broken down into ranges for x1, x3/4, x1/2 and x1/4.

This is the health box. Your combatant receives one circle of health for each point of endurance. Starting with the standard game, the 'M' is important. When taking damage, cross off health circles starting from the lower right to the top left.

The spell user box contains all relevant information for magically attuned combatants. It notes their power points, elemental bonus and known spells and spell levels.

COMBATANT CARD

Name: SEA-TROLL			
Movement:	7" / 5.5" / 3.5" / 2"	Morale:	9
Defense:	10	Shield:	0
Endurance:	51	Armor Type:	-2
	Maneuver:	8	Resistance:
		8	

Weapon:	Attack:	Damage:	Range:
Large Claws	3D6+4	High+2	-
Thrown Rocks	4D6-1	High	-2/10"

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 OOOOO OOOOO OOOOO OOOOO OOOOO

Leader:			
Morale Mod		Melee Mod	
Missile Mod		Defense Mod	
Maneuver Mod		Influence Range	

Spell User: PP:		Elem. Bonus:	

Note:	Race:	Base:	TPC:
	Troll	Large	480

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There are four types of stat cards: Combatant Cards for individuals, Profession Cards for heroes, Unit Cards for groups of identical combatants and Vehicle Cards for different types of machinery. Each card references its type on the top.

The available weapons, their attack and damage values as well as possible range modifiers are presented in this box. The available four slots are provided with readability and game speed in mind. Add more if required.

This is the leader box. Leaders inspire those around them and their range and measure of influence on those under their command is noted here.

Special powers and other game related information is noted in this field.

The combatant's race and the base size it requires are given in these fields.

The TPC value, which works as an abstract of the combatant's overall strength, is indicated in the lower right.

EXAMPLE COMBATANT CARDS

Examples

BLADESTORM™ COMBATANT CARD

Name: SEA-TROLL
Movement: 7" / 5.5" / 3.5" / 2" **Morale:** 9
Defense: 10 **Shield:** 0 **Armor Type:** -2
Endurance: 51 **Maneuver:** 8 **Resistance:** 8

Weapon:	Attack:	Damage:	Range:
Large Claws	3D6+4	High+2	-
Thrown Rocks	4D6-1	High	-2/10"

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 OOOOO OOOOO OOOOO OOOOO OOOOO O

Leader:

Morale Mod	Melee Mod
Missile Mod	Defense Mod
Maneuver Mod	Influence Range

Spell User: PP: **Elem. Bonus:**

Note: **Race:** Troll **Base:** Large **TPC:** 480

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BLADESTORM™ COMBATANT CARD

Name: CRO - GREATER GOBLIN
Movement: 6" / 4.5" / 3" / 1.5" **Morale:** 7
Defense: 9 **Shield:** 0 **Armor Type:** -3
Endurance: 18 **Maneuver:** 9 **Resistance:** 9

Weapon:	Attack:	Damage:	Range:
2 Handed Sword	2D6+D10+3	High+Low+2	-

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Leader:

Morale Mod	Melee Mod
Missile Mod	Defense Mod
Maneuver Mod	Influence Range

Spell User: PP: **Elem. Bonus:**

Note: **Race:** Goblin **Base:** Medium **TPC:** 247

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BLADESTORM™ COMBATANT CARD

Name: ARGH - LESSER GOBLIN
Movement: 5" / 4" / 2.5" / 1.5" **Morale:** 9
Defense: 7 **Shield:** +4 **Armor Type:** -1
Endurance: 10 **Maneuver:** 8 **Resistance:** 9

Weapon:	Attack:	Damage:	Range:
Scimitar	3D6-2	High+2	-
Thrown Daggers	2D6+2	High	-2/5"

OOOOO M OOOOO

Leader:

Morale Mod	Melee Mod
Missile Mod	Defense Mod
Maneuver Mod	Influence Range

Spell User: PP: **Elem. Bonus:**

Note: **Race:** Goblin **Base:** Medium **TPC:** 192

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BLADESTORM™ COMBATANT CARD

Name: MONTU - LESSER GOBLIN
Movement: 5" / 4" / 2.5" / 1.5" **Morale:** 9
Defense: 7 **Shield:** +4 **Armor Type:** -1
Endurance: 10 **Maneuver:** 8 **Resistance:** 9

Weapon:	Attack:	Damage:	Range:
Scimitar	3D6-1	High+2	-
Thrown Daggers	2D6+2	High	-2/5"

OOOOO M OOOOO

Leader:

Morale Mod	Melee Mod
Missile Mod	Defense Mod
Maneuver Mod	Influence Range

Spell User: PP: **Elem. Bonus:**

Note: **Race:** Goblin **Base:** Medium **TPC:** 197

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S-5.0



TURN SEQUENCE

A *Bladestorm* battle is divided in turns. A turn is divided in phases for each player. In the Basic Game, one player may move all of his combatants, and then combat occurs between combatants in base-to-base contact. Then the next player may move all of his combatants and combat occurs again. The Intermediate Game introduced missile attacks (see S-9.0) as an additional action during the movement phase. In the Standard Game, this sequence is modified to include spells cast by spell users (see S-12.3).

A Standard Game *turn* consists of the following *phases*:

Player 1 Movement-Missile-Spell Phase

Move, Missile, Spell..... S-6.0, S-9.0 & S-12.3

Rally..... S-10.0 & S-11.5

Melee Combat Phase S-7.0

Player 2 Movement-Missile-Spell Phase

Move, Missile, Spell..... S-6.0, S-9.0 & S-12.3

Rally..... S-10.0 & S-11.5

Melee Combat Phase S-7.0

During its movement-missile-spell phase, a combatant may move up to his full movement rate **or** move up to **one-fourth** of his movement rate and attempt **one** of the following:

- make a missile attack
- or cast a spell

A player may decide to move combatants, make missile attacks or cast spells in any order he desires.

A battle is started by **rolling for initiative** (see B-5.0) and is resolved as a series of turns, which continues until a win occurs. Scenarios may define which player moves first and when a win occurs.

S-6.0



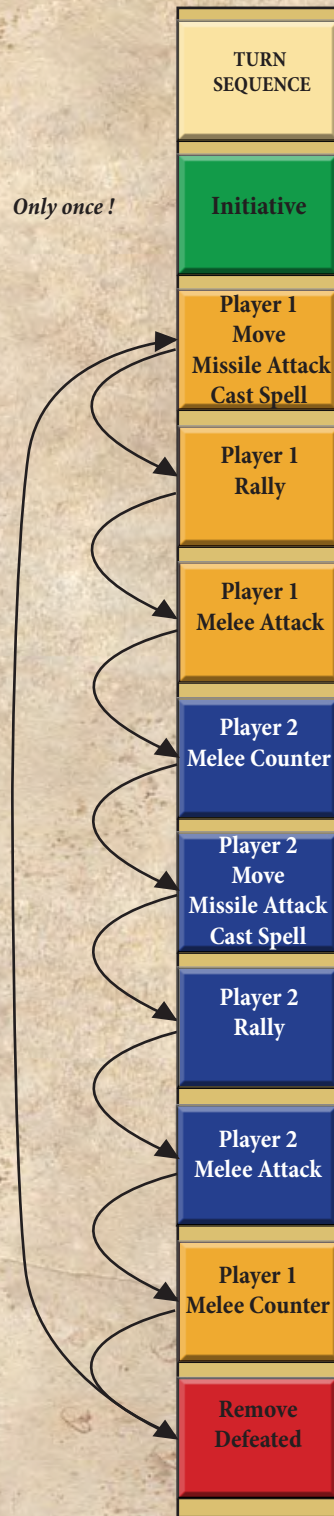
MOVEMENT

During his movement-missile-spell phase, a player may move some, all, or none of his combatants. Each combatant may move (in any direction) a distance up to its *Movement Rate*. Distance is measured from the center of a miniature's front edge. Once all of a combatant's *Movement Rate* has been used, it may not be moved again during the current turn.

The following restrictions apply:

- A combatant may make a missile attack or cast a spell and still move up to one-fourth of his normal *Movement Rate* (round up) in the same phase (i.e., during its movement-missile-spell phase).
- A combatant may not move through another miniature. That is, a combatant's base may not pass through the area occupied by another miniature's base.
- A combatant may not move through impassable terrain.
- A combatant's *Movement Rate* may be affected by the terrain it moves through (see S-6.1).

Only once!



MOVEMENT RATE

7" / 5.5" / 3.5" / 2"

Note: Four numbers are provided for the *Movement Rate* stat. The first number is the normal (x1) *Movement Rate*, the second is the x3/4 MR, the third is the x1/2 MR, and the fourth is the x1/4 MR (see S-6.1). [The numbers in brackets are Metric *Movement Rates* (see B-2.3)].

S-6.1 TERRAIN EFFECTS

Certain types of terrain are more difficult to move through than clear terrain.

If a combatant moves through terrain other than Clear, Brush, or Light Woods, its *Movement Rate* for that turn is reduced to either half of normal ($x1/2$) or three quarters of normal ($x3/4$) — increase fractions up to nearest 'half inch' [cm]. The Movement Rate reduction is determined by the type of terrain moved through (see the Combatant Terrain Effects Chart). Regardless of how much restrictive terrain a combatant moves through, its Movement Rate will never be reduced below half of normal.

Note: A combatant's Movement Rate for an entire turn is reduced by entering restrictive terrain. Thus, a combatant who has already moved more than half of its Movement Rate may not enter Heavy Woods terrain or Stream terrain.

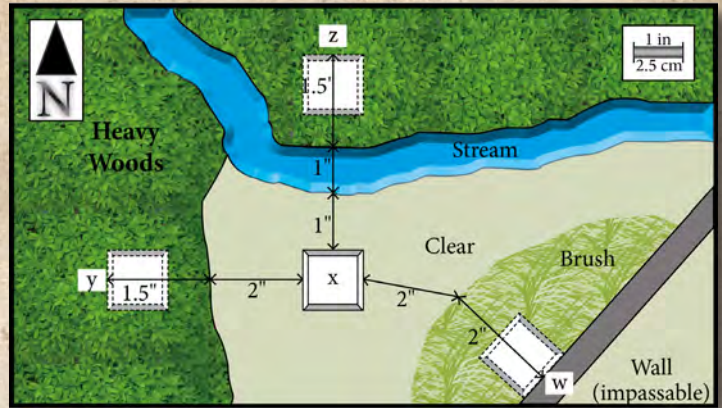
Note: Three numbers are provided for the Movement Rate Stat. The first number is the normal ($x1$) Movement Rate, the second is the $x3/4$ MR, and the third is the $x1/2$ MR. The fractions are already rounded to nearest 'half inch' (cm). [The numbers in brackets are Metric MR's (see S-2.3)].

If a combatant moves through several different types of terrain during a given turn, its Movement Rate is modified by the highest reduction involved. For example, if a combatant moves through Brush terrain ($x1$), Medium Woods terrain ($x3/4$), and Stream terrain ($x1/2$) during its turn, its Movement Rate is $1/2$ of normal.

Example: The Troll (a Movement Rate of 7" [18cm]) starts his position at the point marked "x". If he moves towards point "y", he moves through 2" [5cm] of Clear terrain and then enters Heavy Woods terrain ($x1/2$). This reduces his MR for the turn to 3.5" [9cm] (half of 7" [18cm]), so he can only move 1.5" [4cm] further during his movement-missile phase.

Once again, the Troll starts at point "x" and then moves towards point "z". He moves through 1" [2.5cm] of clear terrain and then enters a 1" [2.5cm] wide Stream ($x1/2$) with Heavy Woods ($x1/2$) on the other side. This again reduces his MR for the turn to 3.5" [9cm] (half of 7" [18cm]), so he could cross the stream and move up to 1.5" [4cm] on the other side. The Heavy Woods on the other side does not slow him further because his MR has already been reduced to $1/2$ of normal due to his passage through the stream.

Once again, the Troll starts at point "x" and then moves towards point "w". He moves through 2" [5cm] of Clear terrain and then 2" [5cm] of Brush terrain (does not reduce his Movement Rate) and then stops in front of an impassable wall. He could move 3" [8cm] along the edge of the wall, but the Troll wants to stop with his back to the wall so that a limited number of foes can attack him.



COMBATANT TERRAIN EFFECTS CHART

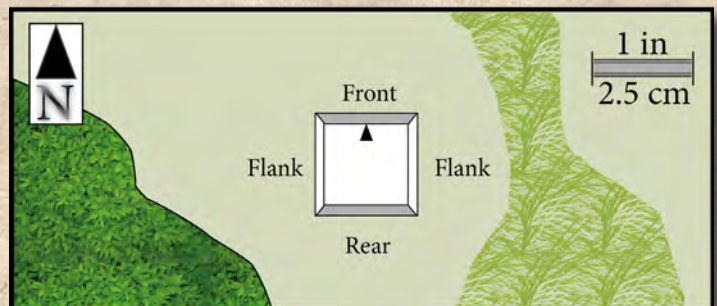
Terrain Type	Movement Reduction	Melee Defense Terrain Mod.	Missile Defense Terrain Mod.	Terrain Morale Roll Mod.
Clear	x1	+0	+0	+0
Brush	x1	+0	+2	+1
Light Woods	x1	+1	+3	+1
Medium Woods	$x3/4$	+2	+4	+2
Heavy Woods	$x1/2$	+4	n/a	+3
Streams	$x1/2$	-2	+0	-1
Slope*	$x3/4$	+2	+1	+2
Impassable	n/a	n/a	n/a	n/a
Buildings	x1	+1	+3	+2

n/a = Movement not allowed

* — If a target is above an attacker, the target is said to be "Up Slope" from the attacker. Only a target "Up Slope" from an attacker receives the modifications listed above **and** only movement "Up Slope" receives the movement reduction above.

S-6.2 FACING

After the end of each combatant's move, it must be "faced" in a specific direction. Facing determines a combatant's front, flank, and rear. A unit's facing will affect its ability to make attacks (see S-7.0 & S-9.0) and it may affect attacks made against the combatant (see S-8.0).



DEFENDER FACING

After all of the moving player's combatants are moved, the non-moving player may face each of his free combatants in a specific direction. Combatants who are currently engaged in melee combat cannot change their facing away from their opponent unless it is their turn to move. This represents the defender combatants reacting to the movement of their opponents.

Note: "Units" may not perform this action (see S-11.1 and S-11.4).

S-6.3 WEAPON IN USE

If a combatant has more than one weapon, only one weapon can be used each phase. However, it can be any weapon that the combatant has and the weapon used can change each phase.

Example: In his movement-missile-spell phase, Keyaan, the elven archer has attacked Belluk the Goblin with his Long Bow. The shot missed and Belluk moves into "base-to-base" contact during his movement-missile-spell phase. In the following melee phase, Belluk attacks Keyaan with his Scimitar. The elven archer then uses his dagger to counter the Goblin's attack.

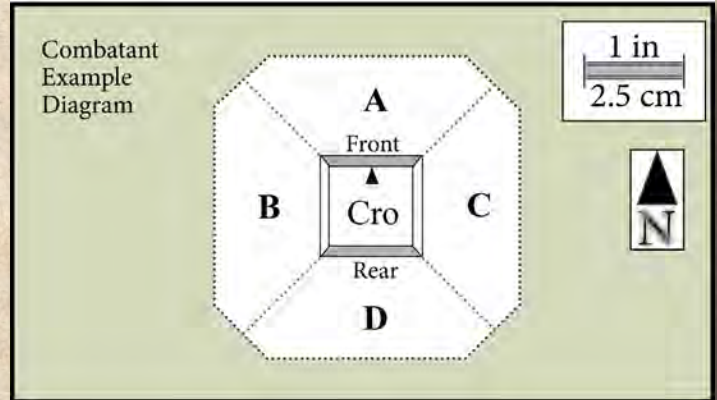
S-6.4 MOVEMENT RESTRICTIONS

The **Bladestorm** turn sequence (see S-5.0) requires one player to move his combatant and then the other player to move his combatants. However, combatants move simultaneously during a real battle. In order to minimize the unrealistic effects of such "alternating" movement, the following movement restrictions must be adhered to:

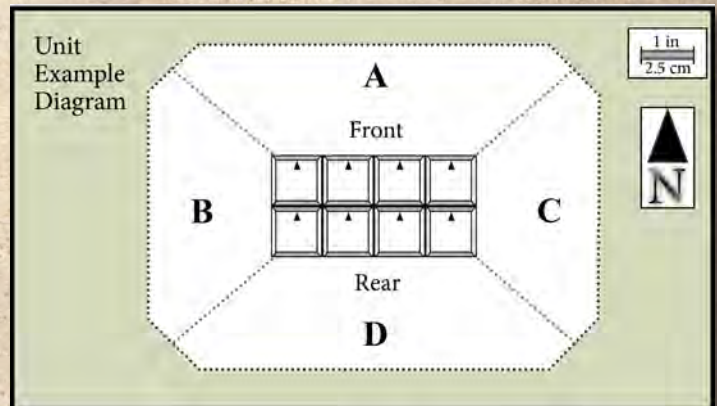
- No *combatant* may move within *one inch* [Metric: 25mm] of an opposing combatant unless the moving combatant is moving directly away from the unit **or** it is moving *directly* into "base-to-base" contact with the unit (i.e., into melee combat).
- No *combatant* or "*unit*" (see S-11.0) may move within *two inches* [Metric: 5cm] of a unit unless the moving combatant/unit is moving directly away from the unit **or** it is moving *directly* into "base-to-base" contact with the unit (i.e., into melee combat). The two inch [5cm] effect represents the coordinated effectiveness and presence of a unit as compared to a single combatant.

Note: "Units" may freely move within an inch [25mm] of individual combatants.

Example: A combatant entering area "A" in the diagram below must move into base-to-base contact with Cro's front. If entering area "B", he must contact Cro's left flank. If entering area "C", he must contact Cro's right flank. If entering area "D", he must contact Cro's rear.



Example: A combatant/unit entering area "A" in the diagram below must move into base-to-base contact with the unit's front. If entering area "B", it must contact unit's left flank. If entering area "C", it must contact unit's right flank. If entering area "D", it must contact unit's rear.



S-7.0

MELEE COMBAT



When the turn sequence (see S-5.0) calls for melee (i.e., hand-to-hand) combat to occur, each combatant **may** make one *attack* against one other combatant (called the *target* of the attack). The targeted combatant gets to defend against one attacker by making a counter-attack. The following restrictions apply:

- One edge of the target's base must be in contact with one edge of the attacker's base (i.e., they may not just touch at a corner). The area of contact must be at least 1/4" (6mm).
- The target must be in front of the attacker (see S-6.2).
- The attacker must be using a melee weapon (e.g., a combatant using a bow may not make a melee attack).

Though combat is simultaneous, the player that just moved his combatants may resolve his attacks first. Attacks are announced and resolved one at a time.

Note: All combatants get to make their attacks before any combatants are removed from play.

DETERMINING ATTACK RESULTS

To determine the result of an attack, roll the dice (see S-2.1) indicated by the attacker's *Melee Attack* stat. This is called the "attack roll". There can be four different attack results:

1. The attack automatically does no damage (i.e., it misses) if two or more die results are ones.
2. *If result 1) does not apply* — the attack automatically damages the target if the result on the "Death Die" is a "1". When an attack is rolled, a player must use one and only one black six-sided die; this is the "Death Die."
3. *If results 1) and 2) do not apply* — an attack damages the target if the attack roll **exceeds** the target's "Modified Defense," which is its Defense stat plus any applicable modifications (see below).
4. *If results 1), 2), and 3) do not apply* — the attack does no damage.

Example: Suppose we have a 2D6+D10+3 attack being made against a Modified Defense of 10. The "Death Die" is the first result listed in each case.

Case 1 — The die rolls are 1, 6, 1. There are two 1's, so the attack does no damage, even though the total of 12 (1+6+1+3) exceeds the Modified Defense of 10.

Case 2 — The die rolls are 1, 3, 2. There is a 1 on the Death Die, so the attack automatically damages the target, even though the total of 9 (1+3+2+3) does not exceed the Modified Defense of 10.

Case 3 — Die rolls are 4, 1, 7, attack damages the target; total of 15 (4+1+7+3) exceeds the Modified Defense of 10.

Case 4 — The die rolls are 2, 4, 1, attack does not damage the target; total of 10 (2+4+1+3) does not exceed the Modified Defense of 10.

MELEE DEFENSE MODIFICATIONS

The following *Defense* modifications will be discussed in the next few sections.

Shield Bonus	Target's <i>Shield Bonus</i> stat
Melee Defense Terrain Mod Based on Terrain Target Occupies	
+2	If Target is "Up Slope" from Attacker
-2	If Attacker is on the Target's "Flank"
-5	If Attacker is on the Target's "Rear"

MELEE ATTACK ROLL MODIFICATIONS

The following *Melee Attack* roll modifications will be discussed in the next few sections.

Leader Bonus	Based on Leader (see S-12.1)
Formation Bonus	If combatant is part of a unit (see S-11.0)
-5	If Attacker is Disrupted (see S-10.0)

S-7.1 TERRAIN MODIFICATIONS

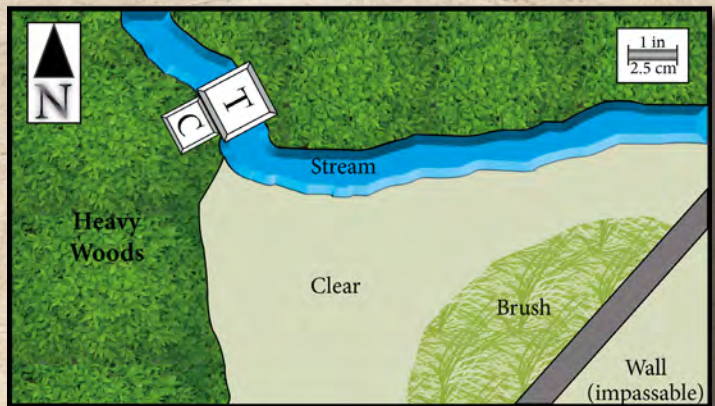
Certain types of terrain make a target easier or more difficult to attack.

Whenever an attack is made against a target, the target's *Defense* is modified by an amount determined by the terrain that the target occupies (see the Combatant Terrain Effects Chart).

Use common sense and the following guidelines to determine what terrain type a combatant occupies:

- If **any part** of the base of a combatant is in "Stream" terrain, the combatant occupies "Stream" terrain.
- Otherwise, if more than half of the base of a combatant is in a certain terrain type, the combatant occupies that type of terrain.
- Otherwise, the combatant occupies clear terrain (or use common sense to determine terrain type).

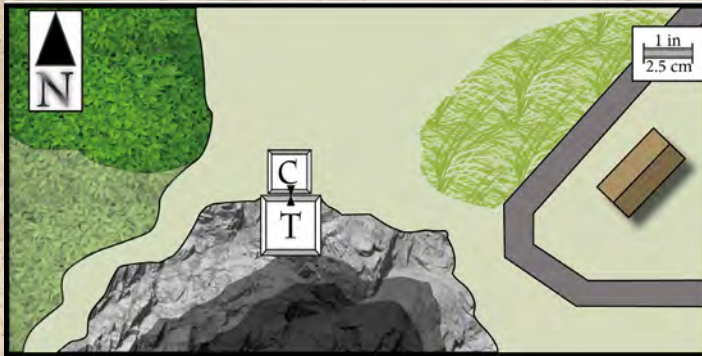
Example: *Cro the Goblin is in some Heavy Woods next to a stream. He is being attacked by the Troll standing in the stream. Cro's Modified Defense is 12 = 9 + 3. The Troll's Modified Defense is 8 = 10 + (-2).*



UP SLOPE MODIFICATION

If a target is "above" an attacker, the target is said to be "Up Slope" from the attacker. A target "Up Slope" from an attacker receives a +2 modification to its Defense stat.

Example: In the diagram below, the Troll is "above" Cro the Goblin. The Troll's Modified Defense against attacks made by Cro is $12 = 10 + 2$.



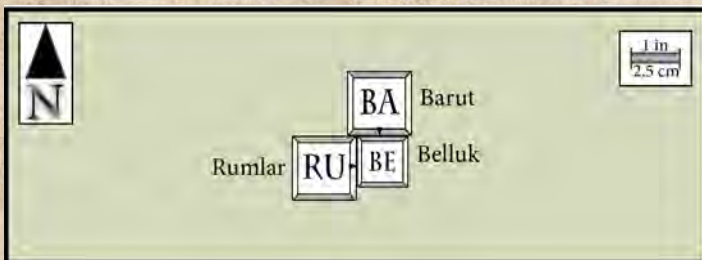
S-7.2 SHIELD BONUSES

A target's shield makes the target harder to attack.

Whenever an attack is made against a target, the target's *Defense* may be modified by its *Shield Bonus* stat. This modification can be applied against one and **only one** attack during each phase. The *Shield Bonus* may only be used against an attack made by an opponent in front of the target or against a target on the target's shield flank (assume left side unless specified otherwise).

Note: The *Shield Bonus* can be used in the movement-missile phase (see S-9.0) and against one *melee* attack in the *Melee Combat* Phase.

Example: Two Trolls, Rumlar and Barut, attack Belluk the Goblin. Rumlar is attacking on Belluk's left flank and Barut is attacking on Belluk's front. Thus, Belluk may use his +4 *Shield Bonus* against either foe (but only against one of them). If Rumlar had not been extremely old and slow of wit, he would have attacked Belluk's right flank and Belluk would not have had the choice of using his *Shield Bonus* against him. Belluk uses his *Shield Bonus* against Barut (he is from the great white North lands, and thus is unusually dense in both body and mind) — his *Modified Defense* against Barut's attack is $11 = 7 + 4$.



The five *Shield* stat bonuses used in the Standard Game are:

- +1 — This stat bonus usually indicates a "Very Small"-sized shield that adds one point to the defense stat against an attack.
- +2 — This stat bonus usually indicates a "Small"-sized shield that adds two points to the defense stat against an attack.
- +3 — This stat bonus usually indicates a "Medium"-sized shield that adds three points to the defense stat against an attack.
- +4 — This stat bonus usually indicates a "Full"-sized shield that adds four points to the defense stat against an attack.
- +5 — This stat bonus usually indicates a "Wall"-sized shield that adds five points to the defense stat against an attack.

S-7.3 FLANK AND REAR ATTACKS

Attacks made against a target's "flank" and "rear" are more effective.

If a combatant that is making an attack is in contact with a target's flank (see S-6.2), the target's *Defense* is modified by -2. If a combatant that is making an attack is in contact with a target's rear (see S-6.2), the target's *Defense* is modified by -5.

Note: Flank modifications do not apply to *Missile* or *bolt-type Spell* attacks. Rear modifications do apply to *Missile* and *bolt-type Spell* attacks if the target is unaware of its opponent (see S-9.4).

Note: A combatant can change its facing after its opponents move (see S-6.2). So, normally, flank and rear attacks against a combatant are possible only if two or more combatants attack the same foe.

Example: In the example in S-7.2, Rumlar is attacking Belluk's flank. Remember, Belluk did not use his *Shield Bonus* to modify his *Defense* against Rumlar (Belluk is young and has no respect for the aged Rumlar). Thus, Belluk's *Modified Defense* is only $5 = 7 + (-2)$ against Rumlar's feeble attack.

S-8.0

DAMAGE



An attack roll determines whether or not an attack *damages* a target (see S-7.0). See B-8.4 for a detailed combat example.

S-8.1 HITS TAKEN

If a target is damaged, its *Endurance* stat is decreased by an amount indicated by the attacker's *Melee Damage* stat (e.g., High, Low, Highx2, etc.). See the section below on "Damage Results" for a discussion of how High and Low results are obtained. This damage is based upon the attack roll, so **don't move the attack roll dice** until after the damage has been applied.

To record damage, check off boxes next to the target's *Endurance* stat as indicated in S-4.1. Each box checked off is called a "hit"; so damage is often referred to as "hits taken."

After all attacks have been resolved, any combatant whose *Endurance* stat is zero or less (i.e., all of its boxes have been checked) is removed from the game. Such a combatant is assumed to be incapacitated, killed, or unconscious for the rest of this battle, etc.

Note: This removal process takes place at the end of the turn after all attacks have been resolved, thus **all** combatants get to make their attacks before any combatants are removed from play. Therefore, combat is simultaneous.

S-8.2 DAMAGE RESULTS

The *Melee Damage* stat will indicate a damage result based upon "High Damage", "Low Damage", "Medium Damage", or "Fixed Damage."

High Damage — The target takes a number of hits equal to the highest die already rolled. If more than one die are highest, the damage taken is equal to the sum of the highest dice.

Example: An attack roll of "3D6+7" results in die results of 3, 5, and 1. "High" damage from such an attack would be 5 hits. If the rolls were 2, 4, and 4, the "High" damage would be 8 = 4 + 4 because both 4's are high. If the rolls were 2, 2, and 2, "High" damage would be 6 = 2 + 2 + 2.

Low Damage — The target takes a number of hits equal to the lowest die already rolled. If more than one die are lowest, the damage taken is equal to the sum of the lowest dice.

Example: An attack roll of "3D6" results in die results of 6, 4, and 1. "Low" damage from such an attack would be 1 hit. If the rolls were 3, 4, and 3, the "Low" damage would be 6 = 3 + 3 because both 3's are low. If the rolls were 4, 4, and 4, "Low" damage would be 12 = 4 + 4 + 4.

High+Low Damage — The target takes a number of hits equal to the sum of the highest die and the lowest die already rolled. If more than one die are lowest or highest, the damage taken is equal to the sum of all three of the dice.

Example: An attack roll of "3D6" results in die results of 6, 4, and 1. "High+Low" damage from such an attack would be 7 = 6 + 1. If the rolls were 3, 4, and 3, the "High+Low" damage would be 10 = 4 + 3 + 3 because both 3's are low.

Medium Damage — If there is a high die rolled, a low die rolled, and a die (or dice) rolled with a value between the high and the low, the target takes a number of hits equal to the mid-range die (or dice) already rolled. If there is no mid-range die roll, the damage taken is equal to the sum of the highest dice.

Example: An attack roll of "3D6" results in die results of 6, 4, and 1. "Medium" damage from such an attack would be 4 hits. If the rolls were 3, 4, and 3, the "Medium" damage would be 4 because the 4 is high. If the rolls were 5, 4, and 5, the "Medium" damage would be 10 = 5 + 5 because both 5's are high.

Fixed Dice Damage — The number of hits that a target takes is equal to the result of one of the dice already rolled. If more than one die of the type indicated have been rolled, the highest one is used. In a similar manner, more than one die may be specified.

Example: An attack roll of "3D6+1D10+3" results in die results of 6, 4, 1, and 9 (for the 10-sided die). "1D10" damage from such an attack would be 9 hits. "2D6" damage from such an attack would be 10 = 6 + 4 (i.e., the highest two 6-siders).

S-8.3 DAMAGE RESULT MODS

As with normal dice rolls (see S-2.1) damage results can be modified by additions and multipliers.

Example: An attack roll of 3D6 results in die results of 6, 4, and 1. "Low+2" damage from such an attack would be 3 = 1 + 2. If the rolls were 3, 4, and 3, the "Low+2" damage would be 8 = 3 + 3 + 2.

Example: An attack roll of 3D6 results in die results of 6, 4, and 2. "Lowx3" damage from such an attack would be 6 = 2 x 3. If the rolls were 3, 4, and 3, the "Lowx3" damage would be 18 = (3 + 3) x 3.

S-8.4 ARMOR

A target's armor can reduce the damage taken from an attack.

The five *Armor* stats used in the Standard Game are:

- -1 — This stat usually indicates "**Soft Leather**" armor and indicates that the target takes one less hit than normal from any attack.
- -2 — This stat usually indicates "**Rigid Leather**" armor and indicates that the target takes two less hits than normal from any attack.
- -3 — This stat usually indicates "**Chain**" armor and indicates that the target takes three less hits than normal from any attack.
- -4 — This stat usually indicates "**Dragonskin**" or "**Half Plate**" armor and indicates that the target takes four less hits than normal from any attack.
- 1/2 — This stat usually indicates "**Plate**" armor and indicates that the target takes half of normal damage from any attack (round up).

Note: When the *Armor* stat is increased (e.g., -5 through spells or other modifications), it cannot be increased beyond 1/2, which is the maximum possible protection.

Example: Cro the Goblin attacks the Troll and delivers 11 hits. However, the Troll has -2 armor (his natural hide) so the Troll only takes 9 hits: 9 = 11 - 2.

Example: Cro attacks a man in plate armor (1/2 damage) and delivers 11 hits. So the man only takes 6 hits: 6 = 11 ÷ 2 (i.e., 5.5 rounded up).

S-9.0

MISSILE COMBAT



When the turn sequence (see S-5.0) calls for a player to make missile attacks, each of that player's combatants may make one *missile attack* against one other combatant.

The results of a missile attack are determined in the same manner as melee attacks are resolved, except that some of the Defense modifications are different (see S-7.0 and S-8.0).

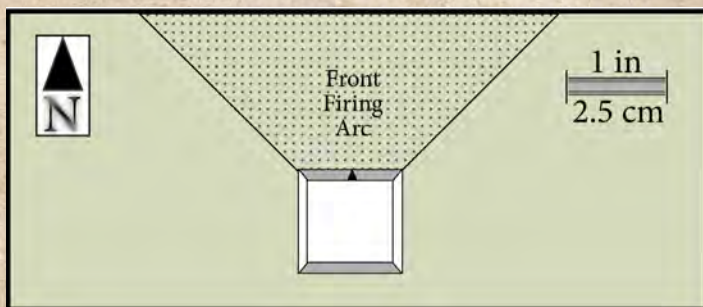
The following restrictions apply:

- A combatant may make one missile attack and still move up to one-fourth of his normal *Movement Rate* (round up) in the same phase (i.e., during its movement-missile-spell phase).
- The combatant making a missile attack may not be engaged in a melee combat (i.e., its base may not be in contact with the base of an enemy combatant).
- The attacker must have a missile weapon (e.g., a combatant with only a battleaxe may not make a missile attack).
- The target must be in the "Front Firing Arc" of the attacker (see the diagram below).
- There may not be a combatant and/or "blocking" terrain between the attacker and his target (see S-3.0). To determine if there is blocking terrain, just place a straight edge or string between the center of the closest edge of the target and the center of the front edge of the attacker — if the straight edge intersects any of the following terrain, the line of sight is blocked. "Blocking" terrain includes: combatants, Impassable terrain, and Heavy Woods terrain.

Note: *If a target occupies blocking terrain, its edges are assumed to be in the blocking terrain. Thus, no one may make a missile attack against it and it may not make any missile attacks.*

Note: *Combatants are assumed to be able to use their melee weapons and missile weapons interchangeably.*

Note: *Light and Medium Woods can become blocking terrain if too much foliage interferes with the line of sight. Refer to S-9.3 to determine when this is the case.*



MISSILE DEFENSE MODIFICATIONS

The Modified *Defense* for the target of a missile attack consists of the target's *Defense* stat plus any of the following modifications that apply (see S-7.0 and below).

Shield Bonus	Target's <i>Shield Bonus</i> stat
Missile Defense Terrain Mod.	Based on the Terrain "Between the Target and the Attacker"
+1	If Target is "Up Slope" from Attacker
+2	If Target is behind "Partial Cover" (see S-9.1)
-5	If Target is unaware of a rear attack (see S-9.4)

Note: *Flank modifications do not apply to Missile attacks. Rear modifications do apply to Missile attacks if the target is unaware of its opponent (see S-9.4).*

MISSILE ATTACK ROLL MODIFICATIONS

The following *Missile Attack* roll modifications will be discussed in the next few sections.

Range Modification	based on attacker's <i>Range Mod</i> stat
Leader Bonus	Based on Leader (see S-12.1)
Formation Bonus	If combatant is part of a unit (see S-11.0)
-5	If Attacker is Disrupted (see S-10.0)
-4	If Target is engaged in Melee Combat (see S-9.2)

RANGE MODIFICATIONS

In the Standard Game, the ranges for missile attacks are no longer restricted to 20" [50cm]. Instead, each missile attack has an individual *Range Mod* stat associated with it.

The *Range Mod* stat indicates a modification **and** a distance increment (e.g., -2 per 10" [25cm] implies a modification of -2 and a distance increment of 10" [25cm]). Similar to the *Melee* and *Missile Attack* values, the *Range Mod* stat is always based on the weapon used for the attack and the individual skill of the attacker (e.g., Elves have a natural bonus to their *Range Mod* stat).

The range modification is applied to the Attack Roll once for each distance increment above the first between the attacker and the target.

Example: *The range modification for -2 per 10" [25cm] is: 0 for 0.1"-10" [0.25-25cm], -2 for 10.1"-20" [25.1-50cm], -4 for 20.1"-30" [50.1-75cm], etc.).*

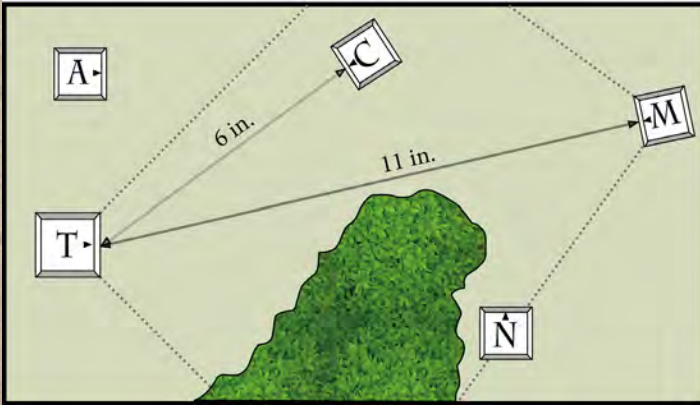
Example: *The diagram on the next page shows the positions of the Troll, Cro, Montu, Argh, and a fourth Goblin, Nay. Player 1 controls the Goblins and player 2 controls the Troll. During the Player 2 movement-missile-spell phase, the Troll may move or make a missile attack against Montu (11" [28cm] away) or Cro (6" [15cm] away). The Troll may not make a missile attack against the other two Goblins — Argh is not in front of him, and there are Heavy Woods between the Troll and Nay.*

The Troll decides to make a missile attack against Montu; his Range Mod stat is -2 per 10" [25cm]. His attack roll (4D6-1) is 13 = 6+2+4+1 - 2 (for the 11"

[28cm] range). Montu's modified Defense is 11 (7 normal +4 for his shield), so the attack damages Montu. Because the Troll's Missile Damage stat is "High", Montu takes 5 hits = 6 - 1 (for armor).

No melee attacks are made because no one is adjacent. During the Player 1 Movement-Missile-Spell Phase, only Montu may make a missile attack against the Troll; his Range Mod stat is -2 per 5" [13cm]. Cro has no missile attack, Argh is too far away, and there are Heavy Woods between Nay and the Troll.

Montu's missile attack roll (2D6+2) is 7 = 4+5+2 - 4 (for the 11" [28cm] range). The Troll's Defense is 10 (his normal Defense), so the attack misses.



SHIELD BONUS

A target's Defense stat against a missile attack is modified by its *Shield Bonus* (see S-7.2) only if the missile attack comes from the target's front or shield flank. However, the *Shield Bonus* applies to the target's Defense against all missile attacks coming from its front and shield flank (see S-7.2).

TERRAIN MODIFICATIONS

A target's Defense stat against a missile attack is modified by the Missile Defense Terrain Modification of any non-clear terrain between the attacker and the target (see the Combatant Terrain Effects Chart in S-6.0). Such modifications are cumulative.

Example: The Troll throws a rock at Cro whose Defense is normally 9. However, there is Brush terrain (+1 Mod.) and Light Woods terrain (+3 Mod.) between the Troll and Cro. So Cro's Defense is 13 = 9 + 1 + 3 against the Troll's missile attack.

S-9.1 PARTIAL COVER

A target partially covered by adjacent walls or objects is harder to hit.

Whenever a missile attack is made against a partially visible target, that target's Defense stat receives a +2 bonus against the incoming attack.

The following restrictions apply:

- In order to receive *Partial Cover*, a target has to touch base with the obstruction (crate, wall, palisade,...).

- At least half of the target needs to be **visible** to the attacker.
- The modification can be applied against any number of ranged attacks that are made across the obstruction.
- Both, the target and the obstruction must lie within the line of sight of the attacker.
- Partial Cover* is cumulative to all other terrain based missile defense modifications.
- Spells such as lighting bolts that require line of sight, suffer the same penalty as missile attacks. However, area-effect spells do not.

Note: *Partial Cover* can be used during the movement-missile-spell phase against any number of missile attacks and spells that require line of sight. If more than half of a combatant is visible to the attacker, the obstruction does not count as impassable terrain for the purpose of missile or spell attacks.

S-9.2 FIRING INTO MELEE

In the Intermediate Game, a combatant may not fire at a target engaged in melee combat (see I-9.0). Since this choice is based on the individual combatant, the Standard Game allows such missile attacks to take place. However, a risk for the adjacent combatants will be involved.

All normal requirements (see S-9.0) must be met and the attack roll is modified by -4 in addition to all other modifiers.

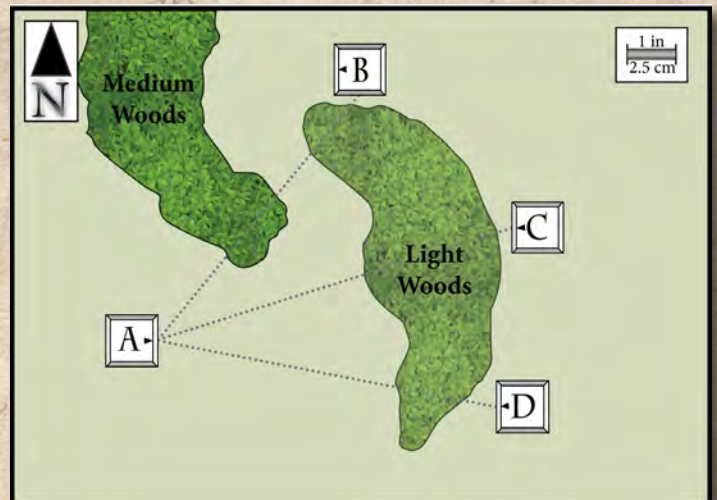
If such an attack fails to hit the intended target, roll 1D6. If the result is a **one** or **two**, roll the same attack (including the -4 modification) against one of the friendly combatants currently engaged with the original target.

Note: The 1D6 roll emphasizes the chance of the missile attack to simply miss without doing any further damage. The second attack roll is commonly known as friendly fire.

S-9.3 BLOCKING TERRAIN

A missile attack is blocked (see S-9.0) if it must pass through 2" [5cm] or more of light woods and/or medium woods.

Example: In the diagram below, combatant 'A' may fire at 'D', but not at combatant 'B' or combatant 'C'.



S-9.4 UNAWARE OPPONENTS

A ranged attack into the rear of a combatant catches the target off guard.

Whenever a Missile or bolt-type Spell attack is made against the rear of a combatant, it is not aware of the incoming attack and cannot know when or where the attack is going to strike. In this situation, the target's *Defense* stat is modified by -5.

The following restrictions apply:

- Area-effect Spell attacks cannot catch an opponent off guard since they are not focused on him specifically but rather the environment he occupies.
- Certain types of creatures or combatants under the influence of certain spells or magic items may still be aware of such incoming attacks. In such cases, apply the individual rules given for creatures, spells or items and use common sense in all other situations.

S-10.0

MORALE

Morale reflects how resistant a combatant is to panic and demoralization



Note: None of the material in S-10.0 was included in the Basic or Intermediate Game.

A combatant must make an immediate Morale Roll whenever its *Endurance* is reduced to half of normal (round up). This occurs only once when the last box before "m" is checked off next to its *Endurance* stat. To make a Morale Roll, roll 3D6 and add any applicable modifications (see below). If the result is **greater than** the combatant's *Morale* stat, the Morale Roll is successful and the combatant may operate normally. Otherwise, the Morale Roll fails and the combatant is *disrupted*; mark a "D" next to the combatant on its record sheet.

Note: Normally, morale rolls are made once when a combatant is reduced to half its *Endurance*. It is not repeated for every hit thereafter. However, certain situations can force a combatant to make a separate morale roll to escape certain effects.

Example: A Sea-troll is fighting Cro the Goblin (see S-4.0). Cro has already taken 6 hits and his *Endurance* is 18; thus, if Cro takes 3 or more hits, he will have to make a Morale Roll. Cro takes 5 hits of damage and Cro rolls 2, 5, and 1 for his 3D6 Morale Roll. Since this total (8) does not exceed his *Morale* stat of 9, he fails his Morale Roll and is disrupted.

MORALE ROLL MODIFICATIONS

If applicable, the following modifications may be added to a roll for a Morale Roll:

Leader Bonus	Based on Leader (see S-12.1)
Terrain Morale Roll Mod.	Based on Terrain Occupied (see S-7.1 and the Combatant Terrain Effects Chart)
Spell Effects	Based on Spell (see S-14.0)
Item Effects	Based on individual Items or Scenarios

Example: In the previous example, if Cro have been in Medium Woods when he made his Morale Roll of "8", the roll would have been modified by a +2 Terrain Morale Roll Modification.

This modified roll would have exceeded his Morale stat of 9, and he would not have become disrupted.

EFFECTS OF DISRUPTION

A disrupted combatant operates under the following restrictions:

- If a disrupted combatant is within 1" [25mm] of any opposing combatant at the start of its movement-missile-spell phase, it must move so that it is not within 1" [25mm] of any opposing combatants (i.e., it must try to avoid melee combat). If this is not possible because it is surrounded or otherwise unable to move, the combatant remains in place.
- All attacks made by a disrupted combatant are modified by -5.
- Disrupted spell users cannot cast spells.

RALLYING

At the end of his movement-missile-spell phase, a player may make a Morale Roll (3D6+Modifications as described above) for each of his disrupted combatants:

- If the modified Morale Roll is **greater than** the combatant's *Morale* stat +5, the combatant is no longer disrupted and may operate normally.
- If the modified Morale Roll is **less than or equal** to the combatant's *Morale* stat, the combatant panics and flees the battle. Remove the combatant from the game — the combatant is killed, captured, or escapes.
- Otherwise, the combatant is still disrupted.

Note: If a combatant is removed from the game because of a failed rally attempt, its miniature remains in place until the end of the turn for purposes of "blocking" terrain.

Example: In first example above Cro is disrupted and must make a Morale Roll at the end of his next movement-missile-spell phase. Since there are no applicable modifications, if Cro's Morale roll is greater than 14 (= 9 + 5), he will no longer be disrupted. If the roll is less than or equal to 9 (his *Morale* stat), Cro is removed from play. If the roll is greater than 9 and less than 15, Cro remains disrupted.

S-11.0

UNITS

A unit is a group of similar combatants who move and fight together in a battle.

Note: None of the material in S-11.0 was included in the Basic or Intermediate Game.

In a skirmish battle it is often useful to be able to organize and move combatants as "units." Not only does this make a large number of combatants easier to handle, but it also helps represent military organization and a command structure. The more combatants involved in a battle, the more important the use of units becomes.

ADVANTAGES AND DISADVANTAGES

The stats of combatants in a unit are modified by the type of formation that the unit is in (see S-11.2). So a combatant in a unit will have bonuses or penalties for Morale Rolls, Melee Attacks,

Defense, etc. However, combatants in a unit usually are more restricted in terms of movement (see S-11.3).

S-11.1 UNIT CARDS

The stats for combatants in a unit will be provided as part of a "Unit Card" (see below). A unit can break into individual combatants if it takes heavy losses (see S-11.2) or if it chooses to do so (see S-11.4). In this case, each combatant of a unit:

- Has the same stats as indicated in the unit description
- Uses a different line of boxes to keep track of his Endurance

Unit Cards can be found predefined with certain groups and encounters in scenarios as well as in blank form to create individual challenges for a tabletop game.

Note: Sets of blank templates can be obtained in electronic form and free of charge through www.rpgnow.com. You can also print out or copy the templates found in the Appendix chapters A-5.0 of this Rulesbook.

UNIT CARD SETUP

For ease of visibility, the unit's name as well as the most important stats are grouped together in the top box. To speed up the movement phase, the movement rate is already broken down into ranges for x1, x3/4, x1/2 and x1/4.

This is the health box. Your unit receives one circle of health for each point of endurance of one of its combatants. When taking damage, cross off health circles for individual combatants starting right to left.

The formation box contains information on known unit formations. Note, that General Order and Battle Order are standard formations and the available three slots are provided with readability and game speed in mind. Add more if required.

Special powers and other game related information is noted in this field.

The unit's race and the base size of its combatants are given in these fields.

The TPC value, which works as an abstract of the unit's overall strength, is indicated in the lower right.

UNIT CARD

Name: GOBLIN GUARD UNIT (8)					
Movement:	5" / 4" / 2.5" / 1.5"	Morale:	9		
Defense:	7	Shield:	+3	Armor Type:	-1
Endurance:	10	Maneuver:	8	Resistance:	9

Weapon:	Attack:	Damage:	Range:
Scimitar	3D6-1	High+2	-
Thrown Dagger	2D6+2	High	-2/5"

1. OOOOO M OOOOO	5. OOOOO M OOOOO
2. OOOOO M OOOOO	6. OOOOO M OOOOO
3. OOOOO M OOOOO	7. OOOOO M OOOOO
4. OOOOO M OOOOO	8. OOOOO M OOOOO

Formation:	Melee:		Missile:		Morale:
	Att.	Def.	Att.	Def.	Mod.
General Order (9)	+0	+0	+1	+0	+1
Battle Order (10)	+2	+2	+0	-1	+2
Disbanded (11)	Unit MA is used only for reforming				
Column (10)	+1	-1	-2	-2	+1

Note:	Race: Goblin	Base: Medium	TPC: 1700
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There are four types of stat cards: Combatant Cards for individuals, Profession Cards for heroes, Unit Cards for groups of identical combatants and Vehicle Cards for different types of machinery. Each card references its type on the top.

The available weapons, their attack and damage values as well as possible range modifiers are presented in this box. The available two slots are provided with readability and game speed in mind. Add more if required.

Note: You will not see stats for leaders or spell users on Unit Card since special combatants (see S-12.0) cannot build units.

S-11.2 FORMATIONS

In the Standard Game, a unit must be in one of four formation-states (changing formations is discussed in S-11.4):

- Battle Order formation
- General Order formation
- Disbanded (i.e., operating as individual combatants)
- Destroyed

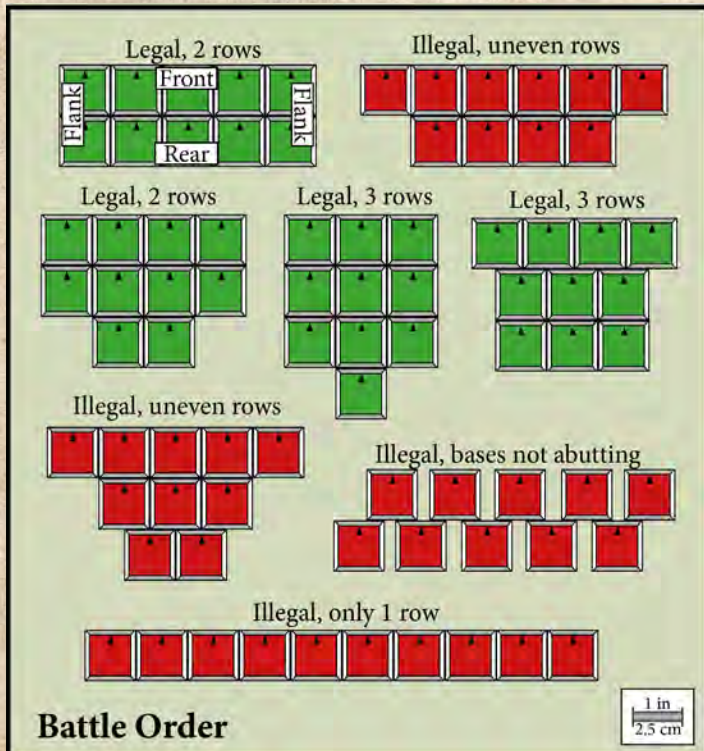
BATTLE ORDER

The **standard formation** for a battle. A unit in battle order is very good in combat but relatively slow for movement purposes.

- The individual combatants of a unit must abut at the edges of their bases (i.e., the edges must touch along their entire lengths).
- The individual combatants of a unit must be arranged in "rows" that abut at the edges of the bases of the individual combatants. The number of combatants per row **may not vary by more than one**.

Exception: *If several combatants are left over after the rows are organized, they may be placed at the rear of the unit (see diagram). These extra rear combatants do not count as a row, but they may be attacked and defend normally as "rear" combatants of the unit.*

- There must be **at least two rows**, and each row must have **at least two combatants**.
- All of the individual combatants of a unit in Battle Order must be faced towards the front of the unit (i.e., facing forward from the front row).



Exception: *If an enemy combatant/unit moves into contact with a unit's rear or flank, the combatants in contact may immediately rotate to face the attackers (see S-11.5). The flank/rear modifications still apply (see S-11.5).*

GENERAL ORDER

This formation is a loose formation that *must* be assumed in certain types of terrain and when a unit becomes routed (see S-11.6). It can also be referred to as "loose formation" or "skirmish formation." The following restrictions apply:

- Each individual combatant of a unit must have an edge of its base within 1" [25mm] of at least three other combatants of the same unit.

Exception: *Each unit in General Order can have four "corner" combatants that only have to be within 1" [25mm] of two other combatants.*

- No combatant in a unit in General Order can be closer than 1/2" [13mm] to any other combatant in the same unit.
- All of the individual combatants of a unit in General Order must be faced towards the front of the unit.

Exception: *If an enemy combatant/unit moves into contact with a unit's rear or flank, the combatants in contact may immediately rotate to face the attackers (see S-11.5). The flank/rear modifications still apply (see S-11.5).*



SPECIAL FORMATIONS

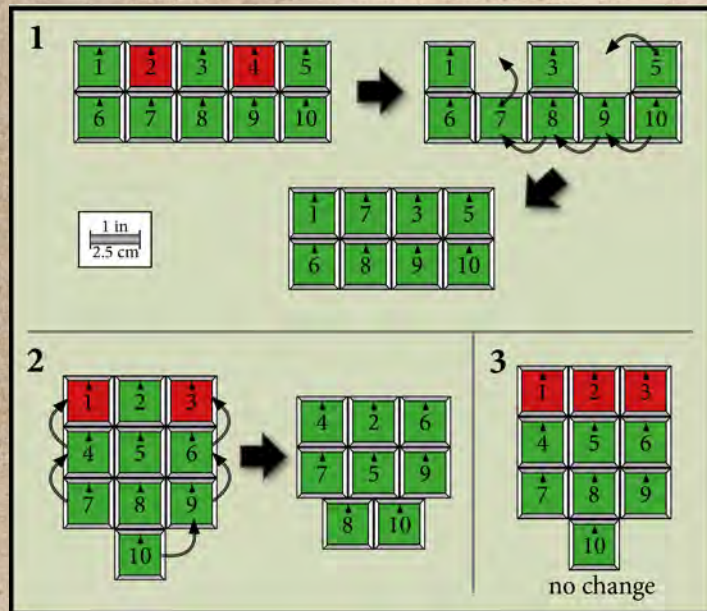
Certain units have training and capabilities that allow them to assume "special formations" (e.g., line, column, square, hedgehog, etc.). Allowable special formations and their effects are specified in each unit's description. These formations are defined in the Optional Rules (see O-11.1) and are not normally used with the Standard Game.

THE EFFECT OF LOSSES ON FORMATIONS

During combat units will suffer losses. Contrary to regular defeated combatants, members of a unit are removed from play immediately to enable reorganization of the reduced unit. After each phase when a unit has suffered losses, this unit's player may reorganize his unit's combatants to maintain formation. This usually involves:

- Moving combatants from rear rows to front rows to fill gaps
- Shortening rows to fill gaps and maintain required unit integrity
- When possible, units engaged in combat must remain engaged

Note: *Filling gaps and reorganizing units does not count towards movement for the individual combatants. Reorganization takes place in between phases.*



If at the end of a melee combat phase more than half (round up) of a unit's combatants have been removed from play, the following procedure must be followed:

- If the unit is routed, remove all of its remaining combatants from play.
- If the unit is disrupted, the unit must break into individual combatants, each individual combatant is disrupted, and each remaining combatant must make an immediate Morale Roll (see S-10.0).
- If the unit is neither routed nor disrupted, the unit must break into individual combatants, and each remaining combatant must make an immediate Morale Roll (see S-10.0).

Example: *If the Goblin Raiding party (see S-11.0) loses five of its eight combatants, it must break into individual combatants. Each of the remaining three combatants must make a Morale Roll based upon its Morale stat of 9.*

Certain large groups of combatants are given the choice of operating as one large unit or several smaller ones (this may depend on individual scenarios). When operating in its larger unit-size, such a group does not break up when its losses first exceed half of its combatants. However, when its size is reduced to less than half of its smallest allowed unit size, it must break up into individual combatants in the manner described above.

Example: *A company that consists of 20 men can operate as two 10-man units or one 20-man unit. If the company is operating as one 20-man unit, it does not have to break into individual combatants when its 11th combatant is removed. When it loses its 16th combatant, it will have to break up.*

S-11.3 MOVEMENT

A unit's Movement Rate is given in the unit's description. Four numbers are provided for the *Movement Rate*; the first number is the normal (x1) *Movement Rate*, the second is the x3/4 MR, the third is the x1/2 MR, and the fourth is the x1/4 MR (see S-6.0 and below). [The numbers in brackets are Metric Movement Rates (see S-2.3).]

A unit may perform four types of movement during its movement phase:

- Move Forward
- Back Up
- Turn*
- Wheel*

Each type of movement requires the use of part of the unit's Movement Rate. As long as the unit's *Movement Rate* is not completely used up, the unit may perform the various types of movement in any order. However, each unit may perform only one Wheel or one Turn during a given movement-missile phase.

Note: *Remember, a unit must commit to a type of movement before measuring any distances. For example, a unit can declare "move forward 2 inches [5cm]," and then measure the 2" [5cm] and move. After that, it can declare a 1" [25mm] wheel followed by more forward movement.*

MOVE FORWARD

A unit moves forward in the same manner as an individual combatant moves — it uses 1" [25mm] of its *Movement Rate* for each 1" [25mm] distance moved. Distance is measured from the center front of the moving unit.

A unit's *Movement Rate* reduction (see S-6.1) is determined by the terrain moved through by each combatant of the unit (e.g., if any combatant moves through x1/2 terrain, the entire unit's *Movement Rate* is reduced to half of normal).

The terrain Movement Rate reductions for units is based upon the unit's formation. Note that certain formations may not enter certain types of terrain.

UNIT TERRAIN EFFECTS CHART		
	MOVEMENT REDUCTION	
Terrain Type	General Order & Individual Combatants	Battle Order
Clear	x1	x3/4
Brush	x1	x1/2
Light Woods	x1	x1/2
Medium Woods	x3/4	x1/4
Heavy Woods	x1/2	n/a
Streams	x1/2	x1/4
Up Slope*	x3/4	x1/2
Impassable	n/a	n/a
Buildings	x1	x1/4

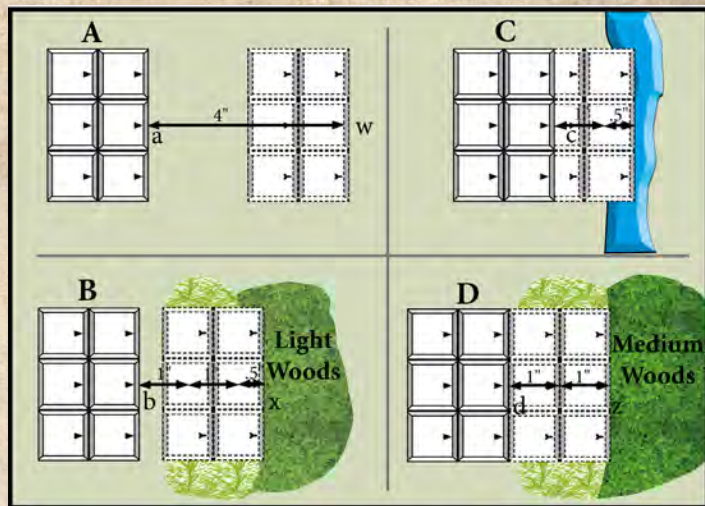
n/a = Movement not allowed
 * — If a target is above an attacker, the target is said to be "Up Slope" from the attacker. Only movement "Up Slope" receives the movement reduction above.

Example: A Goblin unit (5" [13cm] Movement Rate) in Battle Order formation starts its position at the point marked "a". If it moves to point "w", it moves through Clear terrain (x3/4). This reduces its Movement Rate for the turn to 4" [10cm] (3/4's of 5" [13cm], increased to nearest 'half inch' [cm]), so it can only move 4" [10cm].

The Goblin unit starts at point "b" and then moves towards point "x". It moves through 1" [2.5cm] of clear terrain (x3/4) and then enters 1" [2.5cm] of brush terrain (x1/2) with Light Woods (x1/2) on the other side. This reduces its Movement Rate for the turn to 2.5" [7cm] (half of 5" [13cm]), so it could reach the brush and move 1" [2.5cm] through it and 0.5" [1cm] into the Light Woods on the other side. The Light Woods do not slow it because its Movement Rate has already been reduced to 1/2 of normal due to its passage through the Brush.

The Goblin unit starts at point "c" and then moves towards point "y". It moves through 1" [2.5cm] of clear terrain and then enters a 1" [2.5cm] wide Stream (x1/4) with Light Woods (x1/2) on the other side. This reduces its Movement Rate for the turn to 1.5" [3cm] (one quarter of 5" [13cm], increased to nearest 'half inch' [cm]), so it could only move 0.5" [1cm] into the stream.

The Goblin unit starts at point "d" and then moves towards point "z". It moves through 1" [2.5cm] of Clear terrain (x3/4) and then 1" [2.5cm] of Brush terrain (x1/2). The unit cannot move into the Medium Woods (x1/4) on the other side because that would reduce its total MR for the phase to 1.5" [3cm] (x1/4) and it has already moved 2" [5cm].



BACK UP

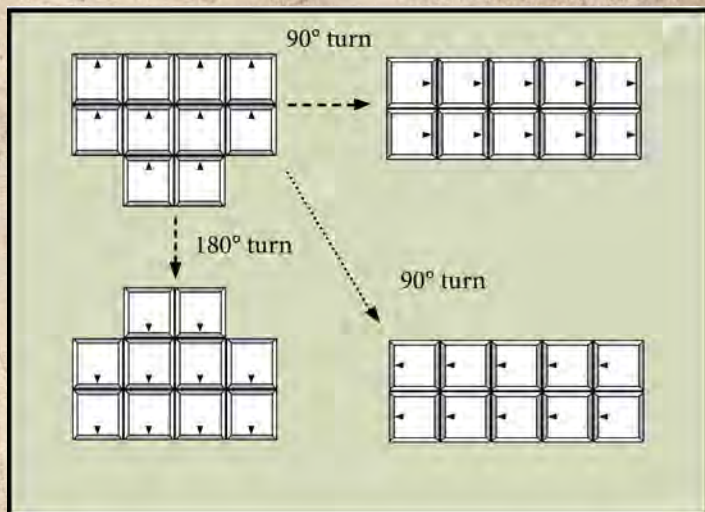
A unit may "back up" by moving straight back with all of its combatants still facing forward. Each inch "backed up" through counts as 2" [5cm] moved.

Example: A Goblin unit with a Movement Rate of 5" [13cm] is in Battle Order in Clear terrain. It can move 4" [10cm] forward (Clear terrain is x3/4 for units in Battle Order), but it can only back up 2" [5cm].

TURN

When a unit "turns," every combatant in the unit turns around 180° or every combatant turns 90° in the same direction (see the diagram below). Performing a turn uses 2" [5cm] of a unit's Movement Rate (or all of it if the Movement Rate has been reduced to less than 2" [5cm] by terrain factors).

Example: A Goblin unit with a Movement Rate of 5" [13cm] is in Battle Order in Clear terrain. It can only move 4" [10cm] forward (Clear terrain is x3/4 for units in Battle Order). It can also turn 180° (costs 2" [5cm]) and then move forward 2" [5cm].

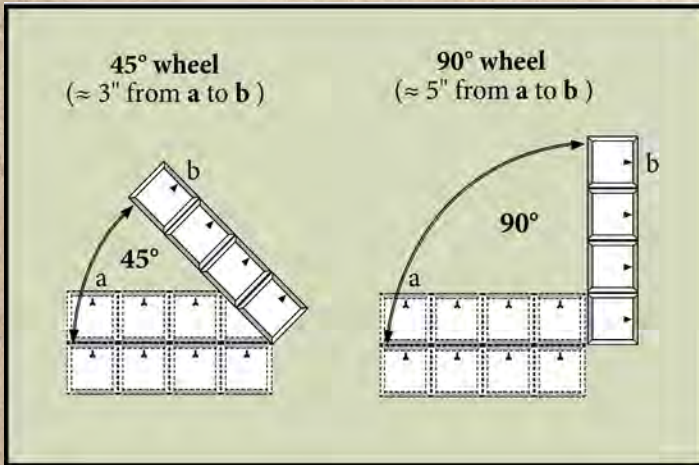


WHEEL

A unit "wheels" by fixing the combatant at one end of its front row and moving the combatant at the opposite end of the front row forward along an arc up to 90° (see diagram). All combatants in the front row move so as to remain between the fixed combatant and the moving combatant. All rows behind the first move so as to maintain position behind the front row.

The movement cost for wheeling is equal to the *Movement Rate* used by the combatant at the moving end of the front row. Measure from that combatant's starting center front edge location to its ending center front edge location.

Movement Rate reductions apply for the terrain moved through by any member of the moving unit.



Example: A unit with a *Movement Rate* of 7" [18cm] is in *Battle Order* in *Clear terrain* (see the diagram above). It can only move 5.5" [14cm] forward (*Clear terrain* is $\times 3/4$ for units *Battle Order*). It can also wheel and then move forward, or move forward and then wheel. If the unit wheels 45° and the combatant at the end of the front row moves ≈ 3 " [7.5cm] (see the diagram above), then the unit could move 2.5" [6.5cm] forward. Alternatively, the unit could move forward 0.5" [1cm] and then wheel 90° (the end combatant moves ≈ 5 " [13cm]).

S-11.4 CHANGING FORMATIONS

A unit may only change formation during its movement-missile phase. To change formation a unit must use half of its *Movement Rate* (increase fraction to nearest 'half inch' [cm]) **and** may not be in terrain that the formation may not enter. Formation changes include:

- Changing from individual combatants (i.e., disbanded) to *General Order*; the combatants must be in position to meet the requirements for *General Order* (see S-11.2)
- Changing from *General Order* to *Battle Order*
- Changing from *Battle Order* to *General Order*
- Changing from *General Order* or *Battle Order* to individual combatants
- Changing a unit's number of rows

Note: Individual combatants may not change directly to *Battle Order*; they must change to *General Order* first.

Example: A *Goblin* unit with a *Movement Rate* of 5" [13cm] is in *Battle Order*. It changes to *General Order* and wants to move forward through *clear terrain*. It may only move 2.5" [6cm] since it uses half of its *Movement Rate* to change formation.

S-11.5 COMBAT

Combatants of a unit attack and defend using the same principles that have been explained for single combatants in the previous chapters. The following restrictions apply:

- A unit may only move **or** make a missile attack, **but not both**. The $\times 1/4$ *Movement Rate* available to individual combatants is not available to units.
- Only the first row of combatants can make *melee or missile attacks* against the targets in front of them. Combatants in second and further rows **cannot attack** because the combatants in front of them are "blocking" their line-of-sight.
- Spell casters are restricted from building units. Therefore, units do not cast spells.

Even though units are more restricted in ways of movement, they can receive bonuses based upon their unit's formation. These bonuses are included in each unit's description.

Example: Combatants in the *Goblin* unit whose description is given in S-11.1 have the following modified stats when fighting in *Battle Order*:
 a *Melee Attack* of 3D6+1 (3D6-1 +2)
 a *Missile Attack* of 2D6+2 (unchanged)
 a *Defense* against *melee attacks* of 9 (7 +2)
 a *Defense* against *missile attacks* of 6 (7 -1)
 and all of its *Morale Rolls* are modified by +2

WEAPON USE

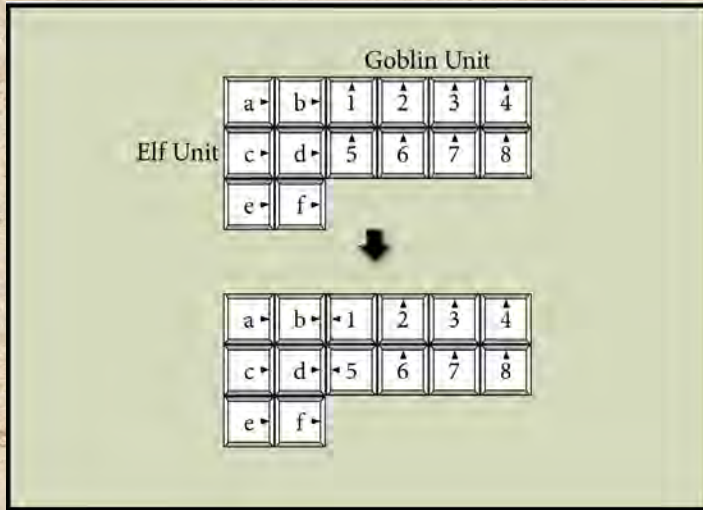
Unless a unit has special capabilities, all combatants in a unit must use the same weapon. If a unit has more than one weapon, only one weapon can be used each phase. However, it can be any weapon that the unit has and the weapon used can change each phase.

Example: In their movement-missile phase, four elven archers standing in their unit's front row chose to attack *Belluk the Goblin* with their *Long Bows*. Three shots missed and the *Goblin* survived the attack. Next, *Belluk* moves into "base-to-base" contact during his movement-missile-spell phase. In the following *melee* phase, *Belluk* attacks *Keyaan* with his *Scimitar*. The elven archer then uses his *dagger* to counter the *Goblin's* attack.

FLANK AND REAR ATTACKS

If a unit is attacked from its flank or rear, its combatants in contact with the attackers may rotate to face and thus counter the attack of the enemy. However, the combatants that rotate to face the unit's flank or rear still receive the flank/rear *Defense* modification (i.e., -2 or -5).

Example: *In the diagram below, a Goblin unit is attacked by an Elf unit. Combatants 1 and 5 may rotate to face the Elves. The Goblin Defense is normally 12 = 7 + 3 (shield) + 2 (formation); but because the unit is being attacked from the flank (-2 Defense mod), the Defense for #1 and #5 is only 10 = 12 - 2.*



DISRUPTION

If the Morale Roll fails, the unit is "disrupted;" mark a "D" next to the unit on its record sheet. A disrupted unit must operate under the following restrictions:

- If a disrupted unit is within 1" [25mm] of any opposing combatant/unit at the start of its movement-missile phase, it must move so that it is not within 1" [25mm] of any opposing combatants/units (i.e., it must try to avoid melee combat). If this is not possible because it is surrounded or otherwise unable to move, the unit remains in place.
- All attacks made by a disrupted unit are modified by -5.

RALLYING

At the end of his movement-missile phase, a player must make a Morale Roll for each of his disrupted units and each of his routed units:

- If the roll is **greater than** the unit's *Morale*+5, a disrupted unit is no longer disrupted and may operate normally. Likewise, a routed unit becomes unrouted and is now disrupted.
- If the roll is **less than or equal** to a disrupted unit's *Morale*, the disrupted unit becomes routed (mark a "R" next to the combatant on its record sheet) — it panics and attempts to flee the battle (see below).
- If the roll is **less than or equal** to a routed unit's *Morale*, the routed unit is removed from play.
- Otherwise, no change occurs; i.e., the unit is still disrupted or routed.

S-11.6 MORALE

Individual combatants of a unit do not make Morale Rolls (see S-10.0). Instead, whenever a combatant of a unit is removed (i.e., killed), the unit must make a "Morale Roll" at the end of the phase.

A unit is only required to make **one** Morale Roll in a given phase regardless of how many casualties it takes.

Morale Rolls are performed as indicated in S-10.0. Applicable modifications include:

- Leader Bonus Based on Leader (see S-12.1)
- Formation Morale Roll Mod. Based on Formation (see S-11.5)
- Terrain Morale Roll Mod. Based on Terrain Occupied (see S-7.1 and the Combatant Terrain Effects Chart)
- Spell Effects Based on Spell (see S-14.0)
- Item Effects Based on individual Scenarios

Note: *For morale purposes, a unit occupies the terrain type occupied by the a majority of its combatants. If a majority of its combatants does not occupy one terrain type, the unit uses the smallest Terrain Morale Roll Mod of any of the terrain types occupied.*

EFFECTS OF ROUTING

A routed unit's morale has been crushed. It receives all of the effects of disruption. In addition, it will *immediately* assume a General Order formation (if possible) and move so as to place itself as far as possible from enemy units. Use common sense to determine exact movement. During each of its movement-missile phases, a routed unit will again move so as to place itself as far as possible from enemy units. A routed unit may not attack and all attacks against it are modified by +5.

A routed unit must stop upon reaching the edge of the board. If such a unit is still routed after it makes its Morale Roll at the end of its movement-missile phase, it is removed from play.

S-11.7 MOVEMENT RESTRICTIONS

No *combatant* or *unit* may move within *two inches* [Metric: 5cm] of a unit unless the moving combatant/unit is moving *directly* away from the unit or it is moving directly into "base-to-base" contact with the unit (i.e., into melee combat). The two inch [5cm] effect represents the coordinated effectiveness and presence of a unit as compared to a single combatant. See S-6.4 for a complete explanation and examples.

MORALE CHART

	Causes	Consequences	Results of Failed Morale Rolls
G O O D	<ul style="list-style-type: none"> • Combatants and units start a battle in good morale condition. • A disrupted combatant or unit that makes a successful Morale Roll +5 during Rallying is no longer disrupted. 	<ul style="list-style-type: none"> • Combatants and units act normally. They receive no penalties due to a deteriorated morale. • Combatants and units can attempt maneuvers. • Spell users can cast spells. • Musicians can use instruments. • Combatants can mount and dismount. 	<ul style="list-style-type: none"> • Combatants and units become disrupted.
D I S R U P T E D	<ul style="list-style-type: none"> • A combatant or unit in good condition that fails a Morale Roll becomes disrupted. • A disrupted combatant or unit whose Morale Roll is not greater than its <i>Morale</i> stat +5 and not equal to or below its <i>Morale</i> stat, stays disrupted. • A routed unit that makes a successful Morale Roll +5 during Rallying becomes disrupted. • If a charging unit does not make contact with an opposing unit, the unit becomes disrupted (see O-6.2). • A failed Resistance Roll can cause combatants and units to become disrupted. • A spell effect can cause combatants and units to become disrupted. • A fumble can cause combatants and units to become disrupted. 	<ul style="list-style-type: none"> • Combatants and units must try to avoid melee combat. • Combatants and units have a -5 modifier to attack rolls. • Combatants and units have a -3 modifier to maneuver rolls. • Spell users cannot cast spells. • Musicians cannot use instruments. • Mounted combatants will not dismount. • Mounts will not let their rider dismount. • If playing with maneuver rules, disrupted combatants and units are forced to make a "disengage" maneuver in order to move away from base-to-base contact. 	<ul style="list-style-type: none"> • Combatants and Units within 1" of opposing combatants or units must move away so that they are not within 1" of any opponents. • If the Morale Roll +5 is less than or equal to the <i>Morale</i> stat, a disrupted combatant is removed and a disrupted unit becomes routed.
R O U T E D	<ul style="list-style-type: none"> • A disrupted unit whose Morale Roll +5 is less than or equal to the unit's <i>Morale</i> stat becomes routed. • A spell effect can cause units to become routed. • A fumble can cause units to become routed. 	<ul style="list-style-type: none"> • Routed units receive all of the effects of disruption. • Routed units must immediately assume a General Order formation. • Routed units may not attack. • Each turn, movement must occur so as to place it as far away from enemy forces as possible until it reaches the border of the playing surface. • Attacks against routed units are modified by +5. • If playing with maneuver rules, a routed unit will each turn only attempt a "Run" maneuver (see O-6.2), but it receives an additional +2 modification to the Maneuver Roll. 	<ul style="list-style-type: none"> • If a routed unit is still routed after it makes its Rallying Morale Roll +5 upon reaching the border of the playing surface, it is removed from play. • If the Morale Roll +5 is less than or equal to the <i>Morale</i> stat, a routed unit is removed from play.

super helpful !!

S-12.0

SPECIAL COMBATANTS



Special combatants have abilities that allow them to perform exceptional tasks in a battle.

Note: None of the material in S-12.0 was included in the Basic or Intermediate Game.

A scenario may include outstanding characters that add more depth to the game and allow players to develop advanced strategies. These special combatants are set apart from regular combatants by certain abilities that make them unique. The Standard Game introduces four types of special combatants:

- Leaders
- Spell Users
- Heroes
- Monsters

The abilities offered by special combatants are not exclusive. A leader may also be a spell user (e.g., a Paladin) while a monster may also be the nefarious leader of a group of villains (e.g., a Lich Lord commanding a ragged bunch of undead). Any combination is possible. However, the more abilities are combined into one special combatant, the higher its *Total Point Cost* is going to be.

Note: Special combatants cannot build units due to their unique nature. They may however attach to or accompany units and/or other combatants and move together with them.

Note: Regular combatants and units may fall under the influence or spell effects of several special combatants around them. Unless immunities protect a combatant and/or a unit, all effects are cumulative.

Example: *Grag* is adjacent to one of the combatants of the Goblin unit in General Order (see S-10.0). The unit receives a +1 bonus when making a Morale Roll and a +1 bonus for melee attacks. *Grag's* Missile Mod and Defense Mod are 0, so the unit receives no bonuses for missile attacks and defense.

BLADESTORM™ COMBATANT CARD

Name: GARG - GOBLIN LEADER			
Movement:	8" / 6" / 4" / 2"	Morale:	7
Defense:	9	Shield:	+2
Endurance:	15	Armor Type:	-2
Maneuver:	9	Resistance:	9

Weapon:	Attack:	Damage:	Range:
Scimitar	3D6+2	High+2	-
Thrown Daggers	2D6+5	Lowx2-1	-2/5"

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Leader:		Yes	
Morale Mod	+1	Melee Mod	+1
Missile Mod	+0	Defense Mod	+0
Maneuver Mod	+1	Influence Range	5"

Spell User:	PP:	Elem. Bonus:

Note:	Race:	Base:	TPC:
	Goblin	Medium	324

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S-12.1 LEADERS

Leaders are combatants that inspire those around them to excel in their abilities. They modify the morale and combat capabilities of other combatants. In addition to the normal stats (see S-4.0), leaders have five other stats:

Morale Roll Mod	MM
Melee Mod	MeM
Missile Mod	MsM
Defense Mod	DM
Influence Range	IR

INFLUENCE RANGE

A leader is measured by the range of its influence on the battle field and the boost that is applied to the combat capabilities of other combatants. If a leader's *Influence Range* is zero, its Mod stats may only be applied to one unit controlled by its player.

The leader **must be within 1"** [25mm] of one of the combatants of that unit and the unit must be in General Order or Battle Order formation.

If a leader's *Influence Range* is not zero, its Modifier stats may be applied to any and all units and/or combatants controlled by its player that are within the leader's *Influence Range*. A unit is within a leader's *Influence Range* if **at least half** of its combatants are within the range.

MULTIPLE LEADERS

A given unit/combatant may only use the modifications of one leader at a time (player's choice).

ATTACHING A LEADER TO A UNIT

Leaders can be "attached" to a unit (e.g., bring it in "base-to-base" contact) and thus move the leader with the unit. In such a case, the leader is part of the unit for all movement and combat purposes and also receives the unit's formation bonuses. Its Modifier stats are automatically applied to all combatants of that unit. A leader may detach from a unit at any time.

LOSING A LEADER

If a leader is killed, a Morale Roll must be made by every unit/combatant in its leadership range. If its leadership range is zero, any unit with one of its combatants within 1" [25mm] of the dead leader must make a Morale Roll. Depending on the scenario, a lost leader may constitute defeat.

S-12.2 SPELL USERS

Spell users are individual combatants that can cast spells during battles. In addition to the normal stats (see S-4.0), spell users have three other stats:

Known Spells (see S-14.0)	KS
Power Points	PP
Elemental Spell Bonus	ESB

KNOWN SPELLS

A spell user's *Known Spells* include his spells as a series of letters, each of which is followed by a number and preceded by a number:

- The letter identifies the *Realm of Magic* from which the spell user has learned spells. The letters indicate C = Channeling, E = Essence and M = Mentalism.
- The number following the letter indicates the maximum level of that spell (see S-14.0); a spell's level is an approximation of its power.
- The number preceding the letter indicates how many spells of that spell class and level the spell user knows and is able to use.
- The player controlling the spell user must choose and record which spells the spell user knows.

Example: *A spell user's Known Spells stat is: "3C1, 2C2, 1C3". The spell user knows three 1st level Channeling spells, two 2nd level Channeling spells, and one 3rd level Channeling spell.*

CASTING SPELLS

When the turn sequence (see S-5.0) calls for a player to cast spells, each of that player's spell users may cast one *spell* on or against one other combatant, a group of combatants, or an area of the battle field.

To cast a spell, roll 3D6 or the number of dice given in the spell's description. If the Death Die and one other die result in a "1", the spell has failed. If the spell is directed at an opponent, he may get to make a *Resistance Roll* (See S-14.0) to see if his combatants or units are affected by the spell. The following restrictions apply:

- A combatant may cast one spell and still move up to one-fourth of his normal *Movement Rate* (round up) in the same phase (i.e., during its movement-missile-spell phase).
- The spell user must not be disrupted and have enough power points to cast the spell.
- The target of the spell must be in the "Front Firing Arc" of the

caster (see the diagram below).

- There may not be a combatant and/or "blocking" terrain between the spell user and his target (see S-3.0). To determine if there is blocking terrain, just place a straight edge or string between the center of the closest edge of the target and the center of the front edge of the caster — if the straight edge intersects any of the following terrain, the line of sight is blocked. "Blocking" terrain includes: combatants, Impassable terrain, and Heavy Woods terrain.

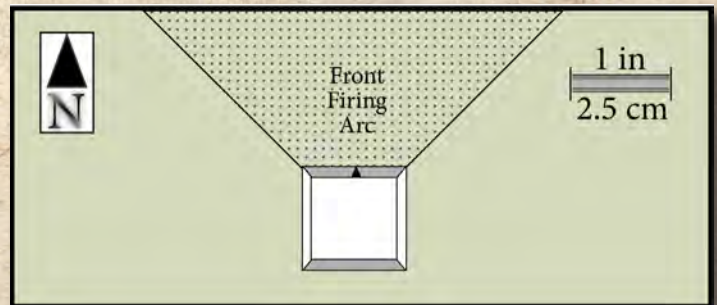
Note: *If a target occupies blocking terrain, its edges are assumed to be in the blocking terrain. Thus, no bolt-type spells may be used to attack that target.*

Note: *Partial Cover and terrain based effects do not protect combatants against area-effect spells.*

Note: *Light and Medium Woods can become blocking terrain if too much foliage interferes with the line of sight. Refer to S-9.3 to determine when this is the case.*

Note: *Combatants are assumed to be able to cast spells and use their melee weapons interchangeably.*

Example: *In his movement-missile-spell phase, Roderick, the sorcerer has attacked Belluk the Goblin with an Elemental Bolt. The spell failed and Belluk moves into "base-to-base" contact during his movement-missile-spell phase. In the following melee phase, Belluk attacks Roderick with his Scimitar. The sorcerer then uses his staff to counter the Goblin's attack.*



POWER POINTS

A spell user begins a battle with a number of "Power Points" (PPs) equal to his *Power Points* stat. Each spell uses a certain number of the spell user's PPs when it is cast. The number of PPs required is usually equal to the spell's level (see S-14.0). When a spell user's PPs are used up, he may no longer cast spells. Mark *Power Point* usage on the spell user's Combatant Card.


ELEMENTAL SPELL TYPE

If a spell user has command over elemental spells, he is usually proficient with a certain element. Predefined combatants will include this information on their Combatant Cards.

When creating a spell user from scratch or selecting one of the profession archetypes (See-13.0), this decision should be made prior to beginning the game.

If a scenario does not specifically indicate an element type for a spell user's spells, the player controlling the spell user should roll 1D6 to determine the spell user's element type:

1: fire; 2: cold; 3: wind; 4: water; 5: electricity; 6: earth

COMBATANT CARD			
Name: KEYAAN - ELVEN ARCHER			
Movement:	9" / 7" / 4.5" / 2.5"	Morale:	7
Defense:	9	Shield:	+0
		Armor Type:	-1
Endurance:	18	Maneuver:	8
		Resistance:	7
Weapon:	Attack:	Damage:	Range:
Long Bow	1D6+1D10-2	Lowx2+2	-2/24"
Thrown Daggers	2D6	Lowx2-1	-2/7"
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Leader:			
Morale Mod		Melee Mod	
Missile Mod		Defense Mod	
Maneuver Mod		Influence Range	
Spell User: PP: 5		Elem. Bonus:	Yes
Level 1 (3)	CH Bless, Healing I, Light		
Level 2 (2)	CH Fog Call, Mass Bless		
Note:	Race:	Base:	TPC:
	Elf	Medium	324
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To introduce a Hero to your game, use one of the following methods (combinations are possible):

- Select one or several predefined Heroes that have been provided with stats and skills as part of a *Bladestorm* scenario or a miniature pack.
- Create one or several Heroes of your choice in a single step by using the rules for combatant creation as outlined in the Appendix (See A-1.0). This method lets you design your Heroes freely and with any power level in mind.
- Develop your own Heroes step by step with the *Experience* system as outlined in the Campaign Rules (See-C-1.0). Playing through a series of *Bladestorm* encounters lets you improve your heroes over an extended period of time.

Example: *Keyaan, the Elf, has a natural aptitude for ranged weapons. At young age, his father took him on the hunt through the endless forests and taught him how to master the elven Long Bow. From his mother, Keyaan inherited a magical aptitude which he only discovered recently.*

When the village was forced to defend against a rampaging horde of Orcs, he was suddenly able to draw upon his magical gift and accelerate the arrows of his bow and shoot them with blinding speed into the rows of his enemies. However, the tide of the battle seemed to turn when the village elder was killed. Keyaan, who saw their defences fall in disarray, took command over the remaining forces and successfully led the defence of the village.

MONSTERS

Monsters can be any type of animal encounter, a natural or unnatural creature or the demonic visitor from another realm of existence. They usually present a threat to the players and must be overcome to successfully complete a skirmish battle. Under certain circumstances, a monster can be controlled by a player.

Note: *Monsters act primarily based on their instincts rather than their cognitive thinking and logic. Use common sense when determining if a monster is able to acquire a Profession or not.*

Example: *A Lich Lord may not only be a spell user, but may also be an evil sorcerer by profession, thereby gaining the abilities and skills of that profession.*

To introduce a Monster to your game, use one of the following methods:

- Select one or several predefined Monsters that have been provided with stats and skills as part of a *Bladestorm* scenario or a miniature pack.
- Create one or several Monsters of your choice in a single step by using the rules for combatant creation as outlined in the Appendix (See A-1.0). This method lets you design your Monsters freely and with any power level in mind.

S-12.3 HEROES & MONSTERS

Heroes and Monsters have special powers and certain abilities. They represent the greatest assets or threats in a skirmish game. In addition to that, they introduce elements of role playing to a fantastic or historic setting.

Note: *Special combatants can be leaders, spell users, heroes and monsters and any combination thereof.*

HEROES

Heroes are champions of good or evil who have over time developed a set of special properties that resemble a unique *Profession*. The Standard Rules offer a choice of 14 *Professions* to choose from. (See S-13.0). Each profession brings with it a unique set of *skills* that further focus the combatant's abilities by making additional abilities available in the game.

Note: *A special combatant may only have one Profession appointed at any given time. The combatant is limited to the Skills of that Profession unless otherwise noted.*

S-13.0

PROFESSIONS



Heroes and sometimes even a Monster are defined by a unique profession. To emphasize the specialization that can be achieved in different fields of expertise, every profession includes an individual *Skill Tree* that can be developed over time or assigned on the spot during combatant creation. The following restrictions apply:

- Each profession includes two permanent bonuses and one permanent restriction that apply immediately to the combatant. In addition, a Profession enables the player to buy skills from the profession's *Skill Tree*.
- A profession's *Skill Tree* consists of three weapon or action skills and one special skill that is unique to the profession.
- Each skill is divided into four increasingly powerful **passive blue ranks** and four increasingly powerful **active red ranks**.
- *Passive* skill ranks offer **permanent** bonuses
- *Active* skill ranks offer **special maneuvers** and **actions** that can only be executed a limited number of times during a battle: *Special 1* executes 4 times, *Special 2* executes 3 times, *Special 3* executes 2 times and *Special 4* can be executed only once.
- The active rank (e.g., *Special 1*) of a skill can only be acquired **after** the corresponding passive rank (e.g., *Rank 1*) of the same skill. Blue ranks develop first!
- The active rank of a skill (e.g., *Dual Weapons*) can be activated when the situation fits (e.g. melee combat) **or** when that hero is attacked by another combatant (e.g., *Tumbling Evasion*) in that player's melee combat phase.
- Melee Attacks made with skills receive only **one** counter-attack from the opponent in the immediate front and only, if he is already facing the attacker.
- A hero can activate only **one** skill per phase.

Note: *Some professions are useful for historical and fantastic settings alike. Therefore, all professions carry a stylized "H"=Historical or "F"=Fantasy icon that represents their applicable settings.*

The *Bladestorm* Standard Game includes 14 *Professions* that are divided into six realms. Each realm sets the boundaries for its professions and helps to determine how a combatant will fit into an unfolding tabletop-adventure. In order to find a good low level entry for combatant development, each profession is accompanied by an archetypical Combatant Card (see S-14.0).



REALM OF ARMS

The **Fighter, Assassin, Rogue, Barbarian** and **Warrior Monk** professions concentrate primarily on acquiring skills in the realm of Arms. These heroes can develop additional skills in their use of

weapons, combat maneuvers and manipulation, but they have no access to magic spells nor can they develop such abilities. These professions can still use magic weapons, armor and magically enhanced items.



REALM OF CHANNELING

Cleric and **Druid** are pure spell user professions that concentrate primarily on using Channeling power from their deities to create magical effects and cast spells. Metal interferes with the drawing of power from deities, so **no metal armor or helmet** may be worn when casting or using a Channeling spell.



REALM OF ESSENCE

Magician and **Illusionist** are pure spell user professions that concentrate primarily on manipulating the Essence that surrounds us all to create magical effects and cast spells. Characters in these professions can acquire knowledge of things magical and how to use them but like spell users generally, they are less adept than arms users at the skills of maneuvering and combat.



REALM OF MENTALISM

Mentalist and **Lay Healer** are pure spell user professions that manipulate their own personal Essence and the Essence immediately around them with their minds in order to perform magical functions. Spells are usually limited to affecting the caster or one particular target. Any head covering interferes with the power of Mentalism spells, so no head covering (especially helmets) may be worn.

COMBINING ARMS AND MAGIC

Ranger, Paladin and **Arms Master** are professions that combine the use of arms with a rudimentary knowledge of spells. These "semi-spell users" combine a realm of power with the realm of Arms. Normally, these professions can only cast spells of limited potency, but are fairly adept in the use of arms. Generally, these characters are inferior to Fighters in the use of arms and to spell users in the use of spells, but they have the ability to combine the advantages of both to meet a variety of needs.

S-13.1 FIGHTER

Fighters (warriors) are arms specialists. Fighters will find it easy to master different weapons and to wear heavier types of armor. They are less skilled in maneuvering and manipulating mechanical devices such as locks and traps (though they are still superior in those areas to spell users) and have the greatest difficulty in learning anything connected with spells.

The lack of aptitude towards any realm of magic results in a distinct weakness towards magical effects and their influence.

To start a fighter hero in your *Bladestorm* campaign, select the appropriate *Fighter* archetype Combatant Card found in chapter S-14.0 and add the Fighter Profession Card to it.



FIGHTER PROFESSION CHART	
Effect	Description
Bonus:	+5 Endurance
Bonus:	+1 Defense
Restriction:	+5 Resistance
Profession Cost: 150 <div style="display: flex; justify-content: center; gap: 10px; margin-top: 5px;"> F H </div>	

FIGHTER SKILLS AND SPECIAL EFFECTS CHART								
Skill	PASSIVE				ACTIVE			
	Rank 1 5 PTs	Rank 2 10 PTs	Rank 3 15 PTs	Rank 4 20 PTs	Special 1 10 PTs (use 4 times)	Special 2 15 PTs (use 3 times)	Special 3 20 PTs (use 2 times)	Special 4 25 PTs (use 1 time)
One-Handed	+2 to Attack Rolls	+2 Melee Damage	Ignore enemy armor	+4 Melee Damage	Fighting Stance: +1D6 for Attack Roll and Damage.	Dual Weapons: Two attacks against the same enemy in base-to-base contact.	Weapon Throw: Attack enemy 5" away as if normal (loses weapon).	Whirlwind: Three attacks against any enemies in base-to-base contact.
Polearms	Block with weapon as if +1 Shield Bonus.	Block with weapon as if +2 Shield Bonus.	Block with weapon as if +3 Shield Bonus.	Block with weapon as if +4 Shield Bonus.	Pikeman's Stance: Attack enemies 2" away as if in base-to-base contact.	Unhorsing: Cause a mounted combatant 2" away to separate from his mount.	Weapon Throw: Attack enemy 5" away as if normal (loses weapon).	Long Haul: Stab at an enemy 3" away as if normal (ignore shield bonus). If successful, enemy is pulled into base-to-base contact.
Blocking	+1 Shield Bonus	Block with weapon at half Shield Bonus (round down)	+2 Shield Bonus	Block with weapon at Shield Bonus	Defender Stance: Shield against two attacks.	Shield Bash: Additional counter attack with 2D6+shield bonus (Low). Target pushed back 2" if successful.	Great Deflection: Ignore one attack from any direction.	Shield Charge: Double MR straight through medium enemies. All pushed aside make Morale Roll. No attack this turn.
Fighter Specials	+5 Endurance	-1 Morale	+10 Endurance	-2 Morale	Self Invitation: When at 1/2 MR, break down doors in your path.	Tumbling Attack: Move from front into an enemy's flank and attack.	Tumbling Evasion: Dodge and move 1" away to evade an attack.	Legendary Stamina: Continue for two full turns after Endurance hits or passes below 0.

S-13.2 ASSASSIN

Assassins are a non-spell users who concentrate on infiltration and deadly skills. Assassins are usually loners who are hired to eliminate a specific enemy. In some cultures Assassins are called spies. They are also unusually adept at stalking, hiding, climbing, and perception. They don't wear heavy armor, but armor in general does not hinder the exercising of their professional abilities.

Assassins do not use shields, as they are too bulky during fast paced battles and tend to make climbing unnecessarily difficult.

To start an assassin hero in your *Bladestorm* campaign, select the appropriate *Assassin* archetype Combatant Card found in chapter S-14.0 and add the Assassin Profession Card to it.



ASSASSIN PROFESSION CHART	
Effect	Description
Bonus:	+2 Range Increment
Bonus:	+1 Movement Rate
Restriction:	Only Light Armor / No Shield
Profession Cost: 150	
F H 	

ASSASSIN SKILLS AND SPECIAL EFFECTS CHART								
Skill	PASSIVE				ACTIVE			
	Rank 1 5 PTs	Rank 2 10 PTs	Rank 3 15 PTs	Rank 4 20 PTs	Special 1 10 PTs (use 4 times)	Special 2 15 PTs (use 3 times)	Special 3 20 PTs (use 2 times)	Special 4 25 PTs (use 1 time)
One-Handed	+2 to Attack Rolls	+2 Melee Damage	Ignore enemy armor	+4 Melee Damage	Fighting Stance: +1D6 for Attack Roll and Damage.	Dual Weapons: Two attacks against enemies in base-to-base contact.	Weapon Throw: Attack enemy 5" away as if normal (loses weapon).	Whirlwind: Three attacks against any enemies in base-to-base contact.
Throwing Weapons	+2 to Attack Rolls	+2 Missile Damage	Ignore enemy armor	+4 to Attack Rolls	Quick Throw: Two attacks against a single enemy.	Poisoned Blade: Successful attack causes enemy 2 additional damage for 1D6 turns.	Piercing Throw: Halve enemy's Defense Stat (round down) and ignore shield bonus for one ranged attack.	Blade Cascade: Four ranged attacks against up to three enemies within 1" of each other in front firing arc.
Stealth	Move by enemy combatants in base-to-base contact.	Partial Cover blocks completely from enemy's sight.	Move by enemy units in base-to-base contact.	Vanish from sight in anything but clear terrain.	Sudden Strike: Enemy won't turn to face you when moving into his flank.	Shadow Attack: +1D6 on ranged attacks from Partial Cover.	Back Stabbing: Enemy won't turn to face you when moving into his rear.	Natural Assassin: Damage from flank or rear attack is doubled.
Assassin Specials	+1 Movement Rate	+5 Endurance	Scale Walls at 1/4 MR	-2 Morale	Omen of the Executor: Announce your next attack to be a success. If it is, damage is doubled.	Sinister Circle: Move from front into an enemy's back and attack.	Tumbling Evasion: Dodge and move 1" away to evade an attack.	Epic Dodging: When in base-to-base contact with two enemies, move 2" in any direction to force them to attack each other.

S-13.3 BARBARIAN

Those familiar with fantasy worlds and ancient history in general, quickly recognize the figure of the Barbarian: roughly & scantily clad (in warmer climates), powerfully built, and with real savvy of the outdoors. The Barbarian is a non-spell user even more unfamiliar with magic than the Fighter. He is an extremely powerful arms specialist, with a knack for two-handed weapons. Barbarians, however, barely tolerate armor, and prefer instead to defend themselves with their skills, quick defensive reactions, and intimate familiarity with the wilds.

To start a barbarian hero in your *Bladestorm* campaign, select the appropriate *Barbarian* archetype Combatant Card found in chapter S-14.0 and add the Barbarian Profession Card to it.



BARBARIAN PROFESSION CHART	
Effect	Description
Bonus:	+5 Endurance
Bonus:	-2 Morale
Restriction:	+6 Resistance / Only Light Armor
Profession Cost: 150	
F H	


BARBARIAN SKILLS AND SPECIAL EFFECTS CHART								
Skill	PASSIVE				ACTIVE			
	Rank 1 5 PTs	Rank 2 10 PTs	Rank 3 15 PTs	Rank 4 20 PTs	Special 1 10 PTs (use 4 times)	Special 2 15 PTs (use 3 times)	Special 3 20 PTs (use 2 times)	Special 4 25 PTs (use 1 time)
One-Handed	+2 to Attack Rolls	+2 Melee Damage	Ignore enemy armor	+4 Melee Damage	Fighting Stance: +1D6 for Attack Roll and Damage.	Dual Weapons: Two attacks against enemies in base-to-base contact.	Weapon Throw: Attack enemy 5" away as if normal (loses weapon).	Whirlwind: Three attacks against any enemies in base-to-base contact.
Two-Handed	+1 Melee Damage	+2 to Attack Rolls	Ignore enemy shield	+3 Melee Damage	Champion Stance: +1D10 for Attack Roll and Damage	Sweep: One Attack Roll attacks two enemies in base-to-base contact	Mighty Reach: One Attack Roll attacks two enemies in a straight line up to 2" away	Devastation: One Attack Roll attacks four enemies in base-to-base contact
Blocking	+1 Shield Bonus	Block with weapon at half Shield Bonus (round down)	+2 Shield Bonus	Block with weapon at Shield Bonus	Defender Stance: Shield against two attacks.	Shield Bash: Additional counter attack with 2D6+shield bonus (Low). Target pushed back 2" if successful.	Great Deflection: Ignore one attack from any direction.	Shield Charge: Double MR straight through medium enemies. All pushed aside make Morale Roll. No attack this turn.
Barbarian Specials	+5 Endurance	Wield two-handed weapons with one hand	+2 Defense	+10 Endurance	Threaten: Attack Rolls by all combatants in base-to-base contact are -4 for one turn.	Meat Cutter: Two attacks against any enemies in base-to-base contact. Damage is doubled.	Big Foot: Kick one medium-sized enemy 2" back. Enemy suffers 5 hits. A small enemy flies 5" backwards and suffers 7 hits.	Berserker Rage: For 1D6 rounds, regain 5 hits each round and make two melee attacks instead of one. (not stackable)

S-13.4 ROGUE

Rogues are characters with some expertise in thieflly abilities and more specialized knowledge of arms than that possessed by Fighters. Due to their ability to wield one-handed and ranged weapons with equal amount of skill, they are fierce and unpredictable encounters on the battlefield. The use of shields is open to them, should their style of combat require it.

In order to make the most of their combat maneuvers, Rogues are limited to wearing only Medium Armor.

To start a rogue hero in your *Bladestorm* campaign, select the appropriate *Rogue* archetype Combatant Card found in chapter S-14.0 and add the Rogue Profession Card to it.

ROGUE PROFESSION CHART	
Effect	Description
Bonus:	+1 Range Increment
Bonus:	+1 Defense
Restriction:	Only Medium Armor
Profession Cost: 150	
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ROGUE SKILLS AND SPECIAL EFFECTS CHART								
Skill	PASSIVE				ACTIVE			
	Rank 1 5 PTs	Rank 2 10 PTs	Rank 3 15 PTs	Rank 4 20 PTs	Special 1 10 PTs (use 4 times)	Special 2 15 PTs (use 3 times)	Special 3 20 PTs (use 2 times)	Special 4 25 PTs (use 1 time)
One-Handed	+2 to Attack Rolls	+2 Melee Damage	Ignore enemy armor	+4 Melee Damage	Fighting Stance: +1D6 for Attack Roll and Damage.	Dual Weapons: Two attacks against enemies in base-to-base contact.	Weapon Throw: Attack enemy 5" away as if normal (loses weapon).	Whirlwind: Three attacks against any enemies in base-to-base contact.
Missile Weapons	+1 Missile Damage	+2 to Attack Rolls	+2 Range Increment	Ignore enemy Shield Bonus	Steady Aim: Standing still adds +1D6 to a ranged attack. Max. 3 turns aiming allowed.	Quick-Shot: Three ranged attacks against up to two enemies within 1" of each other in front firing arc.	Overdraw: Doubles the damage of a successful attack.	Hail of Disruption: Four ranged attacks against up to three enemies within 1" of each other. Hit enemies make Morale Roll.
Blocking	+1 Shield Bonus	Block with weapon at half Shield Bonus (round down)	+2 Shield Bonus	Block with weapon at Shield Bonus	Defender Stance: Shield against two attacks.	Shield Bash: Additional counter attack with 2D6+shield bonus (Low). Target pushed back 2" if successful.	Great Deflection: Ignore one attack from any direction.	Shield Charge: Double MR straight through medium enemies. All pushed aside make Morale Roll. No attack this turn.
Rogue Specials	+1 Movement Rate	+5 Endurance	Scale Walls at 1/4 MR	Move by enemy combatants in base-to-base contact	Loud Mouth: Attack Rolls by a single visible combatant or a unit against this combatant are -2 for one turn.	Tumbling Attack: Move from front into an enemy's flank and attack.	Tumbling Evasion: Dodge and move 1" away to evade an attack.	Sinister Strike: Halve one enemy's Defense Stat (round down) for one attack and deliver double damage when successful.

S-13.5 WARRIOR MONK

Warrior Monks (Martial Artists) are experts in maneuvering and martial arts. Rigorous training and physical discipline have formed them to become the most deadly weapons that their enemies can imagine. Even though Warrior Monks also rely on staff weapons to aid their fighting skills, they are absolutely comfortable to engage the enemy solely in unarmed combat.

Warrior Monks do not wear any kind of armor or shield in combat as it would only slow them down.

To start a warrior monk hero in your *Bladestorm* campaign, select the appropriate *Warrior Monk* archetype Combatant Card found in chapter S-14.0 and add the Warrior Monk Profession Card to it.



WARRIOR MONK PROFESSION CHART	
Effect	Description
Bonus:	+2 Defense
Bonus:	+1 Movement Rate
Restriction:	No Armor / No Shield
Profession Cost: 150	
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WARRIOR MONK SKILLS AND SPECIAL EFFECTS CHART								
Skill	PASSIVE				ACTIVE			
	Rank 1 5 PTs	Rank 2 10 PTs	Rank 3 15 PTs	Rank 4 20 PTs	Special 1 10 PTs (use 4 times)	Special 2 15 PTs (use 3 times)	Special 3 20 PTs (use 2 times)	Special 4 25 PTs (use 1 time)
Martial Arts: Sweeps & Throws	+1 to Attack Rolls	+2 Melee Damage	Ignore enemy Shield Bonus	+4 Melee Damage	Knock Back: One adjacent enemy is thrown back 2" following a successful attack.	Adrenal Jump Evasion: Dodge and jump 3" anywhere to evade an attack.	Adrenal Sweep Attack: Move from front into enemy's flank and attack once with +2D6.	Somersault Surprise: Jump behind an adjacent enemy to deliver three rear attacks.
Martial Arts: Strikes	+1 Melee Damage	+2 to Attack Rolls	Ignore enemy armor	+3 Melee Damage	Feint: Enemy loses his Counter Attack after a successful attack.	Adrenal Run Evasion: Dodge and move 3" away to evade an attack.	Adrenal Strike Attack: Move from front into enemy's flank and attack twice with +1D6.	Nerve Strike: Add +1D6 to the Attack Roll. If successful, enemy is stunned (-5 Def) for 1D6/2 turns.
Staffs	Block with weapon as if +1 Shield Bonus.	Block with weapon as if +2 Shield Bonus.	Block with weapon as if +3 Shield Bonus.	Block with weapon as if +4 Shield Bonus.	Purist Stance: +1D10 for Attack Roll and Damage.	Floor Sweeper: One Attack Roll attacks two enemies in base-to-base contact. Hit enemies are pushed back 2".	Long Reach: One Attack Roll attacks two enemies in a line up to 2" away.	Swirling Fury: One Attack Roll attacks any four enemies in base-to-base contact. Hit enemies are pushed back 2".
Warrior Monk Specials	-2 Morale	+10 Endurance	+2 Defense	+10 Endurance	Adrenal Toughness: Shake off disruption.	Adrenal Defense: +5 Defense Stat for the duration of your turn.	Adrenal Movement: Double Movement Rate across any but impassable terrain.	Iron Fists: Attack one enemy up to four times and halve his Defense Stat (round down) after each successful attack.

S-13.6 CLERIC

Clerics (priests) are pure spell users of Channeling who have concentrated in spells which require direct power from their deities. Their special powers deal directly with life: communing with their deity to protect their comrades, repel undead and even undo death. In a role playing game, these spell users are the most restricted in the sense of heeding the desires or alignment of their deity. Clerics do not use edged or ranged weapons that would cut or penetrate the body. They seek to overcome their enemies while leaving their bodies whole.

To start a cleric hero in your *Bladestorm* campaign, select the appropriate *Cleric* archetype Combatant Card found in chapter S-14.0 and add the Cleric Profession Card to it.



CLERIC PROFESSION CHART	
Effect	Description
Bonus:	+5 Power Points
Bonus:	-2 Morale
Restriction:	No Edged or Ranged Weapons
Profession Cost: 150	
F H	

CLERIC SKILLS AND SPECIAL EFFECTS CHART								
Skill	PASSIVE				ACTIVE			
	Rank 1 5 PTs	Rank 2 10 PTs	Rank 3 15 PTs	Rank 4 20 PTs	Special 1 10 PTs (use 4 times)	Special 2 15 PTs (use 3 times)	Special 3 20 PTs (use 2 times)	Special 4 25 PTs (use 1 time)
One-Handed	+2 to Attack Rolls	+2 Melee Damage	Ignore enemy armor	+4 Melee Damage	Fighting Stance: +1D6 for Attack Roll and Damage.	Dual Weapons: Two attacks against enemies in base-to-base contact.	Weapon Throw: Attack enemy 5" away as if normal (loses weapon).	Whirlwind: Three attacks against any enemies in base-to-base contact.
Blocking	+1 Shield Bonus	Block with weapon at half Shield Bonus (round down)	+2 Shield Bonus	Block with weapon at Shield Bonus	Defender Stance: Shield against two attacks.	Shield Bash: Additional counter attack with 2D6+shield bonus (Low). Target pushed back 2" if successful.	Great Deflection: Ignore one attack from any direction.	Shield Charge: Double MR straight through medium enemies. All pushed aside make Morale Roll. No attack this turn.
Staffs	Block with weapon as if +1 Shield Bonus.	Block with weapon as if +2 Shield Bonus.	Block with weapon as if +3 Shield Bonus.	Block with weapon as if +4 Shield Bonus.	Purist Stance: +1D10 for Attack Roll and Damage.	Floor Sweeper: One Attack Roll attacks two enemies in base-to-base contact. Hit enemies are pushed back 2".	Long Reach: One Attack Roll attacks two enemies in a line up to 2" away.	Swirling Fury: One Attack Roll attacks any four enemies in base-to-base contact. Hit enemies are pushed back 2".
Cleric Specials	F -2 Resistance	+5 Power Points	+5 Endurance	+10 Power Points	Soothing words: Immediately calms one disrupted combatant within 3" of the cleric.	Holy Presence: All Undead within 4" radius must pass RR+3. If RR fails, Undead are disrupted.	Divine Light: Adjacent target must pass RR+5. If RR fails, target is blind (-10 AR) for 1D6 turns.	Sanctuary: Immediately return within 5" of the location where the game started.

S-13.7 DRUID

Druids are pure spell users of Channeling, specializing in the studies of all living things, both animal and vegetable. Their spells deal with plants, animals, nature in general and weather. This connection to life itself as well as their spell casting power allows them to call forth the very forces of nature to aid them in their cause.

To start a druid hero in your *Bladestorm* campaign, select the appropriate *Druid* archetype Combatant Card found in chapter S-14.0 and add the Druid Profession Card to it.



DRUID PROFESSION CHART	
Effect	Description
Bonus:	+5 Power Points
Bonus:	+2 Defense
Restriction:	Only Light Armor / No Shield
Profession Cost: 150	
<div style="border: 1px solid black; padding: 2px; display: inline-block;">F</div>	



DRUID SKILLS AND SPECIAL EFFECTS CHART								
Skill	PASSIVE				ACTIVE			
	Rank 1 5 PTs	Rank 2 10 PTs	Rank 3 15 PTs	Rank 4 20 PTs	Special 1 10 PTs (use 4 times)	Special 2 15 PTs (use 3 times)	Special 3 20 PTs (use 2 times)	Special 4 25 PTs (use 1 time)
Staffs	Block with weapon as if +1 Shield Bonus.	Block with weapon as if +2 Shield Bonus.	Block with weapon as if +3 Shield Bonus.	Block with weapon as if +4 Shield Bonus.	Purist Stance: +1D10 for Attack Roll and Damage.	Floor Sweeper: One Attack Roll attacks two enemies in base-to-base contact. Hit enemies are pushed back 2".	Long Reach: One Attack Roll attacks two enemies in a line up to 2" away.	Swirling Fury: One Attack Roll attacks any four enemies in base-to-base contact. Hit enemies are pushed back 2".
Missile Weapons	+1 Missile Damage	+2 to Attack Rolls	+2 Range Increment	Ignore enemy Shield Bonus	Steady Aim: Standing still adds +1D6 to a ranged attack. Max. 3 turns aiming allowed.	Quick-Shot: Three ranged attacks against up to two enemies within 1" of each other in front firing arc.	Overdraw: Doubles the damage of a successful attack.	Hail of Disruption: Four ranged attacks against up to three enemies within 1" of each other. Hit enemies make Morale Roll.
Polearms	Block with weapon as if +1 Shield Bonus.	Block with weapon as if +2 Shield Bonus.	Block with weapon as if +3 Shield Bonus.	Block with weapon as if +4 Shield Bonus.	Pikeman's Stance: Attack enemies 2" away as if in base-to-base contact.	Unhorsing: Cause a mounted combatant 2" away to separate from his mount.	Weapon Throw: Attack enemy 5" away as if normal (loses weapon).	Long Haul: Stab at an enemy 3" away (ignore shield bonus). If successful, enemy is pulled into base-to-base contact.
Druid Specials	-2 Resistance	+5 Power Points	+5 Endurance	+10 Power Points	Entangle-ment: Roots and vines take after enemy legs within a 3" radius. Affected combatant's MR is 1/4 for 2 turns.	Million Army: Insects swarm enemies within a 3" radius. All ARs are -4 and enemies take 2 hits for 2 turns.	Animal Instincts: Vision, hearing and scent are improved for 3 turns and grant an additional +4 to all ARs.	Halo of Thorns: Poisoned thorns hurt all living adjacent enemies. No RRs. Enemies suffer 4 hits for 4 turns.

S-13.8 MAGICIAN

Magicians are the basic manipulators of the Essence. Magicians are pure spell users of Essence who have concentrated in the elemental spells. Their base spells deal mainly with the elements earth, water, air, heat, cold and light.

To start a magician hero in your *Bladestorm* campaign, select the appropriate *Magician* archetype Combatant Card found in chapter S-14.0 and add the Magician Profession Card to it.

**MAGICIAN PROFESSION CHART**

Effect	Description
Bonus:	+5 Power Points
Bonus:	-2 Morale
Restriction:	No Armor / No Shield
Profession Cost: 150	
 	

MAGICIAN SKILLS AND SPECIAL EFFECTS CHART

Skill	PASSIVE				ACTIVE			
	Rank 1 5 PTs	Rank 2 10 PTs	Rank 3 15 PTs	Rank 4 20 PTs	Special 1 10 PTs (use 4 times)	Special 2 15 PTs (use 3 times)	Special 3 20 PTs (use 2 times)	Special 4 25 PTs (use 1 time)
One-Handed	+2 to Attack Rolls	+2 Melee Damage	Ignore enemy armor	+4 Melee Damage	Fighting Stance: +1D6 for Attack Roll and Damage.	Dual Weapons: Two attacks against enemies in base-to-base contact.	Weapon Throw: Attack enemy 5" away as if normal (loses weapon).	Whirlwind: Three attacks against any enemies in base-to-base contact.
Staffs	Block with weapon as if +1 Shield Bonus.	Block with weapon as if +2 Shield Bonus.	Block with weapon as if +3 Shield Bonus.	Block with weapon as if +4 Shield Bonus.	Purist Stance: +1D10 for Attack Roll and Damage.	Floor Sweeper: One Attack Roll attacks two enemies in base-to-base contact. Hit enemies are pushed back 2".	Long Reach: One Attack Roll attacks two enemies in a line up to 2" away.	Swirling Fury: One Attack Roll attacks any four enemies in base-to-base contact. Hit enemies are pushed back 2".
Elemental Laws	+1 Elemental Spell Bonus	+2 Elemental Spell Bonus	+3 Elemental Spell Bonus	+4 Elemental Spell Bonus	Call Cold: Within 10", creates a static 3x3x3" cube of extreme cold. Everyone passing through or caught inside suffers 2 hits.	Circle of Flame: Creates a static circle of fire in a 5" radius around the combatant. Everyone passing through suffers 1D6 hits.	Chain Lightning: 4 targets within 20" and not more than 2" apart from each other suffer a 1D6+1D10+4 +ESB (Highx2) attack.	Meteor Shower: Within 20", causes burning rocks to rain on an area with a 5" radius. All combatants within suffer a 1D6+1D10+8 (High+2) attack.
Magician Specials	-2 Resistance	+5 Endurance	Cast spells at full MR	+10 Power Points	Vacuum: Within 10", creates a vacuum with a 3" radius. All caught inside suffer 2 hits. Fires and clouds are dispersed.	Tremors: Within 20", causes the ground in a 5" radius to shake. All enemies failing RR+2 are stunned for 2 turns.	Earthen Spikes: Within 10", causes an area with a 5" radius to bristle with sharp spikes. Combatants are limited to 1/4 MR or suffer 6 hits.	Death Cloud: Within 20", causes a fog with a 5" radius. No RRs. All combatants failing RR+5 suffer 5 hits per turn of exposure.

S-13.9 ILLUSIONIST

Illusionists are less able to manipulate the Essence to overpower others, instead developing skills to mislead them. Illusionists are pure spell users who have concentrated in spells of misdirection and illusion. Their base spells deal mainly with the manipulation of elements which affect the human senses: sight, sound, touch, taste, smell, mental impulses, and the combination of these senses.

To start a illusionist hero in your *Bladestorm* campaign, select the appropriate *Illusionist* archetype Combatant Card found in chapter S-14.0 and add the Illusionist Profession Card to it.



ILLUSIONIST PROFESSION CHART	
Effect	Description
Bonus:	+5 Power Points
Bonus:	+2 Defense
Restriction:	No Armor / No Shield
Profession Cost: 150	
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ILLUSIONIST SKILLS AND SPECIAL EFFECTS CHART								
Skill	PASSIVE				ACTIVE			
	Rank 1 5 PTs	Rank 2 10 PTs	Rank 3 15 PTs	Rank 4 20 PTs	Special 1 10 PTs (use 4 times)	Special 2 15 PTs (use 3 times)	Special 3 20 PTs (use 2 times)	Special 4 25 PTs (use 1 time)
One-Handed	+2 to Attack Rolls	+2 Melee Damage	Ignore enemy armor	+4 Melee Damage	Fighting Stance: +1D6 for Attack Roll and Damage.	Dual Weapons: Two attacks against enemies in base-to-base contact.	Weapon Throw: Attack enemy 5" away as if normal (loses weapon).	Whirlwind: Three attacks against any enemies in base-to-base contact.
Staffs	Block with weapon as if +1 Shield Bonus.	Block with weapon as if +2 Shield Bonus.	Block with weapon as if +3 Shield Bonus.	Block with weapon as if +4 Shield Bonus.	Purist Stance: +1D10 for Attack Roll and Damage.	Floor Sweeper: One Attack Roll attacks two enemies in base-to-base contact. Hit enemies are pushed back 2".	Long Reach: One Attack Roll attacks two enemies in a line up to 2" away.	Swirling Fury: One Attack Roll attacks any four enemies in base-to-base contact. Hit enemies are pushed back 2".
Molding	+1 Elemental Spell Bonus	+2 Elemental Spell Bonus	+3 Elemental Spell Bonus	+4 Elemental Spell Bonus	Control Light: Within 10", creates an area of darkness or light about the target's head. Target's ARs are -10 this turn.	Sudden Sound: Within 10", causes a very loud, sudden sound next to the ear. Target is stunned for 2 turns.	Feel Terrain: Within 10", causes target to feel terrain differently. Apply appropriate MR reduction for 3 turns.	Major Ultrasonics: Within a 10" radius around the combatant, all enemies failing RR+4 are stunned for 4 turns.
Illusionist Specials	-2 Resistance	+5 Endurance	Cast spells at full MR	+10 Power Points	Strike: One target within 20" suffers a 3D6+2 (High) attack.	Displacement: For 2 turns, combatant appears offset from where he actually is. All ARs have a 10% chance to hit.	False Image: Creates a duplicate of the combatant within a 20" radius that moves as he wills for 3 turns.	Tear Cloud: Creates a cloud of noxious gas within a 3" radius around the combatant, all enemies failing RR+5 are stunned for 3 turns.

S-13.10 MENTALIST

Mentalists are the basic spell users of Mentalism who have concentrated on spells that deal with the interaction of minds. Their base spells deal with the detection of mental Presence, mental communication, mind control, mind attack, mind merging, and sense control.

To start a mentalist hero in your *Bladestorm* campaign, select the appropriate *Mentalist* archetype Combatant Card found in chapter S-14.0 and add the Mentalist Profession Card to it.

**MENTALIST PROFESSION CHART**

Effect	Description
Bonus:	+5 Power Points
Bonus:	+2 Defense
Restriction:	Only Light Armor / No Helmet
Profession Cost: 150	
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MENTALIST SKILLS AND SPECIAL EFFECTS CHART

Skill	PASSIVE				ACTIVE			
	Rank 1 5 PTs	Rank 2 10 PTs	Rank 3 15 PTs	Rank 4 20 PTs	Special 1 10 PTs (use 4 times)	Special 2 15 PTs (use 3 times)	Special 3 20 PTs (use 2 times)	Special 4 25 PTs (use 1 time)
One-Handed	+2 to Attack Rolls	+2 Melee Damage	Ignore enemy armor	+4 Melee Damage	Fighting Stance: +1D6 for Attack Roll and Damage.	Dual Weapons: Two attacks against enemies in base-to-base contact.	Weapon Throw: Attack enemy 5" away as if normal (loses weapon).	Whirlwind: Three attacks against any enemies in base-to-base contact.
Staffs	Block with weapon as if +1 Shield Bonus.	Block with weapon as if +2 Shield Bonus.	Block with weapon as if +3 Shield Bonus.	Block with weapon as if +4 Shield Bonus.	Purist Stance: +1D10 for Attack Roll and Damage.	Floor Sweeper: One Attack Roll attacks two enemies in base-to-base contact. Hit enemies are pushed back 2".	Long Reach: One Attack Roll attacks two enemies in a line up to 2" away.	Swirling Fury: One Attack Roll attacks any four enemies in base-to-base contact. Hit enemies are pushed back 2".
Martial Arts: Sweeps & Throws	+1 to Attack Rolls	+2 Melee Damage	Ignore enemy Shield Bonus	+4 Melee Damage	Knock Back: One adjacent enemy is thrown back 2" following a successful attack.	Adrenal Jump Evasion: Dodge and jump 3" anywhere to evade an attack.	Adrenal Sweep Attack: Move from front into enemy's flank and attack once with +2D6.	Somersault Surprise: Jump behind an adjacent enemy to deliver three rear attacks.
Mentalist Specials	-2 Resistance	+5 Endurance	+ 5 Defense	+10 Power Points	Jolts: 1 target within 20" is stunned for 1 turn unless successful at RR+1.	Mind Merge: Can exchange thoughts and Power Points with another friendly mentalism user.	Mind Shout: Within 5", radius around the combatant, all failing RR+3 are stunned for 2 turns.	Mind Switch: Switch mind and spell casting ability with another friendly combatant in base-to-base contact. Unwilling target makes RR+5. If either body dies, both combatants die.

S-13.11 LAY HEALER

Lay Healers can aid the recuperative powers of others. Lay Healers are pure spell users of Mentalism who have concentrated on spells that heal people and animals. Their base spells deal with the specific healing of certain diseases and injuries: organs, blood, muscles, bones, and concussion hits.

To start a lay healer hero in your *Bladestorm* campaign, select the appropriate *Lay Healer* archetype Combatant Card found in chapter S-14.0 and add the Lay Healer Profession Card to it.

**LAY HEALER PROFESSION CHART**

Effect	Description
Bonus:	+5 Power Points
Bonus:	-2 Morale
Restriction:	Only Light Armor / No Helmet
Profession Cost: 150	
F H ✚	

LAY HEALER SKILLS AND SPECIAL EFFECTS CHART





Skill	PASSIVE				ACTIVE			
	Rank 1 5 PTs	Rank 2 10 PTs	Rank 3 15 PTs	Rank 4 20 PTs	Special 1 10 PTs (use 4 times)	Special 2 15 PTs (use 3 times)	Special 3 20 PTs (use 2 times)	Special 4 25 PTs (use 1 time)
One-Handed	+2 to Attack Rolls	+2 Melee Damage	Ignore enemy armor	+4 Melee Damage	Fighting Stance: +1D6 for Attack Roll and Damage.	Dual Weapons: Two attacks against enemies in base-to-base contact.	Weapon Throw: Attack enemy 5" away as if normal (loses weapon).	Whirlwind: Three attacks against any enemies in base-to-base contact.
Staffs	Block with weapon as if +1 Shield Bonus.	Block with weapon as if +2 Shield Bonus.	Block with weapon as if +3 Shield Bonus.	Block with weapon as if +4 Shield Bonus.	Purist Stance: +1D10 for Attack Roll and Damage.	Floor Sweeper: One Attack Roll attacks two enemies in base-to-base contact. Hit enemies are pushed back 2".	Long Reach: One Attack Roll attacks two enemies in a line up to 2" away.	Swirling Fury: One Attack Roll attacks any four enemies in base-to-base contact. Hit enemies are pushed back 2".
Martial Arts: Strikes	+1 Melee Damage	+2 to Attack Rolls	Ignore enemy armor	+3 Melee Damage	Feint: Enemy loses his Counter Attack after a successful attack.	Adrenal Run Evasion: Dodge and move 3" away to evade an attack.	Adrenal Strike Attack: Move from front into enemy's flank and attack twice with +1D6.	Nerve Strike: Add +1D6 to the Attack Roll. If successful, enemy is stunned (-5 Def) for 1D6/2 turns.
Lay Healer Specials	F -2 Resistance	+5 Endurance	Cast spells at full MR	+10 Power Points	Healing Hands: Heal 5 hits on one combatant in base-to-base contact.	Remove Condition: Cancels the effects of Stun, Blindness, Disease or Broken Limbs for one combatant in base-to-base contact.	Rapid Regeneration: Bring back all Endurance and remove any condition on one combatant in base-to-base contact (must not be dead).	Aura of Life: Within a 5" radius, all friendly combatants receive 1D6 points of Endurance (roll only once) for 3 turns.

S-13.12 ARMS MASTER

The Arms Master is a semi spell user of the realms of Arms and Mentalism. His base spells deal with all aspects of military life, from improving his skill at arms to organizing battle and military campaigns. Being a natural leader, he can be any sort of fighter type from a common soldier to an empire-crushing general.

To start an arms master hero in your *Bladestorm* campaign, select the appropriate *Arms Master* archetype Combatant Card found in chapter S-14.0 and add the Arms Master Profession Card to it.

**ARMS MASTER PROFESSION CHART**

Effect	Description
Bonus:	+5 Endurance
Bonus:	-2 Morale
Restriction:	Mentalism Spells Lvl 1-3
Profession Cost: 150	
   	

ARMS MASTER SKILLS AND SPECIAL EFFECTS CHART

Skill	PASSIVE				ACTIVE			
	Rank 1 5 PTs	Rank 2 10 PTs	Rank 3 15 PTs	Rank 4 20 PTs	Special 1 10 PTs (use 4 times)	Special 2 15 PTs (use 3 times)	Special 3 20 PTs (use 2 times)	Special 4 25 PTs (use 1 time)
One-Handed	+2 to Attack Rolls	+2 Melee Damage	Ignore enemy armor	+4 Melee Damage	Fighting Stance: +1D6 for Attack Roll and Damage.	Dual Weapons: Two attacks against enemies in base-to-base contact.	Weapon Throw: Attack enemy 5" away as if normal (loses weapon).	Whirlwind: Three attacks against any enemies in base-to-base contact.
Two-Handed	+1 Melee Damage	+2 to Attack Rolls	Ignore enemy shield	+3 Melee Damage	Champion Stance: +1D10 for Attack Roll and Damage	Sweep: One Attack Roll attacks two enemies in base-to-base contact	Mighty Reach: One Attack Roll attacks two enemies in a straight line up to 2" away	Devastation: One Attack Roll attacks four enemies in base-to-base contact
Blocking	+1 Shield Bonus	Block with weapon at half Shield Bonus (round down)	+2 Shield Bonus	Block with weapon at Shield Bonus	Defender Stance: Shield against two attacks.	Shield Bash: Additional counter attack with 2D6+shield bonus (Low). Target pushed back 2" if successful.	Great Deflection: Ignore one attack from any direction.	Shield Charge: Double MR straight through medium enemies. All pushed aside make Morale Roll. No attack this turn.
Arms Master Specials	+2 Defense	+2" Leader Range	-2 Resistance	+10 Endurance	Icy Strike: White ice and a cold mist envelope the weapon for this turn. A successful hit reduces a target to 1/2 Movement Rate for 2 turns.	Organization: Establishes control over a friendly unit within 5" and adds +5 to a unit maneuver or a formation change.	Tactics: Issues commands to a friendly unit within 10" this turn and a grants +5 bonus to all Attack Rolls.	Strike of Death: Attunes the weapon to a specific enemy for this battle. Each successful hit deals double damage.

S-13.13 RANGER

Rangers are semi spell users who combine the realm of Channeling with the realm of Arms. Their base spells deal with operating in the outdoors and manipulating the weather. Rangers can adapt to any kind of environment and are formidable hunters and ranged fighters.

To start a ranger healer hero in your *Bladestorm* campaign, select the appropriate *Ranger* archetype Combatant Card found in chapter S-14.0 and add the Ranger Profession Card to it.



RANGER PROFESSION CHART	
Effect	Description
Bonus:	+1 Range Increment
Bonus:	-2 Resistance
Restriction:	Channeling Spells Lvl 1-3
Profession Cost: 150 <div style="display: flex; justify-content: space-around; align-items: center;"> F H </div>	

RANGER SKILLS AND SPECIAL EFFECTS CHART								
Skill	PASSIVE				ACTIVE			
	Rank 1 5 PTs	Rank 2 10 PTs	Rank 3 15 PTs	Rank 4 20 PTs	Special 1 10 PTs (use 4 times)	Special 2 15 PTs (use 3 times)	Special 3 20 PTs (use 2 times)	Special 4 25 PTs (use 1 time)
One-Handed	+2 to Attack Rolls	+2 Melee Damage	Ignore enemy armor	+4 Melee Damage	Fighting Stance: +1D6 for Attack Roll and Damage.	Dual Weapons: Two attacks against enemies in base-to-base contact.	Weapon Throw: Attack enemy 5" away as if normal (loses weapon).	Whirlwind: Three attacks against any enemies in base-to-base contact.
Missile Weapons	+1 Missile Damage	+2 to Attack Rolls	+2 Range Increment	Ignore enemy Shield Bonus	Steady Aim: Standing still adds +1D6 to a ranged attack. Max. 3 turns aiming allowed.	Quick-Shot: Three ranged attacks against up to two enemies within 1" of each other in front firing arc.	Overdraw: Doubles the damage of a successful attack.	Hail of Disruption: Four ranged attacks against up to three enemies within 1" of each other. Hit enemies make Morale Roll.
Stealth	Move by enemy combatants in base-to-base contact.	Partial Cover blocks completely from enemy's sight.	Move by enemy units in base-to-base contact.	Vanish from sight in anything but clear terrain.	Sudden Strike: Enemy won't turn to face you when moving into his flank.	Shadow Attack: +1D6 on ranged attacks from Partial Cover.	Back Stabbing: Enemy won't turn to face you when moving into his rear.	Natural Assassin: Damage from flank or rear attack is doubled.
Ranger Specials	F +1 Movement Rate	All woods restrictions are reduced one level (treat medium as light, etc.).	+5 Endurance	All woods restrictions are reduced two levels (treat medium as clear, etc.).	Self Cloaking: Combatant blends into surrounding terrain gaining +5 Defense this turn.	Major Traps: Standing still builds a trap with +1" radius per turn that causes 10 hits. Note location and trigger.	Weather Prayer: Changes the weather next turn to any condition and its modifiers for the remainder of the battle.	Organic Merger: Combatant can merge into any adjacent organic material of at least 1"x1" and stay hidden. No attacks possible..

S-13.14 PALADIN

Paladins (Holy Warriors) are semi spell users who combine the realm of Channeling with the realm of Arms. Their base spells deal with combat and protections. Being devoted fighters for their deity, Paladins enforce their beliefs and that of their religious order to the best of their abilities.

To start a lay paladin hero in your *Bladestorm* campaign, select the appropriate *Paladin* archetype Combatant Card found in chapter S-14.0 and add the Paladin Profession Card to it.



PALADIN PROFESSION CHART	
Effect	Description
Bonus:	+5 Endurance
Bonus:	-2 Resistance
Restriction:	Channeling Spells Lvl 1-3
Profession Cost: 150	
F H	

PALADIN SKILLS AND SPECIAL EFFECTS CHART								
Skill	PASSIVE				ACTIVE			
	Rank 1 5 PTs	Rank 2 10 PTs	Rank 3 15 PTs	Rank 4 20 PTs	Special 1 10 PTs (use 4 times)	Special 2 15 PTs (use 3 times)	Special 3 20 PTs (use 2 times)	Special 4 25 PTs (use 1 time)
One-Handed	+2 to Attack Rolls	+2 Melee Damage	Ignore enemy armor	+4 Melee Damage	Fighting Stance: +1D6 for Attack Roll and Damage.	Dual Weapons: Two attacks against enemies in base-to-base contact.	Weapon Throw: Attack enemy 5" away as if normal (loses weapon).	Whirlwind: Three attacks against any enemies in base-to-base contact.
Two-Handed	+1 Melee Damage	+2 to Attack Rolls	Ignore enemy shield	+3 Melee Damage	Champion Stance: +1D10 for Attack Roll and Damage	Sweep: One Attack Roll attacks two enemies in base-to-base contact	Mighty Reach: One Attack Roll attacks two enemies in a straight line up to 2" away	Devastation: One Attack Roll attacks four enemies in base-to-base contact
Blocking	+1 Shield Bonus	Block with weapon at half Shield Bonus (round down)	+2 Shield Bonus	Block with weapon at Shield Bonus	Defender Stance: Shield against two attacks.	Shield Bash: Additional counter attack with 2D6+shield bonus (Low). Target pushed back 2" if successful.	Great Deflection: Ignore one attack from any direction.	Shield Charge: Double MR straight through medium enemies. All pushed aside make Morale Roll. No attack this turn.
Paladin Specials	F -2 Morale	Wield two-handed weapons with one hand	-2 Resistance	+10 Endurance	Righteous Blow: The next attack is treated as a magic slaying attack and does double damage.	Exorcism: Removes curse on adjacent combatant or causes adjacent Type III Undead to flee or disintegrate (RR+2).	Holy Focus: Melee Attacks against Undead are +5 for 3 turns.	Protection Prayer: The Defense Stat of all friendly combatants within 3" is modified by +5 for 3 turns.

PROFESSION ARCHETYPES



Archetypes are most widely known in role playing games. They represent typical character - or in the case of *Bladestorm* - combatant configurations. These configurations are based on the assumption that personal interest and natural talents guide a character to become the picture image of a given trade. This picture image would be seen as an *archetype*.

Note: *The Combatant Card for a given archetype already includes the Point Cost, Bonuses and Restriction offered by the respective Profession. Simply add the Profession Card to the archetype Combatant Card and start your adventure right away.*

The archetypes in chapter S-14.2 offer an easy entry into a *Bladestorm* Campaign game. Once you feel comfortable with the professions, design your perfect band of heroes with individual

combatants by following the rules for combatant creation (see A-1.0) and obtain Professions later as a result of on an ongoing campaign (see C-1.0).

Note: *Profession archetypes that are eligible for historical settings use solely Human combatants.*

S-14.1 PROFESSION CARDS

The stats of a profession will be provided as part of a "Profession Card" (see below). Any combatant can become a hero by attaching a profession card. The following changes take effect:

- A hero stays with a profession until all skills are acquired
- The combatant's TPC is raised by the profession cost
- Profession bonuses and restrictions are applied immediately

Professions and corresponding Profession Cards are included with the *Bladestorm Second Edition* Rulesbook (see S-13.0 & S-14.2) and can also be found as part of scenario expansions and other supplements for the *Bladestorm* tabletop game.

PROFESSION CARD SETUP

The profession box includes the profession name as well as the immediate bonuses and restrictions involved with obtaining the profession.

Track your hero's experience here.

This is the skills box. Each profession has 4 skills that are arranged in respective columns. Each skill column is further divided into a passive and an active part.

The passive part is colored blue and consists of 4 increasingly powerful ranks. Blue rank 1 is at the top, blue rank 4 is at the bottom.

The active part is colored red and consists of 4 increasingly powerful ranks. Red rank 1 is at the top, red rank 4 is at the bottom.

PROFESSION CARD

FIGHTER

Bonus:		+5 Endurance
Bonus:		+1 Defense
Restriction:		+5 Resistance

Experience Points: F H

1- Handed	Polearms	Blocking	Special
PASSIVE SKILL RANKS 1-4			
+2 to AR	Use as +1 SB	+1 SB	+5 En
+2 Damage	Use as +2 SB	1/2 SB Weapon Blocking	-1 Mo
Ignore Armor	Use as +3 SB	+2 SB	+10 En
+4 Damage	Use as +4 SB	Full SB Weapon Blocking	-2 Mo
ACTIVE SKILL RANKS 1-4			
+1D6 AR	Attack enemies 2" away	Use shield against 2 attacks	Break down doors at 1/2 MR
2 attacks against same enemy	Separate combatant from mount within 2"	1 additional 2D6+SB attack, push target 2"	Move into enemy flank to attack
Attack 5" away (loses weapon)	Attack 5" away (loses weapon)	Ignore 1 attack from any direction	Dodge and move 1" to evade 1 attack
3 attacks against any enemies	Successful attack pulls enemy 3" away into base-to-base contact (ignore SB)	2xMR charge against medium enemies. All affected roll for disruption	Continue 2 turns after End. 0

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There are four types of stat cards: Combatant Cards for individuals, Profession Cards for heroes, Unit Cards for groups of identical combatants and Vehicle Cards for different types of machinery. Each card references its type on the top.

Several icons identify the type of profession and its applicable settings. The letters "F" and "H" identify fantastic and historic setting types. The symbols identify the realms occupied by the profession (realm of arms, channeling, essence and mentalism).

Blue skill ranks grant permanent bonuses or abilities while red skill ranks grant a special maneuver that can be activated a limited number of times during a *Bladestorm* game:

- Rank 1 = 4 Activations
- Rank 2 = 3 Activations
- Rank 3 = 2 Activations
- Rank 4 = 1 Activations

S-14.2 READY-TO-PLAY COMBATANT AND PROFESSION CARD COMBOS

BladeStorm™ COMBATANT CARD

Name: IVO COLDHORN

Movement:	8" / 6" / 4" / 2"	Morale:	7
Defense:	10 Shield: +3	Armor Type:	-2
Endurance:	29 Maneuver:	7 Resistance:	12

Weapon:	Attack:	Damage:	Range:
Long Sword	3D6+5	High+2	-
Dagger	2D6+4	Lowx2	-

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Leader:

Morale Mod	Melee Mod
Missile Mod	Defense Mod
Maneuver Mod	Influence Range

Spell User: PP: **Elem. Bonus:**

Note: **Race:** **Base:** **TPC:**

Fighter Hero	Human	Medium	364
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BladeStorm™ PROFESSION CARD

FIGHTER

Bonus: +5 Endurance
Bonus: +1 Defense
Restriction: +5 Resistance

Experience Points: **F** **H**

1- Handed	Polearms	Blocking	Special
PASSIVE SKILL RANKS 1-4			
+2 to AR	Use as +1 SB	+1 SB	+5 En
+2 Damage	Use as +2 SB	1/2 SB Weapon Blocking	-1 Mo
Ignore Armor	Use as +3 SB	+2 SB	+10 En
+4 Damage	Use as +4 SB	Full SB Weapon Blocking	-2 Mo
ACTIVE SKILL RANKS 1-4			
+1D6 AR	Attack enemies 2" away	Use shield against 2 attacks	Break down doors at 1/2 MR
2 attacks against same enemy	Separate combatant from mount within 2"	1 additional 2D6+SB attack, push target 2"	Move into enemy flank to attack
Attack 5" away (loses weapon)	Attack 5" away (loses weapon)	Ignore 1 attack from any direction	Dodge and move 1" to evade 1 attack
3 attacks against any enemies	Successful attack pulls enemy 3" away into base-to-base contact (ignore SB)	2xMR charge against medium enemies. All affected roll for disruption	Continue 2 turns after End. 0

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BladeStorm™ COMBATANT CARD

Name: INZALI

Movement:	10" / 7.5" / 5" / 2.5"	Morale:	8
Defense:	9 Shield: +0	Armor Type:	-1
Endurance:	16 Maneuver:	6 Resistance:	9

Weapon:	Attack:	Damage:	Range:
Dagger	2D6+3	Lowx2	-
Dagger	2D6+3	Lowx2	-
Throwing Daggers	2D6+4	Lowx2-1	-2/7"

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Leader:

Morale Mod	Melee Mod
Missile Mod	Defense Mod
Maneuver Mod	Influence Range

Spell User: PP: **Elem. Bonus:**

Note: **Race:** **Base:** **TPC:**

Assassin Hero	Human	Medium	364
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BladeStorm™ PROFESSION CARD

ASSASSIN

Bonus: +2 Range Increment
Bonus: +1 Movement Rate
Restriction: Only Light Armor / No Shield

Experience Points: **F** **H**

1- Handed	Thrown	Stealth	Special
PASSIVE SKILL RANKS 1-4			
+2 to AR	+2 to AR	Move by combatants	+1 MR
+2 Damage	+2 Damage	Partial Cover counts as full	+5 En
Ignore Armor	Ignore Armor	Move by units	Scale walls at 1/4 MR
+4 Damage	+4 to AR	Only visible in clear terrain	-2 Mo
ACTIVE SKILL RANKS 1-4			
+1D6 AR	2 attacks against 1 enemy	Enemy does not turn to face flank attack	Double damage if success was announced
2 attacks against same enemy	If successful, does 2 Damage for 1D6 turns	Additional 1D6 for attack from Partial Cover	Move to enemy's rear to attack
Attack 5" away (loses weapon)	1/2 Defense Stat and ignore SB for 1 attack	Enemy does not turn to face rear attack	Dodge and move 1" to evade 1 attack
3 attacks against any enemies	4 attacks against 3 targets within 1" of each other in front arc	Damage from flank and rear attack is doubled	Move 2" away to force 2 enemies to attack each other

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BLADESTORM™ COMBATANT CARD

Name:	GORUTH		
Movement:	7" / 5.5" / 3.5" / 2"	Morale:	6
Defense:	10 Shield: +0	Armor Type:	-1
Endurance:	34 Maneuver: 9	Resistance:	12

Weapon:	Attack:	Damage:	Range:
Battleaxe	2D6+1D10+2	High+Low+3	-

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Leader:	
Morale Mod	Melee Mod
Missile Mod	Defense Mod
Maneuver Mod	Influence Range

Spell User: PP:	Elem. Bonus:

Note:	Race:	Base:	TPC:
Barbarian Hero	Human?	Medium	364

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BLADESTORM™ PROFESSION CARD

BARBARIAN

Bonus:	+5 Endurance
Bonus:	-2 Morale
Restriction:	+6 Resistance

Experience Points:	F	H	
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1- Handed	2-Handed	Blocking	Special
PASSIVE SKILL RANKS 1-4			
+2 to AR	+1 Damage	+1 SB	+5 En
+2 Damage	+2 to AR	1/2 SB Weapon Blocking	Wield 2-Hd weapons as 1-Hd
Ignore Armor	Ignore SB	+2 SB	+2 Def
+4 Damage	+2 Damage	Full SB Weapon Blocking	+10 En

ACTIVE SKILL RANKS 1-4			
+1D6 AR	+1D10 AR	Use shield against 2 attacks	-4 AR for adjacent enemies
2 attacks against same enemy	1 attack against 2 enemies	1 additional 2D6+SB attack, push target 2"	2 attacks against any enemies
Attack 5" away (loses weapon)	1 attack against 2 enemies in a line 2" away	Ignore 1 attack from any direction	Kick 1 medium enemy 2" (5 hits) or 1 small 6" (7hits)
3 attacks against any enemies	1 attack against 4 targets	2xMR charge against medium enemies. All affected roll for disruption	For 1D6 turns, regain 5 hits and make 2 attacks per turn. (not stackable)

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Archetypes

BLADESTORM™ COMBATANT CARD

Name:	TAM JIAO		
Movement:	8" / 6" / 4" / 2"	Morale:	8
Defense:	10 Shield: +2	Armor Type:	-2
Endurance:	18 Maneuver: 8	Resistance:	8

Weapon:	Attack:	Damage:	Range:
Short Sword	3D6+1	High	-
Long Bow	D6+D10+1	Lowx2+2	-2/21"

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Leader:	
Morale Mod	Melee Mod
Missile Mod	Defense Mod
Maneuver Mod	Influence Range

Spell User: PP:	Elem. Bonus:

Note:	Race:	Base:	TPC:
Rogue Hero	Human	Medium	365

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BLADESTORM™ PROFESSION CARD

ROGUE

Bonus:	+1 Range Increment
Bonus:	+1 Defense
Restriction:	Only Medium Armor

Experience Points:	F	H	
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1- Handed	Missile	Blocking	Special
PASSIVE SKILL RANKS 1-4			
+2 to AR	+1 Damage	+1 SB	+1 MR
+2 Damage	+2 to AR	1/2 SB Weapon Blocking	+5 En
Ignore Armor	+2 Range	+2 SB	Scale walls at 1/4 MR
+4 Damage	Ignore SB	Full SB Weapon Blocking	Move by combatants

ACTIVE SKILL RANKS 1-4			
+1D6 AR	+1D6 for each round of aiming (max 3 turns)	Use shield against 2 attacks	-2 Attack Rolls from 1 enemy or unit
2 attacks against same enemy	3 attacks against 2 targets within 1" of each other	1 additional 2D6+SB attack, push target 2"	Move into enemy flank to attack
Attack 5" away (loses weapon)	Double damage for successful attack	Ignore 1 attack from any direction	Dodge and move 1" to evade 1 attack
3 attacks against any enemies	4 attacks against 3 targets within 1" of each other. Hit enemies roll for disruption	2xMR charge against medium enemies. All affected roll for disruption	1/2 enemy Defense Stat for 1 attack. Double damage when successful

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BLADESTORM™ COMBATANT CARD

Name: SUTANTO QUAN			
Movement:	9" / 7" / 4.5" / 2.5"	Morale:	5
Defense:	10 Shield: +0	Armor Type:	0
Endurance:	21 Maneuver:	7 Resistance:	6

Weapon:	Attack:	Damage:	Range:
MA Sweeps & Thrs.	3D6	Low+2	-
MA Strikes	3D6+6	High+2	-
Quarterstaff	2D6+6	Lowx2+4	-

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Leader:			
Morale Mod		Melee Mod	
Missile Mod		Defense Mod	
Maneuver Mod		Influence Range	


Spell User: PP:		Elem. Bonus:	

Note:	Race:	Base:	TPC:
Warrior Monk Hero	Human	Medium	364

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BLADESTORM™ PROFESSION CARD

WARRIOR MONK

Bonus:	+2 Defense
Bonus:	+1 Movement Rate
Restriction:	No Armor / No Shield
Experience Points:	F H 

MA: Sweeps & Throws	MA: Strikes	Staffs	Special
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PASSIVE SKILL RANKS 1-4

+1 to AR	+1 Damage	Use as +1 SB	-2 Mo
+2 Damage	+2 AR	Use as +2 SB	+10 En
Ignore SB	Ignore Armor	Use as +3 SB	+2 Def
+4 Damage	+3 Damage	Use as +4 SB	+10 En

ACTIVE SKILL RANKS 1-4

Successful attack pushes enemy back 2"	If successful, enemy loses Counter Attack	+1D10 AR	Shake off disruption
Jump 3" away to evade 1 attack	Dodge and move 3" to evade 1 attack	1 attack against 2 enemies	+5 Defense for 1 turn
Move into enemy flank for 1+2D6 attacks	Move into enemy flank for 2+1D6 attack	1 attack against 2 enemies in a line 2" away	MRx2 across all but blocking terrain
Jump behind enemy for 3 rear attacks	+1D6 AR. If successful, enemy has -5 Def for 1D6/2 turns (round up).	1 attack against 4 enemies	4 attacks against 1 enemy. Each successful attack halves his Defense Stat.

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BLADESTORM™ COMBATANT CARD

Name: MIRJAMI			
Movement:	6" / 4.5" / 3" / 1.5"	Morale:	6
Defense:	9 Shield: +3	Armor Type:	-2
Endurance:	17 Maneuver:	8 Resistance:	5

Weapon:	Attack:	Damage:	Range:
Mace	2D6+3	High+1	-

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Leader:			
Morale Mod		Melee Mod	
Missile Mod		Defense Mod	
Maneuver Mod		Influence Range	


Spell User: PP: 8		Elem. Bonus:		Yes
Level 1 (3)	CH	Airwall, Healing I, Bless		
Level 2 (2)	CH	Undisease, Golden Slumbers		

Note:	Race:	Base:	TPC:
Cleric Hero	Human	Medium	365

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BLADESTORM™ PROFESSION CARD

CLERIC

Bonus:	+5 Power Points
Bonus:	-2 Morale
Restriction:	No Edged or Ranged Weapons
Experience Points:	F H 

1- Handed	Blocking	Staffs	Special
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PASSIVE SKILL RANKS 1-4

+2 to AR	+1 SB	Use as +1 SB	-2 Rs
+2 Damage	1/2 SB Weapon Blocking	Use as +2 SB	+5 PP
Ignore Armor	+2 SB	Use as +3 SB	+5 En
+4 Damage	Full SB Weapon Blocking	Use as +4 SB	+10 PP

ACTIVE SKILL RANKS 1-4

+1D6 AR	Use shield against 2 attacks	+1D10 AR	Calm disruption
2 attacks against same enemy	1 additional 2D6+SB attack, push target 2"	1 attack against 2 enemies	If Undead RR+3 within 4" fails, they become disrupted
Attack 5" away (loses weapon)	Ignore 1 attack from any direction	1 attack against 2 enemies in a line 2" away	If RR+5 fails, target is blind (-10 AR) for 1D6 turns
3 attacks against any enemies	2xMR charge against medium enemies. All affected roll for disruption	1 attack against 4 enemies	Immediately return within 5" of where the game started

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BLADESTORM™ COMBATANT CARD

Name:	ZYANYA		
Movement:	7" / 5.5" / 3.5" / 2"	Morale:	8
Defense:	11 Shield: +0	Armor Type:	-1
Endurance:	17 Maneuver: 6	Resistance:	6

Weapon:	Attack:	Damage:	Range:
Short Bow	2D6+2	Lowx2+1	-2/16"

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Leader:

Morale Mod	Melee Mod
Missile Mod	Defense Mod
Maneuver Mod	Influence Range

Spell User: PP: 8 Elem. Bonus: Yes

Level 1 (3)	CH	Befriending, Breeze Call, Healing I
Level 2 (2)	CH	Shield, Speed Growth

Note: Race: Base: TPC:

Druid Hero	Wood-Elf	Medium	364
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BLADESTORM™ PROFESSION CARD

DRUID

Bonus:	+5 Power Points
Bonus:	+2 Defense
Restriction:	Light Armor, no Shield
Experience Points:	F

Staffs	Missile	Polearms	Special
PASSIVE SKILL RANKS 1-4			
Use as +1 SB	+1 Damage	Use as +1 SB	-2 Rs
Use as +2 SB	+2 to AR	Use as +2 SB	+5 PP
Use as +3 SB	+2 Range	Use as +3 SB	+5 En
Use as +4 SB	Ignore SB	Use as +4 SB	+10 PP

ACTIVE SKILL RANKS 1-4			
Successful attack pushes enemy back 2"	+1D6 for each round of aiming (max 3 turns)	Attack enemies 2" away	Enemies are 1/4 MR within 3" for 2 turns
Jump 3" away to evade 1 attack	3 attacks against 2 targets within 1" of each other	Separate combatant from mount within 2"	Enemies within 3" are -4 AR and suffer 2 hits for 2 turns
Move into enemy flank for 1 +2D6 attacks	Double damage for successful attack	Attack 5" away (loses weapon)	+4 to ARs for 3 turns
Jump behind enemy for 3 rear attacks	4 attacks against 3 targets within 1" of each other. Hit enemies roll for disruption	Successful attack pulls enemy 3" away into base-to-base contact (ignore SB)	Living adjacent enemies suffer 4 hits poison damage for 4 turns

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BLADESTORM™ COMBATANT CARD

Name:	CHEN SHAN		
Movement:	7" / 5.5" / 3.5" / 2"	Morale:	7
Defense:	10 Shield: +0	Armor Type:	0
Endurance:	16 Maneuver: 8	Resistance:	7

Weapon:	Attack:	Damage:	Range:
Quarterstaff	2D6+3	Lowx2+2	-

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Leader:

Morale Mod	Melee Mod
Missile Mod	Defense Mod
Maneuver Mod	Influence Range

Spell User: PP: 8 Elem. Bonus: +1 Yes

Level 1 (3)	ES	Elem. Bolt I, Cancel Magic, Enhancements
Level 2 (2)	ES	Elem. Ball I, Mass Enchanted Armor

Note: Race: Base: TPC:

Magician Hero	Elf	Medium	365
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BLADESTORM™ PROFESSION CARD

MAGICIAN

Bonus:	+5 Power Points
Bonus:	-2 Morale
Restriction:	No Armor / No Shield
Experience Points:	F

1- Handed	Staffs	Elem. Laws	Special
PASSIVE SKILL RANKS 1-4			
+2 to AR	Use as +1 SB	+1 ESB	-2 Rs
+2 Damage	Use as +2 SB	+2 ESB	+5 En
Ignore Armor	Use as +3 SB	+3 ESB	Cast Spells at full MR
+4 Damage	Use as +4 SB	+4 ESB	+10 PP

ACTIVE SKILL RANKS 1-4			
+1D6 AR	+1D10 AR	3x3x3" cube within 10" causes 2 hits.	Within 10", all inside 3" radius suffer 2 hits.
2 attacks against same enemy	1 attack against 2 enemies	Ring of fire with 5" radius causes 1D6 damage.	Within 20" and inside 5" radius, all failing RR+2 stun 2 turns.
Attack 5" away (loses weapon)	1 attack against 2 enemies in a line 2" away	4 targets within 20" suffer 1D6+1D10+4+ESB (Highx2) attack.	Within 10" and inside 5" radius, all are 1/4 MR or suffer 6 hits
3 attacks against any enemies	1 attack against 4 enemies	Within 20" and inside 5" radius, all suffer 1D6+1D10+8 (High+2) attack.	Within 20" and inside 5", all failing RR+5 suffer 5 hits.

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BLADESTORM™ COMBATANT CARD

Name:	TASSARION		
Movement:	8" / 6" / 4" / 2"	Morale:	9
Defense:	11 Shield: +0	Armor Type:	0
Endurance:	15 Maneuver: 7	Resistance:	4

Weapon:	Attack:	Damage:	Range:
Dagger	2D6+2	Lowx2	-

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Leader:	
Morale Mod	Melee Mod
Missile Mod	Defense Mod
Maneuver Mod	Influence Range

Spell User:	PP: 8	Elem. Bonus: +1	Yes
Level 1 (3)	ES	Confusion, Light, Deflection	
Level 2 (2)	ES	Elem. Bolt II, Illusionary Terrain	

Note:	Race:	Base:	TPC:
Illusionist Hero	Elf	Medium	364

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BLADESTORM™ PROFESSION CARD

ILLUSIONIST

Bonus:	+5 Power Points
Bonus:	+2 Defense
Restriction:	No Armor / No Shield
Experience Points:	

1- Handed	Staffs	Molding	Special
PASSIVE SKILL RANKS 1-4			
+2 to AR	Use as +1 SB	+1 ESB	-2 Rs
+2 Damage	Use as +2 SB	+2 ESB	+5 En
Ignore Armor	Use as +3 SB	+3 ESB	Cast Spells at full MR
+4 Damage	Use as +4 SB	+4 ESB	+10 PP

ACTIVE SKILL RANKS 1-4			
+1D6 AR	+1D10 AR	1 target within 10" has -10 AR	Attacks 1 target within 20" with 3D6+2 (High)
2 attacks against same enemy	1 attack against 2 enemies	1 target within 10" is stunned for 2 turns.	For 2 turns, only 10% success for enemy ARs.
Attack 5" away (loses weapon)	1 attack against 2 enemies in a line 2" away	1 target within 10" has MR reduced for 3 turns	False image within 20" for 3 turns.
3 attacks against any enemies	1 attack against 4 enemies	Enemies within 10" radius make RR+4. All failing are stunned for 4 turns.	RR+5 within 3" radius. All failing are stunned for 4 turns.

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BLADESTORM™ COMBATANT CARD

Name:	NARELIA		
Movement:	8" / 6" / 4" / 2"	Morale:	7
Defense:	11 Shield: +0	Armor Type:	-1
Endurance:	16 Maneuver: 8	Resistance:	6

Weapon:	Attack:	Damage:	Range:
Dagger	2D6+3	Lowx2-1	-

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Leader:	
Morale Mod	Melee Mod
Missile Mod	Defense Mod
Maneuver Mod	Influence Range

Spell User:	PP: 8	Elem. Bonus:	Yes
Level 1 (3)	ME	Fear, Hatred, Self Aura	
Level 2 (2)	ME	Hurling I, Fumble	

Note:	Race:	Base:	TPC:
Mentalist Hero	Dark-Elf	Medium	365

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BLADESTORM™ PROFESSION CARD

MENTALIST

Bonus:	+5 Power Points
Bonus:	2+ Defense
Restriction:	Light Armor / No Helmet
Experience Points:	

1- Handed	Staffs	MA: Sweeps & Throws	Special
PASSIVE SKILL RANKS 1-4			
+2 to AR	Use as +1 SB	+1 to AR	-2 Rs
+2 Damage	Use as +2 SB	+2 Damage	+5 En
Ignore Armor	Use as +3 SB	Ignore SB	+5 Def
+4 Damage	Use as +4 SB	+4 Damage	+10 PP

ACTIVE SKILL RANKS 1-4			
+1D6 AR	+1D10 AR	Successful attack pushes enemy back 2"	1 target within 20" is stunned unless RR+1.
2 attacks against same enemy	1 attack against 2 enemies	Jump 3" away to evade 1 attack	Exchange PPs with another mentalism user.
Attack 5" away (loses weapon)	1 attack against 2 enemies in a line 2" away	Move into enemy flank for 1 +2D6 attacks	All within 5" failing RR+3 are stunned for 2 turns.
3 attacks against any enemies	1 attack against 4 enemies	Jump behind enemy for 3 rear attacks	Switch mind and spell casting ability with adjacent combatant.

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BLADESTORM™ COMBATANT CARD

Name:	BENMEALINE WINDSHAPER		
Movement:	5" / 4" / 2.5" / 1.5"	Morale:	6
Defense:	9 Shield: +0	Armor Type:	-1
Endurance:	23	Maneuver:	8 Resistance: 4

Weapon:	Attack:	Damage:	Range:
Mace	2D6+5	High+2	-

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Leader:			
Morale Mod		Melee Mod	
Missile Mod		Defense Mod	
Maneuver Mod		Influence Range	

Spell User:	PP: 8	Elem. Bonus:	Yes
Level 1 (3)	ME	Light, Calm, Healing I	
Level 2 (2)	ME	Healing II, Repair Fracture	

Note:	Race:	Base:	TPC:
Lay Healer Hero	Dwarf	Medium	364

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BLADESTORM™ PROFESSION CARD

LAY HEALER

Bonus:	+5 Power Points
Bonus:	-2 Morale
Restriction:	Light Armor / No Helmet
Experience Points:	F H

1- Handed	Staffs	MA: Strikes	Special
PASSIVE SKILL RANKS 1-4			
+2 to AR	Use as +1 SB	+1 Damage	-2 Rs
+2 Damage	Use as +2 SB	+2 AR	+5 En
Ignore Armor	Use as +3 SB	Ignore Armor	+5 Def
+4 Damage	Use as +4 SB	+3 Damage	+10 PP

ACTIVE SKILL RANKS 1-4			
+1D6 AR	+1D10 AR	If successful, enemy loses Counter Attack	Heal 5 hits on one adjacent combatant.
2 attacks against same enemy	1 attack against 2 enemies	Dodge and move 3" to evade 1 attack	Cancel any condition on one adjacent combatant
Attack 5" away (loses weapon)	1 attack against 2 enemies in a line 2" away	Move into enemy flank for 2 +1D6 attack	Full En and remove any condition.
3 attacks against any enemies	1 attack against 4 enemies	+1D6 AR. If successful, enemy has -5 Def for 1D6/2 turns (round up).	Within 5", all friendly combatants heal 1D6 hits for 3 turns.

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BLADESTORM™ COMBATANT CARD

Name:	GLINN HAMMERBELT		
Movement:	5" / 4" / 2.5" / 1.5"	Morale:	7
Defense:	9 Shield: +0	Armor Type:	-3
Endurance:	22	Maneuver:	10 Resistance: 4

Weapon:	Attack:	Damage:	Range:
War Mattock	2D6+3	Highx2+2	-

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Leader:			
Morale Mod	+1	Melee Mod	+1
Missile Mod		Defense Mod	
Maneuver Mod		Influence Range	5"

Spell User:	PP: 4	Elem. Bonus:	Yes
Level 1 (3)	ME	Bladeturn, Healing I, Self Aura	
Level 2 (1)	ME	Side Vision	

Note:	Race:	Base:	TPC:
Arms Master Hero	Dwarf	Medium	365

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BLADESTORM™ PROFESSION CARD

ARMS MASTER

Bonus:	+5 Endurance
Bonus:	-2 Morale
Restriction:	Mentalism Spells Lvl 1-3
Experience Points:	F H

1- Handed	2-Handed	Blocking	Special
PASSIVE SKILL RANKS 1-4			
+2 to AR	+1 Damage	+1 SB	+2 Def
+2 Damage	+2 to AR	1/2 SB Weapon Blocking	+2" Leader Range
Ignore Armor	Ignore SB	+2 SB	-2 Rs
+4 Damage	+2 Damage	Full SB Weapon Blocking	+10 En

ACTIVE SKILL RANKS 1-4			
+1D6 AR	+1D10 AR	Use shield against 2 attacks	Hit target is reduced to 1/2 MR for 2 turns.
2 attacks against same enemy	1 attack against 2 enemies	1 additional 2D6+SB attack, push target 2"	+5 to maneuver rolls for 1 unit within 5".
Attack 5" away (loses weapon)	1 attack against 2 enemies in a line 2" away	Ignore 1 attack from any direction	+5 to ARs for 1 unit within 10" this turn.
3 attacks against any enemies	1 attack against 4 targets	2xMR charge against medium enemies. All affected roll for disruption	Attunes weapon to specific enemy dealing double damage.

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BLADESTORM™ COMBATANT CARD

Name:	KEYAAN		
Movement:	8" / 6" / 4" / 2"	Morale:	8
Defense:	9 Shield: +0	Armor Type:	-1
Endurance:	16 Maneuver: 7	Resistance:	9

Weapon:	Attack:	Damage:	Range:
Long Bow	D6+D10+1	Lowx2+2	-2/25"

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Leader:

Morale Mod	Melee Mod
Missile Mod	Defense Mod
Maneuver Mod	Influence Range

Spell User: PP: 4 **Elem. Bonus:** Yes

Level 1 (3)	CH	Bless, Aura, Breeze Call
Level 2 (1)	CH	Shield

Note: **Race:** **Base:** **TPC:**

Ranger Hero	Elf	Medium	364
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BLADESTORM™ PROFESSION CARD

RANGER

Bonus:	+1 Range Increment
Bonus:	-2 Resistance
Restriction:	Channeling Spells Lvl 1-3
Experience Points:	F H

1- Handed	Missile	Stealth	Special
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PASSIVE SKILL RANKS 1-4

+2 to AR	+1 Damage	Move by combatants	+1 MR
+2 Damage	+2 to AR	Partial Cover counts as full	Woods are reduced 1 level
Ignore Armor	+2 Range	Move by units	+5 Endurance
+4 Damage	Ignore SB	Only visible in clear terrain	Woods are reduced 2 levels

ACTIVE SKILL RANKS 1-4

+1D6 AR	+1D6 for each round of aiming (max 3 turns)	Enemy does not turn to face flank attack	+5 Defense this turn.
2 attacks against same enemy	3 attacks against 2 targets within 1" of each other	Additional 1D6 for attack from Partial Cover	+1" radius each round for trap (10 hits).
Attack 5" away (loses weapon)	Double damage for successful attack	Enemy does not turn to face rear attack	Change weather next round.
3 attacks against any enemies	4 attacks against 3 targets within 1" of each other. Hit enemies roll for disruption	Damage from flank and rear attack is doubled	Merge into 1"x1" organic material.

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BLADESTORM™ COMBATANT CARD

Name:	CAIRISTINE		
Movement:	6" / 4.5" / 3" / 1.5"	Morale:	6
Defense:	8 Shield: +2	Armor Type:	-3
Endurance:	23 Maneuver: 8	Resistance:	7

Weapon:	Attack:	Damage:	Range:
Long Sword	3D6+4	High+1	-

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Leader:

Morale Mod	Melee Mod
Missile Mod	Defense Mod
Maneuver Mod	Influence Range

Spell User: PP: 4 **Elem. Bonus:** Yes

Level 1 (3)	CH	Bless, Healing I, Repel Undead
Level 2 (1)	CH	Inspirations

Note: **Race:** **Base:** **TPC:**

Paladin Hero	Human	Medium	364
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BLADESTORM™ PROFESSION CARD

PALADIN

Bonus:	+5 Endurance
Bonus:	-2 Resistance
Restriction:	Channeling Spells Lvl 1-3
Experience Points:	F H

1- Handed	2- Handed	Blocking	Special
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PASSIVE SKILL RANKS 1-4

+2 to AR	+1 Damage	+1 SB	-2 Mo
+2 Damage	+2 to AR	1/2 SB Weapon Blocking	Wield 2-Hd weapons as 1-Hd
Ignore Armor	Ignore SB	+2 SB	-2 Rs
+4 Damage	+2 Damage	Full SB Weapon Blocking	+10 En

ACTIVE SKILL RANKS 1-4

+1D6 AR	+1D10	Use shield against 2 attacks	Next attack does double damage.
2 attacks against same enemy	1 attack against 2 enemies	1 additional 2D6+SB attack, push target 2"	Remove curse or repel Type III Undead (RR+2)
Attack 5" away (loses weapon)	1 attack against 2 enemies in a line 2" away	Ignore 1 attack from any direction	+5 to ARs against Undead for 3 turns.
3 attacks against any enemies	1 attack against 4 targets	2xMR charge against medium enemies. All affected roll for disruption	+5 Defense within 3" radius for 3 turns.

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SPELLS



Spells are divided into three realms of magic: Channeling, Essence and Mentalism. Each realm of magic further classifies five distinct spell levels with increasing power.

DURATION

Depending on the type of spell and its in-game effects, the duration can vary from an instant to the length of the battle. Actively dispelling or counteracting (e.g. poison / unpoison) a spell typically ends its effects. A spell's duration is defined as one of the following:

- **Duration of Battle:** Unless dispelled or counteracted, these spells remain in effect until the end of the game. If both players agree and are willing to do the bookkeeping, the duration of such spell effects can be 3D6+10 turns **or** — if a fixed time is desired for strategic reasons — last for a duration of 10-20 minutes.
- **Concentration:** These spells last as long as the spell user can concentrate on its effect. While concentrating, a spell user may not attack or attempt maneuvers, though he can still move normally. Unless otherwise noted, PP costs only apply in the first turn. As soon as he casts another spell or gets disrupted, the spell is dispelled (i.e., ceases to function).
- **Phase:** Depending if these spells are cast on friendly or on enemy combatant's, their effects take place in one of the upcoming phases. Each spell will define the phase when it will take effect.
- **Condition:** A spell may last until a fixed condition is met, e.g. the end of a turn or an attack by or against the combatant. The definition is given in the spell's description.
- **Special:** The definition of these spell durations varies and may include the expenditure of Power Points, dice rolls or other factors. The definition is given in the spell's description.

Note: *A spell that affects a unit will dispel if the unit disbands.*

POWER POINTS

Casting a spell requires that the spell caster use an number of Power Points (PPs) equal to the spell's level unless stated otherwise. See S-12.2 for how the use of PPs affects the spell user.

RESISTANCE ROLLS

A spell marked with a "(RR)" only affects its target if the target fails a Resistance Roll (RR). To make a RR, a target rolls 3D6 and **subtracts the level of the spell**. If the result is less than or equal to the target's Resistance stat, the RR fails and the target is affected by the spell. Otherwise, the spell has no effect. Only one RR is made against a spell directed at a unit.

COMBATANTS IN UNITS

If a spell affects only one combatant in a unit in such a way that the unit would be restricted in its activities, the unit can ignore the overall effects.

Example: *If a combatant is "Confused" and cannot missile fire, the rest of the unit can still do so. If a combatant's legs are paralyzed and he cannot move, the rest of the unit can leave him (he becomes an individual combatant until he can rejoin his unit). If a combatant has a -2 Morale Roll mod, the unit's Morale Rolls are unaffected.*

KEY

Power Points	PP
Resistance Roll	RR
Elemental Spell Bonus	ESB
Movement-Missile-Spell Phase	MMS phase
Melee Combat Phase	MC phase

**S-15.1 CHANNELING SPELLS
LEVEL ONE**



OF CHANNELING

Channeling represents the power of the deities of a given world as channeled through their followers and other spell users. It is spiritual and religious in nature, and is independent of the essence. A spell user of this realm may draw their strength from their respective deity, and often does not require that deity's cooperation; this is especially true where the spell user is employing relatively weak or subtle spells (e.g., healing, curing poison etc.). Thus, spells of this realm do not necessarily reflect the nature of specific deities. More powerful and significant spells, however, such as death spells and the revival of the dead, might require the active consent of a deity (depending on the world system).

Inorganic substances, notably metal, interfere with the drawing of power from deities. No metal helmets or armor may be worn when casting or using a channeling spell. In addition, only a small amount of metal may be carried by a spell user utilizing such spells. This concept is subject to the players' discretion, as is one other focal point: lifegiving.

Lifegiving entails the reunification of a soul with a body capable of supporting it. It is not the healing of the system shock and damage itself; rather, it is the restoration of the spark of life itself. Some deities and/or world systems may require specific conduct or rituals before a lifegiving spell can be successfully employed.

AIRWALL ----- 1

Range: 10" [25cm] **Duration:** Concentration
Creates a wall of dense churning air 3" [8cm] high, 1" [2.5cm] thick. The length of the wall is 3" [8cm] for each PP used. It cuts all movement and attacks through it by 50% (i.e., 1/2 Movement Rate, 1/2 Attack Roll results).

BLESS ----- 2

Range: 10" [25cm] **Duration:** Duration of Battle
For each PP used, target combatant receives a +1 bonus to **one** of the following (maximum bonus is +5):
1) The Defense Stat
2) All Resistance Rolls he makes
3) All Morale Rolls he makes.

BREEZE CALL ----- 3

Range: 20" [50cm] **Duration:** Concentration
Caster causes a breeze to come forth which will drive out any gaseous matter (cloud, etc.) from an area with a radius of 3" [8cm] for each PP used. Missile attacks passing through the breeze are modified by -2.

STUN RELIEF ----- 4

Range: 10" [25cm] **Duration:** —
The target combatant is relieved of 1 turn's worth of accumulated stun effects for each PP used. If all stun effects are removed, he may act normally in the same round.

QUIET (RR) ----- 5

Range: 10" [25cm] **Duration:** Special
Creates a 1" [2.5cm] area around a target, into and out of which sound cannot travel for the duration of 1 turn for each PP used. If the point is on a mobile object or being, it will move with the object/being. If the spell affects a Leader Combatant, it negates all Leader modifications for the duration of the spell.

HEALING I ----- 6

Range: 10" [25cm] **Duration:** —
Remove 5 hits taken from one combatant for each PP used.

UNPOISON ----- 7

Range: 10" [25cm] **Duration:** —
Caster can remove any one poison from the target.

LIGHT ----- 8

Range: 20" [50cm] **Duration:** Duration of Battle
Creates an area of light (as bright sunlight) with a radius of 3" [8cm] for each PP used. While inside the light, "creatures of the night" (e.g., undead, Goblins, etc.) receive a -2 Morale Roll modification and a -2 modification to maneuvers and missile attacks.

BEFRIENDING ----- 9

Range: 3" [8cm] **Duration:** Duration of Battle
All animals within 3" [8cm] will act friendly toward the caster. This spell does not control the animals.

AURA ----- 10

Range: 20" [50cm] **Duration:** Special
Creates a bright aura about the target combatant for the duration of 1 turn for each PP used, making it appear more powerful. All attacks against that combatant receive a -5 modification to their attack rolls.

CANCEL MAGIC ----- 11

Range: 20" [50cm] **Duration:** —
Cancels any one spell affecting one combatant or an area with a 3" [8cm] radius. PP cost for cancelling is half the PPs (round down) used for the original spell (a max. of 10 PPs may be used). Does not affect poisons, diseases or curses.

RESIST ELEMENTS ----- 12

Range: 10" [25cm] **Duration:** Duration of Battle
Target combatant is totally protected from natural light, heat and cold. His Defense against attacks (spells and creatures) involving light, heat, and cold is increased by +4.

REPEL UNDEAD (RR) ----- 13

Range: 20" [50cm] **Duration:** —
Causes up to 5 Undead to flee or disintegrate. All Undead have a class assigned to them. This spell will affect up to 5 points of Undead (Class I Undead count as 1 point, etc.) and costs 1 PP per point (maximum of 5).

Each target is entitled to a RR. If the target fails the RR, it will flee. If the result of the RR is less than half the target's resistance stat (round down), it disintegrates.

For the purposes of RRs, if no class is given for an Undead, use the following table to determine its class.

TPC	Class
0-100	I
101-150	II
151-200	III
201-300	IV
301+	V

Example: The spell is cast upon two Class II Skeletons who each have a resistance stat of 7. Skeleton 1 rolls a 1, 4 and 5, resulting in a RR of 9 (1+4+5-1 = 9). It passes the RR. Skeleton 2 rolls a 1, 2 and 1, resulting in a RR of 3 (1+2+1-1 = 3). It disintegrates.

WATERWALKING ----- 14

Range: — **Duration:** Duration of Battle
Caster can walk on water as if he were on level dry ground. This may not be used on rough water.

CALM (RR) ----- 15

Range: 20" [50cm] **Duration:** —
Target will take no aggressive/offensive action, and will fight only if attacked. **Alternately**, one combatant on the caster's side may make an immediate Morale Roll modified by +2.

Evil Spells

GREYVISION (RR) ----- 16

Range: 20" [50cm] **Duration:** Duration of Battle
(Disease) Target is color-blind. Treat as a -2 modification to all Attack Rolls and Maneuvers.

HEARING LOSS (RR) ----- 17

Range: 20" [50cm] **Duration:** Duration of Battle
(Disease) Target has no sense of hearing. Target never perceives by hearing alone and receives no bonuses from leaders.

CRAMP (RR) ----- 18

Range: 20" [50cm] **Duration:** Special
Causes leg muscles to cramp in the target for 1D6 turns. Target is slowed down to 3/4 MR. This condition can be cured by a healing spell.

BLEEDING I (RR) ----- 19

Range: 20" [50cm] **Duration:** Special
Target will bleed at the rate of 1 hit per turn for 1D6 turns. This condition can be cured by a healing spell.

WOUNDING I (RR) ----- 20

Range: 20" [50cm] **Duration:** —
Target combatant takes 5 hits.

UNDISEASE ----- 4

Range: 10" [25cm] **Duration:** —
Caster can remove any one disease from the target.

GOLDEN SLUMBERS (RR) ----- 5

Range: 10" [25cm] **Duration:** Special
Caster points his arm (elbow locked and fist clenched) at the target and channels raw power. The target of the spell falls into a deep sleep. The first turn of this sleep is magical (the target cannot be awakened in any fashion and its Defense Stat is modified by -5). After the first turn, the target may be awakened through base-to-base contact of friendly combatants or by being attacked.

HEALING II ----- 6

Range: 10" [25cm] **Duration:** —
Remove 10 hits taken from one combatant for each PP used.

SPEED GROWTH ----- 7

Range: 20" [50cm] **Duration:** Duration of Battle
Caster can increase the speed of growth within a 10" [25cm] radius. Until the beginning of his next turn:
 1) Brush turns into Light Forest
 2) Light Forest turns into Medium Forest
 3) Medium Forest turns into Heavy Forest

NIGHTVISION ----- 8

Range: 10" [25cm] **Duration:** Duration of Battle
Target combatant may see in darkness as if it were day.

REPEL DEMON ----- 9

Range: 10" [25cm] **Duration:** Concentration
*For as long as the caster concentrates on an area with a radius of 3" [8cm], Demons that are in the area of effect may not leave, **and** Demons that are outside the area of effect may not enter. The PP cost for this spell is identical to the class of the demon but applies each turn (e.g., Repelling a Class III Demon costs 3 PPs per turn).*

SUDDEN LIGHT (RR) ----- 10

Range: 20" [50cm] **Duration:** —
Creates a sudden burst of intense light with a radius of 2" [5cm] for every 2 PPs used. All of the combatants/units in the radius are disrupted.

INSPIRATIONS ----- 11

Range: 10" [25cm] **Duration:** Duration of Battle
Caster inspires all allies who are within a radius of 10" [25cm] around him (they must be aware of the caster). All allies gain +5 to AR and moving maneuvers. This spell will only work during combat or highly religious moments (e.g., an oratory presentation prior to a large battle). These bonuses do not apply to the caster.

S-15.2 CHANNELLING SPELLS LEVEL TWO

STONEWALL ----- 1

Range: 10" [25cm] **Duration:** Duration of Battle
Creates a wall of stone 3" [8cm] high, 1" [2.5cm] thick. The length of the wall is 3" [8cm] for each PP used. It can be chipped through.

MASS BLESS ----- 2

Range: 10" [25cm] **Duration:** Duration of Battle
*For each PP used, a target unit or all combatants in an area with a radius of 3" [8cm] receive a +1 bonus to **one** of the following (maximum bonus is +5):*
 1) The Defense Stat
 2) All Resistance Rolls
 3) All Morale Rolls

SHIELD ----- 3

Range: — **Duration:** Duration of Battle
Creates an invisible force shield in front of the caster. This functions as a normal +2 shield, except it does not occupy a hand. This spell cannot be combined with a "real" shield.

UNDERWATER BREATHING ----- 12

Range: 10" [25cm] **Duration:** Duration of Battle
 Target may breathe water as well as air, so he may move through water without having to swim.

SUMMON ANIMAL ----- 13

Range: 20" [50cm] **Duration:** Duration of Battle
 Summons an animal or beast that will fight as a combatant on the summoner's side. Expend PPs as indicated in the table below or select a pre-configured Animal from the Summon Animal Chart [A-2.1]. Applicable stats are:

ANIMAL CREATION CHART

Stat Name	Base Stat	Mod per PP used over 2	Maximum Stat
Movement Rate	4" [10cm]	+2 per PP	14" [36cm]
Melee Attack	3D6	+2 per PP	3D6+10
Melee Damage	High	+1 per PP	High+5
Defense	7	+1 per PP	12
Armor	-1	-1 per PP	-4
Morale	9	-1 per PP	4
Endurance	8	+4 per PP	32
Maneuver	10	-2 per PP	4
Resistance	10	-1 per PP	4

The final TPC determines its class:

TPC	Class
0-100	I
101-200	II
201-300	III
301-400	IV
401+	V

For each PP above 2 used to cast the spell, one stat may be modified by the amount indicated on the chart above. No modified stat may exceed the maximum limits given above. The base size is **Medium** or **Cavalry**. The exact type of animal summoned should be appropriate to the number of PPs used, the terrain, and the situation. If in doubt, use a large bear or a wild boar.

Example: A Druid uses 9 PPs to cast a Summon Animal spell to summon a large bear. It takes 2 PPs for the base stats. He chooses to use 3 PPs to increase the Endurance stat (+12), 1 PP for Armor, and 2 PPs for Defense. Thus, the creature has an Endurance stat of 20, an Armor stat of -2, a Defense stat of 9, and base stats for everything else.

Evil Spells

CREATE UNDEAD ----- 14

Range: 20" [50cm] **Duration:** Duration of Battle
 Given a dead body, the caster can turn the body into an Undead that will fight as a combatant on the caster's side. Expend PPs as indicated in the table below or select a pre-configured Undead from the Create Undead Chart [A-2.2] Applicable stats are:

UNDEAD CREATION CHART

Stat Name	Base Stat	Mod per PP used over 2	Maximum Stat
Movement Rate	4" [10cm]	+1 per PP	10" [25cm]
Melee Attack	3D6	+1 per PP	3D6+5
Melee Damage	High	+1 per PP	High+3
Missile Attack	D6+D10	+1 per PP	D6+D10+5
Missile Damage	Lowx2	+1 per PP	Lowx2+3
Defense	7	+1 per PP	12
Armor	-1	-1 per PP	-4
Morale	9	-1 per PP	4
Endurance	8	+2 per PP	20
Maneuver	10	-1 per PP	6
Resistance	10	-1 per PP	4

Undead has either **Melee** or **Missile Weapon** but **not both**. The final TPC determines its class:

TPC	Class
0-100	I
101-150	II
151-200	III
201-300	IV
301+	V

For each PP above 2 used to cast the spell, one stat may be modified by the amount indicated on the chart above. No modified stat may exceed the maximum limits given above. The base size is **Medium**. The exact type of Undead summoned should be appropriate to the number of PPs used and the situation. If in doubt, use a skeleton or a ghoul.

Example: An Evil Cleric uses 8 PPs to cast a Create Undead spell to summon a skeleton archer. It takes 2 PPs for the base stats. He chooses to use 3 PPs to increase the Endurance stat (+6), 1 PP for Armor, and 2 PPs for Defense. Thus, the Undead has an Endurance stat of 14, an Armor stat of -2, a Defense stat of 9, and base stats for everything else.

HEMOPHILIA (RR) ----- 15

Range: 20" [50cm] **Duration:** *Duration of Battle (Disease)*
The target becomes a hemophiliac. All suffered hits are doubled. Healing hits requires double the normal expenditure.

ASTHMA (RR) ----- 16

Range: 20" [50cm] **Duration:** *Duration of Battle (Disease)*
Target gets severe asthma. For every phase of physical exertion (movement, missile combat, melee combat, maneuvers, etc.) the target will have a -2 modifier (cumulative) to any action involving physical exertion.

When the modifier reaches -10 the target is stunned (-5 Def). Each -2 modifier requires 2 full turns to eradicate.

BEAUTY OF ARRAER (RR) ----- 17

Range: 20" [50cm] **Duration:** *Duration of Battle (Curse)*
Target's appearance is raised to embody pure beauty. If anyone gets within 2" and fails a RR, they will attempt to possess and carry off the target (they will fight each other if necessary).

EXCOMMUNICATION (RR) ----- 18

Range: 20" [50cm] **Duration:** *Duration of Battle (Curse)*
Target loses all Channeling power points (PPs). He cannot cast any Channeling spells (even through bonus items). A hybrid spell user of Channeling would only lose half his PPs.

SHOCK BOLT ----- 4

Range: 20" [50cm] **Duration:** —
A bolt of intense, charged light is shot from the palm of the caster. The target combatant suffers an attack with the following stats:

*Attack: 1D6+1D10+4
 Damage: Highx2*

UNCURSE ----- 5

Range: 10" [25cm] **Duration:** —
Caster can remove any one curse from the target.

LIFEGIVING I ----- 6

Range: 1" [3cm] **Duration:** —
A combatant that has been removed from play may be brought back at full strength, except the PPs are as when the combatant died. The PPs required are equal to the combatant's Endurance.

ANIMAL REVIVAL ----- 7

Range: 1" [3cm] **Duration:** —
Will return any animal from the dead at full strength. The PPs required are equal to the animal's Endurance divided by 2 (round up).

HOLY SHOUT (RR) ----- 8

Range: 20" [50cm] **Duration:** —
All beings not of the caster's own "alignment" (religious persuasion) are affected. All targets failing their RR are stunned (-5 Def) for 1D6/2 rounds (round up). If rolling two or more 1s on the RR, the target becomes disrupted.

MASS HEALING I ----- 9

Range: 10" [25cm] **Duration:** —
Remove 5 hits taken from all combatants in an area with a radius of 3" [8cm] for every 2 PPs used.

MASS REPEL UNDEAD (RR) ----- 10

Range: 20" [50cm] **Duration:** —
Causes up to 10 Undead to flee or disintegrate. All Undead have a class assigned to them. This spell will affect up to 10 points of Undead (Class I Undead count as 1 point, etc.) and costs 1 PP per point (maximum of 10).

Each target is entitled to a RR. If the target fails the RR, it will flee. If the result of the RR is less than half the target's Rs (round down), it disintegrates.

For the purposes of RRs, if no class is given for an Undead, use the following table to determine its class.

TPC	Class
0-100	I
101-150	II
151-200	III
201-300	IV
301+	V

**S-15.3 CHANNELING SPELLS
 LEVEL THREE**

SHADOW ----- 1

Range: — **Duration:** *Duration of Battle*
Caster and objects on his person appear to be a shadow; and thus are almost invisible in dark areas. Caster becomes invisible in anything but open daylight.

FOG CALL ----- 2

Range: 10" [25cm] **Duration:** *Duration of Battle*
Creates an area of fog with a radius of 3" [8cm] for every 2 PPs used. Any missile attacks passing through the fog are modified by -5.

MASS UNPOISON ----- 3

Range: 10" [25cm] **Duration:** —
Caster can remove any one poison from a unit or all combatants in an area with a radius of 3" [8cm].

S-15.4 CHANNELING SPELLS
LEVEL FOUR

PLANT ANIMATION ----- 11

Range: 20" [50cm] **Duration:** —
Caster can animate any 1 plant. The plant can then move slowly at a Movement Rate of 2"/1.5"/1"/0.5", carrying any root system it may posses along.

MASS CALM (RR) ----- 12

Range: 20" [50cm] **Duration:** —
Target unit or all combatants in an area with a radius of 3" [8cm] will take no aggressive/offensive action, and will fight only if attacked. **Alternately**, combatants within this area on the caster's side may make an immediate Morale Roll modified by +2.

Evil Spells

WOUNDING II (RR) ----- 13

Range: 20" [50cm] **Duration:** —
Target combatant takes 10 hits.

BLEEDING II (RR) ----- 14

Range: 20" [50cm] **Duration:** Special
Target will bleed at the rate of 2 hit per turn for 1D10 turns. This condition can be cured by a healing spell.

UGLINESS OF ORN (RR) ----- 15

Range: 20" [50cm] **Duration:** Duration of Battle
(Curse) Target's appearance is lowered to embody pure ugliness. If anyone gets within 2" (even if they are fighting on the same side) and fail a RR, they will experience extreme distaste and attack the target on the spot.

ORDER UNDEAD ----- 16

Range: 20" [50cm] **Duration:** Duration of Battle
Any Undead that has been created by the caster, will follow simple, straight forward orders. After completing the orders (which it will attempt to do for the duration of the battle), the Undead returns to a normal Undead status (i.e. it fights on the caster's side).

DEMONIC GATE ----- 1

Range: 20" [50cm] **Duration:** Concentration/Special
Caster summons a demon that appears over the course of 2 turns. The caster can control the demon by concentrating. After the caster stops concentrating, the demon will fade out over the course of 2 turns. However, during these 2 turns, it will attack the closest being. Expend PPs as indicated in the table below or select a pre-configured demon from the Summon Demon Chart [A-2.3]. Applicable stats are:

DEMON CREATION CHART

Stat/Name	Base Stat	Mod per PP used over 4	Maximum Stat
Movement Rate	7" [18cm]	+1 per PP	13" [33cm]
Melee Attack	4D6	+2 per PP	4D6+10
Melee Damage	High+2	+1 per PP	High+5
Defense	5	+1 per PP	11
Armor	-1	-1 per PP	-4
Morale	9	-1 per PP	4
Endurance	24	+6 per PP	60
Maneuver	11	-1 per PP	7
Resistance	6	-1 per PP	2
Power Points	0	+4 per PP	24
Levels / Spells	0/0	+1 per 2 PP	5/15

The final TPC determines its class:

TPC	Class
0-400	I
401-550	II
551-700	III
701-900	IV
901-1150	V
1151+	VI

For each PP above 4 used to cast the spell, one stat may be modified by the amount indicated on the chart above. No modified stat may exceed the maximum limits given above. The base size is **Large**. Spells and Spell Levels must be selected from the same realm of power and increase as indicated below:

- Spell Level 1 = 2 lvl 1 spells
- Spell Level 2 = 2 lvl 1 spells / 1 lvl 2 spell
- Spell Level 3 = 3 lvl 1 / 2 lvl 2 / 1 lvl 3
- Spell Level 4 = 4 lvl 1 / 3 lvl 2 / 2 lvl 3 / 1 lvl 4
- Spell Level 5 = 5 lvl 1 / 4 lvl 2 / 3 lvl 2 / 2 lvl 4 / 1 lvl 5

RESISTANCE TRUE ----- 1

Range: 10" [25cm] **Duration:** *Duration of Battle*
All RRs by the target combatant against Channeling, Essence and Mentalism spells receive a +5 bonus

MASS CANCEL MAGIC ----- 2

Range: 20" [50cm] **Duration:** —
Cancels any one spell affecting a unit or all combatants in an area with a radius of 3" [8cm]. PP cost for cancelling is half the PPs (round down) used for the original spell (a max. of 10 PPs may be used). Does not affect poisons, diseases or curses.

MASS HEALING II ----- 3

Range: 10" [25cm] **Duration:** —
Remove 10 hits taken from all combatants in an area with a radius of 3" [8cm] for each 4 PPs used.

MASS UNDIS EASE ----- 4

Range: 10" [25cm] **Duration:** —
Caster can remove any one disease from a unit or all combatants in an area with a radius of 3" [8cm].

LIFEGIVING II ----- 5

Range: 1" [3cm] **Duration:** —
A combatant that has been removed from play may be brought back at full strength, except the PPs are as when the combatant died. The PPs required are equal to the combatant's Endurance divided by 2 (round up).

WALL OF FORCE ----- 6

Range: 10" [25cm] **Duration:** *Duration of Battle*
By directly Channeling the power of his deity, the caster creates a wall of "force" 3" [8cm] high and 1/4" [6mm] thick. The length of the wall is 3" [8cm] for each PP used. It is absolutely impassable by anyone or anything.

BANISH DEMON TRUE (RR) ----- 7

Range: 10" [25cm] **Duration:** *Duration of Battle*
Banishes the target demon from this plane of existence. The PP cost for this spell is 4 plus the class of the demon (e.g., Banishing a Class III Demon costs 7 PPs).

Evil Spells

FRIENDSLAYER (RR) ----- 8

Range: 20" [50cm] **Duration:** *Duration of Battle*
(Curse) Every time the target is in a combat situation near friend(s) who are within 10", there is 10% chance each turn (roll 1D10) that he will attack one of his friends (random determination) and attempt to kill him. For these purposes "friend" is any companion or associate.

RABIES (RR) ----- 9

Range: 20" [50cm] **Duration:** *Duration of Battle*
(Disease) Target gets rabies. The target's organs contract; he foams at the mouth, becomes very thirsty and violent. During any melee combat phase, he will try to scratch and bite the closest combatant by making a regular AR without dealing any damage. Any one he bites or scratches must resist or catch the disease. Unless cured, the target dies within 3 turns after the disease's onset.

DRAIN SOUL (RR) ----- 10

Range: 10" [25cm] **Duration:** —
Target is drained for 1D10 Endurance points for every 1 PP spent above 4 PP. If target's Endurance drops to 0 or below, he becomes a Class III Undead.

RITUAL OF BLACK ETERNITY (RR) ----- 11

Range: — **Duration:** *Concentration/Special*
This ritual is considered to be one of the most evil of all magics. After declaring it, the caster transforms himself into a Lich, one of the most evil of the Undead.

The ritual lasts at least 4 turns and costs 4 PPs per turn during which the caster's vital organs are "transferred" into a ready container (jar, box, item, etc.). Extending the ritual after the minimum 4 turns grants the caster +1 to his Resistance stat for each turn concentrating.

If the spell succeeds against caster's RR (failure and loss of concentration result in final death), the caster will be totally sustained by magic and will have slipped between the realms of life and unlife. He can only be irrevocably destroyed by the destruction of the container and his organs.

Note: If the ritual is successful, replace the Combatant Card of the spell user with the Combatant Card to the right. Any assigned profession is lost during the ritual. The newly created Lich starts with full Endurance points and full PP. Determine a realm of power and assign spells appropriately.

The Lich will not be part of an adventuring party!

BLADESTORM™ COMBATANT CARD

Name: LICH (RITUAL OF BLACK ETERNITY)			
Movement:	4" / 3" / 2" / 1"	Morale:	6
Defense:	13	Shield:	+0
Endurance:	45	Maneuver:	5
		Armor Type:	1/2
		Resistance:	6

Weapon:	Attack:	Damage:	Range:
Two Handed Sword	2D6+1D10+3	High+Low+2	-

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Leader:			
Morale Mod		Melee Mod	
Missile Mod		Defense Mod	
Maneuver Mod		Influence Range	

Spell User:	PP: 50	Elem. Bonus: +5
Level 1 (5)		
Level 2 (4)		
Level 3 (4)		
Level 3 (3)		
Level 5 (2)		

Note:	Race:	Base:	TPC:
	Undead	Medium	1300

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STORM CALL ----- 3

Range: — **Duration:** Concentration
 Caster may call forth a storm of any type with maximum wind speeds, and an intensity and wind direction according to his desires. The storm lasts as long as the caster concentrates and takes 1 turn to build. It affects the entire game.

All ARs for missile attacks are halved (round up)
 All MRs are halved (round up)
 All Defense stats are +2

Note: Flying is not possible. a flying combatant is swept away at 20" [50cm] per turn. Upon leaving the gaming table, combatant is lost.

ANIMAL FORM TRUE ----- 4

Range: — **Duration:** Duration of Battle
 The caster can change his form to appear like any other animal. All stats remain unchanged. The illusion remains intact even after engaging into combat.

LIFEGIVING TRUE ----- 5

Range: 1" [3cm] **Duration:** —
 One combatant that has been removed from play may be brought back into play at full strength, except that the PPs are as they were when the combatant died. The PPs required are equal to the combatant's Endurance divided by 5 (round up).

**S-15.5 CHANNELING SPELLS
 LEVEL FIVE**

LIGHTNING CALL ----- 1

Range: 20" [50cm] **Duration:** —
 Caster can cause a lightning bolt to strike a target within his range. The caster must be outdoors to cast this spell.

Attack: 2D6+1D10+1+(caster's Elem. Spell Bonus stat)
 Damage: Highx2

HOLY MARTYR ----- 2

Range: — **Duration:** —
 The caster exposes all within an area with a radius of 3" [8cm] to the raw power of his deity. All in the area of effect suffer a fireball attack (centered on the caster). The caster acts as the center-point for the blast and is not immune to any of the damage. For the caster, no shield, armor, objects, spells, etc. will protect him from the blast.

Attack: 1D6+1D10+8
 Damage: Lowx3+2

BLEEDING TRUE (RR) ----- 6

Range: 20" [50cm] **Duration:** Special
 Target will bleed at the rate of 5 hit per turn for 2D10 turns. This condition can be cured by a healing spell.

WOUNDING TRUE (RR) ----- 7

Range: 20" [50cm] **Duration:** —
 Target combatant loses all Endurance points and dies.

CREATE UNDEAD TRUE ----- 8

Range: 20" [50cm] **Duration:** Duration of Battle
 Given a dead body, the caster can turn the body into any Undead that exists in the world system in use (e.g., Ring Wraiths, Vampires, etc.). The PPs required are equal to the Undead combatant's Endurance divided by 5 (round up).

S-15.6 ESSENCE SPELLS LEVEL ONE



OF ESSENCE

The Essence is that which is common to all things, living and dead, organic and inorganic. It has been characterized by many names — the Tao, Magic, the Unified Field, etc., and represents a force and order that defines the ways of the world. Changes in the patterns of the Essence dictate the flow of events, and the course of life itself. It is a power beyond the grasp of any being.

Nonetheless, some who become one with the Essence find ways of manipulating its patterns on a temporary basis. This fleeting strength allows them to redefine the reality around them, molding elements and wielding very real power. Thus, the spells of those who are of the realm of Essence can be both beautiful and lethal, affecting one or many. In the end, however, the normal patterns will always prevail, and only the effects will remain to tell the tale.

Those things unliving interfere with the manipulation of the patterns of the essence. Being essentially inert, they inhibit the usual extension of one's own Essence, creating difficulty for the spell user seeking to alter patterns outside the body's immediate sphere. This ability to mold the Essence is a prerequisite to successful casting of spells. It is because of this principle, that users of the Essence will rarely wear armor or helms while utilizing spells. Inorganic substances, particularly metal, create even greater difficulties (and provide stronger protection against the powers of Essence).

ENCHANTED ARMOR ----- 1

Range: 20" [50cm] **Duration:** Duration of Battle
Target combatant's Armor stat is modified by -1; may only be cast once on each combatant. An Armor stat of 1/2 (plate armor) cannot be further improved.

ELEMENTAL BOLT I ----- 2

Range: 20" [50cm] **Duration:** —
A bolt of elemental energy (e.g., fire, ice, electricity, etc.) is shot from the palm of the caster. The target combatant suffers an attack with the following stats:

Attack: 1D6+1D10+(caster's Elem. Spell Bonus stat)
Damage: Low+2

CONFUSION (RR) ----- 3

Range: 20" [50cm] **Duration:** Target's next M-M-S phase
Target combatant can take no action other than movement during his next movement-missile-spell phase. This spell has no effect on a combatant already engaged in melee combat.

RUN ----- 4

Range: 5" [13cm] **Duration:** Until attacks or is attacked
Target combatant's Movement Rate is doubled until it next makes an attack or is attacked by an enemy. Target may not attempt a Run or Sprint maneuver while using the spell. This spell only applies to movement.

CRACKS CALL (RR) ----- 5

Range: 20" [50cm] **Duration:** Duration of Battle
Target combatant's Armor stat is modified by +1; may not exceed zero.

CANCEL MAGIC ----- 6

Range: 20" [50cm] **Duration:** —
Cancels any one spell affecting one combatant or an area with a 3" [8cm] radius. PP cost for cancelling is half the PPs (round down) used for the original spell (a max. of 10 PPs may be used). Does not affect poisons, diseases or curses.

ENHANCEMENTS ----- 7

Range: 10" [25cm] **Duration:** Duration of Battle
For each PP used, target combatant receives a +1 bonus to **one** of the following (maximum bonus is +5):
1) The Defense Stat
2) All Maneuver Rolls he makes
3) All Resistance Rolls he makes

DEFLECTION ----- 8

Range: 20" [50cm] **Duration:** During next M-M-S phase
During the next movement-missile-spell phase, the caster may modify one missile attack roll by -8. The combatant making the attack must be within 20" [50cm] and within his front arc (see S-9.0). The attack to be modified must be chosen before the attack roll is made.

WALL OF FIRE ----- 9

Range: 10" [25cm] **Duration:** Duration of Battle
Creates a straight wall of fire 3" [8cm] high, 1/4" [6mm] thick. The length of the wall is 3" [8cm] for each PP used. Any combatant passing through the wall takes 1D6 hits (no RR).

LANDING ----- 10

Range: 20" [50cm] **Duration:** Until next fall
If cast on a target combatant, that combatant may ignore any damage resulting from its next fall during the current battle (see O-6.1).

LEAVING ----- 11

Range: 5" [13cm] **Duration:** —

A willing target combatant may be "teleported" up to 10" [25cm] for each PP used. The caster must be able to see the destination and there can be no intervening "barriers" in a line between the target and its destination. If any material (other than air) occupies the destination, the target does not leave and it is disrupted.

LIGHT ----- 12

Range: 20" [50cm] **Duration:** Duration of Battle

Creates an area of light (as bright sunlight) with a radius of 3" [8cm] for each PP used. While inside the light, "creatures of the night" (e.g., undead, Goblins, etc.) receive a -2 Morale Roll modification and a -2 modification to maneuvers and missile attacks.

NIGHTVISION ----- 13

Range: 10" [25cm] **Duration:** Duration of Battle

Target combatant may see in darkness as if it were day.

RESIST ELEMENTS ----- 14

Range: 10" [25cm] **Duration:** Duration of Battle

Target combatant is totally protected from natural light, heat and cold. His Defense against attacks (spells and creatures) involving light, heat, and cold is increased by +4.

PORTAL ----- 15

Range: 5" [13cm] **Duration:** Duration of Battle

Opens a 1" [25mm] wide, 1" [25mm] tall portal in a solid surface. This will enable a human-sized combatant to pass through an impassable barrier. The portal will go thru 1" [25mm] of material for each PP used.

Evil Spells

SPRAIN LEG (RR) ----- 16

Range: 20" [50cm] **Duration:** Duration of Battle

Target combatant's movement rate is halved. Intense pain causes an additional 2 points of damage.

FAMILIAR ----- 17

Range: 1" [3cm] **Duration:** Duration of Battle

The caster can attune himself to one small animal (10% of his mass) to serve as his familiar. He can then control the familiar and view the world through its senses by concentrating on it. As long as line-of-sight is not disturbed between the caster and a target, he may spend 1 PP to use his familiar to determine the range modification for a missile attack. If the animal is killed, the caster will have a -5 modification to all actions for 2 turns.

BINDING ----- 18

Range: 10" [25cm] **Duration:** Duration of Battle

Caster can bind one animal. The creature must follow the commands of the caster (the caster does not have to concentrate). The caster can only have as many creatures bound as he has spell levels (1-5). If the creature is ever outside the range of the spell, the spell is dispelled.

PAIN ----- 19

Range: 20" [50cm] **Duration:** —

Target combatant takes 5 hits.

CLOUD OF DARKNESS ----- 20

Range: 20" [50cm] **Duration:** Duration of Battle

Creates an area of darkness (as a dark night) with a radius of 3" [8cm] for each PP used. While inside the darkness, creatures without nightvision receive a -2 Morale Roll modification and a -2 modification to maneuvers and missile attacks.

**S-15.7 ESSENCE SPELLS
LEVEL TWO**

BLADETURN ----- 1

Range: 20" [50cm] **Duration:** During next M-C phase

During the next melee-combat phase, the caster may modify one melee attack roll by -8. The attack must be within 20" [50cm] and within his front arc (see S-9.0). The attack to be modified must be chosen before the attack roll is made.

ELEMENTAL BALL I ----- 2

Range: 20" [50cm] **Duration:** —

A 0.1" [3mm] ball of elemental energy (e.g., fire, ice, electricity, etc.) is shot from the palm of the caster; it explodes to affect an area with a 3" [8cm] radius. All combatants in the area suffer an attack with the following stats:

Attack: 2D6+6
Damage: (Lowx2)-1

ELEMENTAL BOLT II ----- 3

Range: 20" [50cm] **Duration:** —

A bolt of elemental energy (e.g., fire, ice, electricity, etc.) is shot from the palm of the caster. The target combatant suffers an attack with the following stats:

Attack: 1D6+1D10+1+(caster's Elem. Spell Bonus stat)
Damage: High+1

MASS CRACKS CALL (RR) ----- 4**Range:** 20" [50cm] **Duration:** Duration of Battle

The Armor stat of a unit or all combatants in an area with a radius of 3" [8cm] is modified by +1; may not exceed zero.

FLY ----- 5**Range:** 5" [13cm] **Duration:** Duration of Battle

Target combatant may fly (see O-16.0) up to 20" [50cm] high with a Movement Rate of 10" [25cm].

HASTE ----- 6**Range:** 5" [13cm] **Duration:** Until end of next M-C phase

During the next melee combat phase, the target combatant may make twice its normal melee attacks against the same combatant. This does not affect special attacks made by heroes.

SHIELD ----- 7**Range:** — **Duration:** Duration of Battle

Creates an invisible force shield in front of the caster. This functions as a normal shield +2, except it does not occupy a hand. This spell cannot be combined with a "real" shield.

HOLD (RR) ----- 8**Range:** 20" [50cm] **Duration:** Duration of Battle

A combatant's Movement Rate is halved and all attack rolls he makes receive a -2 modification.

ILLUSIONARY TERRAIN ----- 9**Range:** 20" [50cm] **Duration:** Special

When cast on a clear terrain area of 2"x2" [5x5cm] for every 2 PPs used, the area appears to be of another type of terrain type — just place terrain of that type on the playing surface (the player casting the spell should record what terrain is not real). No RRs need be made, it looks real to the combatants. However, the terrain is not real.

If any enemy combatant/unit moves adjacent to its position **or** moves into **or** through it **or** makes a missile attack against the area, the terrain disappears (remove the terrain from the playing surface).

This spell is best cast at the start of a scenario in which the players are placing the terrain. Casting this spell during a battle only succeeds if the affected area is not in the line-of-sight of enemy combatants.

LONG DOOR ----- 10**Range:** 5" [13cm] **Duration:** —

A willing target combatant may be "teleported" up to 10" [25cm] for every 2 PPs used. Exact distance and direction must be specified. If any material (other than air) occupies the destination, the target does not leave and it is disrupted.

INVISIBILITY ----- 11**Range:** 20" [50cm] **Duration:** Special

Target combatant is invisible. Remove from the playing surface and keep track of its position on a sheet of paper. If he makes any attack **or** if any enemy combatant/unit makes base-to-base contact with him **or** attempts to move through his area **or** makes a missile attack against the area he occupies, the combatant becomes visible and is immediately placed on the playing surface. This spell can also be applied to a terrain area up to 2"x2" [5x5cm] for every 2 PPs used (i.e., the terrain will appear to be clear terrain).

This spell works best for combatants on the playing surface at the start of a scenario. Casting this spell during a battle only succeeds if the affected combatant/area is not in the line-of-sight of enemy combatants.

MASS ENCHANTED ARMOR ----- 12**Range:** 20" [50cm] **Duration:** Duration of Battle

The Armor stat of all combatants in an area with a radius of 3" [8cm] is modified by -1; may only be cast once on each combatant. An Armor stat of 1/2 (plate armor) cannot be further improved.

WATER LUNGS ----- 13**Range:** 10" [25cm] **Duration:** Duration of Battle

Target combatant may breathe water as well as air, so he may move through water without having to swim.

Evil Spells

LOCK JOINT (RR) ----- 14**Range:** 20" [50cm] **Duration:** Duration of Battle

One of the target's leg joints locks. Target combatant's movement rate is reduced to crawling at 1" [25mm]. Intense pain causes an additional 4 points of damage.

SHATTER (RR) ----- 15**Range:** 5" [13cm] **Duration:** —

Can shatter an inorganic object e.g., a combatant's weapon; all within 2" [5cm] take 3 points of damage, holder takes 5 points of damage.

Shattering a target's armor requires a RR with a +2 modification. If successful, target takes 10 points of damage; all within 2" [5cm] take 5 points of damage and target's Armor is reduced to 0.

IMPAIR (RR) ----- 16**Range:** 20" [50cm] **Duration:** Special

Target has one of its stats (e.g. Defense, Morale, Movement Rate, Maneuver, Resistance) worsened by 1D6 for 1D6 turns. When the duration expires, the stat will go back up.

SUMMON ELEMENTAL ----- 17

Range: 20" [50cm] **Duration:** Duration of Battle

Caster summons an Elemental that gradually appears over the course of 2 turns. Once it has fully materialized, the Elemental will fight as a combatant on the caster's side. Expend PPs as indicated in the table below or select a pre-configured Elemental from the Summon Elemental Chart [A-2.4]. Applicable stats are:

ELEMENTAL CREATION CHART			
Stat/Name	Base Stat	Mod per PP used over 2	Maximum Stat
Movement Rate	6" [15cm]	+1 per PP	18" [46cm]
Large Bash	3D6-2	+1 per PP	3D6+3
Bash Damage	Med	+1 per PP	Med+2
Elem. Grapple	D6+D10+4	+1 per PP	D6+D10+9
Grapple Dmg.	Low	+1 per PP	Low+2
Defense	9	+1 per PP	14
Armor	0	-	0
Morale	6	-	6
Endurance	45	+5 per PP	75
Maneuver	7	-1 per PP	5
Resistance	6	-	6

Elemental Grapple does additional **Highx2** element damage (fire, ice, etc.). The final TPC determines its class:

TPC	Class
0-300	I
301-450	II
451-600	III
601+	IV

For each PP above 2 used to cast the spell, one stat may be modified by the amount indicated on the chart above. No modified stat may exceed the maximum limits given above. The base size is **Large**. The exact type of Elemental must be declared by the caster before summoning it. The type determines the elemental damage being dealt by a grapple attack.

- Air = Impact Damage
- Ice = Cold Damage
- Earth = Impact Damage
- Fire = Fire Damage
- Light = Electricity Damage
- Water = Impact Damage
- Dark = Cold Damage

EARTH TO DUST ----- 18

Range: 10" [25cm] **Duration:** —

Turns stone and/or wood to dust (as "Rough" in covered area): 1"x1"x1" [25x25x25mm] area for every 2 PPs used.

S-15.8 ESSENCE SPELLS
LEVEL THREE

ELEMENTAL BALL II ----- 1

Range: 20" [50cm] **Duration:** —

A 0.1" [3mm] ball of elemental energy (e.g., fire, ice, electricity, etc.) is shot from the palm of the caster; it explodes to affect an area with a 3" [8cm] radius. All combatants in the area suffer an attack with the following stats:

Attack: 2D6+8
Damage: Lowx2

ELEMENTAL BOLT III ----- 2

Range: 20" [50cm] **Duration:** —

A bolt of elemental energy (e.g., fire, ice, electricity, etc.) is shot from the palm of the caster. The target combatant suffers an attack with the following stats:

Attack: 1D6+1D10+4+(caster's Elem. Spell Bonus stat)
Damage: Highx2

FIRE WALL TRUE ----- 3

Range: 10" [25cm] **Duration:** Duration of Battle

Creates a straight wall of fire 3" [8cm] high, 1/4" [6mm] thick. The length of the wall is 3" [8cm] for each 3 PPs used. Any combatant passing through the wall takes 2D6 hits (no RR).

MASS CANCEL MAGIC ----- 4

Range: 20" [50cm] **Duration:** —

Cancels any one spell affecting a unit or all combatants in an area with a radius of 3" [8cm]. PP cost for cancelling is half the PPs (round down) used for the original spell (a max. of 10 PPs may be used). Does not affect poisons, diseases or curses.

PHANTASM ----- 5

Range: 20" [50cm] **Duration:** Special

When cast on a clear terrain area of up to 2"x2" [5x5cm], the area appears to be occupied by one or more combatants — just place up 1 large or up to 4 medium miniatures on the playing surface (the player casting the spell decides what miniatures to use). No RRs need be made, they look real to the combatants. However, the combatants are not real.

If any enemy combatant/unit moves adjacent to their position or moves into or through them or makes a missile attack against the area, the combatants disappear (remove the miniatures from the playing surface).

This spell is best cast at the start of a scenario in which the players are choosing their combatants. Casting this spell during a battle only succeeds if the affected area is not in the line-of-sight of enemy combatants.

MASS CONFUSION (RR) ----- 6**Range:** 20" [50cm] **Duration:** *Target's next M-M-S phase*

Target unit or all combatants in an area with a radius of 3" [8cm] can take no action other than movement during their next movement-missile-spell phase. This spell has no effect on combatants already engaged in melee combat.

MASS DEFLECTIONS ----- 7**Range:** 20" [50cm] **Duration:** *During next M-M-S phase*

During the next movement-missile-spell phase, the caster may modify the missile attack rolls of a unit or all combatants in an area with a radius of 3" [8cm] by -8. The combatants making the attack must be within 20" [50cm] and within his front arc (see S-9.0). The attacks to be modified must be chosen before the attack rolls are made.

MASS PORTAL ----- 8**Range:** 5" [13cm] **Duration:** *Duration of Battle*

Opens a 3" [8cm] wide, 3" [8cm] tall portal in a solid surface. This will enable most units (they may have to use column formation) and large-sized combatants to pass through an impassable barrier. The portal will go thru 1" [25mm] of material for each 3 PPs used.

MASS ENHANCEMENTS ----- 9**Range:** 10" [25cm] **Duration:** *Duration of Battle*

For every 3 PPs used, a unit or all combatants in an area with a radius of 3" [8cm] receive a +1 bonus to **one** of the following (maximum bonus is +5):

- 1) The Defense Stat
- 2) All Maneuver Rolls they make
- 3) All Resistance Rolls they make

MASS LEAVING ----- 10**Range:** 5" [13cm] **Duration:** —

A willing unit or all willing target combatants in an area with a radius of 3" [8cm] may be "teleported" up to 10" [25cm] for every 3 PPs used. The caster must be able to see the destination and there can be no intervening "barriers" in a line between the targets and their destination. If any material (other than air) occupies the destination, the targets do not leave and are disrupted.

SPHERE OF ELEMENTAL RESISTANCE -- 11**Range:** — **Duration:** *Duration of Battle*

All combatants in an area with a radius of 3" [8cm] around the caster are totally protected from natural light, heat and cold. Their Defense against attacks (spells and creatures) involving light, heat, and cold is increased by +4.

MASS RUN ----- 12**Range:** 5" [13cm] **Duration:** *Until attacks or is attacked*

A target unit's MR or all combatant's MR in an area with a radius of 3" [8cm] is doubled until they next make an attack or are attacked by an enemy. Targets may not attempt a Run maneuver while using the spell. This spell only applies to movement.

Evil Spells**BREAK LIMB (RR)** ----- 13**Range:** 20" [50cm] **Duration:** *Duration of Battle*

Randomly breaks one of the target's legs. Target combatant's falls and can no longer move. Intense pain causes an additional 6 points of damage.

ORDER ELEMENTAL ----- 14**Range:** 20" [50cm] **Duration:** *Duration of Battle*

Any Elemental that has been created by the caster, can be given a simple, straight-forward task that it will attempt to complete. After completing the task (which it will attempt to do for the duration of the battle), the Elemental returns to it's plane.

SPASM (RR) ----- 15**Range:** 20" [50cm] **Duration:** —

Target combatant takes 10 hits.

MASS NIGHTVISION ----- 16**Range:** 10" [25cm] **Duration:** *Duration of Battle*

Combatants in the target unit or all combatants in an area with a radius of 3" [8cm] may see in darkness as if it were day.

**S-15.9 ESSENCE SPELLS
LEVEL FOUR****ELEMENTAL BALL III** ----- 1**Range:** 20" [50cm] **Duration:** —

A 0.1" [3mm] ball of elemental energy (e.g., fire, ice, electricity, etc.) is shot from the palm of the caster; it explodes to affect an area with a 3" [8cm] radius. All combatants in the area suffer an attack with the following stats:

Attack: 1D6+1D10+6

Damage: (Lowx2)+1

ELEMENTAL BOLT I TRIAD ----- 2**Range:** 20" [50cm] **Duration:** —

Three bolts of elemental energy (e.g., fire, ice, electricity, etc.) are shot from the palm of the caster. The target of each attack suffers an attack with the following stats (the Elemental Spell Bonus may only be added to **one** of the attacks):

Attack: 1D6+1D10+(caster's Elem. Spell Bonus stat)

Damage: Low+2

ELEMENTAL BOLT IV ----- 3

Range: 20" [50cm] **Duration:** —

A bolt of elemental energy (e.g., fire, ice, electricity, etc.) is shot from the palm of the caster. The target combatant suffers an attack with the following stats:

Attack: 2D6+1D10+1+(caster's Elem. Spell Bonus stat)
Damage: Highx2

MASS BLADETURN ----- 4

Range: 20" [50cm] **Duration:** During next M-C phase

During the next melee-combat phase, the caster may modify the attack rolls of one unit or all combatants in an area with a radius of 3" [8cm] by -8. The attacks must be within 20" [50cm] and within his front arc (see S-9.0). The attacks to be modified must be chosen before the attack rolls are made.

MASS WATER LUNGS ----- 5

Range: 10" [25cm] **Duration:** Duration of Battle

Combatants in the target unit or all combatant in an area with a radius of 3" [8cm] may breathe water as well as air, so they may move through water without having to swim.

MASS HASTE ----- 6

Range: 5" [13cm] **Duration:** Until end of next M-C phase

During the next melee combat phase, the target unit or all combatants in an area with a radius of 3" [8cm] may make twice their normal melee attacks. Each hasted combatant must attack the same target with both attacks. This does not affect special attacks made by heroes.

MASS HOLD (RR) ----- 7

Range: 20" [50cm] **Duration:** Duration of Battle

The Movement Rate of a target unit or all combatants in an area with a radius of 3" [8cm] is halved and all attack rolls they make receive a -2 modification.

MASS RESIST ELEMENTS ----- 8

Range: 10" [25cm] **Duration:** Duration of Battle

Combatants in the target unit or all combatants in an area with a radius of 3" [8cm] are totally protected from natural light, heat and cold. Their Defense against attacks (spells and creatures) involving light, heat, and cold is increased by +4.

Evil Spells

DEMONIC GATE ----- 9

Range: 20" [50cm] **Duration:** Concentration/Special

Caster summons a demon that appears over the course of 2 turns. The caster can control the demon by concentrating. After the caster stops concentrating, the demon will fade out over the course of 2 turns. However, during these 2 turns, it will attack the closest being. Expend PPs as indicated in the table below or select a pre-configured demon from the Summon Demon Chart [A-2.3]. Applicable stats are:

DEMON CREATION CHART

Stat Name	Base Stat	Mod per PP used over 4	Maximum Stat
Movement Rate	7" [18cm]	+1 per PP	13" [33cm]
Melee Attack	4D6	+2 per PP	4D6+10
Melee Damage	High+2	+1 per PP	High+5
Defense	5	+1 per PP	11
Armor	-1	-1 per PP	-4
Morale	9	-1 per PP	4
Endurance	24	+6 per PP	60
Maneuver	11	-1 per PP	7
Resistance	6	-1 per PP	2
Power Points	0	+2 per PP	24
Levels / Spells	0/0	+1 per 2 PP	5/15

The final TPC determines its class:

TPC	Class
0-400	I
401-550	II
551-700	III
701-900	IV
901-1150	V
1151+	VI

For each PP above 4 used to cast the spell, one stat may be modified by the amount indicated on the chart above. No modified stat may exceed the maximum limits given above. The base size is **Large**. Spells and Spell Levels must be selected from the same realm of power and increase as indicated below:

- Spell Level 1** = 2 lvl 1 spells
- Spell Level 2** = 2 lvl 1 spells / 1 lvl 2 spell
- Spell Level 3** = 3 lvl 1 / 2 lvl 2 / 1 lvl 3
- Spell Level 4** = 4 lvl 1 / 3 lvl 2 / 2 lvl 3 / 1 lvl 4
- Spell Level 5** = 5 lvl 1 / 4 lvl 2 / 3 lvl 2 / 2 lvl 4 / 1 lvl 5

MASS IMPAIR (RR) ----- 10**Range:** 20" [50cm]**Duration:** *Special*

Target unit or all combatants in an area with a radius of 3" [8cm] have one of their stats (e.g. Defense, Morale, Movement Rate, Maneuver, Resistance) worsened by 1D6 for 1D6 turns. When the duration expires, the stat will go back up.

AGONY (RR) ----- 11**Range:** 20" [50cm]**Duration:** —

Target combatant takes hits equal to 50% of his Endurance (round up).

MASS PAIN (RR) ----- 12**Range:** 20" [50cm]**Duration:** —

Combatants in target unit or all combatants in an area with a radius of 3" [8cm] takes 5 hits.

MASS INVISIBILITY ----- 4**Range:** 20" [50cm]**Duration:** *Special*

Target unit or all combatants in an area with a radius of 3" [8cm] are invisible. Remove from the playing surface and keep track of their position on a sheet of paper. If they make any attacks **or** if any enemy combatant/unit makes base-to-base contact with them **or** attempts to move through their area **or** makes a missile attack against the area they occupy, the combatants/unit become visible and are immediately placed on the playing surface.

This spell works best for combatants on the playing surface at the start of a scenario. Casting this spell during a battle only succeeds if the affected combatants/unit are not in the line-of-sight of enemy combatants.

MASS LONG DOOR ----- 5**Range:** 10" [25cm]**Duration:** —

A willing unit or all willing target combatants in an area with a radius of 3" [8cm] may be "teleported" up to 10" [25cm] for every 5 PPs used. Exact distance and direction must be specified. If any material (other than air) occupies the destination, the targets do not leave and they are disrupted.

S-15.10 ESSENCE SPELLS LEVEL FIVE

ELEMENTAL BALL IV ----- 1**Range:** 20" [50cm]**Duration:** —

A 0.1" [3mm] ball of elemental energy (e.g., fire, ice, electricity, etc.) is shot from the palm of the caster; it explodes to affect an area with a 3" [8cm] radius. All combatants in the area suffer an attack with the following stats:

Attack: 1D6+1D10+8

Damage: (Lowx2)+2

ELEMENTAL BOLT II TRIAD ----- 2**Range:** 20" [50cm]**Duration:** —

Three bolts of elemental energy (e.g., fire, ice, electricity, etc.) are shot from the palm of the caster. The target of each attack suffers an attack with the following stats (the Elemental Spell Bonus may only be added to **one** of the attacks):

Attack: 1D6+1D10+1+(caster's Elem. Spell Bonus stat)

Damage: High+1

ELEMENTAL BOLT V ----- 3**Range:** 20" [50cm]**Duration:** —

A bolt of elemental energy (e.g., fire, ice, electricity, etc.) is shot from the palm of the caster. The target combatant suffers an attack with the following stats:

Attack: 2D6+1D10+3+(caster's Elem. Spell Bonus stat)

Damage: Highx2

Evil Spells

MASS BREAK LIMBS (RR) ----- 6**Range:** 20" [50cm]**Duration:** *Duration of Battle*

Target unit or all combatants in an area with a radius of 3" [8cm] have one of their legs broken. Target combatants all fall to the ground and can no longer move. A targeted unit automatically disbands. Intense pain causes an additional 6 points of damage to each combatant.

MASS AGONY (RR) ----- 7**Range:** 20" [50cm]**Duration:** —

Target unit or all combatants in an area with a radius of 3" [8cm] take hits equal to 50% of their Endurance (round up).

DISINTEGRATION ----- 8**Range:** 20" [50cm]**Duration:** —

Completely disintegrates objects up to 5"x5"x5" [13x13x13cm].

S-15.11 MENTALISM SPELLS
LEVEL ONE



OF MENTALISM

The mind is an amazing tool, especially for those who use it. Yet, no one uses it to its full capacity. Mentalism is that realm of power in which the masters of spells strive to use their minds in ways few even contemplate. By using the very personal power locked within themselves, Mentalism users are able to channel the power of the Essence through their own mental corridors; thus, manipulating and bending the reality that surrounds them. In a sense, they act as very minute imitations of the deities above, giving power not to clerics, but retaining it and directing its manipulation. Mentalism users are masters of the Essence within themselves.

Because Mentalism users are not deities however, they work within the limitations of their worldly bodies, their own senses, and perceptions. Rarely are they able to direct their spells beyond themselves or one target. Manipulation of one's own Essence does not yield the wide-reaching power of the other realms. Additionally, the physical freedom of the Mentalism user's head is prerequisite to the use of this inner strength (any head covering inhibits casting of spells from this realm).

Nonetheless, the power of the Mentalism user can reach great heights. They are masters of thought, gatherers of presence and inner strength. Even through their focus is generally limited to singular targets, their abilities regarding personal confrontations are considerable indeed...for, it is the Mentalism user who seeks to fulfill the destiny of his own mind.

BLADETURN ----- 1
Range: 20" [50cm] **Duration:** *During next M-C phase*
During the next melee-combat phase, the caster may modify one melee attack roll by -8. The attack must be within 20" [50cm] and within his front arc (see S-9.0). The attack to be modified must be chosen before the attack roll is made.

SELF AURA ----- 2
Range: — **Duration:** *Duration of Battle*
Causes a bright aura about the caster, making him appear more powerful and subtracting 2 from all attacks.

LIGHT ----- 3
Range: 20" [50cm] **Duration:** *Duration of Battle*
Creates an area of light (as bright sunlight) with a radius of 3" [8cm] for each PP used. While inside the light, "creatures of the night" (e.g., undead, Goblins, etc.) receive a -2 Morale Roll modification and a -2 modification to maneuvers and missile attacks.

BLUR ----- 4
Range: — **Duration:** *Special*
Causes caster for 1D6 rounds to appear blurred to attackers. Caster's Defense stat receives a +2 bonus until the spell effect wears off.

FEAR (RR) ----- 5
Range: 20" [50cm] **Duration:** *Duration of Battle*
Target combatant's Movement Rate is doubled, but it must move as far away as possible from one specific combatant/unit chosen by the caster.

CANCEL MAGIC ----- 6
Range: 20" [50cm] **Duration:** —
Cancels any one spell affecting one combatant or an area with a 3" [8cm] radius. PP cost for cancelling is half the PPs (round down) used for the original spell (a max. of 10 PPs may be used). Does not affect poisons, diseases or curses.

HEALING I ----- 7
Range: 10" [25cm] **Duration:** —
Remove 5 hits taken from one combatant for each PP used.

HATRED (RR) ----- 8
Range: 20" [50cm] **Duration:** *Until foe is attacked*
Target combatant hates one combatant chosen by the caster. Target will attempt to attack that combatant as soon as possible (e.g., move towards, make a melee or missile attack, etc.). As soon as the hated combatant has been attacked once, the spell is cancelled.

CRACKS CALL (RR) ----- 9
Range: 20" [50cm] **Duration:** *Duration of Battle*
Target combatant's Armor stat is modified by +1; may not exceed zero.

STUN RELIEF ----- 10
Range: 10" [25cm] **Duration:** —
The target combatant is relieved of 1 turn's worth of accumulated stun effects for each PP used. If all stun effects are removed, he may act normally in the same round.

CALM (RR) ----- 11
Range: 20" [50cm] **Duration:** —
*Target will take no aggressive/offensive action, and will fight only if attacked. **Alternately**, one combatant on the caster's side may make an immediate Morale Roll modified by +2.*

UNPOISON ----- 12
Range: 10" [25cm] **Duration:** —
 Caster can remove any one poison from the target.

MUSCLE REPAIR ----- 13
Range: 10" [25cm] **Duration:** —
 Caster can repair any muscle damage on one target.

CONFUSION (RR) ----- 14
Range: 20" [50cm] **Duration:** Target's next M-M-S phase
 Target combatant can take no action other than movement during his next movement-missile-spell phase. This spell has no effect on a combatant already engaged in melee combat.

HASTE ----- 15
Range: 5" [13cm] **Duration:** Until end of next M-C phase
 During the next melee combat phase, the target combatant may make twice its normal melee attacks against the same combatant. This does not affect special attacks made by heroes.

Evil Spells

FORGET (RR) ----- 16
Range: 20" [50cm] **Duration:** Until next turn
 Target combatant totally forgets what he was about to do and will attempt no actions for one full turn. If attacked, he will defend normally. If combatant is disrupted, he does not get to make a Morale Roll, but will continue to be disrupted upon remembering.

LOST EXPERIENCE I (RR) ----- 17
Range: 20" [50cm] **Duration:** —
 Target hero loses 10% of the Experience in his pool.

MIND INVASION (RR) ----- 18
Range: 20" [50cm] **Duration:** Concentration
 Caster and target are locked in mental combat with the caster. The target is unable to take any actions, but the caster may still move up to 50% of his Movement Rate.

POWER LEAK I (RR) ----- 19
Range: 20" [50cm] **Duration:** —
 The target immediately loses 10% (round up) of its remaining power points (PPs). The loss is not permanent and may be recovered normally.

TRANSFERRAL (RR) ----- 20
Range: 20" [50cm] **Duration:** Concentration
 Target's "soul" and the caster's "soul" are interchanged; the caster can move up to 50% of the target's Movement Rate and make melee or missile attacks with a -5 modification. Casting spells is not possible while in the body of the target. The target (in the caster's body) is inactive.

*The caster can cancel the spell at any time (takes one turn).
 The target can cancel the spell if it makes a successful RR.*

If either body is killed, both "souls" are destroyed.

S-15.12 MENTALISM SPELLS LEVEL TWO

LIGHT ERUPTION (RR) ----- 1
Range: 5" [13cm] **Duration:** —
 Causes a bright sphere of intense light in an area with a radius of 3" [8cm]. All combatants in that area must make a RR modified by -1. Combatants who fail the roll are stunned (-5 Def) for 1W6/2 turns (round up).

SHOCK BOLT ----- 2
Range: 20" [50cm] **Duration:** —
 A bolt of intense, charged light is shot from the palm of the caster. The target combatant suffers an attack with the following stats:
 Attack: 1D6+1D10+4
 Damage: Highx2

PASSING ----- 3
Range: — **Duration:** Concentration
 Caster can pass through any inanimate material at the rate of 0.5" [13mm] per turn.

DEFLECTION ----- 4
Range: 20" [50cm] **Duration:** During next M-M-S phase
 During the next movement-missile-spell phase, the caster may modify one missile attack roll by -8. The combatant making the attack must be within 20" [50cm] and within his front arc (see S-9.0). The attack to be modified must be chosen before the attack roll is made.

FUMBLE (RR) ----- 5
Range: 10" [25cm] **Duration:** Current or next action
 The target will "fumble" its current or upcoming action and fail miserably. This includes casting or concentrating on a spell, melee or missile attacks and (hero-)maneuvers. If the optional fumble-rules are used, consult the appropriate table and determine the effect.

BOIL WATER ----- 6

Range: 1" [3cm] **Duration:** Concentration
 Heats 1 cubic inch of liquid per 2 PPs to boiling temperature within 1 turn. Liquid continues to boil as long as the caster concentrates. Caster is immune to the heat. Any target inside the liquid suffers 5 points of damage per turn.

HEALING II ----- 7

Range: 10" [25cm] **Duration:** —
 Remove 10 hits taken from one combatant for each PP used.

LEAVING ----- 8

Range: 5" [13cm] **Duration:** —
 A willing target combatant may be "teleported" up to 10" [25cm] for each PP used. The caster must be able to see the destination and there can be no intervening "barriers" in a line between the target and its destination. If any material (other than air) occupies the destination, the target does not leave and it is disrupted.

SIDE VISION ----- 9

Range: — **Duration:** Duration of Battle
 Caster has a 300° field of vision. The Defense modifications are reduced to -1 for flanking and -2 for rear attacks.

SPIN (RR) ----- 10

Range: 5" [13cm] **Duration:** —
 Target is spun about a few times, and stops facing 180° away from his original facing. He spends the turn attempting to recover.

REPAIR FRACTURE ----- 11

Range: 10" [25cm] **Duration:** —
 Caster can repair any fracture on the target.

PHANTASM ----- 12

Range: 20" [50cm] **Duration:** Special
 When cast on a clear terrain area of up to 2"x2" [5x5cm], the area appears to be occupied by one or more combatants — just place up 1 large or up to 4 medium miniatures on the playing surface (the player casting the spell decides what miniatures to use). No RRs need be made, they look real to the combatants. However, the combatants are not real.

If any enemy combatant/unit moves adjacent to their position or moves into or through them or makes a missile attack against the area, the combatants disappear (remove the miniatures from the playing surface).

This spell is best cast at the start of a scenario in which the players are choosing their combatants. Casting this spell during a battle only succeeds if the affected area is not in the line-of-sight of enemy combatants.

HURLING I ----- 13

Range: 10" [25cm] **Duration:** —
 Caster may "hurl" one object (that starts within 3" [8cm] of him) of 5 pound or less with sufficient force to deliver a sling-type attack. Target's shield and armor apply normally.

Attack: 1D6+1D10-2
Damage: Lowx2

Evil Spells

ASSAULT (RR) ----- 14

Range: 20" [50cm] **Duration:** Until disrupted
 There is 10% chance each turn (roll 1D10) that the target will attack any given person when he initially encounters him. For these purposes "person" is any friendly combatant, companion or associate. The target will continue his assault until he is disrupted.

MIND BLANK (RR) ----- 15

Range: 20" [50cm] **Duration:** Until next turn
 Target's mind is temporarily blank and he can do nothing for one full turn. His body stops (all voluntary actions cease). If attacked, he will not defend. If combatant is disrupted, he does not get to make a Morale Roll, but will continue to be disrupted upon remembering. All AR against the target are treated as rear attacks.

NEUROSIS (RR) ----- 16

Range: 20" [50cm] **Duration:** Duration of Battle
 (Disease) Target has a dislike for a specific type of thing the caster chooses. The target has a 50% chance to maintain control around the subject (roll low (1-5) or high (6-10) on 1D10). If the target fails to control himself around the subject, roll another D10:

- 1 = Target will blindly attack the subject at all costs
- 2-4 = Target will "FEAR" the subject (see S-15.11/5)
- 5-9 = Target will avoid the subject at all costs
- 10 = Target becomes disrupted

PARANOIA (RR) ----- 17

Range: 20" [50cm] **Duration:** Duration of Battle
 (Disease) Target believes everyone is out to get him. Every turn there is a 30% chance he will become disrupted (roll low (1-3) or high (7-10) on 1D10).

PHANTOM (RR) ----- 18

Range: 20" [50cm] **Duration:** —
 Target is attacked by a creature of shadow (place a miniature next to it). Only the target can see the mental illusion; stats are identical with the target. If the creature is slain, the spell is dispelled.

S-15.13 MENTALISM SPELLS LEVEL THREE

WATERFORM ----- 1

Range: — **Duration:** Concentration
Caster takes on the form of a liquid mass, able to seep through cracks as well as water. As a fluid, he can move through water with a MR of 10" [25cm] per turn. The caster cannot cast spells in this form.

SPELL DEFLECTION ----- 2

Range: 20" [50cm] **Duration:** During next M-M-S phase
During the next movement-missile-spell phase, the caster may modify one elemental spell attack roll by -8. The combatant casting the spell must be within 20" [50cm] and within his front arc (see S-9.0). The attack to be modified must be chosen before the attack roll is made.

BOWBREAK (RR) ----- 3

Range: 20" [50cm] **Duration:** —
Will break a wood based missile weapon on a medium sized combatant. Unless he has other weapons, the combatant is limited to hand-to-hand combat.

Attack: 2D6

Damage: Low-2

BLADEBREAK (RR) ----- 4

Range: 20" [50cm] **Duration:** —
Will break a metal based melee weapon on a medium sized combatant. Unless he has other weapons, the combatant is limited to hand-to-hand combat.

Attack: 2D6

Damage: Low-2

TRUE HEALING ----- 5

Range: 10" [25cm] **Duration:** —
Remove all hits taken from one combatant.

MASS MUSCLE REPAIR ----- 6

Range: 10" [25cm] **Duration:** —
Caster can repair any muscle damage on a unit or all combatants in an area with a radius of 3" [8cm].

MASS FEAR (RR) ----- 7

Range: 20" [50cm] **Duration:** Duration of Battle
The Movement Rate of a target unit or all combatants in an area with a radius of 3" [8cm] is doubled, but they must move as far away as possible from one specific combatant/unit chosen by the caster.

FLY ----- 8

Range: — **Duration:** Duration of Battle
Caster may fly (see O-16.0) up to 20" [50cm] high with a Movement Rate of 10" [25cm].

MASS CONFUSION (RR) ----- 9

Range: 20" [50cm] **Duration:** Target's next M-M-S phase
Target unit or all combatants in an area with a radius of 3" [8cm] can take no action other than movement during their next movement-missile-spell phase. This spell has no effect on combatants already engaged in melee combat.

FREEZE WATER (RR) ----- 10

Range: 1" [3cm] **Duration:** Concentration
Freezes 1 cubic inch of liquid per 3 PPs solid within 1 turn. Liquid stays frozen as long as the caster concentrates. Any combatant inside must make a RR to avoid getting frozen. Unsuccessful combatants are immobilized and suffer 10 points of cold damage per turn.

WHIRLING WINDS ----- 11

Range: 5" [13cm] **Duration:** Concentration
Creates a whirlwind about caster; it moves with the caster and has a 5" [13cm] radius. No missile attacks can penetrate it. Inside, MRs are reduced to 25% and Melee Attacks are modified by -8. The caster is not affected by the effects.

DISTRACTION (RR) ----- 12

Range: 20" [50cm] **Duration:** Until next turn
Target suffers a -3 penalty to all actions for one full turn.

Evil Spells

POWERLEAK II (RR) ----- 13

Range: 20" [50cm] **Duration:** —
The target immediately loses 50% (round up) of its remaining power points (PPs). The loss is not permanent and may be recovered normally.

LOST EXPERIENCE II (RR) ----- 14

Range: 20" [50cm] **Duration:** —
Target hero loses 50% of the Experience in his pool.

MIND SLAVE (RR) ----- 15

Range: 20" [50cm] **Duration:** Special
— Target must obey the caster and is like a zombie until he succeeds in his RR (at the start of his turn). On any turn that the caster concentrates, the target must obey him.

MIND DEATH (RR) ----- 16

Range: 20" [50cm] **Duration:** Special
Target's mind is temporarily blank and he can do nothing for 1D6/2 full turns (round up). His body stops (all voluntary actions cease). If attacked, he will not defend. If combatant is disrupted, he does not get to make a Morale Roll, but will continue to be disrupted upon remembering. All attacks against the target are treated as rear attacks.

S-15.14 MENTALISM SPELLS
LEVEL FOUR

HAND OF FIRE (RR) ----- 1

Range: 1" [25mm] **Duration:** Concentration

Focuses sunlight as a lens from the open palm of the caster (caster's arm is immune). It can be used as an elemental fire weapon during the melee combat phase. The target combatant suffers an attack with the following stats:

*Attack: 2D6+1D10+5
Damage: Highx2*

HURLING II ----- 2

Range: 10" [25cm] **Duration:** —

Caster may "hurl" one object (that starts within 3" [8cm] of him) of 25 pound or less with sufficient force to deliver a sling-type attack. Target's shield and armor apply normally.

*Attack: 2D6+1D10+6
Damage: Highx2*

MISTFORM ----- 3

Range: — **Duration:** Concentration

Caster takes on the form of a mist, able to fly with a MR of 15" [38cm] per turn. The caster may seep through cracks, extend himself to become virtually invisible, etc. The caster cannot cast spells in this form.

MASS REPAIR FRACTURE ----- 4

Range: 10" [25cm] **Duration:** —

Caster can repair any fracture damages on a unit or all combatants in an area with a radius of 3" [8cm].

LONG DOOR ----- 5

Range: 5" [13cm] **Duration:** —

A willing target combatant may be "teleported" up to 10" [25cm] for every 2 PPs used. Exact distance and direction must be specified. If any material (other than air) occupies the destination, the target does not leave and it is disrupted.

DEFLECT TRUE ----- 6

Range: 20" [50cm] **Duration:** During next turn

During the next movement-missile-spell or melee-combat phase, the caster may modify any three attack rolls (elemental spell, missile or melee) by -8. The combatant casting the spell must be within 20" [50cm] and within his front arc (see S-9.0). The attacks to be modified must be chosen before the attack roll is made.

SOLID DOOR ----- 7

Range: — **Duration:** Duration of Battle

Opens a 1" [25mm] wide, 1" [25mm] tall doorway in any inanimate, solid material. This will enable a human-sized combatant to pass through an impassable barrier. The doorway will go thru 1" [25mm] of material for each PP used.

VENOM'S CLOUD (RR) ----- 8

Range: 5" [13cm] **Duration:** Duration of Battle

The caster disperses a poison into a misty cloud. The size of the mist is 1" [25mm] radius for every PP used. The poison will linger in the area normally until the end of battle. The mist will be subject to wind, etc. When the mist is dispersed or dispelled, the poison is removed from the area.

Any combatant/unit inside the mist has to make a successful RR each round to avoid being poisoned. If a combatant fails the RR, he becomes poisoned and suffers 2 hits each round.

Evil Spells

HOMICIDE (RR) ----- 9

Range: 20" [50cm] **Duration:** Duration of Battle

There is 50% chance each turn (roll 1D10) that the target will attack any given person when he initially encounters him. For these purposes "person" is any friendly combatant, companion or associate. The target will continue his attacks relentlessly until the end of the battle.

CATATONIA (RR) ----- 10

Range: 20" [50cm] **Duration:** Duration of Battle

(Disease) There is 50% chance each turn (roll 1D10) that the target will slip into a catatonic state. Once target enters this state, he will remain in it for the remainder of the battle. If attacked, he will not defend. All attacks against the target are treated as rear attacks.

BANISHMENT (RR) ----- 11

Range: 20" [50cm] **Duration:** Special

Target must obey the caster and is like a zombie until he succeeds in his RR (at the start of his turn). In addition, target's "mind/essence/soul" is in agony and any turn the caster doesn't concentrate, the target will obey anyone's verbal commands. Conflicting commands mean the target does nothing.

MIND EROSION (RR) ----- 12

Range: 20" [50cm] **Duration:** Special

Target has one of its mental stats (e.g. Morale, Resistance, Power Points, Elemental Spell Bonus) worsened by 1D6 for 1D6 turns. When the duration expires, the stat will go back up.

S-15.15 MENTALISM SPELLS LEVEL FIVE

REGENERATION TRUE ----- 1

Range: — **Duration:** —

Caster is completely healed from all poisons, fractures, sprains and diseases, and is brought back to full strength. Does not affect power points (PPs) and curses.

MIND BREAK (RR) ----- 2

Range: 10" [25cm] **Duration:** Duration of Battle

*Target is blathering idiot. He may be led around but he can take **no** action. All attacks against the target are treated as rear attacks.*

MIND'S DOOR ----- 3

Range: varies **Duration:** —

*Caster establishes a mental connection to a friendly combatant and is able to teleport himself to that combatant **or** teleport the friendly combatant to his location. The friendly combatant can be anywhere on the playing surface.*

MIND MASTER (RR) ----- 4

Range: 20" [50cm] **Duration:** Duration of Battle

When he concentrates, caster has total control over target's mind. After the initial casting, the range for control extends across the playing surface. Only one target can be controlled in this fashion.

MASS DISTRACTION (RR) ----- 5

Range: 20" [50cm] **Duration:** Until next turn

Target unit or all combatants in an area with a radius of 3" [8cm] suffer a -3 penalty to all actions for one full turn..

Evil Spells

SUICIDE (RR) ----- 6

Range: 20" [50cm] **Duration:** Duration of Battle

Whenever the target is injured or fails something, he will attempt suicide in some imaginative way.

MIND DEATH TRUE (RR) ----- 7

Range: 20" [50cm] **Duration:** Duration of Battle

Target's mind is wiped clean. His body stops (all voluntary actions cease). If combatant was disrupted, he no longer is. If attacked, he will not defend. All attacks against the target are treated as rear attacks.

PSYCHOSIS (RR) ----- 8

Range: 20" [50cm] **Duration:** Duration of Battle

(Disease) Target has an extreme psychosis for a specific type of thing the caster chooses. The target has no chance to maintain control around the subject. If the target realizes the presence of said subject, roll 1D10:

*1-2 = Target will blindly attack the subject at all costs
3-10 = Target will "FEAR" the subject (see S-15.11/5)*



O - OPTIONAL RULES

O-1.0



INTRODUCTION

The *Bladestorm* Optional Rules increase the detail and realism of the Standard Game by providing additional rules and guidelines. All of the Standard Game material should be read and mastered before proceeding to the Optional Rules. Only the most experienced players should try to use the Optional Rules before playing several Standard Game scenarios.

Players should feel free to use none, some, or all of these Optional Rules. However, before play begins, both sides must agree which optional rules are to be used. A checklist is provided in the Campaign Rules (C-6.0) for these purposes.

The game mechanics presented in the Optional Rules are:

New Terrain Types	O-3.0
New Stats	O-4.0
Revised Turn Sequence	O-5.0
Maneuvers for Combatants and Units,	O-6.0
Maneuver Fumbles	
Melee Combat — Parrying, Targeting,	O-7.0
Second Line Polearms Attacks,	
Unit Type Bonuses, Wound Penalties,	
Open-Ended Rolls, Depth Melee Bonuses,	
Melee Fumbles	
Damage — Chain Armor	O-8.0
Missile Combat — Missile Parrying,	O-9.0
Missile Targeting, Unit Missile Attacks,	
Missile Fumbles	
Morale — Combatants vs. Units,	O-10.0
Effects of Rout, Effects of Losses	
Morale Rolls caused by Charges,	
Depth Morale Roll Bonus, Retreat & Follow Up	
Formations — Special Formations,	O-11.0
Changing Formations	
Special Combatants — Musicians,	O-12.0
Standard Bearers, Mounted Combatants,	
Vehicles	
Magic and Spells — Songs and War Sounds	O-13.0
Spell Fumbles	
Unit vs. Unit Combat	O-14.0
Personal Challenges	O-15.0
Flying	O-16.0
Power Hues	O-17.0

O-2.0



CONVENTIONS

Players should feel free to modify the standard *Bladestorm* time and distance scales to fit specific scenarios (i.e., a distance scale of 1" = 20 feet might be used for very large scenarios).

O-3.0



TERRAIN TYPES

These optional rules add several new terrain types. These terrain types have been added to the Optional Combatant Terrain Effects Chart and Optional Unit Terrain Effects Chart.

- Marsh
- Deep Water
- Shallow Water
- Rough
- Steep Slopes
- Road/Path
- Swamp



**OPTIONAL
COMBATANT TERRAIN EFFECTS CHART**

Terrain Type	Movement Reduction	Melee Defense Terrain Mod.	Missile Defense Terrain Mod.	Terrain Morale Roll Mod.
Clear	x1	+0	+0	+0
Brush	x1	+0	+2	+1
Rough	x3/4	+1	+1	+1
Light Woods	x1	+1	+3	+1
Medium Woods	x3/4	+2	+4	+2
Heavy Woods	x1/2	+4	n/a	+3
Streams	x1/2	-2	+0	-1
Marsh	x1/2	-3	+1	-2
Swamp †	x1/4	-4	-2	-3
Shallow Water	x1/4	-4	+0	-3
Deep Water †	x1/4	-5 †	+0	-5
Slope*	x3/4	+2	+1	+2
Steep Slope*	x1/2	+3	+1	+3
Buildings	x1	+1	+3	+2
Road/Path ‡	x1.5	+0	+0	+0
Impassable	n/a	n/a	n/a	n/a

n/a = Movement not allowed

* — If a target is above an attacker, the target is said to be "Up Slope" from the attacker. Only a target "Up Slope" from an attacker receives the modifications listed above **and** only movement "Up Slope" receives the movement reduction above.

† — Movement only allowed for individual combatants (not for General Order formations) and it requires a successful Swim maneuver (see O-6.1).

‡ — This "movement reduction" is actually a movement increase, but the combatant must spend his entire movement-missile-spell phase on the road/path to receive the increased *Movement Rate*.

**OPTIONAL
UNIT TERRAIN EFFECTS CHART**

Terrain Type	MOVEMENT REDUCTION		
	General Order & Individual Combatants	Battle Order	Column Formation
Clear	x1	x3/4	x1.25 ‡
Brush	x1	x1/2	x3/4
Rough	x3/4	x1/4	x1/2
Light Woods	x1	x1/2	x3/4
Medium Woods	x3/4	x1/4	x1/2
Heavy Woods	x1/2	n/a	n/a
Streams	x1/2	x1/4	x1/2
Marsh	x1/2	n/a	n/a
Swamp †	x1/4	n/a	n/a
Shallow Water	x1/4	x1/4	n/a
Deep Water †	x1/4	n/a	n/a
Slope*	x3/4	x1/2	x1
Steep Slope*	x1/2	x1/4	x3/4
Buildings	x1	x1/4	n/a
Road/Path ‡	x1.5	x1	x2
Impassable	n/a	n/a	n/a

n/a = Movement not allowed

* — If a target is above an attacker, the target is said to be "Up Slope" from the attacker. Only movement "Up Slope" receives the movement reduction above.

† — Movement only allowed for individual combatants (not for General Order formations) and it requires a successful Swim maneuver (see O-6.1).

‡ — This "movement reduction" is actually a movement increase, but all the combatants in a unit must spend their entire movement-missile phase on the road/path to receive the increased *Movement Rate*. If the entire movement-missile phase is not spent on road/path terrain, treat the movement reduction rate as x1.



O-4.0



STATS

The following stats are added in the Optional Rules:

Maneuver	Ma
Unit Maneuver	Unit Ma
Maneuver Mod (for leaders)	MaM

The *Maneuver* stat is used to determine the success or failure of maneuvers attempted by individual combatants (see O-6.1).

Each unit has one *Unit Maneuver* stat for each of its formations. The *Unit Ma* for each formation is found in parentheses next to the name of the formation. A *Unit Ma* is used whenever a unit attempts a maneuver (see O-6.2).

The *Maneuver Mod* stat modifies all maneuver rolls (see O-6.0) made by unit/combatants in the leader's Influence Range. Only Leaders have this stat.

STATS

COMBATANT CARD

Name: GARG - GOBLIN LEADER			
Movement:	8" / 6" / 4" / 2"	Morale:	7
Defense:	9	Shield:	+2
		Armor Type:	-2
Endurance:	15	Maneuver:	9
		Resistance:	9

Weapon:	Attack:	Damage:	Range:
Scimitar	3D6+2	High+2	-
Thrown Daggers	2D6+5	Lowx2-1	-2/5"

OOOOO OOO M OOOOO OOO

Leader:				Yes
Morale Mod	+1	Melee Mod	+1	
Missile Mod	+0	Defense Mod	+0	
Maneuver Mod	+1	Influence Range	5"	

Spell User:	PP:	Elem. Bonus:

Note:	Race:	Base:	TPC:
	Goblin	Medium	324

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UNIT CARD

Name: GOBLIN GUARD UNIT (8)			
Movement:	5" / 4" / 2.5" / 1.5"	Morale:	9
Defense:	7	Shield:	+3
		Armor Type:	-1
Endurance:	10	Maneuver:	8
		Resistance:	9

Weapon:	Attack:	Damage:	Range:
Scimitar	3D6-1	High+2	-
Thrown Dagger	2D6+2	High	-2/5"

1. OOOOO M OOOOO	5. OOOOO M OOOOO
2. OOOOO M OOOOO	6. OOOOO M OOOOO
3. OOOOO M OOOOO	7. OOOOO M OOOOO
4. OOOOO M OOOOO	8. OOOOO M OOOOO

Formation:	Melee:	Missile:	Morale:
	Att.	Def.	Att.
			Def.
			Mod.
General Order (9)	+0	+0	+1
Battle Order (10)	+2	+2	+0
Disbanded (11)	<i>Unit MA is used only for reforming</i>		
Column (10)	+1	-1	-2
			+1

Note:	Race:	Base:	TPC:
	Goblin	Medium	1700

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O-5.0



TURN SEQUENCE

When using this Optional Rule, the options available to each combatant during its movement-missile-spell phase are increased — each combatant/unit may perform one of the following:

Player 1

Move

Maneuver

Missile Attack*

Cast Spell*

Special

- move
- make a maneuver (see O-6.0)
- make a missile attack
- cast a spell
- use a special ability (only heroes)

Combatants have 1/4 MR available if making a missile attack or casting a spell in the same phase. Hero abilities can be used if the situation permits (e.g. Self Invitation). Rallying still occurs at the end of the movement-missile-spell phase.

Note: Several unit maneuvers (see O-6.2) may be attempted as part of normal movement: Reaction Turn, Turn/Wheel, Back/Center Wheel, Move-Fire, and Push Back.



DISENGAGE

O-6.0



MANEUVERS

The Optional Rules in this section introduce the concept of a "maneuver." A maneuver is an action that is not normal movement, not an attack, and not the casting of a spell.

O-6.1 COMBATANT MANEUVERS

This section provides a basic set of maneuvers that most individual combatants can attempt to perform. Individual combatant descriptions may restrict these maneuvers and perhaps specify other maneuvers that a specific combatant may take.

MAKING A MANEUVER

To make a maneuver, roll 3D6 and add any applicable modifiers. If the result is greater than the combatant's Maneuver stat, the maneuver is successful. Otherwise, the maneuver fails. A roll of "3" before modifiers are applied always indicates failure; a roll of "18" before modifiers are applied always indicates success.

Applicable maneuver roll modifications include:

- The modification for the specific maneuver
- A leader's *Maneuver Mod* stat (if applicable), see O-4.0
- A spell's effect, see (S-15.0)
- -3 if the combatant is disrupted.

Maneuver Roll Mod.: -1 per adjacent enemy combatant/unit
 If a combatant begins a turn adjacent to an enemy combatant/unit **facing** him, he must attempt a *Disengage* maneuver if he wants to move away. Moving away from an enemy combatant's flank or rear does not require a *Disengage* maneuver.

- If successful, the combatant may immediately move normally,
- Otherwise, each adjacent enemy combatant/unit **facing** the disengager may make an immediate melee attack (if using a melee weapon). For the purposes of such attacks, the disengager's *Defense* stat is modified by +2. After these attacks are resolved, the disengager may move normally.

Note: *The +2 Defense modification reflects the fact that the disengaging combatant is moving away and does not make a counter attack.*

Note: *A disrupted combatant trying to move away during the movement-missile-spell phase is automatically "forced" into making a Disengage maneuver. The -3 modifier for disruption still applies.*

Exception: *If a combatant gets defeated during an unsuccessful Disengage maneuver in the movement-missile-spell phase, he may no longer attack during the melee combat phase because combat with him has already taken place.*

COMBATANT MANEUVER CHART

Maneuver	Maneuver Roll Modification	Result if Successful	Result if Not Successful	Special
Disengage	-1 per adjacent enemy combatant	Move normally.	Adjacent foes attack, then move normally.	If not successful, +2 to Disengager's Defense.
Run	+2	MR is doubled.	MR is 3/4 of normal.	May not move within 3" [8cm] of enemy units/combatants.
Sprint	+0	MR is tripled.	MR is 3/4 of normal.	May not move within 3" [8cm] of enemy units/combatants.
Charge	-2	x2 MR, Melee Attack is increased: +1D6-2 if foot, +1D10-2 if mounted.	MR normal, no bonuses.	Successful or not, charger must move directly towards target.
Climb	Varies	Climbs at "per turn climbing rate," see chart	Falls, roll a "Falling Attack," see Climbing chart.	Use the Climbing Chart.
Jump	Varies	Jump 1/2 MR, 3/4 if High Risk.	Falls, roll a "Falling Attack," see Climbing Chart.	Use the Jumping Chart.
Search	Varies	Reveal hidden objects	Nothing	Use the Searching Chart.
Pick Lock	Varies	Opens lock	Nothing	Use the Lock Picking Chart.
Fire-Move	+0	Make a missile attack modified by -2, 1/2 MR	MR is 1/2.	Mounted missile combatants only.
Move-Fire	+0	1/2 MR, then make a missile attack modified by -2	MR is 1/2	Mounted missile combatants only.
Swim	Varies	Swim at 1/2 MR, see chart.	No movement, roll "drowning damage," see chart.	Use the Swimming Chart.
Use Item	n/a	Varies	Varies	Refer to item description.

RUN

Maneuver Roll Modification: +2

If a combatant begins a turn more than 3" [8cm] from the nearest enemy combatant/unit, he may attempt a *Run* maneuver.

- If successful, the combatant may immediately move up to double his normal *Movement Rate* for that turn. However, the combatant may not end his movement within 3" [8cm] of an enemy combatant/unit **and** he may not pass within 3" [8cm] of an enemy combatant/unit during his movement,
- Otherwise, the combatant's MR is reduced to 3/4 of normal (round up to nearest half inch) for the phase.

SPRINT

Maneuver Roll Modification: +0

This maneuver is identical to a *Run* maneuver, except that the combatant's *Movement Rate* is tripled if the maneuver is successful. In addition, only combatants wearing no armor (+0) or leather armor (-1/-2) may attempt a *Sprint* maneuver. A combatant may not *Sprint* through the following terrain types:

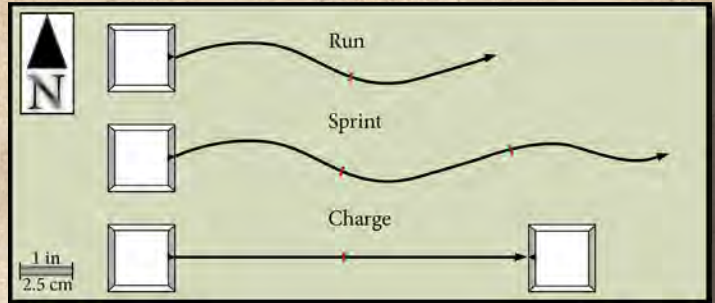
- Medium Woods
- Heavy Woods
- Buildings
- Streams
- Shallow Water
- Deep Water
- Swamp
- Impassable

CHARGE

Maneuver Roll Modification: -2

If a combatant begins a turn more than 4" [10cm] from the nearest enemy combatant/unit, he may attempt a *Charge* maneuver against one enemy combatant/unit. The enemy combatant/unit must be within double the charger's *Movement Rate*. If a straight line is drawn between the charger and the combatant/unit being charged, there can be no intervening combatants/units, medium woods, heavy woods, buildings, streams, shallow water, deep water, swamp, or impassable terrain.

- If the *Charge* maneuver is successful, the combatant must immediately move directly to the combatant/unit that he is charging. In addition, his *Melee Attack* stat is increased by 1D6-1 for the following *Melee Combat Phase* (1D10-1 for mounted combatants).
- If unsuccessful, the combatant must still move directly towards the target of the charge, but his movement rate is normal. If he reaches the target, no charge bonuses apply.



CLIMB

Maneuver Roll Modification: see Climbing Chart

If a combatant begins his movement-missile-spell phase next to a terrain feature he wishes to climb, he may attempt a *Climb* maneuver.

- If a *Climb* maneuver is successful, the combatant may immediately climb the number of inches [centimeters] indicated by the climbing surface's "Per Turn Climbing Rate" given in the Climbing Chart.
- If a *Climb* maneuver is unsuccessful, the combatant falls and rolls a "falling" attack.

Note: *The attack stat for a falling attack is 1D6 per 1" [25mm] fallen. The damage delivered is given in the Climbing Chart.*

CLIMBING CHART			
Climbing Surface*	Per Turn Climbing Rate	Maneuver Roll Mod.	Falling Damage
Ladder	4" [10cm]	+2	Med
Rope, knotted	3" [8cm]	+1	Med
Rope	2" [5cm]	+0	Med
Incline, rough	3" [8cm]	+1	Low
Incline, smooth	2" [5cm]	-1	Low
Face w/handholds	2" [5cm]	-1	High
Face, rough	1" [3cm]	-2	High
Face, smooth	1" [3cm]	-5	High
* — An incline is slanted between 45° and 70°, while a face is slanted more than 70°. Slopes slanted less than 45° are handled by normal movement rules (see S-6.1 and O-3.0).			

JUMP

Maneuver Roll Modification: +0 or -3

If a combatant wishes to jump over a gap, he may attempt a *Jump* maneuver. Jumps may only be executed in a straight line **and** require movement equal to the jump distance prior to leaving ground. The jump distance is up to half (round down) the normal *Movement Rate*. For the purpose of jumping over obstacles, the height of the jump is equal to half the height of the miniature. A jump distance of 1" [25mm] does not require previous movement. A high-risk jump attempts to cross a distance of 3/4 MR and adds a modifier of -3 to the Maneuver Roll.

- If a *Jump* maneuver is successful, the combatant may immediately jump a distance up to 1/2 his normal *Movement Rate* (3/4 MR if executing a high-risk jump).
- If a *Jump* maneuver across a gap is unsuccessful, the combatant falls and rolls a "falling" attack. If the jump was attempted over an obstacle, the combatant ends his turn in base-to-base contact with the obstacle.

Note: *The attack stat for a falling attack is 1D6 per 1" [25mm] fallen. The damage delivered is given in the Climbing Chart and depends on the type of terrain (Incline or Face).*

Note: *A Jump maneuver cannot be combined with Run, Sprint or Charge maneuvers. Combatants under a Run spell receive a -2 modification to their maneuver roll to reflect the extra concentration required during accelerated movement.*

JUMPING CHART

Normal Movement	Run-up	Jump Distance	High Risk Jump	Risk Mod
1" [25mm]*	n/a	n/a	n/a	n/a
2" [5cm]**	n/a	1" [25mm]	n/a	n/a
3" [8cm]	1.5" [4cm]	1.5" [4cm]	2.5" [6cm]	-3
4" [10cm]	2" [5cm]	2" [5cm]	3" [8cm]	-3
5" [13cm]	2.5" [6cm]	2.5" [6cm]	4" [10cm]	-3
6" [15cm]	3" [8cm]	3" [8cm]	4.5" [12cm]	-3
7" [18cm]	3.5" [9cm]	3.5" [9cm]	5.5" [14cm]	-3
8" [20cm]	4" [10cm]	4" [10cm]	6" [15cm]	-3
9" [23cm]	4.5" [18cm]	4.5" [18cm]	7" [18cm]	-3
10" [25cm]	5" [13cm]	5" [13cm]	7.5 [19cm]	-3
11" [28cm]	5.5" [14cm]	5.5 [14cm]	8.5" [21cm]	-3
12" [30cm]	6" [15cm]	6" [15cm]	9" [23cm]	-3
13" [33cm]	6.5" [17cm]	6.5 [17cm]	10" [25cm]	-3
14" [36cm]	7" [18cm]	7" [18cm]	10.5" [27cm]	-3
15" [38cm]	7.5" [19cm]	7.5 [19cm]	11.5" [29cm]	-3
* — A normal movement of 1" [25mm] is too slow to attempt a jump.				
** — A normal movement of 2" [5cm] is too slow to attempt a high risk jump.				

SEARCH

Maneuver Roll Modification: see Searching Chart

A *Search* maneuver can be attempted to reveal hidden objects or combatants within a radius of 3" [8cm] around the combatant making the maneuver. The type of terrain determines what modifier is added to the maneuver roll. If different types of terrain fall into the search radius, the highest modifier is applied. A *Search* maneuver will take an entire turn to complete. Searching combatants may not attempt any other action while concentrating on their surroundings, they will however defend normally when being attacked. A successful search cannot detect invisible combatants.

- A successful search immediately reveals all hidden objects and combatants inside a radius of 3" [8cm] around the combatant.
- Otherwise, the search yields no results.

SEARCHING CHART

Terrain Type	Maneuver Roll Mod.
Clear	+2
Brush	0
Rough	0
Light Woods	-1
Medium Woods	-2
Heavy Woods	-3
Streams	-4
Marsh	-3
Swamp*	-5
Shallow Water	-2
Deep Water*	-4
Buildings	+1
* — Searching this terrain also requires a successful Swim maneuver (see O-6.1).	

PICK LOCK

Maneuver Roll Modification: see Lock Picking Chart
Doors, containers, cuffs and all things requiring keys can be addressed with a *Pick Lock* maneuver. The type of lock determines what modifier is added to the maneuver roll. Certain professions such as Thieves and Assassins also receive a +5 bonus when picking locks. A *Pick Lock* maneuver will take an entire turn to complete. Combatants may not attempt any other action while working on the lock, they will however defend normally when being attacked. A successful lock picking maneuver does not open magical locks. This is achieved by casting a *Cancel Magic* spell on the lock in question.

- A successful lock picking immediately opens the mechanism. Appropriate results are in effect at the start of the next turn.
- Otherwise, the mechanism remains locked.

PICK LOCK CHART

Lock Type*	Maneuver Roll Mod.
Novice	-2
Apprentice	-1
Adept	0
Expert	+2
Master	+4
* — Thieves and Assassins receive a +5 bonus to their lock picking maneuver roll.	

MOUNTED MISSILE COMBATANT MANEUVERS

In addition to normal maneuvers, a mounted missile combatant (e.g., a horse archer) may attempt a "Move-Fire" maneuver or a "Fire-Move" maneuver.

FIRE-MOVE *Maneuver Roll Modification:* +0 — A mounted combatant using a missile weapon may attempt to make a missile attack and then move:

- If successful, the combatant may immediately make a missile attack modified by -2 and then move up to half his normal *Movement Rate*.
- Otherwise, the combatant may not make a missile attack and may still only move up to half his *Movement Rate*.

MOVE-FIRE *Maneuver Roll Modification:* +0 — A mounted combatant using missile weapons may move half his normal *Movement Rate* and then attempt to make a missile attack:

- If successful, the combatant may make a missile attack modified by -2. The combatant may not move any further.
- Otherwise, the combatant may not make a missile attack and must immediately end his movement.

SWIM

Maneuver Roll Modification: see Swimming Chart
If a combatant begins a turn adjacent to Deep Water (see O-3.0), he may attempt a Swim maneuver.

- If successful, the combatant may immediately move up to half (round down) his normal *Movement Rate* through the water (i.e., he swims along).
- Otherwise, the combatant does not move — if he began adjacent to water, he moves 1" [25mm] into the water. In addition, he takes "1D6-3" damage from inhaling water (i.e., he begins to drown). This damage is unaffected by armor and this damage is increased by +1 for every consecutive turn of failed *Swim* maneuvers (e.g., 1D6-2 for second turn of failure, 1D6-1 for the third, 1D6 for the fourth, 1D6+1 for the fifth, etc.).

Swimmers may not make attacks and may not cast spells.

SWIMMING CHART

Condition*	Maneuver Roll Mod.
Wearing No Armor	+1
Wearing Soft Leather Armor	-1
Wearing Rigid Leather Armor	-3
Wearing Chain Armor	-5
Wearing Plate Armor	-7
Light Equipment	-1
Medium Equipment	-3
Heavy Equipment	-5
Rough Water	-1
Very Rough Water	-2
Extremely Rough Water	-3
* — These conditions are cumulative.	

USE ITEM

Maneuver Roll Modification: see item description
A scenario may offer certain items that can be used in a given context. These items will include a detailed description of their effect, how to achieve it and if a maneuver roll is required. Combatants may not attempt any other action while using an item, they will however defend normally when being attacked.

- If the requirement given in the item description is met, the item has been used successfully.
- Otherwise, the item could not be used.

Example: A health potion may be used without a maneuver roll and offer an immediate effect to the combatant.

Example: A torch needs to be lit with fire and grindstone, a procedure which will eventually take some time (turns) to complete and require some skill (a maneuver roll).

O-6.2 UNIT MANEUVERS

This section gives a basic set of maneuvers that most units can attempt. Individual unit descriptions may restrict these maneuvers and perhaps specify other maneuvers that a specific unit may perform.

MAKING A MANEUVER

To make a maneuver, roll 3D6 and add any applicable modifiers. If the result is greater than the unit's *Unit Maneuver* stat for its current formation, the maneuver is successful. Otherwise, the maneuver fails. A roll of "3" before modifiers are applied always indicates failure; a roll of "18" before modifiers are applied always indicates success.

Applicable maneuver roll modifications include:

- The modification for the specific maneuver
- A leader's *Maneuver Mod* stat (if applicable), see O-4.0
- A spell's effect, see (S-15.0)
- -3 if the unit is disrupted.

EFFECTS OF ROUT ON MANEUVERS

Each turn, a routed unit will only attempt a Run maneuver, but it receives an additional +2 modification. The normal rout restrictions in S-11.6 still apply.



DISBAND

Maneuver Roll Modification: +5

If a unit wishes to operate as individual combatants (e.g., in order to climb or swim), it must attempt a disband maneuver. While Disbanding is automatic in the Standard Game (see S-11.4), it requires a successful maneuver if using the Optional Rules.

- If successful, the unit is replaced by a mass of individual combatants. These combatants may then move half of their normal movement rates.
- Otherwise, the unit is still replaced by a mass of individual combatants but they may not move this turn.

REFORM

Maneuver Roll Modification: +0

If a mass of combatants "reform" their unit, they must attempt one group maneuver using the *Unit Maneuver* stat for "Disbanded" (see O-4.0). The combatants must still meet the normal reforming requirements (see S-11.4). Note that while Reforming is automatic in the Standard Game, it requires a successful maneuver if using the Optional Rules.

- If successful, the combatants are replaced by the corresponding unit in a General Order formation, facing in any direction the controlling player wishes. The unit may not move this turn.
- Otherwise, the unit is not reformed, and the combatants may not move this turn.

BATTLE SHIFT

Maneuver Roll Modification: +0

If a unit is in General Order, it must attempt a maneuver to shift to Battle Order (S-11.4). The General Order *Unit Maneuver* stat is used.

If a unit is already in Battle Order, it must attempt this maneuver to shift to a different Battle Order (see O-11.1). The current Battle Order *Unit Maneuver* stat is used. While Shifting is automatic in the Standard Game, it requires a successful maneuver if using the Optional Rules.

- If successful, the unit shifts into the desired Battle Order formation. The unit may then move half of its normal *Movement Rate*.
- Otherwise, the unit does not change formation and the unit may not move this turn.

GENERAL SHIFT

Maneuver Roll Modification: +3

If a unit is in Battle Order, it must attempt a maneuver to shift to General Order (see S-11.4). The Battle Order *Unit Maneuver* stat is used. Note that while Shifting is automatic in the Standard Game, it requires a successful maneuver if using the Optional Rules.

- If successful, the unit shifts into General Order formation. The unit may then move half of its normal *Movement Rate*.
- Otherwise, the unit is still in Battle Order, and the unit may not move this turn.

DISENGAGE

Maneuver Roll Modification: -2 per adjacent enemy unit

If a unit begins a turn adjacent to an enemy unit that is **facing** it, it must attempt a *Disengage* maneuver if it wants to move away. A unit may ignore individual combatants for the purpose of disengagement.

- If successful, the unit may immediately move normally, but for the first 1" [25mm] it must "Back Up" (see S-11.3).
- Otherwise, each adjacent enemy unit facing the disengager may make an immediate melee attack (if using melee weapons). For such attacks, the disengager's *Defense* is modified by +2. After these attacks, the disengager may move normally, but for the first 1" [25mm] it must "Back Up" (see S-11.3).

Note: *The +2 Defense modification reflects the fact that the disengaging unit is moving away and does not make a counter attack.*

Note: *A disrupted unit trying to move away during the movement-missile-spell phase is automatically "forced" into making a Disengage maneuver. The -3 modifier for disruption still applies.*

RUN

Maneuver Roll Modification: +1

If a unit begins a turn more than 3" [8cm] from the nearest enemy unit, it may attempt a *Run* maneuver.

- If the unit may immediately move up to double its normal *Movement Rate* for that turn. However, the unit may not end its movement within 3" [8cm] of an enemy unit **and** it may not pass within 3" [8cm] of an enemy unit during its movement.
- Otherwise, the unit may only move 3/4 of its normal movement rate (round up to nearest half inch) for the phase.

CHARGE

Maneuver Roll Modification: -1

If a unit begins a turn more than 4" [10cm] from the nearest enemy unit, it may attempt a Charge maneuver against one enemy combatant/unit. The enemy combatant/unit must be within double the charger's *Movement Rate*. If a straight line is drawn between the charger and the combatant/unit being charged, there can be no intervening combatants/units, medium woods, heavy woods, buildings, streams, shallow water, deep water, swamp, or impassable terrain.

- If the *Charge* maneuver is successful, the unit may first make one turn or wheel. Then it must immediately move directly to the combatant/unit that it is charging. If the unit makes contact with the opposing unit, its *Melee Attack* stat is increased by 1D6-1 for the following Melee Combat Phase (1D10-1 for cavalry). If it does not make contact, the unit is disrupted. In certain circumstances, the unit/combatant being charged may be required to make a Morale Roll (see O-10.4).
- If unsuccessful, the unit must still move directly towards the target of the charge, but its movement rate is normal. If it reaches the target, no charge bonuses apply

REACTION TURN

Maneuver Roll Modification: -3

After all of the moving player's combatants are moved, the non-moving player may attempt to change the facing of any or all of his units by attempting Reaction Turn maneuvers. This represents the defender units reacting to the movement of their opponents.

- If the Reaction Turn maneuver is successful, the unit may "turn" (see S-11.3) as it desires, but it may not disengage from adjacent enemy units.
- If unsuccessful, the unit may not turn, and its *Defense* is modified by an additional -1 for that turn's attacks.

TURN/WHEEL

Maneuver Roll Modification: +0

During movement, a unit may normally only perform one wheel or turn (see S-11.3). However, a unit may attempt a *Turn/Wheel* maneuver in order to perform more than one such maneuver. A second turn/wheel during a turn requires a maneuver roll (+0 Mod); each additional turn/wheel would require another maneuver roll with a -2 modification.

- If the Turn/Wheel maneuver is successful, the unit may perform an extra turn/wheel (see S-11.3) and continue moving.
- If unsuccessful, the unit must halt movement for the phase.

UNIT MANEUVER CHART

Maneuver	Maneuver Roll Modification	Result if Successful	Result if Not Successful	Special
Disband	+5	Unit breaks into individual combatants, half movement.	Unit breaks into individual combatants, no movement.	See S-11.4.
Reform	+0	Combatants form a unit in General Order, no movement.	Unit is not reformed, no movement.	See S-11.4.
Battle Shift	+0	Unit assumes Battle Order formation, half movement.	No formation change, no movement.	See S-11.4, also required for shifting within a unit.
General Shift	+3	Unit assumes General Order formation, half movement.	No formation change, no movement.	See S-11.4.
Disengage	-2 per adjacent enemy unit	Back Up 1" [25mm], then move normally.	Adjacent units attack, then Back Up 1" [25mm] and move normally.	If not successful, +2 to Disengager's <i>Defense</i> .
Run	+1	MR is doubled.	MR is 3/4 of normal.	May not move within 3" [8cm] of enemy units/combatants.
Charge	-1	x2 MR, Melee Attack is increased: +1D6-1 if foot, +1D10-1 if mounted.	MR normal, no bonuses.	Successful or not, charger must move directly towards target. Target may have to make a Morale Roll (see O-10.4).
Reaction Turn*	-3	Unit turns to face an attacking unit/combatant.	Unit may not turn, its <i>Defense</i> gets a -1 mod.	Performed at the end of opponent's movement.
Turn/Wheel	+0	Unit may make an additional turn or wheel.	Unit must halt movement.	Performed during movement. -2 for each additional one.
Back/Center Wheel	+0	Unit "center wheel" or "back wheel".	Unit must halt movement.	Performed during movement. -2 for each additional one.
Push Back	Varies	Unit "pushes" individual combatants back.	Unit must halt movement.	Enemy combatants line up against front row.
Search	Varies	Reveal hidden objects	Nothing	Only while in General Order. Use the Searching Chart.
Fire-Move	+0	Make a missile attack modified by -2, half movement.	Half movement.	Mounted missile units only.
Move-Fire	+0	Half movement, then make a missile attack modified by -2	Half movement.	Mounted missile units only.

* — May only be performed by the non-moving player's units.

BACK/CENTER WHEEL

Maneuver Roll Modification: +0

Normally, a unit may only wheel forward by keeping the combatant on one end of its front row fixed (see S-11.3). This maneuver allow a unit to wheel backwards or around its center.

- If the *Back/Center Wheel* maneuver is successful, the unit may wheel by either: a) by fixing one end of its front row and wheeling backward or b) by fixing the middle of its front row and wheeling around the fixed point.
- If unsuccessful, the unit must halt movement for the phase.

PUSH BACK

Maneuver Roll Modification: Varies, see below

Normally, a unit must stop when it encounters an individual combatant (see S-6.0). This maneuver allow a unit to keep moving forward when it encounters an individual combatant — those combatants are "pushed back." One roll must be made for each combatant encountered and pushed back.

Huge creatures and certain other "Monsters" may not be pushed back (see S-12.3 and the individual creature descriptions).

The Maneuver Roll Modification is [+1 x the unit's number of rows] + [-1 x each combatant being "pushed"].

- If the maneuver is successful, the unit may continue moving forward (no further turns, wheels, etc.). The combatant being pushed back remains in contact with the front row.
- If unsuccessful, the unit must halt movement for the phase.

Note: If a combatant is pushed into another combatant, the second combatant should be shifted so that it too is in contact with the front of the pushing unit.

Exception: If there is no room on the front of the pushing unit, the unit must halt movement for the phase.

SEARCH

Maneuver Roll Modification: see Searching Chart

While in General Order, a unit may attempt a *Search* maneuver to reveal hidden objects or combatants within a 3" [8cm] radius around its formation outline. The type of terrain determines what modifier is added to the maneuver roll. If different types of terrain fall into the search radius, the highest modifier is applied. A *Search* maneuver will take an entire turn to complete. Searching units may not attempt any other action while concentrating on their surroundings, they will however defend normally when being attacked. A successful search cannot detect invisible combatants.

- A successful search immediately reveals all hidden objects and combatants within a 3" [8cm] radius around the unit's formation outline.
- Otherwise, the search yields no results.

SEARCHING CHART	
Terrain Type	Maneuver Roll Mod.
Clear	+2
Brush	0
Rough	0
Light Woods	-1
Medium Woods	-2
Heavy Woods	-3
Streams	-4
Marsh	-3
Swamp*	-5
Shallow Water	-2
Deep Water*	-4
Buildings	+1
* — Searching this terrain requires the unit to disband into individual combatants. Additionally, a successful Swim maneuver (see O-6.1) is required.	

MOUNTED MISSILE UNIT MANEUVERS

In addition to normal maneuvers, a mounted missile unit (e.g., horse archers) may attempt a "Move-Fire" maneuver or a "Fire-Move" maneuver.

FIRE-MOVE *Maneuver Roll Modification:* +0 — A mounted unit using a missile weapon may attempt to make a missile attack and then move:

- If successful, the unit may immediately make a missile attack modified by -2 and then move up to half its normal *Movement Rate*.
- Otherwise, the unit may not make a missile attack and may still only move up to half its *Movement Rate*.

MOVE-FIRE *Maneuver Roll Modification:* +0 — A mounted unit using missile weapons may move half its normal *Movement Rate* and then attempt to make a missile attack:

- If successful, the unit may make a missile attack modified by -2. The unit may not move any further.
- Otherwise, the unit may not make a missile attack and must immediately end its movement.

RESTRICTED MANEUVERS

Sprint — Units may not execute *Sprint* maneuvers.

Climb — Units may not execute *Climb* maneuvers. A unit must disband in order to climb an obstacle.

Swim — Units may not execute *Swim* maneuvers. A unit must disband in order to swim.

Jump — Units may not execute *Jump* maneuvers. A unit must disband and attempt to cross the gap as individual combatants.

Pick Lock — Units cannot attempt to open locks.

Use Item — Units cannot use individual items.

CHANGING FORMATION WHILE ENGAGED

If a unit is engaged (i.e., in base-to-base contact) with an enemy unit (not just a combatant), any maneuver to change formation (see S-6.2) is modified by an additional -2. Such maneuvers include reforming, disbanding, general shift, and battle shift.

O-6.3 MANEUVER FUMBLES

The Optional Rules for making combatant and unit maneuvers normally assume an instant failure if the unmodified result of a 3D6 Maneuver Roll is "3". This section expands on this failure by introducing the concept of a "fumble". The Maneuver Roll automatically results in a fumble (i.e., it critically fails) if the "Death Die" and one other die result in a "1".

Once a maneuver has resulted in a fumble, the player who attempted the maneuver rolls another D10 to determine the gravity of his failure.

Note: *While fumbles offer a lot of fun and cinematic situations on the battlefield, they will result in extended game-play and longer overall game sessions. Keep this in mind while setting up your Bladestorm battles.*

COMBATANT MANEUVER FUMBLES CHART

Maneuver	D10 Fumble Roll			
	1-4	5-7	8-9	10
Disengage	Combatant is caught off guard, no +2 <i>Defense</i> bonus.	Too much hesitation results in half <i>Movement Rate</i> .	Look at the red shirt! Attackers gain +2D6 to their Melee Attacks.	Combatant trips and falls into his weapon, dying immediately. What a shame.
Run	You call it running, others call it half <i>Movement Rate</i> .	The effort sprains muscles, causing 4 hits.	Combatant is out of breath and is stunned (<i>Defense</i> -5) for 1 turn.	Sticks and stones. Combatant trips and breaks a leg, causing 8 hits and MR of 1.
Sprint	Look at that! Combatant is distracted and moves only 1/4 <i>Movement Rate</i> .	Combatant is out of breath and is stunned (<i>Defense</i> -5) for 1 turn.	Even Achilles was only as strong as his heel. 8 hits and MR of 1.	Combatant trips and falls head first on a thorny spike. Yes. Dead.
Charge	Combatant is undecided and remains stationary.	Intimidated and Disrupted! Movement ends 1" short of base-to-base contact.	Combatant is out of breath and is stunned (<i>Defense</i> -5) for 1 turn.	Stepping on a nail stops the charge, causing 6 hits and 1/4 MR.
Climb	Underestimated terrain. +1D6 falling damage per inch fallen.	Skimming along the hard edges causes double falling damage.	Combatant falls on his feet. Ankles break, causing 6 hits and MR of 1.	Combatant sees the ground rushing towards him. Dead on impact.
Jump	+1D6 falling damage per inch fallen or 1D6 hits stopping power from obstacle.	Double falling damage or 2D6 hits stopping power from obstacle.	Hard knock to the head. 1D6 damage and combatant is stunned (<i>Defense</i> -5) for 2 turns.	A dimensional rift opens and swallows the combatant. Nothing to see here.
Search	As times goes by. Combatant keeps searching 2 more turns.	Combatant disturbs a poisonous spider. +1 hit per turn.	Concentrating too hard causes intense migraine. 4 hits and stunned (<i>Defense</i> -5) for 2 turns.	Success! Immediately place 2 enemies next to the searching combatant.
Pick Lock	Lock picks are sharp. 2 hits! Try again.	Concentrating too hard causes intense migraine. 4 hits and stunned (<i>Defense</i> -5) for 1 turn.	Clumsy fingers broke the last lock-pick. No more attempts by the combatant this battle.	Classic Schmosby. Lock breaks, sealing everything inside. Don't judge me!
Fire-Move / Move-Fire	Spun around, the combatant fires at the closest ally.	Bouncy ride! Combatant gets sick and is disrupted!	Mount gets spooked and throws off rider. 1D6 hits falling damage.	Mount trips and somersaults, fatally crushing its rider. Dead.
Swim	Currents pull at the combatant, causing -3 to the next <i>Swimming</i> maneuver.	Don't drown! Combatant panics and gets disrupted!	Frantic breathing swallows extra water. Drowning damage is doubled.	Combatant's feet get tangled underwater. He'll be back. Next year.
Use Item	Clumsy combatant drops the item. It takes 1 turn to pick it up again.	It's heavier than it looks. Combatant carrying the item is 1/2 MR,	The item turns it's effect into the opposite and/or against the user.	Failure complete! Item breaks and becomes useless.

UNIT MANEUVER FUMBLES CHART

Maneuver	D10 Fumble Roll			
	1-4	5-7	8-9	10
Disband / Reform	Wasted time! Unit has to wait 2 turns before trying again.	Hectic movement causes the unit to become disrupted.	Tripping over each other causes 3 points of damage to each combatant.	Unbalanced combatants and ill temper cause unit to become routed!
Battle Shift / General Shift	Misunderstanding causes the unit to disband. That worked!	Watch your weapons! Inept moving causes 2 points of damage to each combatant.	Combatants can't stand the stress. Unit becomes disrupted.	Inner fighting causes combatants to attack each other for 2 turns!
Disengage	Unit is caught off guard, no +2 <i>Defense</i> bonus.	Too much hesitation results in half <i>Movement Rate</i> .	Look at the red shirts! Attackers gain +2D6 to their <i>Melee Attacks</i> .	1st row combatants trip and fall into their weapons, dying immediately. Way.
Run	You call it running, others call it half <i>Movement Rate</i> .	The effort sprains muscles, causing each combatant 4 hits.	Combatants are out of breath and are stunned (<i>Defense -5</i>) for 1 turn.	Sticks and stones. Combatants trip and break their legs, causing 8 hits and MR of 1.
Charge	Unit is undecided and remains stationary.	Intimidated and Disrupted! Movement ends 1" short of base-to-base contact.	Combatants are out of breath and are stunned (<i>Defense -5</i>) for 1 turn.	Stepping on nails stops the charge, causing each combatant 6 hits and 1/4 MR.
Reaction Turn	Bad coordination causes another -1 to the <i>Defense</i> stat.	Too fast! The unit turns 180 degrees and faces the opposite direction.	Unit hears the voice of the master and disbands.	Combatants orchestrate hectic trampling, causing each other 8 hits.
Turn/Wheel / Back/Center Wheel	Complicated commands cause unit to become stunned (<i>Defense -5</i>) for 1 turn.	Mumbled commands cause unit to become disrupted.	Scary commands cause unit to become routed.	Utter leadership failure. Half the unit's combatants leave the unit to fight for the enemy.
Push Back	That went wrong! Unit suffers one <i>Melee Attack</i> from each pushed combatant. No counter attacks.	Second row combatants are too fast! 1st row separates and moves past pushed combatants. Disband!	Uncoordinated movement causes unit to become stunned (<i>Defense -5</i>) for 1 turn!	Second row combatants are too ambitious! 1st row gets trampled and dies.
Search	As times goes by. Combatants keep searching 2 more turns.	Unit disturbs a poisonous bug nest. +1 hit per combatant per turn.	Concentrating too hard causes intense migraines. 4 hits per combatant and unit is stunned (<i>Defense -5</i>) for 2 turns.	Great success! Immediately place enemy combatants along both flanks and rear of the searching unit.
Fire-Move / Move-Fire	Spun around, the unit fires at the closest allies.	Bouncy ride! Combatants get sick and unit is disrupted!	Mounts get spooked and throw off riders. 1D6 hits falling damage for each combatant.	Mounts trip and somersault, fatally crushing their riders. Face palm.

O-7.0

MELEE COMBAT

The Optional Rules in this section concern melee combat.



O-7.1 PARRYING & TARGETING

Many combatants/units have a Melee Attack stat with a "fixed bonus" (e.g., a 3D6+5 Melee Attack stat has a "fixed bonus" of 5). This fixed bonus usually represents the combatant's skill with the attack.

Before any attacks are resolved, each combatant/unit may allocate the fixed bonus of the Melee Attack stat it is using. All combatants in a unit must allocate their fixed bonuses in the same way.

This allocation must be declared at the beginning of each melee combat phase, with the player that just had his movement-missile-spell phase declaring first.

Note: *The allocations must be stated to all players. If no allocation is stated, the fixed bonus is added to the attack roll. Each allocation may be recorded next to the appropriate unit/combatant on his record sheet.*

The fixed bonus may be split between the following three uses:

- **Adding to the Attack Roll** — The normal use for a fixed bonus. It adds to the attack roll for purposes of determining whether or not the attack does damage.
- **Increasing Defense (Parrying)** — All or part of the fixed bonus can be used to increase the attacker's *Defense* against one melee attack. Of course, any part of the fixed bonus allocated to parrying is not added to the attack roll. The attacker parried must be in front of the parrier.
- **Increasing Dice Rolled (Targeting)** — For every 5 points of fixed bonus allocated to "targeting", the Melee Attack stat is increased by 1D6. This represents the attacker attempting to hit a more vulnerable area of the target's body. Of course, any part of the fixed bonus allocated to targeting is not added to the attack roll.

All combatants in a unit must allocate their fixed bonuses in the same way.

Example: *A unit has a Defense of 9 and a 3D6+8 Melee Attack: a fixed bonus of +8. At the beginning of his melee combat phase, the unit's player declares that it will parry with +2 and use +5 for targeting. Thus, the unit may make a 4D6+1 melee attack and has a Defense of 11 = 9 + 2.*

O-7.2 SECOND LINE POLEARM ATTACKS

The combatants in the second row of a unit in Battle Order using polearms may attack enemy combatants in contact with the front row. Such an attack can only be made against an enemy combatant directly in front of the second row combatant and the attack roll must be modified by -3.

Note: *Units in phalanx formation have their own modifications and are not affected by this rule.*

O-7.3 MELEE TYPE MODIFIERS

Based upon their armament, combatants will receive bonuses and/or penalties when making melee attacks against certain types of combatants. For these purposes, all combatants will be classified as being:

- **Foot Missile** — Foot troops using primarily missile weapons.
- **Foot Melee** — Foot troops using non-polearm melee weapons.
- **Foot Polearm** — Foot troops using polearms.
- **Mounted Missile** — Mounted troops using missile weapons.
- **Mounted Melee** — Mounted troops using melee weapons.

COMBATANT TYPE MELEE ATTACK MODIFIERS

Defender Combatant Type	Attacker Combatant Type		
	Foot Melee	Foot Polearm	Mounted Melee
Foot Missile	+2	+1	+3
Foot Melee	+0	+0	+2
Foot Polearm*	-1/+1	+2/+2	-2/+2
Mounted Missile	+1	+1	+1
Mounted Melee	-1	+0	+0

* — The first modification only applies for the initial round of melee combat between two units. For later rounds, the second modification is used.

O-7.4 WOUND PENALTIES

Any combatant whose hits taken exceeds 1/4 of his *Endurance* stat must modify all of his attack rolls as indicated on the Wound Penalties Chart. These penalties also apply to missile attacks and spell attacks.

WOUND PENALTIES CHART

Hits taken	Melee Attack Mod.
No Damage up to 1/4 Damage	+0
1/4 Damage up to 1/2 Damage	-1
1/2 Damage up to 3/4 Damage	-2
3/4 Damage and up	-3



O-7.5 OPEN ENDED ROLLS

If a "1" is rolled on the "Death Die" (see S-7.0) in the Standard Game, the attack automatically succeeds. If using this optional rule, that is no longer the case. Instead, if the "Death Die" result is a "6", the attacker can roll one more D6 to increase his attack roll. If this second die is a "6", he may roll another D6 to further increase his attack roll. This method continues until no further sixes are rolled. All dice rolled are used when the Damage delivered is determined.

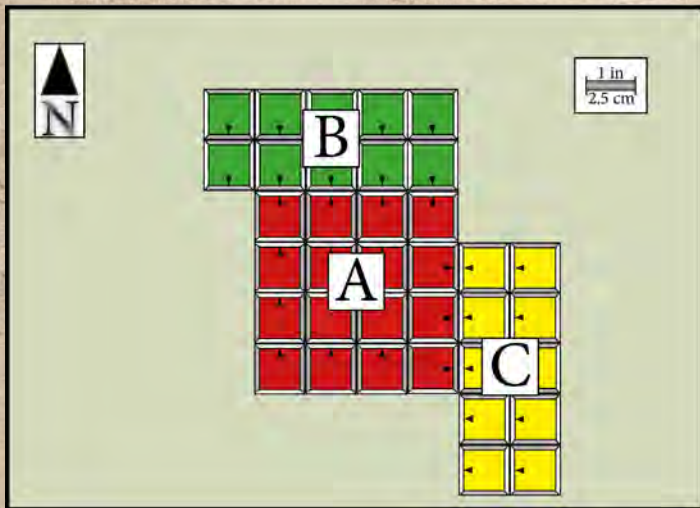
Note: A '3D6, High' attack is made with the die rolls being: 6, 2, 5 (the 6 result is on the Death Die). So an additional D6 is rolled, resulting in a 6. Thus, another D6 is rolled, resulting in a 5. The total attack roll is thus $24 = 6+2+5+6+5$, and the High Damage is 12 hits.

O-7.6 DEPTH MELEE BONUSES

When a unit (or combatant) has melee combat with another unit, the unit with the most rows of combatants will receive a bonus to its melee attack roll. This bonus reflects the benefit of having the support and "mass" provided by the rear rows of combatants.

- A unit's number of rows is called its "depth".
- The attacker with the greater depth receives a +1 melee attack bonus for every row in excess of its target's depth.
- Individual combatants are assumed to have a depth of zero.
- A unit being attacked from the flank or rear has a depth of one versus the unit attacking from the flank
- Regardless of its number of rows, a unit's depth may never exceed five.

Example: In the diagram below, unit "A" has 4 rows and is attacking unit "B" which has 2 rows. Thus, all melee attacks made by unit "A" against unit "B" receive a +2 bonus. Unit "B" receives no melee attack modification due to depth. Unit "C" (2 rows) is attacking unit "A" on its flank, so all melee attacks made by unit "C" against unit "A" would receive a +1 bonus, because the depth of unit "A" is only one when it is attacked from the flank.



O-7.7 UNCONTROLLED CREATURES

This Optional Rule offers a random behavior to any creature or monster which has lost its controlling combatant or crew. At the start of a turn, the owning player must roll 1D10 and determine what action the creature will take.

Note: Normally, the behavior of an uncontrolled elemental or demon is outlined in the spell's description (see S-15.0). If all players agree, this behavior chart can be used instead.

UNCONTROLLED CREATURES CHART	
D10	Behavior
1-2	Does nothing except defend itself in melee combat.
3-5	Attacks the nearest opposing combatant/unit within range of a Charge-maneuver. Otherwise, moves at its normal Movement Rate towards the closest opposing combatant/unit.
6-8	Moves towards and attacks the nearest combatant within range of a Charge-maneuver. Otherwise, moves at its normal Movement Rate towards the closest combatant/unit.
9-10	Moves in a random direction at its normal Movement Rate and engages into melee combat with any combatant/unit it encounters.



O-7.8 MELEE FUMBLES

The rules for making melee attacks include four cases to determine attack results (see S-7.0). *Case 1* states that the attack automatically does no damage (i.e., it misses) if two or more die results are ones. This section modifies *Case 1* by introducing the concept of a "fumble".

- The attack automatically results in a fumble (i.e., it critically fails) if the "Death Die" and one other die result in a "1".
- Otherwise, the attack misses.

Once a melee attack has resulted in a fumble, the player who attempted the attack rolls another D10 to determine the gravity of his failure.

Note: While fumbles offer a lot of fun and cinematic situations on the battlefield, they will result in extended game-play and longer overall game sessions. Keep this in mind while setting up your *Bladestorm* battles.

MELEE FUMBLES CHART

Attack Type	D10 Fumble Roll			
	1-4	5-7	8-9	10
One-Handed Weapons	Weapon flies out of combatant's hands and lands 4" [10cm] in front of him. 2 turns to pick it up again.	Perfect attack roll hits a friendly combatant or self if fighting alone. 5 additional hits of shame!	Too much effort causes combatant to lose breath. Stunned (<i>Defense -5</i>) for two turns.	That looked like suicide! Combatant deals devastating 12 hits to himself.
Two-Handed Weapons	Weapon flies out of combatant's hands and lands 6" [15cm] in front of him. 3 turns to pick it up again.	Acrobatic maneuver leaves combatant reeling with back pain. 3 hits and 1/2 <i>Movement Rate</i> for 2 turns.	That was a close one! Combatant trips and narrowly misses gutting himself. Stunned (<i>Defense -5</i>) for 3 turns.	Worst move seen in ages! Combatant guts himself and is immediately defeated. Enemies within 2" [5cm] have 50% chance of being stunned with laughter for 2 turns.
Polearms	Weapon hits ground and gets stuck for 2 turns.	Graceful inability! No damage to the opponent, but 50% chance that weapon breaks.	Shoulders don't bend that way! -4 to Attack Rolls for the duration of the battle.	Weapon breaks and one end hits combatant's head. 5 hits and stunned (<i>Defense -5</i>) for 2 turns.
Mounted	Mount dodges unseen foe. Stunned (<i>Defense -5</i>) this turn and -5 AR for 2 turns.	Movement tears tack of mount, leaving combatant and saddle behind. 1D6 hits and separated from mount.	Weapon hits hardest part or bow string cuts hand! 1D10 hits and Stunned (<i>Defense -5</i>) for 2 turns.	Mount suddenly freezes, launching combatant head first into a rock. Dead.
Martial Arts Strikes	Target is VERY fast. No attack(s) this turn.	What was that? Strike hits solid object, delivering 1D6 to self. Stunned (<i>Defense -5</i>) this turn.	Combatant twists ankle in a recovery. 1/2 MR and AR -4 for 2 turns.	Combatant forgets the most basic moves and throws himself into the enemy, causing himself 2D6 hits.
Martial Arts Sweeps & Throws	Balance lost during attack. No attack(s) this turn.	Acrobatic move leaves combatant flat on his back. Stunned (<i>Defense -5</i>) for 2 turns.	Combatant suddenly understands his teacher! So does the enemy, who gets +1D6 to his counter attack.	Awkward sweep results in combatant going down and hitting head. Stunned (<i>Defense -5</i>) for 3 turns.
Animal Attacks	Sudden movement is so surprising! No attack(s) this turn.	Must change opponent next round. In addition, only make small attacks for 2 turns.	Wind changes and carries the taste of food. Disengage and search food! Now!	Survival instincts take hold. Turn tail and run! Facing enemies automatically get free melee attacks (treat as failed <i>Disengage</i>).

O-7.9 MULTIPLE MELEE ATTACKS

Many creatures have more than one non-weapon melee attack. Usually, such a creature may only use one of its attacks in a given turn (see below for exceptions). The front facing for such attacks should be determined by the type of attack. For example, a tail attack might be limited to rear or side facings, while a claw attack might be limited to front and one of the sides.

Certain creatures will have specific restrictions placed upon their attacks:

- ¥ — All attacks may be used each Melee Combat Phase with no target restrictions.
- « — The creature's Melee Attack II may be used against a foe if the creature's Melee Attack I has already delivered damage to that specific foe during the current Melee Combat Phase (i.e., both attacks may be made during the same phase).
- √ — The creature's Melee Attack II may only be used against a foe if the creature's Melee Attack I delivered damage to that specific foe (i.e., hit the foe) on the previous Melee Combat Phase (see S-5.0).
- — The Melee Attack may be used if the rider (if any) does not attack during the same Melee Combat Phase.
- β — The creature's breath weapon may only be used in a given turn in place of one of the melee attacks it would normally make with its head (i.e., bite, horn, etc.). In other words, if the breath weapon is used, the creature may only attack during one of the Melee Combat Phases of the same turn (see S-5.0).
- § — The number of allowable attacks against human-sized foes is determined by the number of potential targets (see the chart below).

MULTIPLE MELEE ATTACKS CHART

No. of Melee Attacks	No. of Potential Target Combatants									
	1	2	3	4	5	6	7	8	9	10+
I	1	1	1	1	1	1	1	1	1	1
II	1	1	2	2	2	2	2	2	2	2
III	1	2	2	2	3	3	3	3	3	3
IV	2	2	2	3	3	3	4	4	4	4
V	2	2	3	3	3	4	4	5	5	5
VI	2	3	3	3	4	4	5	5	6	6

O-8.0

DAMAGE

The Optional Rules in this section concern Damage.



O-8.1 ARMOR ADVANTAGES

The armor effect for units/combatants wearing chain is "half damage" (see S-8.4) against edged weapons, "-3" against all other melee weapons and "-1" against bolts and arrows. For these purposes:

- Edged weapons include all axes and all swords (e.g., scimitars, falchions, 2 handed swords, short swords, broadswords, etc.).
- Arrows and bolts include all missiles fired by bows and crossbows.

Note: *This Optional Rule makes fighting combatants wearing chain armor slightly more complicated, it is however a more realistic representation of weapons and armor used throughout medieval conflict.*

O-8.2 SLAYING WEAPONS

Slaying weapons are very rare and especially dangerous to the type of creature that they are attuned to (e.g., Dragons). If you are randomly generating items, a slaying weapon can only be obtained with the highest possible result on the Weapons Sub-Chart (see C-5.5). Randomly select a race from the *Combatant Race Cost and Stat Chart* (see A-1.4) to determine the affected race or creature.

The effects of a slaying weapon can be handled in two ways:

- A specific slaying weapon has special bonuses for Attack and Damage and is created by a Game Master. This option is best suited for role playing games.

Example: *Grim has three Dragon Slaying Arrows for his crossbow. Using these arrows, the crossbow (normally 2D6+D10+7) now fires at 5D6+7 and does Highx4 Damage.*

- A non-specific slaying weapon automatically inflicts an additional 1D6 of Damage when it strikes a target that it is attuned to. In addition, if more than one attack die rolled for a slaying weapon have the same result, the normal Damage delivered will be multiplied. This option is best suited for campaigns.

SLAYING WEAPONS CHART

Dice with same result	Damage Multiplier
2 Dice	2x Damage
3 Dice	5x Damage
4 Dice	10x Damage
5 Dice	20x Damage
6 Dice	40x Damage
7 Dice	80x Damage
8 Dice	150x Damage

O-9.0



MISSILE COMBAT

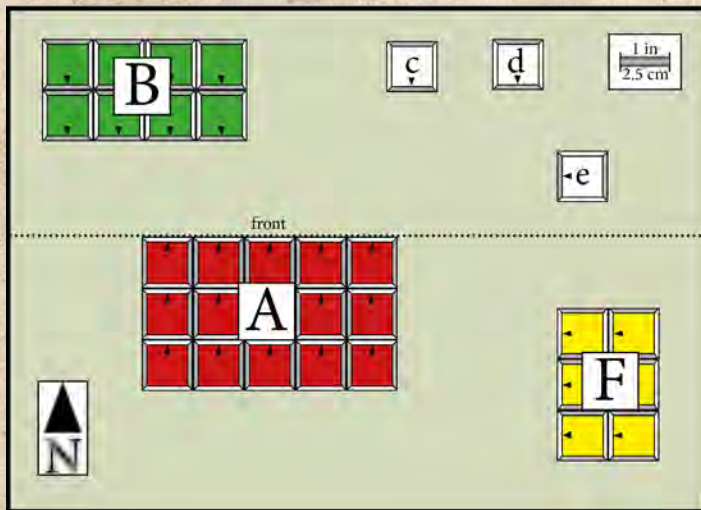
The Optional Rules in this section concern missile combat. The Melee Combat optional rules on Wound Penalties (O-7.4) and Open Ended Rolls (O-7.5) also apply to missile attacks.

O-9.1 MISSILE PARRYING

A unit (or a combatant) using shields may allocate all or part of its "fixed bonus" to parry (see O-7.1) missile attacks. The following restrictions apply:

- The unit/combatant(s) making the missile attack(s) must be in front (see S-6.2) of the parrying unit.
- An individual combatant may only parry one missile attack in a given movement-missile-spell phase.
- A unit may parry all missile attacks from one unit **or** from all individual combatants firing at it.
- In the following melee combat phase, the parrying unit/combatant's *Melee Attack* stat is decreased by the amount used to parry. Record the amount used on the unit/combatant's record sheet.
- The parrying unit's *Defense* is only increased by half (round up) of the part of the fixed bonus used to parry.

Example: In the diagram below, unit 'A' may parry the missile attack from either unit 'B' or combatants 'c', 'd', and 'e'. It may not parry a missile attack from unit 'F', because unit 'F' is not in front of unit 'A'.



O-9.2 MISSILE TARGETING

A unit (or combatant) making a missile attack may allocate +5 of its "fixed bonus" to targeting (see O-7.1) — the attack's fixed bonus is reduced by 5, but the *Missile Attack* stat is increased by 1D6.

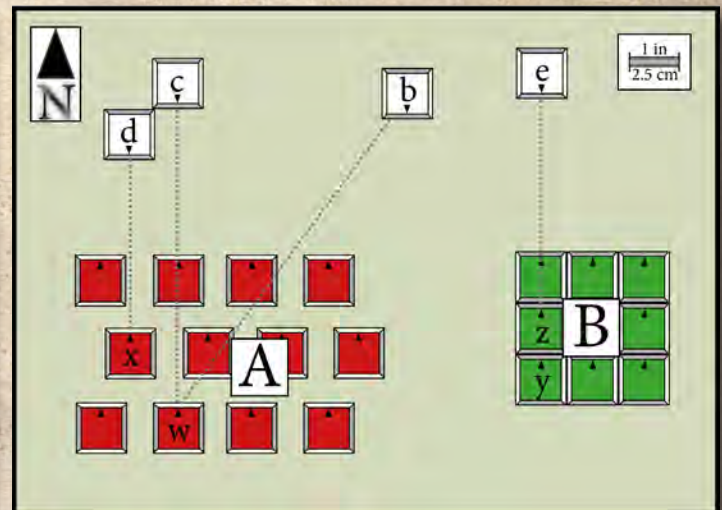
Note: While this option is open to any combatant using missile weapons, it is not the same as the "Steady Aim" special of the "Missile Weapons" skill. Both can be combined resulting in one turn of aiming and one turn with an additional 2D6-5 modifier to the *Missile Attack* stat.

O-9.3 UNIT MISSILE ATTACKS

Normally a combatant is blocking terrain for the purposes of missile attacks (see S-9.0). However, the optional rules in this section allow combatants in the non-front rows of a unit to make missile attacks over the combatants in front of them:

- A combatant in a unit in General Order formation receives a -1 modification to its missile attacks for every combatant in front of it.
- A combatant in the second row of a unit in Battle Order formation receives a -2 modification to its missile attacks, but combatants behind the first two rows may not make missile attacks.

Example: In the diagram below, unit 'A' is in General Order and unit 'B' is in Battle Order. Combatant 'w' may fire at 'c' with a -1 mod, at 'b' with a -2 mod. Combatant 'x' may fire at 'd' with a +0 mod. Combatant 'z' can fire at 'e' with a -2 mod. Combatant 'y' cannot fire at anyone'.



O-9.4 MISSILE FUMBLES

The optional rules for making melee fumbles (see O-7.7) can also be applied to missile attacks. Once a missile attack has resulted in a fumble, the player who attempted the attack rolls another D10 to determine the gravity of his failure.

Note: While fumbles offer a lot of fun and cinematic situations on the battlefield, they will result in extended game-play and longer overall game sessions. Keep this in mind while setting up your *Bladestorm* battles.



MISSILE FUMBLES CHART

Attack Type	D10 Fumble Roll			
	1-4	5-7	8-9	10
Missile Weapons	Sweat trickles into the combatant's eyes, no attack(s) this turn.	Combatant loses grip on the weapon and sends it flying 2" [5cm] in front of him. 2 turns to pick it up again.	Overdrawing shatters the weapon. Combatant is stunned (<i>Defense</i> -5) for 2 turns by his own brute force.	Yikes! Combatant shoots himself in the foot, causing 1D6 hits and 1/4 <i>Movement Rate</i> for the remainder of the battle.
Thrown Weapons	Sticky fingers won't let go of the weapon. -5 to the next attack roll.	Lack of control has combatant juggle his weapons for 2 turns. This stunning maneuver allows only 1/4 <i>Movement Rate</i> and grants <i>Defense</i> -5.	Full thrust tears combatant's tendons. 4 hits and -5 to attack rolls for 3 turns.	Weapon spins backwards into combatant's forehead. 1D10 hits and Stunned (<i>Defense</i> -5) for 3 turns. That wasn't meant to explode, was it?



O-10.0

MORALE

The Optional Rules in this section concern morale.



O-10.1 COMBATANTS VS. UNITS

If an individual combatant is in contact with an enemy unit at the end of its movement-missile-spell phase **and** if there is no friendly unit within 6" [15cm], the combatant must make a Morale Roll as outlined in S-10.0.

O-10.2 EFFECTS OF ROUT

Each turn, a routed unit will only attempt a Run maneuver (see O-6.2), but it receives an additional +2 modification to the maneuver roll. The normal rout restrictions in S-11.6 still apply.

O-10.3 EFFECTS OF LOSSES

Any unit whose losses (i.e., combatants killed) exceeds 1/4 of its total combatants (see S-11.1) must modify all of Morale Rolls as indicated on the Morale Penalties Chart.

<i>MORALE PENALTIES CHART</i>	
Losses suffered	Morale Mod.
No Losses up to 1/4 Losses	+0
1/4 Losses up to 1/2 Losses	-1
1/2 Losses up to 3/4 Losses	-2
3/4 Losses and up	-3

O-10.4 MORALE ROLLS CAUSED BY CHARGES

In certain circumstances, a unit/combatant being charged (see O-6.2) by another unit may be required to make a Morale Roll:

- If a charging unit makes contact against **the flank** of an enemy unit, the unit/combatant being charged must make an immediate Morale Roll. If the charging unit is mounted and the unit/combatant being charged is not mounted, such a Morale Roll is modified by -2.
- If a charging unit makes contact against **the rear** of an enemy unit, the unit/combatant being charged must make an immediate Morale Roll modified by -2. If the charging unit is mounted and the unit/combatant being charged is not mounted, such a Morale Roll is modified by -4.
- If a *mounted* charging unit makes contact against the front of a non-mounted enemy unit/combatant, the unit/combatant being charged must make an immediate Morale Roll.

Note: A charge by an individual combatant never causes a Morale Roll. A charge by a non-mounted unit against the front of another non-mounted unit/combatant also never causes a Morale Roll.

O-10.5 DEPTH MORALE ROLL BONUS

In addition to other modifications, a unit in Battle Order receives a bonus to Morale Rolls of +1 times its depth minus two (see O-7.6). This bonus does not apply if there is an enemy unit in contact (i.e., attacking) with its flank or rear.

$$\text{Depth Morale Roll Bonus} = +1 \times (\text{Depth} - 2)$$

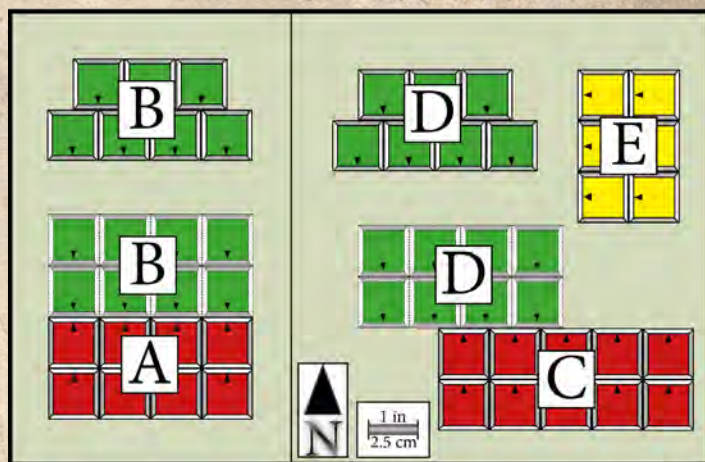
O-10.6 RETREAT & FOLLOW-UP

If a unit/combatant fails a Morale Roll at the end of a Melee Combat Phase, it must retreat 3" [8cm] (i.e., it backs up) and it is still disrupted. If this is not possible due to terrain, the presence of a unit, or the edge of the board, the unit/combatant will backup as far as possible. If one or more individual combatants are in the way of a retreating unit, they will also be moved back as the unit retreats.

Any unit that was in contact with the front of a retreating unit/combatant may "follow-up" the retreat. Just move the unit following-up so that it maintains contact with the front of the unit or combatant. If this is not possible due to terrain, the presence of a unit, or the edge of the board, the unit may follow-up as far as possible. Disrupted units may not follow-up a retreat.

The player that just moved his troops should roll his Morale Rolls first and then his opponent. Then the player that just moved his troops should retreat his units/combatants one at a time with his opponent following-up as desired. Finally, the non-moving player retreats his units/combatants with his opponent following-up as desired.

Example: Unit 'B' in contact with unit 'A' fails its Morale Roll, is disrupted, and retreats 3" [8cm] to the position indicated on the left in the diagram below. Unit 'A' may follow-up and move forward 3" [8cm] to maintain contact with unit 'B'. On the right in the diagram below, unit 'D' in contact with unit 'C' fails its Morale Roll, is disrupted, and retreats 3" [8cm] to the position indicated. Unit 'C' may only follow-up 0.5" [12mm] because of the wall in its way. Even if the wall were not there, unit 'C' could only advance 2" [5cm] due to the presence of Unit 'E'.



O-11.0

FORMATIONS



The Optional Rules in this section concern unit formations.

O-11.1 SPECIAL FORMATIONS

Certain units may assume special Battle Order formations that are provided in the unit descriptions. A few of the more common ones are described in this section. All special formations except "Column" are considered to be Battle Order for the purposes of movement, maneuvers, and other factors (see S-11.2 and O-6.2).

NEW FORMATION STANDARD MODIFICATIONS

The Formation Modification Chart gives the standard formation modifications for the formations presented in this section. Specific unit modifications may differ from these standard modifications.

COLUMN

A very good formation for movement purposes, but in most cases, a bad formation for combat purposes. Except for the following requirement, Column formation has the same requirements as the standard Battle Order formation (see S-11.2):

- The number of combatants in each row may not exceed the number of rows.
- See the Formation Modification Chart for unit modifications.
- A unit in column formation has certain movement advantages and disadvantages as outlined below.

Moving in Column Order — A unit moving in column order is assumed to be following its front row in a manner similar to a snake following its head. Movement should be resolved under the assumption that the front row wheels while each row follows the exact route taken by the front row. Whenever possible, the unit will end up in a standard column formation at the end of movement.

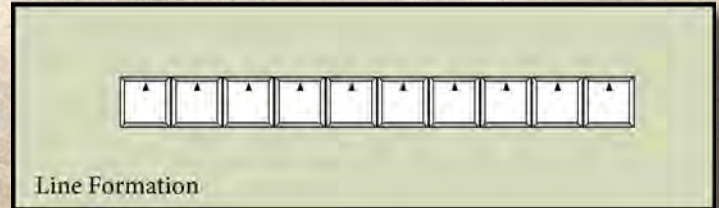
To determine distance moved, just calculate the longest distance moved by one of the combatants in the front row.

Due to formation requirements, a unit in column formation may not turn 90° (see S-11.3) and it may not Back/Center Wheel (see O-6.2).

COLUMN

This formation is a loose formation that has all of its combatants one row. This allows the maximum frontage for the unit and it is good for missile fire, but it has bad morale effects. The following restrictions apply:

- The normal Battle Order formation restrictions apply (see S-11.2)
- See the Formation Modification Chart for unit modifications.
- All combatants are in one row.
- If two or more adjacent combatants in a unit in Line formation are killed in the same Melee Combat Phase, the unit must immediately disband (see S-11.2 and S-11.4).

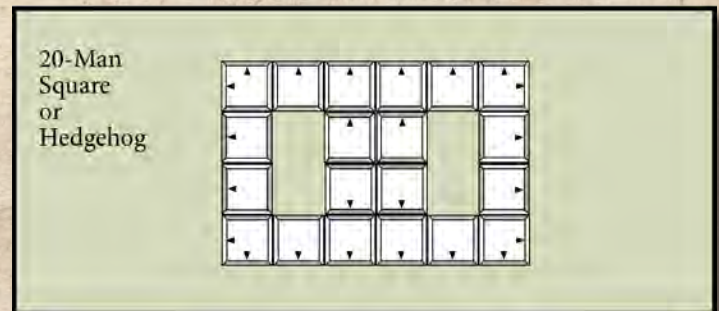


Line Formation

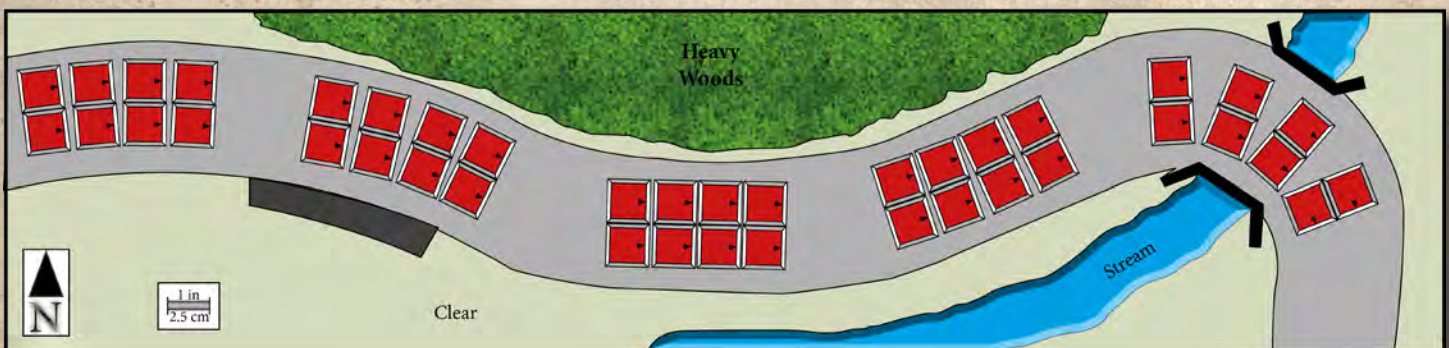
SQUARE

This formation is a tight formation that only foot units may assume. A Square has all of its combatants facing outward, so it has no flank or rear. However, a square is virtually immobile and is very vulnerable to missile attacks. The following restrictions apply:

- The normal Battle Order formation restrictions apply (see S-11.2)
- See the Formation Modification Chart for unit modifications.
- There may be an empty space in the center rows of the formation.
- Each of the individual combatants of a unit must be faced towards the closest edge of the unit (i.e., facing outward from the center). Thus, the unit has no flank and no rear. It may move forward in any direction. The corner combatants are assumed to be faced in both directions (i.e., they have no flanks).



20-Man Square or Hedgehog



FORMATION MODIFICATION CHART

Formation	Standard Unit ‡ Maneuver	Melee		Missile		Morale Roll Mod	Movement Rate Mod *	Special
		Att	Def	Att	Def			
Column	(9)	+1	-1	-2	-2	+1	x1	Has special movement rules.
General Order	(9)	+0	+0	+1	+0	+1	x1	See S-11.2
Battle Order	(9)	+2	+2	+0	-1	+2	x1	See S-11.2
Line †	(9)	+1	-1	+2	-1	-1	x1	All combatants in one row.
Square †	(9)	+1	+2	+0	-3	+2	x1/4	All combatants face "outward."
Hedgehog †	(9)	+1	+3	+0	-3	+2	x0	All combatants face "outward." Charging & mounted attackers must make Morale Rolls.
Shield Wall †	(9)	+0	--	-1	--	+2	x1/2	None.
Front			+4		+5			
Flank, Rear			+2		-2			
Phalanx †	(9)	--	--	+0	-1	+2	x3/4	Second and third row combatants may attack. Melee Attack Mod is -1 for 2nd row Melee Attack Mod is -3 for 3rd row
Front		+1	+3					
Flank, Rear		-2	+0					

* — This *Movement Rate* modification is applied before any terrain movement reductions (see O-3.0).

† — These formations are treated as Battle Order formations for movement purposes (see S-11.3)

‡ — Each Unit Maneuver number above is based upon a unit with average training with the maneuver. A more expert unit would have a lower value, while a unit with less training would have a higher value. A unit which has never trained in the maneuver should have Unit Maneuver number of 14.

HEDGEHOG

This formation is a tight formation that only foot units armed with polearms may assume. In a Hedgehog, the combatants form a Square formation and "set" their polearms in the ground pointing outward, usually in anticipation of a charging enemy unit. However, a Hedgehog is immobile, is vulnerable to missile attacks, does not attack very well. The following restrictions apply:

- The Square formation requirements and modifications apply (see above).
- See the Formation Modification Chart for unit modifications.
- Any unit attempting to charge a Hedgehog must first make a Morale Roll.
- Mounted units making a melee attack against a Hedgehog must first make a Morale Roll. Thus, a mounted unit charging a Hedgehog must make a Morale Roll to charge and then a second Morale Roll to before making melee attacks.
- Any melee attacks by mounted units against a Hedgehog are modified by -2 in addition to any other modifications.

SHIELD WALL

This formation is a tight formation that only foot units using large shields may assume. In a Shield Wall, the combatants pack tightly and hold their shields close together so that they almost overlap, usually in anticipation of missile attacks. However, a Shield Wall is almost immobile, is vulnerable to missile attacks from the flanks and rear, does not attack very well, and may make no missile attacks. The following restrictions apply:

- The normal Battle Order formation restrictions apply (see S-11.2)
- See the Formation Modification Chart for unit modifications.

PHALANX

Certain units armed with long pole arms can assume a battle order formation called a phalanx. Usually such units were armed with spears of varying lengths that enabled the unit to overlap their attacks. In such a formation, each combatant in the second or third row may attack an enemy combatant directly in front of it and in contact with the front row:

- The normal Battle Order formation restrictions apply (see S-11.2)
- See the Formation Modification Chart for unit modifications.
- Attacks may be made by 2nd row combatants and their Melee Attack mod is -1.
- Attacks may be made by 3rd row combatants and their Melee Attack mod is -3.

O-11.2 CHANGING FORMATIONS

In the Standard Game (S-11.4) all formation changes use half of a unit's Movement Rate and occur automatically. When using the Optional Rules, a unit must make a Unit Maneuver (see O-6.2) and the part of the Movement Rate required is variable. These "formation change" maneuvers and their effects are presented in O-6.2. For these purposes, all of the special formations in O-11.1 are assumed to be Battle Order formations.

CHANGING FORMATION WHILE ENGAGED

If a unit is engaged (i.e., in base-to-base contact) with an enemy unit (not just a combatant), any maneuver to change formation (see S-6.2) is modified by an additional -2. Such maneuvers include reforming, disbanding, general shift, and battle shift.

O-12.0

SPECIAL COMBATANTS



The Optional Rules in this section introduce four new types of special combatants:

- Musicians
- Standard Bearers
- Mounted Combatants
- Vehicles

O-12.1 MUSICIANS

Musicians are individual combatants that use instruments such as drums or herald horns during battle to inspire confidence in fellow combatants and fear in their opponents. At the same time, they provide widely audible signals that troops recognize and turn into certain tactics to stand their ground, withdraw or charge. A sequence of complex patterns may even be used to implement a battlefield strategy. Since the sound of an instrument travels farther than any given command, Musicians can also be used to extend the *Influence Range* of a leader.

In terms of game mechanics, Musicians use songs in the same way spell users cast spells. No additional stats are required.

While Musicians usually have a repertoire of signals or war sounds to choose from, these intonations (and their effects) last only **one turn** of battlefield time. In addition, there may be a pause required (e.g., a number of turns) until a *Song or War Sound* can be played again.

REPertoire

A Musician's *Repertoire* includes his signals and war sounds as a series of letters, each of which is followed by a number and preceded by a number:

- Similar to the *Realms of Magic*, the letter 'S' identifies *Songs and War Sounds*.
- The number following the letter indicates the maximum level of that song (see O-14.0); a song's level is an approximation of its power.
- The number preceding the letter indicates how many songs of that level the Musician knows and is able to use.
- The player controlling the musician must choose and record which songs and war sounds the Musician knows.

Example: *A Musician's Repertoire is: "3S1, 2S2, 1S3". The Musician knows three 1st level songs, two 2nd level, and one 3rd level song or war sound.*

USING INSTRUMENTS

Using an instrument is an action that is not a maneuver, not an attack, and not the casting of a spell. It does not require the expenditure of points. During the movement-missile-spell phase (see S-5.0) a Musician may intonate one *Song or War Sound* on or against one other combatant, or a group of combatants.

To use an instrument, roll 3D6. If the Death Die and one other die result in a "1", the song has failed. Otherwise the intonation was successful. If the song is directed at an opponent, he may get to make a *Resistance Roll* (See O-14.0) to see if his combatants or units are affected by the song. The following restrictions apply:

- A Musician receives a -2 modification to his melee attack rolls.
- When a Musician uses an instrument, he may not make a missile attack, an individual maneuver or cast a spell in the same phase (i.e., during a movement-missile-spell phase).
- The Musician may not be engaged in a melee combat (i.e., its base may not be in contact with the base of an enemy combatant).
- The musician must not be disrupted.

MULTIPLE MUSICIANS

A given unit/combatant may only use the modifications of one *Song or War Sound* at a time (player's choice).

ATTACHING A MUSICIAN TO A UNIT

Musicians can be "attached" to a unit (e.g., bring it in "base-to-base" contact) and thus move the Musician with the unit. In such a case, the Musician is part of the unit for all movement and combat purposes and also receives the unit's formation bonuses. When playing a *Song or War Sound*, its effects are automatically applied to all combatants of that unit. A Musician may detach from a unit at any time.

Note: *A musician may take part in unit maneuvers and still play his instrument in the same phase. He may however not make an individual maneuver (e.g., pick a lock) and use his instrument in the same phase.*



O-12.2 STANDARD BEARERS

Standards are highly visible symbols of a group of combatants that indicates their affiliation or status inside an army. Standards are usually flags or banners on poles. Depending on the setting, standards can be of extraordinary political value (e.g., S.P.Q.R standards of the Roman empire), or anything with symbolic value to its combatants (e.g., a great enemy's head on a spear, etc.).

The combatant that carries a group's standard is called its Standard Bearer. A Standard Bearer can be a leader or a normal combatant. The standard can be transferred between combatants in base-to-base contact at the end of any movement-missile-spell phase. The following restrictions apply:

- A Standard Bearer receives a -2 modification to his melee attack rolls.
- A Standard Bearer receives a +4 modification to his Morale Rolls.
- All combatants/units within 8" of their group's standard will receive a +2 modification to their Morale Rolls. This range and modification may vary depending on the standard being used.
- If a standard is conquered by the opponent, all combatants/units who previously received a +2 modification to their Morale Rolls, now receive a -2 penalty.
- If a Standard Bearer is killed and he is part of a unit, transfer the standard to another unit member (he becomes the new Standard Bearer). However, if the unit fails its Morale Roll at the end of that phase and retreats (see O-10.6) and its opponent follows-up (see O-10.6), the opponent gets the standard instead. If a foe takes it — mark it on his record sheet.
- If a Standard Bearer is killed in melee combat and he is not part of a unit, the foe that killed him may take his standard — mark this on the foe's record sheet.
- If a Standard Bearer is an individual combatant killed by a missile attack — place a marker on the playing surface. It may be taken by the next combatant to reach that location. If one of the standard's own combatant's recovers it, he will become the new Standard Bearer. If a foe takes it — mark it on his record sheet. This procedure is also followed if the Standard Bearer is removed from play due to the failure of a Morale Roll (see S-10.0).
- A standard can be recovered from a foe that has captured it in the same manner as outlined above.

MULTIPLE STANDARD BEARERS

A given unit/combatant may only use the modifications of one Standard Bearer at a time (player's choice).

ATTACHING A STANDARD BEARER TO A UNIT

Standard Bearers can be "attached" to a unit (e.g., bring it in "base-to-base" contact) and thus move the Standard Bearer with the unit. In such a case, the Standard Bearer is part of the unit for all movement and combat purposes and also receives the unit's formation bonuses. A Standard Bearer may detach from a unit at any time.

O-12.3 MOUNTED COMBATANTS

Mounted Combatants can be any combination of combatant and creature or carrier for that combatant. Examples include lancers on horseback, orcs riding giant boars as well as goblins atop wolves. While mounted, the combatant uses the creature's *Movement Rate* to travel across the playing surface. If Optional Rules are used, Mounted Combatants can receive bonuses or penalties when attacking or defending different types of combatants (see O-7.3). Mounted Combatants may attempt mounted maneuvers.

In terms of game mechanics, a Mounted Combatant consist of two or more individual Combatant Cards; one for the rider and one for the mount. The following restrictions apply:

- A combatant may only mount or dismount during the movement-missile-spell phase unless there is no other movement by the combatant or the mount.
- If the mount is able to attack (e.g., bite), the player must decide if the rider **or** the mount is used to attack, but not both.
- A disrupted combatant will not dismount.
- A disrupted mount will not let the rider dismount. If the mount is removed from play due to a failed Morale Roll (see S-10.0), the rider is also removed.
- If an area effect (e.g., a Venom's Cloud spell) affects a Mounted Combatant, two Resistance Rolls must be made; one for the combatant and one for the mount.
- If the mount is killed, the rider takes falling damage (low) up to the size of the mount.
- If the rider is killed, the mount must make an immediate Morale Roll.

ATTACKING A MOUNTED COMBATANT

Whenever an attack is made against a Mounted Combatant, the attacking player must find out if his attack hits the mount or its rider. First, the initial attack roll is made, then the attacking player determines the target of the attack by rolling another 1D6.

- A result of 1-4 attacks the rider
- A result of 5-6 attacks the mount

Note: *If a Mounted Combatant makes use of several carriers and the result determines an attack against the mount, the attack hits the carrier closest to the attacker.*

O-12.4 VEHICLES AND VEHICLE CARDS

War chariots, war machines or battle platforms with numerous combatants carried by another huge creature (e.g., a war elephant) are considered vehicles. In terms of game mechanics, a vehicle setup consists of one or more Cards:

- One Vehicle Card for the platform itself
- One Combatant Card for the combatant controlling the vehicle (optional).
- One or more Combatant Cards for the animals or creatures pulling or carrying the vehicle (optional).
- One or more Combatant Cards or a Unit Card for the combatants travelling in or on the vehicle (optional).

The number of cards used depend on the individual vehicle setup. Vehicles can offer room for combatants up to a unit and may grant passengers the advantage of additional movement or fortification on the battlefield. The *Movement Rate* depends on that of the creature pulling or carrying the vehicle while its material determines if that *Movement Rate* is further reduced. Certain war machines resemble heavy weaponry that can be used by combatants in base-to-base contact. Vehicles make use of the following stats:

Movement Rate Mod	Defense
Melee Attack	Shield Bonus
Melee Damage	Armor
Missile Attack	Range Mod
Missile Damage	Endurance

The following restrictions apply:

- Carried Vehicles mirror the *Movement Rate* of the creature carrying the vehicle.
- Pulled Vehicles travel at 1/2 *Movement Rate* of the creature(s) pulling the vehicle.
- Combatants inside a vehicle may attack normally as though they were stationary and not moving.
- Combatants may only enter or disembark the vehicle during the movement-missile-spell phase unless there is no other movement by the combatants or the vehicle.
- A controlling combatant **must** be used if the vehicle is used as means of transportation.
- A controlling combatant may use a vehicle to attack other combatants or vehicles following normal attack procedures.
- The only maneuver available to vehicles is the *Charge* maneuver. The *Maneuver* stat of the controlling combatant is used to resolve the attack.
- Vehicles do not build units.

ATTACKING A VEHICLE

Whenever an attack is made against a Vehicle, the attacking player must find out if his attack hit the vehicle or one of its combatants. First, the initial attack roll is made, then the attacking player determines the target of the attack by rolling another 1D6.

- A result of 1-4 attacks the vehicle
- A result of 5-6 attacks a combatant inside
- If there are several combatants inside the vehicle, roll 1D6 to determine which combatant is attacked (e.g., 3 Combatants split 1D6 into 1-2, 3-4 and 5-6).

Example: *In the melee combat phase, a war chariot carrying one archer and the carriage driver, is attacked by Garg the Goblin Leader. Garg has an attack roll of '3D6+2•high+2' with his Scimitar. He rolls an '11' (2+2+5+2=11). Now Garg needs to see if his attack hit the vehicle or one the combatants inside. He rolls 1D6 and scores a '6' which results in one of the passengers being attacked. To determine which of the two he actually attacks, Garg rolls another D6. There is a 50% chance for each passenger to be hit: 1-3 for the archer and 4-6 for the driver. Garg rolls a '2' and attacks the archer. Since the archer has a Defense of 10, Garg's attack succeeds.*

Note: *Use common sense to determine if a combatant inside a vehicle can be the target of an attack. For example, if a combatant is located high above the ground (e.g., as an outlook), he cannot be the target of a melee attack that takes place far below him.*

ATTACKING WITH A VEHICLE

Vehicles that are controlled by a combatant (e.g., a driver), can be used to attack other combatants if certain installed weapons are used. The attack is resolved like a regular ranged or melee attack once the vehicle is in range to execute the attack. The following restrictions apply:

- Ramming weapons (e.g., battering ram) push opposing combatants aside. A failed attack means that combatants were able to evade the attack just in time.
- Weapons of the vehicle must be in base-to-base contact with an opposing combatant or another vehicle in order to attack.
- The controlling combatant may only make use of a vehicle's melee weapons (e.g., rotating blades on wheel hubs).
- Ranged weapons need to be operated by a combatant other than the driver.
- A vehicle can travel at full speed while a passenger executes a ranged attack with an installed weapon (e.g., a heavy cross-bow).

VEHICLE CARD SETUP

For ease of visibility, the vehicle's name as well as the most important stats are grouped together in the top box. Depending on the main building material, there is a modifier to its Movement Rate.

This is the health box. Your vehicle receives one circle of structure for each point of endurance. Contrary to living combatants, vehicles do not possess an 'M' to check morale. When taking damage, cross off structure circles starting from the lower right to the top left.

There are four types of stat cards: Combatant Cards for individuals, Profession Cards for heroes, Unit Cards for groups of identical combatants and Vehicle Cards for different types of machinery. Each card references its type on the top.

The available weapons, their attack and damage values as well as possible range modifiers are presented in this box. The available four slots are provided with readability and game speed in mind. Add more if required.

BLADESTORM™ VEHICLE CARD

Name: Chariot of Deliverence			
Defense:	4	Shield Bonus:	+0
Endurance:	30	Mov. Rate Mod.:	+0
Weapon:	Attack:	Damage:	Range:
○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○			
Note:	Material:	Base:	TPC:
	Wood	Large	179

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Special features and other game related information is noted in this field.

The vehicle's material and the base size it requires are given in these fields.

The TPC value, which works as an abstract of the vehicle's overall strength, is indicated in the lower right.



O-13.0



UNIT VS. UNIT COMBAT

The Optional Rules in this section help speed up play in battles involving a large number of combatants and units. These rules are presented in terms of melee attacks, but the same techniques can be used for resolving missile attacks.

O-13.1 COMBINING ATTACKS FROM A UNIT

In many situations, two units in base-to-base contact require a number of attack rolls to resolve a single phase of melee combat. These optional rules allow you to make one attack roll for each unit's attacks against another unit. The results obtained are not exactly the same as the results that would be obtained by making each attack roll separately. However, if the same method is used for each unit vs. unit combat, the results should be balanced.

DETERMINING THE TOTAL DAMAGE

To determine how much damage (i.e., hits) a unit delivers to another unit in base-to-base contact, follow this procedure:

- Determine the number of attacks (i.e., how many combatants in the attacking unit are in contact with the target unit).
If there are more than 10 attacks, follow this procedure once for 10 attacks and once for the number of attacks over 10 (follow a similar procedure if there are more than 20 attacks).
If the attacks have different modifications (e.g., 2nd line polearms attacks, see O-7.2), use the average of the different modifications involved (round up).
- Roll one attack roll, and determine the following value:

Modified Attack Roll - Target's Modified Defense - 1

- Determine the 'Damage Multiplier' by using this value and referring to the Unit vs. Unit Damage Multiplier Chart.
- The number of hits delivered is equal to the normal damage delivered by the attack roll multiplied by the Damage Multiplier:

Damage = Normal Damage x Damage Multiplier

Example: In the diagram on page 114, a Goblin raiding party ('G') is attacking a group of Men ('M'). The Goblins have 5 attacks and the Men have 5 attacks (in both situation #1 and #2). The Goblins have a '3D6-1•High' attack and a Modified Defense of 9, while the Men have a '2D6+1D10•High' attack and a Modified Defense of 10.

The Goblins' attack roll is 3,4,2 for a modified attack roll of $8 = 3+4+2-1$. Thus, the "Modified Attack Roll - Target's Modified Defense - 1" is $-3 = 8-10-1$. Referring to the Unit vs. Unit Damage Multiplier Chart, we see that the Damage Multiplier is 'x2' (cross-index -3 and 5 attacks). Normal 'High' damage from a 3,4,2 roll is 4; so

the Goblins deliver 8 hits = 4×2 .

The Men's attack roll is 5,4,5 for a modified attack roll of $14 = 5+4+5$. Thus, the "Modified Attack Roll - Target's Modified Defense - 1" is $+4 = 14-9-1$. Referring to the Unit vs. Unit Damage Multiplier Chart, we see that the Damage Multiplier is 'x3.5' (cross-index +4 and 5 attacks). Normal 'High' damage from a 5,4,5 roll is 10; so the Men deliver 35 hits = 10×3.5 .

ASSIGNING DAMAGE

Once the total damage delivered to a unit is determined, the damage must be assigned to the combatants in the unit. First the attacker assigns half the damage (round up), then the defender assigns half the damage (round down). When assigning hits the following restrictions apply:

- Damage may only be assigned to combatants in contact with the attackers.
- In situation #1 in the diagram below, each combatant can be attacked by only one enemy combatant. In this situation, one combatant cannot be assigned more hits than the normal damage delivered by the attack roll.
- In situation #2 in the diagram below, each combatant may be attacked by two enemy combatants. In this situation, one combatant cannot be assigned more hits than twice the normal damage delivered by the attack roll.
- A combatant may only be assigned hits up to 1.5x its Endurance (round up).
- The limits on assigning hits apply to the total hits assigned by both the attacker and the defender.

Example: In the example above, the Goblins delivered 8 hits and the Men delivered 35 hits. Assume situation #1 in the diagram below. Each Goblin has an Endurance of 9 and each Man has an Endurance of 10.

The Goblin player assigns 4 hits (half of the total of 8 hits) to one Man. Because the normal damage was only 4, the Man player must assign the other 4 hits to a different Man.

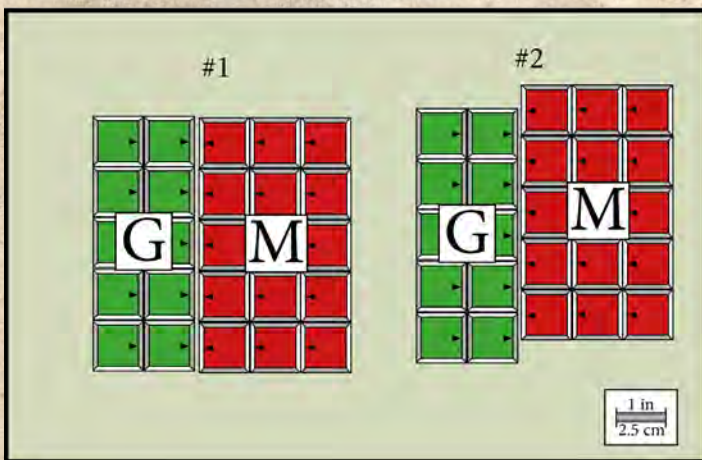
The Man player gets to assign 18 hits to the Goblins, but no more than 10 hits can be assigned to any one Goblin (G1), killing the Goblin. He decides to assign 9 hits (enough to kill) to one Goblin and 4 hits to another Goblin (G2) and 5 hits to a third Goblin (G3). The Goblin player then assigns 17 hits: 1 more to the already dead G1 and 4 to each of the other four Goblins. The limit of 10 hits applies to the total hits assigned by both players.

Assume situation #2 in the diagram below applies, so that twice normal damage (20 hits) can be assigned to any one defender. The Man player assigned his hits as before: 9 to G1 and 4 to G2 and 5 to G3. G1 is already dead due to the 9 hits assigned. So, since 20 hits can be assigned to a combatant (due to situation #2), the Goblin player can now assign 6 more hits to G1 (limited by 1.5x Endurance = 15 hits). He also assigns 5 hits to G4 and 6 hits to G5.



UNIT VS. UNIT DAMAGE MULTIPLIER CHART

Attack Roll - Defense = 1	2	3	4	5	6	7	8	9	10
≤ -20	x0	x0	x0	x0	x0	x0	x0	x0	x0
-18, -19	x0	x0	x0	x0	x0	x0	x0	x0	x0.5
-16, -17	x0	x0	x0	x0	x0	x0	x0	x0.5	x1
-14, -15	x0	x0	x0	x0	x0	x0	x0.5	x1	x1.5
-12, -13	x0	x0	x0	x0	x0	x0.5	x1	x1.5	x2
-10, -11	x0	x0	x0	x0	x0.5	x1	x1.5	x2	x2.5
-8, -9	x0	x0	x0	x0.5	x1	x1.5	x2	x2.5	x3
-6, -7	x0	x0	x0.5	x1	x1.5	x2	x2.5	x3	x3.5
-4, -5	x0	x0.5	x1	x1.5	x2	x2.5	x3	x3.5	x4
-2, -3	x0.5	x1	x1.5	x2	x2.5	x3	x3.5	x4	x4.5
-1, 0, +1	x1	x1.5	x2	x2.5	x3	x3.5	x4	x4.5	x5
+2, +3	x1.5	x2	x2.5	x3	x3.5	x4	x4.5	x5	x5.5
+4, +5	x2	x2.5	x3	x3.5	x4	x4.5	x5	x5.5	x6
+6, +7	x2	x3	x3.5	x4	x4.5	x5	x5.5	x6	x6.5
+8, +9	x2	x3	x4	x4.5	x5	x5.5	x6	x6.5	x7
+10, +11	x2	x3	x4	x5	x5.5	x6	x6.5	x7	x7.5
+12, +13	x2	x3	x4	x5	x6	x6.5	x7	x7.5	x8
+14, +15	x2	x3	x4	x5	x6	x7	x7.5	x8	x8.5
+16, +17	x2	x3	x4	x5	x6	x7	x8	x8.5	x9
+18, +19	x2	x3	x4	x5	x6	x7	x8	x9	x9.5
≥ 20	x2	x3	x4	x5	x6	x7	x8	x9	10



Example: In the above unit vs. unit combat example (see page 113) a Goblin raiding party ('G') is attacking a group of Men ('M'). The Goblins have 5 attacks and the Men have 5 attacks (in both situation #1 and #2).

DAMAGE MULTIPLIER FORMULA

If the players prefer, the following formula can be used instead of the Unit vs. Unit Damage Multiplier Chart. Both the Chart and the Formula give the same results:

Damage Multiplier =
 $(\# \text{ attacks} \div 2) + ((\text{Attack Roll} - \text{Defense} - 1) \div 4)$
[round down to nearest 0.5, maximum is # of attacks]

O-13.2 LARGER SCALE BATTLES

To resolve really large battles, the players may want to use single figures to represent units. In this case, the time scale should be change to 60-180 seconds (1-3 minutes) per turn. The distance scale should be changed to:

$$36 \text{ feet} = 1" \approx 2.5\text{cm} = 12 \text{ meters.}$$

Most rules should be applied normally. For example, *Movement Rates* will not change, because both the time and distance scales were changed by 6x. Certain things like range modifiers will have to be modified to reflect the change in scale — just divide by 6.

O-14.0

SONGS AND WAR SOUNDS



Musicians can use their instruments to play *Songs and War Sounds* that bolster the confidence of their troops.

DURATION AND EFFECTS

Songs and War Sounds are used quite similar to spells with the exception that they don't require spell points. The following differences apply:

- **Duration:** A song or war sound lasts for the duration of one turn. When a player announces that a musician starts playing in the movement-missile-spell phase (and succeeds), he may apply the effect to a combatant or unit in any player's phase (attacking or defending) until it is his turn again.
- **Pause:** Unlike spells, *Songs and War Sounds* require a pause in between intonations. This reflects the musician's needing to take their breath and combatants getting used to the background noise.
- **Phase:** Regardless if a song or war sound is played on friendly or on enemy combatants, it's effect takes place in one or more of the upcoming phases until a full game turn has been completed.
- **Range:** Certain sounds travel further than others. Unlike spells, Songs and War Sounds originate always at the location of the musician and travel up to a range as indicated.

Note: *A song that affects a unit will lose its effect if the unit disbands.*

RESISTANCE ROLLS

A song or war sound marked with a "(RR)" only affects its target if the target fails a Resistance Roll (RR). To make a RR, a target rolls 3D6 and **subtracts the level of the song or war sound**. If the result is less than or equal to the target's Resistance stat, the RR fails and the target is affected by the effect. Otherwise, the song or war sound has no effect. Only one RR is made by a unit.

O-14.1 SONGS AND WAR SOUNDS
LEVEL ONE

SWIFT MANEUVERS I ----- 1

Range: 15" [38cm]

Pause: 2 Turns

The next unit maneuver roll of a friendly unit receives a +1 modifier.

ROLL CALL ----- 2

Range: 15" [38cm]

Pause: 1 Turn

Re-Roll one Attack Roll of a friendly combatant or a friendly unit.

SIGNALS I ----- 3

Range: 10" [25cm]

Pause: 2 Turns

When in base-to-base contact with a leader, it extends his Influence Range by 10" [25cm].

TANTRUM (RR) ----- 4

Range: 10" [25cm]

Pause: 2 Turns

Opponents must make a Resistance Roll. If unsuccessful, opponents remain stationary.

WEAPON'S READY ----- 5

Range: 5" [13cm]

Pause: 2 Turns

Friendly combatants gain +1 to AR.

CERTAINTY ----- 6

Range: 5" [13cm]

Pause: 2 Turns

Friendly combatants gain +1 Defense this turn.

BLEEDING EARS I (RR) ----- 7

Range: 10" [25cm]

Pause: 3 Turns

All combatants must make Resistance Roll. All who fail receive -1 to AR.

LUCK OF THE GODS ----- 8

Range: 10" [25cm]

Pause: 4 Turns

Re-Roll the Death Die on one Attack Roll.

O-14.2 SONGS AND WAR SOUNDS LEVEL TWO

SWIFT MANEUVERS II ----- 1

Range: 20" [50cm] **Pause:** 4 Turns
The next unit maneuver roll of a friendly unit receives a +3 modifier.

GLORIOUS BASTARDS ----- 2

Range: 15" [38cm] **Pause:** 3 Turns
Re-Roll one Maneuver or one Morale Roll.

SHIVERING BONES ----- 3

Range: 10" [25cm] **Pause:** 4 Turns
Opponents must make a Morale Roll. All those who fail become immediately disrupted.

SIGNALS II ----- 4

Range: 20" [50cm] **Pause:** 4 Turns
When in base-to-base contact with a leader, it extends his Influence Range by 20" [50cm]

SOUNDS OF THUNDER ----- 5

Range: 15" [38cm] **Pause:** 4 Turns
Friendly combatants gain +2 to AR.

BLEEDING EARS II (RR) ----- 6

Range: 15" [38cm] **Pause:** 4 Turns
All combatants must make Resistance Roll. All who fail receive -2 to AR.

O-14.3 SONGS AND WAR SOUNDS LEVEL THREE

SWIFT MANEUVERS III ----- 1

Range: 25" [64cm] **Pause:** 8 Turns
The next unit maneuver roll of a friendly unit receives a +5 modifier.

BLEEDING EARS III (RR) ----- 2

Range: 20" [50cm] **Pause:** 8 Turns
All combatants must make Resistance Roll. All who fail receive -4 to AR.

SOUNDS OF ETERNITY ----- 3

Range: 15" [38cm] **Pause:** 8 Turns
Friendly combatants gain +4 to AR.

SIGNALS III ----- 4

Range: Special **Pause:** 8 Turns
When in base-to-base contact with a leader, it extends his Influence Range across the playing surface.

O-14.3 SONGS AND WAR SOUNDS FUMBLES

The optional rules for making fumbles can also be applied to musicians (see O-12.1). The song or war sound automatically results in a fumble (i.e., it critically fails) if the "Death Die" and one other die result in a "1". Once playing resulted in a fumble, the player who attempted the song or war sound rolls another D10 to determine the gravity of his failure.

Note: While fumbles offer a lot of fun and cinematic situations on the battlefield, they will result in extended game-play and longer overall game sessions. Keep this in mind while setting up your Bladestorm battles.

SONGS AND WAR SOUNDS FUMBLES CHART

D10 Fumble Roll

1-4	5-7	8-9	10
Keep practicing! You're going to get it right eventually. Too many mistakes rob the song off its intended effect. Nothing happens.	Musician completely forgets how to play this particular piece of music. Ashamed and stunned for 2 turns.	The patterns reverse and result in an opposite effect on all friendly or opposing combatants (instead of a bonus, apply a penalty). In addition, combatants with missile weapons will accidentally fire at the combatant directly in front of them.	A blatant cacophony enrages all friendly forces against the musician. All friendly combatants in range of the intended song or war sound turn to attack and end the musician. Once and for all.

O-15.0



SPELLS

The Optional Rules in this section concern spells and magic.

O-15.1 SPELL CASTING FUMBLES

The optional rules for making fumbles can also be applied to spell users (see S-12.2). The spell automatically results in a fumble (i.e., it critically fails) if the "Death Die" and one other die result in a "1". Once casting resulted in a fumble, the player who attempted the spell rolls another D10 to determine the gravity of his failure.

Note: *While fumbles offer a lot of fun and cinematic situations on the battlefield, they will result in extended game-play and longer overall game sessions. Keep this in mind while setting up your Bladestorm battles.*



SPELL CASTING FUMBLES CHART

Spell Type	D10 Fumble Roll			
	1-4	5-7	8-9	10
Elemental Attack - Ball - Bolt - Wall - etc.	Combatant's fingertips spark and surprise him. Spell is lost (and one Power Point). -2 to all actions next turn.	The elements refuse the combatant's call! He is knocked back 3", takes 1D6 hits and is stunned for 2 turns.	The spell explodes immediately as the combatant casts it, making a point blank attack on himself. Blind and stunned for 1D10 turns.	All of the elements visit combatant at once. All that is left, is a charred mass of flesh.
Force Attack - Shout - Hold - Confusion - etc.	Combatant remembers a childhood incident that was traumatizing. Spell is lost (but not the Power Points), -3 to all actions next turn.	The target's will is stronger! Combatant collapses to the ground (taking 1D6 hits) and is stunned for 2 turns.	The spell targets a random victim anywhere on the playing surface. The power backlash short circuits combatant's brain, resulting in 10 hits and stunned for 1D10 turns.	Spell misfires and internalizes in combatant's head, resulting in 15 hits. Spell casting ability lost this game. 40% chance of falling into a day-coma for 1D10 months.
Others - Portal - Bless - Healing - etc.	Combatant cannot remember the final words. Spell is lost (but not the Power Points).	The spell strays to points unknown. Combatant is stunned for 3 turns.	Severe power feedback knocks combatant down. 1D10 hits and stunned for 5 turns.	Combatant suffers severe stroke and falls into a coma for 1D10 months.

O-16.0

PERSONAL CHALLENGES



If these Optional Rules are used, a combatant can challenge another combatant to a one-on-one fight. The individuals involved are usually leaders, heroes, monsters, and/or spell users. But if both players agree, any combatants can be involved.

O-16.1 BEFORE THE BATTLE STARTS

Either player can challenge his opponent to a "fight of champions." A challenge involves one player making the challenge and naming his champion, usually accompanied by disparaging comments concerning the personal habits and parentage of the other player's forces. Spell Users may not be named unless both sides agree.

REFUSAL

If the challenge is refused, the challenged player's forces will receive a -1 Morale Roll modification for the remainder of the battle. If all of the forces on the challenged side have base sizes smaller than the champion of the challenging side, the challenge can be refused without receiving the -1 Morale Roll modification.

ACCEPTANCE

If the challenge is accepted, the challenged player chooses one of his combatants as a champion, and the two champions fight until one is dead. If both die on the same phase, there is no winner.

- The forces of the player whose champion loses receive a -1 Morale Roll modification for the remainder of the battle.
- The forces of the player whose champion wins receive a +1 Morale Roll modification for the remainder of the battle.

The fight should take place in clear terrain in a circle shaped area with a radius of 4" [10cm]. The combatants should start in the center in base-to-base contact. The challenger is player 2, his opponent is player 1. If either combatant leaves the circle, he loses and is removed from play.

O-16.2 DURING THE BATTLE

During a battle, certain combatants may challenge each other.

HEROES AND MONSTERS

Heroes and Monsters can always challenge each other. However, they must engage each other within the normal constraints of the rules, and no special modifications result from the outcome of such a fight.

SPELL USERS

Spell Users can challenge each other. However, they must engage each other within the normal constraints of the rules, and no special modifications result from the outcome of such a fight.

LEADER VS. LEADER

At the beginning of the melee combat phase, a leader may challenge another leader. The challenging leader must have a unit within its Influence Range (see S-12.1) that is in contact (i.e., engaged in melee) with a unit influenced by the challenged leader.

- If the challenge is accepted, the challenged player places his leader within the unit he is influencing; the leader must be in contact with the challenger's unit. The challenger then places his leader within his unit so that the two leaders are in base-to-base contact. The combatants replaced are moved back to the rear or side of their units.

On that melee combat phase and following ones, the two leaders must attack each other until one is dead. No other combatants may attack (or cast spells on) the leaders until after the personal challenge fight is over. After one leader is dead, the other leader may immediately be moved to the rear or side of its unit and replaced by a normal combatant.

The winner's unit receives a +1 Morale Roll modification for the remainder of the battle. The loser's unit receives a -1 Morale Roll modification for the remainder of the battle.

- If the challenge is refused, the unit being influenced by the challenged leader will receive a -1 Morale Roll modification for the remainder of the battle. If the challenged leader is wounded (i.e., has taken hits) or has a base size smaller than the challenging leader, the challenge can be refused without receiving the -1 Morale Roll modification.



O-17.0



FLYING

The following Optional Rules are intended to simulate flying combatants. Players should realize that the use of flying creatures will necessitate abstract representation on the playing surface, because two combatants may occupy the same horizontal position (i.e., one combatant will be on the ground and another will be flying above him).

A flying combatant/unit may be at one of four "elevations" after movement:

- **Elevation 0** — Ground level. On the ground.
- **Elevation 1** — Attack level. Within 2" [5cm] above ground.
- **Elevation 2** — Low level. Higher than 2" [5cm], still within 10" [25cm]
- **Elevation 3** — High level. Higher than 10" [25cm].

Combat is handled normally, except as indicated in the Flight Attack Chart.

FLIGHT ATTACK CHART				
Defender's Elevation	Attacker's Elevation			
	0	1	2	3
0	+0 / norm	+2 / norm	na / +10"	na / na
1	-2 / norm	+0 / norm	+2 / norm	na / +10"
2	na / +10"	-2 / norm	+0 / norm	+2 / norm
3	na / na	na / +10"	-2 / norm	+0 / norm

Note: The first value given is the modification to melee attack rolls. The second is the effect for missile attacks and spells.
na — No attack allowed.
norm — Normal missile attacks and spells.
+10" — A missile attack or spell is treated as if the target were 10" [25cm] farther away than is indicated on the playing surface.

Note: *Disrupted and Routed flying combatants/units will act according to normal rules for disruption and routing. Blinded flying combatants will continue to move in one direction at normal Movement Rate. If they leave the playing surface, treat them as lost. Stunned flying combatants/units fall to the ground suffering falling damage according to their elevation.*

COMBATANT MANEUVER CHART				
Maneuver	Maneuver Roll Modification	Result if Successful	Result if Not Successful	Special
Ascend	+0	Gain one elevation.		1/4 Movement Rate
Descend	+0	Lose one elevation		Normal Movement Rate
Combat Dive	-2	Lose two elevations. Defense of diver is modified by -2.		1.5x Movement Rate

O-17.1 FLYING MANEUVERS

Flying combatants/units move normally as long as they stay on the same elevation. There are three maneuvers that flying combatants/units may attempt in order to change elevation:

ASCEND

Maneuver Roll Modification: +0

If a flying combatant/unit wishes to gain altitude, it may attempt an Ascend maneuver.

- If the *Ascend* maneuver is successful, the combatant/unit may move up one level of elevation at 1/4 *Movement Rate*.
- Otherwise, there is no elevation change and the combatant/unit only gets 1/4 movement.

DESCEND

Maneuver Roll Modification: +0

If a flying combatant/unit wishes to lose altitude, it may attempt a Descend maneuver.

- If the *Descend* maneuver is successful, the combatant/unit may move down one level of elevation at normal *Movement Rate*.
- Otherwise, there is no elevation change and the combatant/unit only gets 1/4 movement.

COMBAT DIVE

Maneuver Roll Modification: -2

If a flying combatant/unit wishes to charge an opponent from the sky, it may attempt a Combat Dive maneuver.

- If the *Combat Dive* maneuver is successful, the combatant/unit may lose up to two levels of elevation at 1.5x *Movement Rate*. In addition, its *Melee Attack* stat is increased by 1D6-1 for the following Melee Combat Phase (1D10-1 for mounted combatants).
- Otherwise, there is no elevation change and the combatant/unit only gets 1/4 movement.

Note: *Treat the Combat Dive maneuver like a Charge maneuver. The only difference applies to flying units, who will not become disrupted upon a failed maneuver roll.*

C - CAMPAIGN RULES

C-1.0

INTRODUCTION

Campaigns enable *Bladestorm* combatants to earn experience, develop skills and stats, collect gold and acquire special items over the course of several games. Campaigns can be anything from randomly selected scenarios to large story arcs that feature returning non-player characters and epic events. While story based campaigns are more likely to involve a game master who balances the encounters for an adventuring party, two or more players can use the following rules to engage into competitive games and tournament events.

C-2.0

RUNNING CAMPAIGNS

A campaign always follows the same sequence of pre-game and after-game events regardless if the encounter occurs as part of a tournament play or in a story driven scenario. This ensures that heroes, adventuring parties and warbands can basically be pitted against each other without having to maintain a group of combatants solely for a certain type of game. Even though individual playing styles and choice of combatants may still benefit from such a team management effort, it is not a requirement.

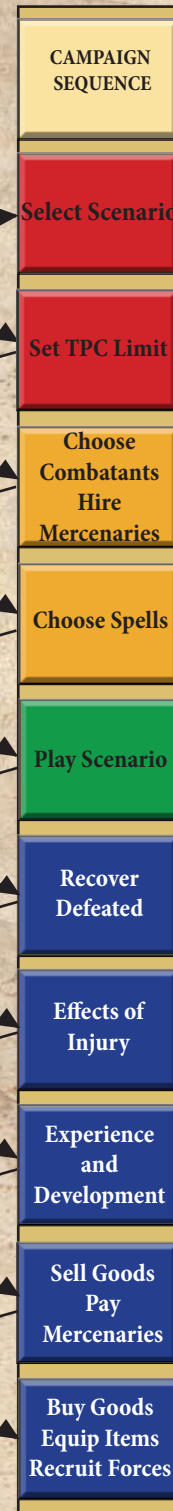
Note: *It is best to observe the TPC of individual combatants and keep a good balance between the power levels of heroes in a party. If the balance tips, there may be one very expensive hero who will make it impossible to create a balanced party around him within TPC limits.*

C-2.1 CAMPAIGN SEQUENCE

The campaign sequence can be compared to a traffic light followed by a series of after-game events. This allows players to split the game into two separate sessions.

- The first session includes the main event with setting up the scenario and resolving tabletop battles.
- The second session includes the organizational outcome of the game, its effects on combatants and equipment.

Both sessions do not necessarily have to take place on the same day. Dice rolls for defeated and injured combatants are at the discretion of players and game masters.



CAMPAIGN SEQUENCE CHART

Sequence	Description
Select Scenario	The scenario sets the overall goal.
Set TPC Limit	TPC determines the power level.
Choose Combatants / Hire Mercenaries	Assemble forces for the scenario. Available mercenaries may be hired.
Choose Spells	Spell Users prepare for the scenario.
Play Scenario	Observe special effects and outcome.
Recover Defeated	Determine who survived the battle.
Effects of Injury	Survivors may suffer ill effects.
Experience and Development	Convert Experience into Development Points. Raise stats or buy skills.
Sell Goods and Pay Mercenaries	Any goods can be traded for gold. Hired mercenaries receive their share.
Buy Goods, Equip Items and Recruit	Buy goods and distribute new items. Recruit new Forces.

C-2.2 BEFORE THE GAME

In order to start a campaign game, all players should agree on the overall outlines of the scenario to play. This is done by going through the following steps.

SELECT A SCENARIO

Chapter C-3.0 provides several scenarios which can be played in any order or matter of repetition. The scenario to be played can be decided by the player who lost the last game or by making a dice roll on the scenarios table. Certain scenarios may involve or generate forces other than those brought to the table by the players. These forces do **not count** towards scenario TPC but are considered part of the initial table setup. If combat ensues with these forces, players can gain experience normally by defeating them.

SET TPC LIMIT

The key figure for setting up a scenario is the TPC (Total Point Cost) limit. It determines the overall power level of the encounter. As combatants gain experience and develop stats and adopt professions, their TPC increases and they become more expensive. Thus, a balanced game is not determined by the number of combatants on each side, but by their combat abilities and available skills.

Mercenaries do **not count** towards the TPC limit. Though this might seem unfair at first, it represents the fact that a veteran combatant who has survived through many scenarios, may have acquired enough wealth to let others fight for him.

Note: The TPC of defeated hired forces does count as regular experience.

In order to achieve an overall game balance, the TPC-rating of each side should not vary by more than +30 TPC at the start of a scenario. The TPC Range Chart to the right defines power levels for common scenarios and encounters.

TPC RANGE CHART

TPC Range	Power Level
<500	Lowest Level. Vagabonds out for an adventure try not to get killed.
500-2.000	Low Level. Novice combatants have earned their first experience and stick together. Still more a gang than a warband.
2.000-4.500	Medium Level. Experience has formed a group of heroes. These combatants know what they're doing and they like doing it.
4.500-10.000	High Level. Word has it there is a warband led by a brave hero. The king has sent his messengers to find and offer them a quest.
>10.000	Epic Level. Money, influence and power are at the finger tips. Villagers are wary of the unit of mounted warriors posing in plate armor. And that hag they keep in a box cart scares the children!

CHOOSE COMBATANTS AND HIRE MERCENARIES

After the scenario and the TPC limit have been decided, each player assembles forces for the upcoming battle. All combatants, mounts and vehicles count towards the TPC limit of the scenario.

To improve numbers or fill the ranks for killed or injured combatants, a player may decide to spend gold on hired mercenaries. Being only a temporary measure, these sell swords are not a permanent part of an adventure party, but require payment before they fight on a player's side. If a player decides to contract mercenaries for a scenario, he must make a percentile hiring roll in the Mercenary Forces chapter C-4.0 to see what forces are currently available for hire. After the initial hire is paid, mercenaries will stay with the player for as long as they receive payment after the end of each battle. This "loyalty"-fee is paid regardless if they were part of a battle or not. Contrary to combatants and heroes, defeated mercenaries have no chance of recovery after a battle. A defeated mercenary hero will leave the player's services. Depending on personal tactics or necessity, mercenaries offer a great way to create changing forces for a scenario.

Example: Player #1 chooses to place a veteran hero (e.g., a magically enhanced leader) worth 1.000 TPC against a group of four less experienced combatants worth 250 TPC each. In order to build numbers and avoid getting surrounded, player #1 seeks the services of mercenaries to fight on his side. Rolling on the Mercenary Forces table reveals that three grim brothers are available for 900 Gold initial hire and 450 Gold per battle. Player #1 grudgingly accepts the price and pays the fee. That poses quite a challenge for Player #2 but also depletes the coffers of Player #1.

Player #1 = 1.000 TPC / 90+30 Gold / 4 combatants
Player #2 = 4x250 TPC / 0 Gold / 4 combatants

CHOOSE SPELLS

If players have chosen spell users to fight among their forces, now is the time to select their individual spells for the upcoming scenario. This step is very important because some spells grant advantages under certain environments (e.g., "light") or against certain enemy forces (e.g., "repel undead"). Select the spells carefully from the spell user's available levels in his realm of magic and note them on the combatant card (see S-12.2).

Spells that conjure additional forces such as animals, undead or demons do not upset the TPC limit. Just like scenario forces and mercenaries, conjured forces do **not count** towards the TPC limit.

Note: *The general availability of new forces outside the TPC limit through mercenaries and conjured forces can sway the game balance greatly. Remember that magic always comes at a price and that spell users need to expend Power Points or concentrate in order to control powerful creatures.*

C-2.3 SETUP AND PLAY

By now, players have agreed on a scenario and have setup their forces. Now is the time to create the gaming terrain and let fate decide the outcome of the battle.

SETTING UP THE PLAYING SURFACE

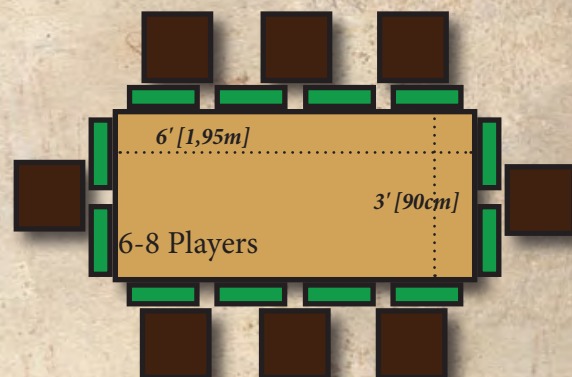
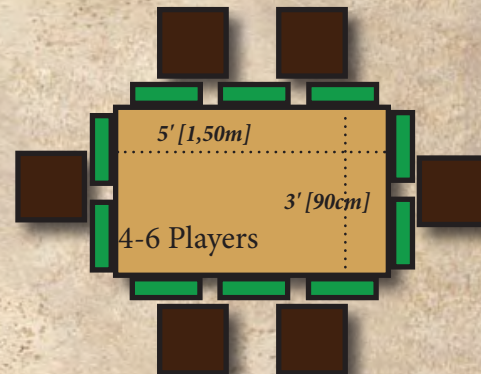
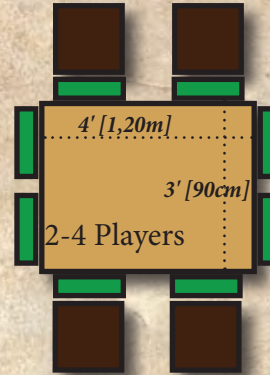
A *Bladestorm* battle greatly benefits from well crafted and thoughtfully selected tabletop terrain elements such as buildings, walls, rocks and any other terrain players and game masters wish to include. These elements provide cover to combatants, positions to defend and any number of functions required by the selected scenario. In general, players set up the playing surface in one of two ways:

- **Free Selection** — Players agree on a selection of terrain elements that will be part of the playing surface. Each player then rolls 1D10. The player with the highest result gets to choose the side for his forces to enter and then places the first terrain element on the table. Then the player with the second highest dice roll chooses a side to enter and places the second element on the table. Terrain elements are placed in an alternating manner until all elements have been placed and the playing surface is complete.
- **Scenario Selection** — Depending on the scenario, players select and place elements as outlined in the scenario description. Any additional elements may be placed as *Free Selection* items.

Once the table has been set up, players take turns placing Storm-Treasure tokens across the playing surface. The general location is outlined in the scenario description.

TABLES FOR 2 OR MORE PLAYERS

Being a skirmish game, *Bladestorm* does not require huge amounts of space to have a good time. However, if more than two players are throwing their forces into the fray, it is recommended to use a larger playing surface to accommodate the additional forces. The following table sizes are suggestions based on experience. Players may enter the game in any one of the green highlighted areas.



C-2.4 AFTER THE GAME

The game has ended once the goal of a scenario has been reached, or after the last player has lost or withdrawn all of his forces from the playing surface. Now it is time to distribute the spoils of victory and go through following steps.

RECOVER DEFEATED

Even though skirmish battles can be deadly for defeated combatants, fighting in a *Bladestorm* campaign offers the possibility to fight another day. In the Standard Rules, a combatant is defeated (i.e., 'dead') if the *Endurance* reaches 0. However, after a campaign game, players may attempt to "recover" defeated combatants after the battle has ended. This assumes that many casualties during the battle are not dead but were wounded or fled the battle. The following restrictions apply:

- Recovery is available to regular combatants and to heroes.
- Recovery is **not** available to mercenaries, units, vehicles, animals, mounts and formerly controlled creatures.

For each casualty, roll 3D6:

RECOVERY CHART	
3D6 Roll	Description
3-4	Dead The group has permanently lost one of its members. Weapons and equipment may be distributed among the survivors.
5-6	Permanent Affliction Severe injuries cause the combatant to suffer a permanent affliction that cannot be healed. Roll on the Affliction Chart and apply the result to the combatant card. Note that TPC remains unchanged.
7-8	Temporary Affliction The combatant requires medical or magical attention to escape a permanent affliction. Roll on the Affliction Chart and apply the result to the combatant card until healed. If the group has a spell user able to cast the appropriate healing spell, the affliction may be healed free of charge. Otherwise, treatment costs 100 Gold. If a player cannot afford treatment, the affliction stays with the combatant until treatment can be afforded.
9	Escapist Combatant couldn't be found or hid in the wilderness and is not available for the next campaign game. After returning, all weapons and equipment are lost to nature. Adjust TPC accordingly and buy new Weapons and Equipment.
10-18	Recovered The combatant is back and ready for action.

EFFECTS OF INJURY

Whenever a combatant or hero is recovered with a permanent or temporary affliction, a roll on the Affliction Chart determines the specific effect. For each afflicted, roll 3D6:

AFFLICTION CHART	
3D6 Roll	Description
3-4	Blind Can't see! The combatant has lost his sense of vision on one eye. Apply a -5 modifier to all Attack Rolls. If the combatant suffers the same wound again, treat him as blind (AR -10). Re-roll any further eye losses.
5-6	Dementophobia The body is whole but the mind is broken. Combatant is not ready to face enemies in battle. Treat as stunned (-5 <i>Defense</i>). This condition can only be applied once.
7-8	Smashed Hand A hard bash against the hand left palm and fingers mangled. Holding a weapon is painful exercise. Any Attack Rolls receive a modifier of -5. If the combatant suffers the same wound again, the modifier is now -10. Re-roll any further hand injuries.
9-10	Broken Leg The leg broke under a savage blow, leaving the combatant limping to safety. The remnants of this injury cause <i>Movement Rate</i> to be reduced by 2" [5cm]. If the same wound is suffered again, the reduction is 4" [10cm]. Re-roll any further leg injuries.
11-12	Broken Arm Pain lingers in this broken arm. The combatant does less damage for fear of hurting it again. All damage regardless of weapon is treated as low. If the same wound is suffered again, all damage is treated as low/2. Re-roll any further arm injuries.
13-14	Crushed Jaw A horrific blow has left the combatant's lower jaw in shatters. Leaders loose 2" [5cm] of Influence Range, Spell Users must roll 3D6 for any spell. The spell succeeds only on a result of 8 or higher. Musicians with trumpets or similar instruments can no longer play songs.
15-16	Lingering Weakness It holds together but it is not what it used to be. Combatant loses 5 Endurance. This affliction can be applied until there are 5 hits left.
17-18	Mangled Foot Moving normally with the foot just isn't an option. The combatant is limited to half <i>Movement Rate</i> . If the same wound is suffered again, MR is reduced to 1" [25mm]. Re-Roll any further foot injuries.



EXPERIENCE AND DEVELOPMENT

Bladestorm does not use levels or random advances. Instead, *Experience* is converted into *Development Points* for each combatant. In terms of game mechanics, *Development Points* are counted directly towards the Point Costs for stats and skills. The more *Development Points* a combatant has accumulated, the more room he has for individual improvement after a game.

Experience is gained through one of the following ways:

- All TPC from defeated opposing forces counts as *Experience* for a campaign player. This includes enemy combatants and units, heroes and monsters, leaders, spell users, standard bearers, musicians, mounts, mercenaries, controlled creatures and vehicles.
- Scenarios attribute individual *Experience* to the winning player for the conclusion of a task, the survival of the setting or another specific goal.
- Scenarios **always** grant 200 *Experience* to the losing player. This assumes that learning through failure always leaves a strong impression.

Note: *Experience* is **not** gained from slaying friendly forces and/or forces who have successfully fled the playing surface.

Note: Defeated combatants of a unit count as a fraction of the unit's TPC (e.g. if a unit has 1200 TPC and 8 combatants, each defeated combatant grants 150 *Experience*). Round up to the next full number.

After the conclusion of a campaign game, each player sums up all gained experience. It is recommended that the cards of defeated combatants are placed on a separate stack. That way, counting experience is done quickly by adding up the TPC of all cards in that pile. Remember to keep track of defeated combatants from units separately, as the unit card remains with a player until the entire unit is defeated.

When the total *Experience* has been calculated, divide it evenly between all surviving combatants. Consult the recovery chart first to see if defeated combatants return to the party. Dead combatants do not gain experience. Mark the *Experience* on the Combatant Card.

- Experience can be earned by regular combatants and heroes.
- Experience **cannot** be earned by mercenaries, vehicles, animals, mounts and controlled creatures.

Note: Each combatant of a unit receives his individual share of *Experience*. If a unit of 6 combatants and 1 leader have won an encounter, the total experience is divided by 7 and distributed evenly between all combatants.

At this point 2% of the accumulated *Experience* of each combatant is converted into *Development Points* (round up).

$$\text{Development Points} = \text{Experience} * 2/100$$

Example: In the combat example of the Basic Rules (see B-8.4), three Goblins have entered combat with a Sea Troll. The Goblins' combined TPC is 636 while the Sea Troll is worth 480 TPC. In a likely outcome of the encounter, the Sea Troll was narrowly defeated by the Goblins who suffered two losses during the fight. Lets anticipate that Montu (197 TPC) and Argh (192 TPC) were defeated while Cro (247 TPC) was able to kill the Sea Troll (480 TPC).

After the game, Player #1 who controlled the Goblins, makes a Recovery Roll of 3D6 to determine what happened to Montu. He rolls a 4 which leaves the Goblin dead. The Recovery Roll for Argh results in a 13 which has the Goblin returning to its tribe.

The two surviving Goblins each receive 240 *Experience* for defeating the Sea Troll. This *Experience* is turned into 5 *Development Points* for each Goblin (240 * 2/100 = 4,8).

Player #1 can now decide if he wants to save the development points of his Goblins to acquire a profession at a later point or if he wants to spend them on better weapons or a raised stat.

Note: The **Bladestorm Calculator** is a free and easy to use tool that allows you to keep track of all your combatants and units. You can acquire it free of charge through www.rpgnow.com. Use it to generate new forces and improve existing ones by raising stats, assigning new weapons or develop the combatant in certain direction. Alternatively, you can use the tables found in the Appendix chapters (see A-1.0) to manually create and improve combatant stats.

EXPERIENCE CHART		
Type	Give Experience	Receive Experience
Combatants	Yes	Yes
Leaders	Yes	Yes
Heroes	Yes	Yes
Monsters	Yes	Yes
Spell Users	Yes	Yes
Standard Bearers	Yes	Yes
Musicians	Yes	Yes
Units	Yes	Yes
Vehicles	Yes	No
Animals	Yes	No
Mounts	Yes	No
Controlled Creatures	Yes	No
Mercenaries	Yes	No
Random Encounters	Yes	No

Note: Only forces that are able to receive *Experience* can be improved through development points.



Developing Points can be spent to improve all forces able to receive *Experience* (see Experience Chart on previous page). However, some restrictions apply in order to keep the overall game balance.

The following stats can be improved up to **1 increment** by expending *Development Points*:

- Movement Rate (+1)
- Morale (-1)
- Defense (+1)
- Maneuver (-1)
- Resistance (-1)
- Leader: Influence Range (+1)
- Leader: Morale Mod (-1)
- Leader: Melee Mod (+1)
- Leader: Missile Mod (+1)
- Leader: Defense Mod (+1)
- Leader: Maneuver Mod (-1)
- Spell User (Essence): Elemental Spell Bonus (+1)
- Spell User: Spell Levels (+1)
- Spell User: Spells per Level (+1 each)
- Heroes/Monsters: Passive Profession Skills (+1)
- Heroes/Monsters: Active Profession Skills (+1)
- Units: Unit Maneuver (+1)

The following stats can be improved up to **3 increments** by expending *Development Points*:

- Endurance (+3)
- Spell User: Power Points (+3)

The following stats **cannot** be changed by expending *Development Points* as they depend on items acquired from merchants, found by chance or by rewards from individual scenarios:

- Weapons: Use gold to buy/find new weapons
- Armor: Use gold to buy/find new armor
- Shield: Use gold to buy/find a new shield

The following stats **cannot** be changed because they are an integral part of the combatant:

- Base Size
- Race
- Realm of Magic: Channeling/Essence/Mentalism

Note: Changes to these stats may only occur as part of a transformation due to a magic spell (e.g., CH Lvl 4, Ritual of Black Eternity) or special effect as part of a scenario. Such a change usually results in most other stats being altered as well and a different miniature / combatant card being used for the combatant.

A profession may be chosen for the combatant at one point in the game. Once applied, the profession cannot be changed.

Only very few combatants live long enough to achieve truly epic powers. After all skills of a profession have been acquired, it is possible for that combatant to acquire a second profession at double point cost. The second profession adds its bonuses, its restriction and its skill tree to the combatant who then effectively makes use of two profession cards. Developing the second profession requires double the *Development Points* than the first profession.

Note: A combatant cannot acquire more than two professions in its lifetime.

DEVELOPMENT CHART

Stat	Develop	Increment
Movement Rate	Yes	+1
Morale	Yes	-1
Defense	Yes	+1
Maneuver	Yes	-1
Resistance	Yes	-1
Influence Range	Yes	+1
Morale Mod	Yes	-1
Melee Mod	Yes	+1
Missile Mod	Yes	+1
Maneuver Mod	Yes	-1
Elem. Spell Bonus	Yes	+1
Spells per Level	Yes	+1
Passive Skill	Yes	+1
Active Skill	Yes	+1
Unit Maneuver	Yes	+1
Endurance	Yes	+3
Power Points	Yes	+3
Weapon	No	Use gold
Armor	No	Use gold
Shield	No	Use gold
Base Size	No	N/A
Race	No	N/A
Realm of Magic	No	N/A
Profession	Yes	+1 when complete

Note: Refer to the Appendix to determine individual stat change costs and weapon/item prices.

Once all *Experience* has been distributed and all stat changes and improvements have been accounted for, make sure the changes (including the new TPC value) are noted on your combatant, unit and profession cards.

Note: Members of a unit must improve the same stats in order to stay a unit.



SELL GOODS

Gold plays a very important role in the upkeep of an adventure party. When you have mercenaries under contract or wounded heroes after a campaign game, spending gold from your coffers will be necessary to keep the business running.

Gold can be found, awarded or gained through selling the spoils of a previous campaign game. When players have acquired Storm-Treasure tokens (or happened to find a chest) they can roll once for each token on the *Number of Items Found Chart* (see C-5.0). After ascertaining the number of items found, roll for each one on the *Item Chart* (see C-5.1) to determine its nature. Certain items may require further rolling on *Sub-Charts*.

Note: *The party cannot maintain more than 20 unequipped items at any time. Surplus items need to be sold.*

Each item, vehicle or mount has a corresponding value in gold and merchants can be used to trade in goods in order to build reserves and/or buy new ones. **Bladestorm** Campaign Rules assume that an adventure party will always find some kind of merchant. However, this merchant may have higher or lower prices depending on his bartering skills and the availability of competition in the immediate area. Trading is done in a two step process.

First, determine the level of prices by rolling D10:

TRADE CHART	
D10 Roll	Merchant Description
1-2	What a rip off! There is nothing in the area but a crummy hut with a greasy cheapskate. Selling here will be at 1/3 of the regular price and buying will be at 3x the regular price!
3-6	Can you make us a deal?!? He seems trustworthy but something doesn't sit right when doing business with this guy. But he's so friendly!! Selling here will be at 1/2 of the regular price and buying will be at 2x the regular price.
7-9	Let's do business. After doing some research, this merchant definitely has the best prices in town. Better stock up! Selling here will be at 1/2 of the regular price and buying will be at regular prices.
10	Wholesale! This place is a fantasy superstore! Selling here will be at regular prices and buying will be at regular prices.
11+ (Special)	Imperial Discount! You don't know how you got here, but this chance will not offer itself again. Selling here will be at 2x the regular price and buying will be at 1/2 the regular price.

Second, determine the value of all goods you wish to sell (see C-5.0):

- **Weapon** — The gold price for a weapon is identical to its Point Cost. The price for a magic weapon is determined by the standard price plus the price for the magic effect.
- **Armor** — The gold price for a piece of armor is identical to its Point Cost. The price for a magic armor is determined by the standard price plus the price for the magic effect.
- **Shield** — The gold price for a shield is identical to its Point Cost. The price for a magic shield is determined by the standard price plus the price for the magic effect.
- **Mount** — The gold price for a mount is 1/2 the TPC of the animal (see A-1.0).
- **Vehicle** — The gold price for a chariot or other vehicle is identical to the TPC of the vehicle (see A-1.0).
- **Regular items and supplies** — The gold prices for all regular items is listed in the items and supplies table (see C-5.1).
- **Magical items and artifacts** — The price for magic items and artifacts is determined by the standard item price plus the price for the magic effect. Magic items cannot be bought.

PAY MERCENARIES

All hired mercenary forces demand pay for the availability of their services after the conclusion of a battle. This fee is paid regardless if they were part of an encounter or not. Refer to the individual mercenary forces description to determine how much gold is spent in between campaign games.

If a player decides to release mercenaries from his services, now is the time to do so in one of three ways:

- **Contract fulfilled** — All mercenaries under contract during the previous encounter demand payment for the availability of their services. Once this fee is paid, they leave the player.
- **Contract cancelled** — If the mercenary forces were not part of the previous battle, the player may feel that they do not deserve their loyalty fee for sitting around and cancel the contract without final payment. In this case, roll 3D6. On a result of 8 or higher, the mercenary forces turn against the player's forces (arrange one encounter with at least 100 TPC penalty) and attempt to take what they deserve plus a "special compensation" of 50% of that player's gold reserves.
- **Violation of Contract** — If the mercenary forces were actively used in the previous encounter and the player refuses payment or is unable to pay for their services, the mercenary forces turn against the player's forces and take revenge for the broken contract (arrange two encounters with at least 300 TPC penalty). If the mercenaries win, they take all of that player's gold.



BUY GOODS

The same merchant that was previously used to sell goods to is of course also able to sell new goods to the adventuring party. Determine the value of all goods you wish to buy (see C-5.0).

- **Weapon** — The gold price for a weapon is identical to its Point Cost. Only standard weapons can be bought.
- **Armor** — The gold price for a piece of armor is identical to its Point Cost. Only standard armor can be bought.
- **Shield** — The gold price for a shield is identical to its Point Cost. Only standard shields can be bought.
- **Mount** — The gold price for a mount is 1/2 the TPC of the animal (see A-1.0).
- **Vehicle** — The gold price for a chariot or other vehicle is identical to the TPC of the vehicle (see A-1.0).
- **Regular items and supplies** — The gold prices for all regular items is listed in the items and supplies table (see C-5.1).

EQUIP ITEMS

At this point all items in your possession can be equipped and traded between combatants. Combatants may only have one type of a special item equipped at any time (one ring, one amulet, etc.) Make sure the changes (including the new TPC value) are noted on your combatant and unit cards.

Note: *When equipping combatants in a unit, all combatants must receive the same gear.*

Note: *Mercenaries will not give up their weapons, nor will they meddle with magic items unknown to them.*

RECRUIT FORCES

Every adventure party can be faced with the necessity to fill the gap left behind by a fallen combatant. But also warbands may wish to add new faces and units will need to replenish their ranks after suffering losses in a battle.

In between games gold can be spent to raise the numbers. Adding new combatants is done in one of two ways:

- **Single Combatant** — A regular combatant (not a hero) is added to the group just like the first members of the party. The cost of the combatant is equal to its TPC, but may not exceed 250 Gold/TPC. The new combatant may only equip standard equipment during the first encounter and may be reequipped following standard procedure after the first game.
- **Unit Combatant** — To replenish combatant(s) of a unit, expend gold equal to the fraction of the unit's TPC, e.g. if a unit has 1200 TPC and 8 combatants, each defeated combatant costs 150 Gold to replace. Round up to the next full number.

Note: *Combatants of experienced units may cost more than 250 Gold/TPC to replace. This assumes that the unit trains the new combatant to hold up to its standards. The restriction for single combatants does not apply in this case.*

C-3.0

SCENARIOS



You can use the *Bladestorm* rules to fight miniatures battles set in virtually any fantasy world. To get you started, the following scenarios are set in a dangerous and exciting setting: the Bladlands of Folenn, a part of the Shadow World.

C-3.1 THE CONTINENT OF FOLENN

Folenn measures 1,400 miles northeast to southwest and about 1,900 miles along the northwest-southeast axis. It is a warm, temperate domain, rich in natural resources. The continent remains generally unsettled and unexploited, despite its size and mineral wealth, because it is shrouded and imprisoned within a mantle of ferocious storms.

Chroniclers call the prevailing winds guarding Folenn the Gale of Hues. These frighteningly powerful tempests carry colorful clouds and spawn wicked ocean currents. Lethal and capricious Bladestorms follow the Gale, sweeping the seas and skies around Folenn like an array of ethereal scythes. The first settlers to penetrate this barrier landed in the Land of Hues only twenty centuries ago. Another nineteen hundred years passed before the second migration began.

The bold (or lost) explorers and colonists who came to Folenn during the last century encountered a host of indigenous creatures, but very few people. Scattered, warlike, and uncivilized, the resident population never tamed the land or developed an enduring civilization. Rare, ruined cities stood in testimony to countless wars. Other signs of their handiwork were lost or abandoned. Newcomers spoke of these native folk as savages living in a vast wilderness crawling with unspeakable beasts.

Folenn is wild, to be sure, yet it is a sparkling sort of place — alive with color and sound, aroma and texture, drama and power. Steep, mist-enshrouded peaks dominate the continental interior, which is mostly unexplored. Bays and inlets punctuate the rugged coastline. Deep canyons knife through the foothills and lowlands, particularly along the gentler eastern flanks of the mountains. Folenn's thick forests and thundering rivers offer travelers an often insurmountable challenge.

BLADESTORMS

Infamous Bladestorms guard Folenn, just as they did in ancient times. A legacy of the omnipotent Duskwalkers, these horrifying Essence Storms are designed to destroy any aggressor force numbering more than few ships or a few hundred souls. No fleet or army enters the Gale of Hues without fear of annihilation. Bladestorms annihilated three armadas manned by the bloodthirsty Soulslayers of Murlis during the prehistoric Wars of Ire.

The Soulslayers, rival Lords of the Essence, hoped to conquer Folenn, but the reclusive Duskwalkers crushed them. Summoning maelstroms from the heart of the Gale of Hues, the Duskwalkers created the enchanted Bladestorms to scour the oceans around Folenn. Tumultuous whirlwinds swallowed the fleets, carrying the magic arms and armor of the slain Soulslayers into the skies. Folenn remained unscathed and unconquered.

Over the centuries, the Bladestorms grew in fury. Each time the winds inhale a victim, his weapons merge with swirling mass



of iron and steel, lending more strength to the swirling tumult. These artifacts occasionally drop from the sky, littering isolated places with ancient — and often powerful — prizes. Bladestorms sprinkle heirlooms, arms, and artifacts across the dramatic landscape like a god sowing priceless seeds. Be they whole or broken, these relics once belonged to victims of the guardian whirlwinds, and many embody astounding power. Some of the items deposited in open or settled land are found and

carried away. Others lie undiscovered, or become objects protected and revered by wary beasts or careful locals. Many of these gifts from the sky display bewildering properties or unfathomable origins, a sort of otherworldly character. Word of these so-called "Storm-Treasures" in Folenn has travelled across the Shadow World and made the continent a target for treasure hunters, adventurers and soldiers of fortune to seek out and fight over the powerful artifacts of ancient times.

THE SETTING

Arriving at the western coast of Foleenn, adventurers and warbands face a troubled land. Ten small domains occupy a swath of rugged coastal hills known as the Pebble Lands of western Foleenn. Loremasters speak of them as the "Warring Holds." Tucked between the Foleenna Spikes to the east and the Broken Ocean to the west, these realms straddle a rich, well-watered corridor dotted with caves, inlets, ravines, and deep lakes. Thick volcanic soils cover much of the lowlands, where farming is good. Fish and shellfish congregate in the bays to the north and south, yielding bountiful harvests of dyes, medicines, and seafood. This natural wealth invites conflict. Frequent invasions and never-ending civil strife plague the Warring Holds.

Escaping conflicts with the locals by moving away from the holds reveals ever more dangerous places. The Barrow Marches, an ancient Soulslayer graveyard, lies a week's journey off to the North beyond Cavan and the Walking Wood. To the East, beyond Ekeren and Yolmer, the Foleenna Spikes dominate the horizon. The mountain range can only be crossed through the Climbing Pass and the Slay River which run through the so called Ashlands, home of the Dwarves. Being suspicious and out for pecuniary wealth, the stalwart fighters and traders don't take kindly to strangers who seek to carry off the treasures of their land. Connecting all six Dwarven cities, a ninety-mile long subterranean road, known as the Avenue of Bars connects the Pebble Lands with the Field of Bars on the other side of the Foleenna Spikes. While this passage is rarely travelled by non-Dwarven travellers, it is one of the busiest conduits in all the Bladelands. If dealing with the dwarves wasn't hard enough, the Ashlands are crawling with Mountain Goblins, Trolls and River Ogres. The South is accessible though the Shark Wall dam which separates the Thunder Sound delta from the Spice River in Abdera. An alternate route can be taken around the wide part of the river by moving east out of Rukon. Placed deep inside River Ogre territory lies Wiocoola, the Slave Land. Home of the cruel Vampire-lord Valsatholas, Wiocoola lies tucked in the mountains south of the Warring Holds. The kingdom's boundaries correspond with those of the Slamwater Valley. Fortified and surrounded on three sides by sheer limestone cliffs, the Vampire-lord's capital Shoon occupies a butte guarding the confluence of the Slamwater and the Mosquito Rivers. Compared to these places and the most certain death they promise, the Warring Holds seem like a good place to start.

Welcome to the Bladelands!

Note: *The continent of Foleenn is vast and dangerous. If you want to learn more about the individual Warring Holds and the other factions lurking about the Bladelands, get a copy of the Bladestorm Sourcebook, found in the BIE Box Set.*

C-3.2 SCENARIO INFORMATION

A scenario is described by the following terms:

- **Location** refers to the area of the Bladelands where the encounter between rivaling treasure hunters takes place.
- **Rewards** gives the amount of Storm-Treasures and gold to be found.
- **The Tale** describes events leading up to the encounter.
- **Setup** specifies features of the playing surface, terrain or dungeon.
- **Player Information** outlines how the scenario will interact with the players and details conditions.
- **Victory Conditions** detail the circumstances required to win a scenario.
- **Special Rules** are scenario-specific modifications to the rules or rules which apply only to the scenario.
- **Bladestorm** is the percentage chance of a deadly Bladestorm occurring at the end of any given turn. A scenario ends within 1D6 turns of the appearance of a Bladestorm (i.e., everyone flees from the battlefield). Combatants who fail to move off the battlefield are considered defeated.
- **Random Encounter** gives the percentage chance that an unexpected encounter will appear on the battlefield. If the encounter can be controlled, roll a D6 at the beginning of each turn: on a roll of 1-3, Player #1 controls it, while on a roll of 4-6, Player #2 controls it. Arrange equal chances if playing a multiplayer game.
- **Combatant/Unit Stats** gives information for combatants and units in a condensed format from which a card can be derived.

Scenarios can be played in order or by rolling 1D10 on the Scenario Chart:

SCENARIO CHART	
D10 Roll	Scenario Result
1	Cliffs and Caves
2	The Merchant Wagon
3	No Peace in the Valley
4	Lee's Gambit
5	Dwarven Machinations
6	The Temple Heist
7	Rooting for Treasure
8	The Vampire's Castle
9	A Night to Dismember
10	The Coral Road

Note: *Some of the scenarios contain special encounters with wild beasts found across the continent of Foleenn. To use them to the fullest of their abilities, read through section "From the Bestiary" (see A-3.0).*



LOCATION MAP LEGEND

- Regional Capitals
- Cities
- River Ogres
- △ Mountain Goblins
- Sea Trolls
- ▽ Bear-men
- ☆ Elves
- ▼ Port Fortress



0 25 50 mi
0 40 80 km



C-3.3 SCENARIOS

CLIFFS AND CAVES

Location: Windland Rises, Soluthurn

Rewards: 5 Storm-Treasures, 50 Experience for each combatant in a flooded corridor. Tokens are placed inside the cave, at least 20" away from the entrance. 2 Tokens are placed next to the Troll.

The Tale: Arriving at the regional capital Allu, the adventurers waste no time and ask around local establishments for clues on where to find any mythical remnants of these chaotic storms. While the immediate area around the city is picked clean, word has it that caves on the cliffs near Shaal may contain some unclaimed Storm-Treasures.

Visiting the caves is dangerous though. Not only are they prone to flood from gushing waves rolling in from the ocean but also Sea Trolls tend to make them their lair.

Setup: Free Selection. A narrow 1" [25mm] wide path winds along a sheer cliff from one edge of the playing surface to the other. The cave entrance is in the middle. The cave consists of six rooms connected by 2" [5cm] wide corridors. Each corridor measures at least 10" [25cm]. The rooms measure at least 6"x4" [15x10cm].

Player Information: The player winning the initiative may enter first and move towards the cave entrance. The next player enters the narrow path two turns after the player before him.

Victory Conditions: The player who leaves the playing surface with the most treasure tokens wins the game.

Special Rules: At the beginning of each turn, roll 1D10 for each corridor. On a result of 10, the corridor floods with water this turn. All combatants inside take 5 points damage.

A Sea Troll guards 2 tokens in the room farthest away from the entrance.

Bladestorm: None

Random Encounter: None

Name: SEA TROLL			
Movement:	7"/5.5"/3.5"/2"	Morale:	6
Defense:	10	Shield:	0
Endurance:	51	Maneuver:	8
		Resistance:	8
Weapon:		Attack:	Damage:
Large Claws		3D6+4	High+2
Thrown Rocks		4D6-1	High
			-2/10"
Note:	Race:	Base:	TPC:
Engages and attacks closest enemy	Troll	Large	480

THE MERCHANT WAGON

Location: Archlands, Marl

Rewards: 3 Storm-Treasures, winning player may choose between a magic spear or a magic hand axe (roll on the *Magic Sub-Chart*). If the merchant survives, he grants 500 Exp to each player and will enchant a weapon (roll on the *Magic Sub-Chart*) of the player who killed the most wolves. The merchant carries 100 Gold and has 300 Gold stashed in his wagon. Add 2 to the Trade Roll.

The Tale: Intense Howling draws the adventurers onto an open plain where a merchant with his wagon is surrounded by a pack of wolves. Left to fend for himself, he stands no chance to win this fight. The starving wolves are desperate and will attack anyone. They inhabit the bare, windswept plains and rocky parched earth that dominate the tortured landscape of Marl. The Archlands must trade for everything. Magic items and weapons crafted by Marl's weapon makers trade among the sturdiest in all of the Bladelands.

Setup: Scenario Selection. Place wagon and the merchant in the center of the playing surface. No hills. Limestone spires and arches dot the landscape, like the handiwork of a troubled lesser god (Free Selection).

Player Information: A pack of 6 wolves surround the merchant at 4" [10cm] distance. They will attack the merchant in turn 3 if left undisturbed. His stats are [MR 5" | Def 7 | End 8 | Mo 8 | Arm -1].

Victory Conditions: The player who secures the merchant wagon wins the game.

Special Rules: Wolves will sniff in turns 1 and 2 and detect any combatant closer than 10" [25cm]. Wolves will automatically attack the closest detected combatant. Players take turns controlling the wolves. Place 1 token on the merchant, 2 on the wagon.

Bladestorm: 2%

Random Encounter: From the 11th turn onward, there is a 50% chance that a unit of 9 Marl pack-warriors will enter the battlefield from a random direction at the beginning of the turn. The unit will attack the combatants/wolves closest to the merchant.

Name: WOLF			
Movement:	11"/8.5"/5.5"/3"	Morale:	9
Defense:	10	Shield:	0
Endurance:	20	Maneuver:	7
		Resistance:	10
Weapon:		Attack:	Damage:
Medium Bite		3D6+3	High+2
			-
Note:	Race:	Base:	TPC:
Stay as pack and surround enemy	Animal	Medium	247

Name: PACK WARRIORS (9)			
Movement:	6"/4.5"/3"/1.5"	Morale:	9
Defense:	8	Shield:	+3
Endurance:	9	Maneuver:	8
		Resistance:	10
Weapon:		Attack:	Damage:
Handaxe		3D6-1	High+1
Short Bow		2D6+1	Lowx2
			-2/12"
Note:	Race:	Base:	TPC:
Battle Order / General Order	Human	Medium	1901

NO PEACE IN THE VALLEY

Location: Bow Valley, contested territory of Cavan/Kulm

Rewards: 7+2 Storm-Treasures, 1 stuck on each wall of the mill, 2 on the roof (reachable by climbing up) and 1 inside. Killing the Light Elemental will reveal 2 additional Storm-Treasures.

The Tale: A Bladestorm has ended a battle between Cavan and Kulm forces in a valley not too long ago. The air is still rich with the electrically charged smell of ozone. As the adventuring parties enter the area, they cannot help but wonder how the storm managed to cause such utter destruction. The battered remains of a mill have taken the brunt of the attack and a few peculiar items are stuck in the wall and roof. Careful not to trigger a return of the swirling magical hazard, the adventurers must restrain themselves from engaging each other in full force.

Setup: Scenario Selection. The valley cuts deep into the surrounding plateau and is surrounded left and right by steep, insurmountable walls. A 2" [5cm] wide area in front of the walls is rough terrain. A 4" [10cm] wide shallow stream which once powered a mill runs along the middle of the valley. Large rocks litter the entire area.

Place a 7"x5" [18x13cm] building for the mill at the center of the playing surface. The tilted roof is partly intact.

Player Information: This area is dangerous! There is a 10% chance of the storm returning and any increased combat action will raise the chances for a reappearance next turn. Players must try to gather all Storm-Treasures by avoiding any unnecessary fighting.

Victory Conditions: The player who leaves the playing surface with 7 treasure tokens **or** who defeats the opposing player's forces wins the game.

Special Rules: The battle starts with a 10% chance of the Bladestorm reappearing. Whenever there are more than 2 combat actions per side per turn (counter attacks are free), the chances are raised by 10% for the next turn. The Light Elemental is vulnerable only to magic attacks and magical weapons.

Bladestorm: 10%

Random Encounter: At the beginning of turn 7, a Light Elemental will manifest itself near the highest concentration of treasure tokens (on the ground or with combatants). The light elemental will attack any combatants carrying Storm-Treasures. The Bladestorm will return in turn 16.

Name: LIGHT ELEMENTAL					
Movement:	18"/13.5"/9"/4.5"	Morale:	6		
Defense:	15	Shield:	0	Armor Type:	0
Endurance:	75	Maneuver:	4	Resistance:	6
Weapon:	Attack:	Damage:	Range:		
Medium Bash	D6+D10-1	Lowx4+3	-		
Medium Elem. Grapple	D6+D10+4	Low	-		
Note:	Race:	Base:	TPC:		
Grapple +Highx2 Electrical Damage	Artific.	Large	1000		



LEE'S GAMBIT

Location: Jol, Rukon

Rewards: 10 Storm-Treasures, 2 per Goblin group. 2.000 Gold, 200 per saved house. Add 1 to the Trade Roll.

The Tale: Looking for a way East through the mountains, the adventuring parties clash in the village of Jol on the Horse River. Curiously enough, thick pillars of smoke can be seen for miles. The settlement is under attack by Mountain Goblins who plunder and pillage. The rivaling adventurers must decide if they want to help the villagers or fight the Goblins over the villager's treasures.

Setup: Scenario Selection. Mountains rise like a wall to the Eastern part of the playing surface, allowing the 7" [18cm] wide Horse River to cut through as a canyon. The fast stream runs from East to West, separating the village of Jol. A 3" [8cm] wide bridge connects both riversides. Tall grass grows on both 1" [25mm] wide river banks (treat as *brush*). The village is situated in the middle of the map. 5 houses are located on either side of the river.

Player Information: Place 5 groups of 3 Goblins throughout the village. The Goblins will start to leave as soon as the adventurers enter the village. They will try to exit East into the mountains following the river bank. Each group carries 2 treasure tokens. Storm-Treasure leaving the map is lost.

Four randomly selected houses are burning, two on each side. 8 villagers (place 2 villagers near each burning house) are trying to fight the flames. Their stats are [MR 6" | Def 8 | End 10 | Mo 9 | Arm 0]. Destroyed houses eliminate 200 Gold.

Victory Conditions: The player securing the most gold or Storm-Treasures wins the game (1 Storm-Treasure = 200 Gold / 1 saved house = 200 Gold).

Special Rules: If left alone, there is a 20% chance that the villagers extinguish a fire and a 30% chance that an adjacent house will catch fire. If an adventurer aids the villagers (place next to the burning house), there is a 80% that a fire is extinguished and a 0% that an adjacent building will catch fire. A house burning longer than 3 turns is considered destroyed. A house with an adventurer next to it is considered saved.

Bladestorm: 2%

Random Encounter: At the beginning of each turn, there is a 10% chance of a fire drake appearing from the mountains. The drake will attack the closest combatant carrying Storm-Treasures. If there are no tokens, the drake will breath fire on a randomly selected house, igniting it immediately. Players take turns controlling the drake.

Name: MOUNTAIN GOBLIN (15)			
Movement:	5"/4"/2.5"/1.5"	Morale:	9
Defense:	8	Shield:	0
Endurance:	8	Maneuver:	9
Armor Type:		Resistance:	10
Weapon:	Attack:	Damage:	Range:
Scimitar	3D6-1	High+2	-
Short Bow	2D6+2	Lowx2	-2/12"
Note:		Race:	Base:
		Goblin	Medium
			1860

Name: FIRE DRAKE (RED)			
Movement:	18"/13.5"/9"/4.5"	Morale:	2
Defense:	13	Shield:	0
Endurance:	360	Maneuver:	3
Armor Type:		Resistance:	2
Weapon:	Attack:	Damage:	Range:
Huge Bash (I)	4D6+3	High-1	-
Huge Horn (II) §	3D6+D10+4	High+1	-
Huge Claw (III) §	4D6+3	High	-
Huge Bite (IV) §	2D6+D10+4	Medx2+2	-
Huge Elem. Cone	4D6+D10-2	Lowx2+2	-2/54"
Huge Elem. Bolt	4D6+D10-2	Highx2	-2/54"
Spell User:	PP: 70	Elem. Bonus:	+12
Level 1 (5)	Es	Enh., Wall o/Fire, Light, Pain, Cl. o/Darkness	
Level 2 (4)	Es	Hold, Lock Joint, Shatter, Impair	
Level 3 (4)	Es	Fire Wall Tr., Mass Cl. Mgc., Brk. Limb, Spasm	
Level 4 (3)	Es	Mass Impair, Agony, Mass Pain	
Level 5 (3)	Es	Mass Brk. Limbs, Mass Agony, Disintegration	
Note:		Race:	Base:
Cone has 45° arc, lands in village		Dragon	Huge
			4616

§ The number of allowable attacks against human-sized foes is determined by the number of potential targets (see O-7.9)



Location: West of Drong, Ashlands

Rewards: 9 Storm-Treasures + 1 for each defeated Dwarven Construct.

The Tale: Ekeren is full of tales about the Dwarf-lands and their hidden riches. Unable to resist, the adventuring parties cut deep into the Ash Lands to see if there is any truth to the tale. After an exhausting journey, they reach an exotic appearing factory-like complex cut into a mountain side. Pipes and weathered metal domes litter the rocky surface. A large iron door leads into corridors that appear deserted.

Setup: Scenario Selection. The Dwarven factory extends underground. Place 3" [13cm] wide corridors around a large, three story high, rectangular room. Each corridor has one 3" [13cm] wide doorway opening into the machine room. Place 4 circular plates with 2" [5cm] diameter on the ground in each corner. Place 9 blocks of machinery that block line of sight throughout the room (Free Selection).

Player Information: Players must investigate the 9 machines to reveal the hidden treasure token inside.

Victory Conditions: The player recovering the most treasure tokens wins the game.

Special Rules: Place a combatant next to a machine to investigate it. It takes one full turn to complete in which that combatant cannot make any other action. Interrupting the combatant cancels the investigation. A successful investigation grants it's treasure token. Each time a machine is investigated, a Dwarven construct is lifted into the room through one of the 4 floor plates (random selection).

Bladestorm: None

Random Encounter: Each turn, there is 5% chance that a River Ogre has followed the adventurers into the factory. Place the River Ogre in one of the four corners of the outer corridors.

Name:	DWARVEN CONSTRUCT		
Movement:	8"/6"/4"/2"	Morale:	6
Defense:	11 Shield: 0	Armor Type:	1/2
Endurance:	45 Maneuver: 8	Resistance:	7
Weapon:	Attack:	Damage:	Range:
Broadsword	3D6+8	High+2	-
Blade Fingers	3D6+5	Lowx2	-
Spiked Elbows/Knees	3D6+8	Lowx2	-
Dart Thrower	2D6+1	Lowx2+1	-2/10"
Note:	Race:	Base:	TPC:
	Artific.	Medium	547

Name:	RIVER OGRE		
Movement:	8"/6"/4"/2"	Morale:	7
Defense:	10 Shield: 0	Armor Type:	-1
Endurance:	33 Maneuver: 7	Resistance:	8
Weapon:	Attack:	Damage:	Range:
Large Claw	3D6+5	High	-
Spiked Club	2D6+3	High+2	-
2 Handed Scimitar	4D6-2	High+4	-
Thrown Hammer	4D6-4	High+2	-2/4"
Note:	Race:	Base:	TPC:
	Ogre	Large	435

Location: Eissa Temple, Urda

Rewards: 3 Storm-Treasures (roll on the *Magic Sub-Chart*), 1 War Horse.

The Tale: Faru, the charismatic High-Priest and unquestioned ruler of Urda has little interest in diplomacy or trade. The fanatical regime has outlawed magic in and outside it's theocratical reign and will destroy any such finds in a public display of religious fervor. Though travelling here was a risky undertaking, one man's trash still means another's treasure.

Setup: Scenario Selection. The rectangular temple ground is surrounded by a 5" [13cm] high wall with a 3" [8cm] wide gate exiting to the South. The center is dominated by a huge (three story high) black stone statue of the goddess "Eissa". 4" [10cm] wide stairs lead up to an altar on a raised 10"x6" [25x15cm] platform right at her feet. The altar holds 3 Storm-Treasures. 8 temple guards are following the ritual in front of the altar. A war horse is tied to a post in the north-eastern corner.

Player Information: Failing to fall flat before the statue of the goddess of death and rebirth is punishable by death. Players must declare if their adventurers are standing or lying on the ground. A walking approach will provoke immediate attack by the temple guards. In turn 1, Faru will begin to summon a demon to destroy the items on the altar.

Victory Conditions: The player leaving the temple on the war horse with at least one treasure token wins the game.

Special Rules: Lying on the ground allows movement of 1" [25mm] per turn and prevents being attacked until standing up or attacking. Faru summons a demon that appears over the course of 2 turns. The demon will destroy (eat) one treasure token per turn and will then return to his plane. Releasing the war horse takes 1 turn.

Bladestorm: 2%

Random Encounter: None

Name:	FARU, THE HIGH-PRIEST		
Movement:	6"/4.5"/3"/1.5"	Morale:	7
Defense:	11 Shield: 0	Armor Type:	0
Endurance:	22 Maneuver: 6	Resistance:	8
Weapon:	Attack:	Damage:	Range:
Martial Arts Strikes 3	3D6+5	High+1	-
Leader:			
Morale Mod	+2	Melee Mod	+1
Missile Mod	+1	Defense Mod	+1
Maneuver Mod	+1	Influence Range	15"
Spell User: PP: 40	Elem. Bonus: 0		
Level 1 (5)	Ch	Healing I, Aura, Airwall, Cramp, Bleeding I	
Level 2 (4)	Ch	Mass Bless, Shield, Sudden Light, Inspirations	
Level 3 (3)	Ch	Fog Call, Shock Bolt, Holy Shout	
Level 4 (2)	Ch	Demonic Gate, Friendslayer	
Level 5 (1)	Ch	Lightning Call	
Note:	Race:	Base:	TPC:
	Human	Medium	1159

Name: URDA TEMPLE GUARD (8)			
Movement:	6"/4.5"/3"/1.5"	Morale:	10
Defense:	8 Shield: +2	Armor Type:	-1
Endurance:	8 Maneuver: 8	Resistance:	9
Weapon:	Attack:	Damage:	Range:
Warhammer	3D6-1	High+1	-
Throwing Axe	3D6+1	High+1	-2/3"
Note:	Race:	Base:	TPC:
Thrown axe must be recovered	Human	Medium	1560

Name: FARU'S HUNGRY DEMON			
Movement:	9"/7"/4.5"/2.5"	Morale:	7
Defense:	7 Shield: 0	Armor Type:	-3
Endurance:	36 Maneuver: 9	Resistance:	4
Weapon:	Attack:	Damage:	Range:
Large Claw	4D6+4	High+4	-
Spell User: PP: 4 Elem. Bonus: 0			
Level 1 (2)	Es	Wall of Fire, Cloud of Darkness	
Level 2 (1)	Es	Haste	
Note:	Race:	Base:	TPC:
Will attack if disturbed	Demon	Large	534

Name: WAR HORSE			
Movement:	9"/7"/4.5"/2.5"	Morale:	8
Defense:	11 Shield: 0	Armor Type:	-1
Endurance:	42 Maneuver: 5	Resistance:	9
Weapon:	Attack:	Damage:	Range:
Medium Bite	3D6+1	High+4	-
Large Trample	3D6+3	Medx2+1	-
Note:	Race:	Base:	TPC:
Allows one rider	Animal	Large	454



ROOTING FOR TREASURE

Location: Walking Wood, North of Oktah

Rewards: 3 S.-Treasures (roll on *Magic Sub-Chart*), 2x300 Gold

The Tale: A forest so deep that sunlight barely touches its ground, so dense that no civilization has ever claimed its place and yet so alive that the trees themselves play tricks on the eyes of the unsuspecting traveller. The walking woods have yet to let go of the Storm-Treasures that fell from the sky.

Setup: Free Selection. *Heavy* and *Medium Woods* dominate the entire map. 5 especially big trees are distributed equally across the playing surface.

Player Information: Bladestorms trailing the mantle of storms have littered the forest for hundreds of years with fallen remnants of ferocious battles. Roots have overgrown countless artifacts which sometimes even became part of the trees themselves. If one looks closely, hilts and armor can be seen sticking out of the bark or the ground. However, collecting these Storm-Treasures might have some unforeseen side effects.

Victory Conditions: The first player to leave the playing surface with at least 2 treasure tokens wins the game.

Special Rules: Place a marker on each of the 5 big trees. Each tree holds either a treasure token or a bag with 300 Gold. Recovering the marker takes one combatant 1 turn with no other actions. For the first two trees there is a 50% chance that the marker is a treasure token. In any case will the tree come alive and attack the thief and any other combatants near him. Since the trees are vulnerable to fire, combatants may light their arrows/bolts or use fire magic to inflict extra damage.

Bladestorm: 5%

Random Encounter: At the beginning of each turn, there is a 20% chance that a unit of 6 Sea Elves will move through the area. The unit will enter from a random direction and attack the first or the closest combatant they encounter.

Name: TREE FIEND			
Movement:	6"/4.5"/3"/1.5"	Morale:	6
Defense:	14 Shield: 0	Armor Type:	-4
Endurance:	200 Maneuver: 6	Resistance:	6 (10)
Weapon:	Attack:	Damage:	Range:
Huge Bash	4D6+5	High+2	-
Huge Crush	5D6+9	Medx2+1	-
Note:	Race:	Base:	TPC:
Rs 10 against fire / Suffers extra 1D6 damage from fire attacks.	Land	Large	1010
		Creature	

Name: SEA-ELVES DARKRUNNERS (6)			
Movement:	7"/5.5"/3.5"/2"	Morale:	8
Defense:	8 Shield: +3	Armor Type:	-3
Endurance:	10 Maneuver: 8	Resistance:	8
Weapon:	Attack:	Damage:	Range:
Serrated Short Sword	3D6+1	High+1	-
Harpoon	3D6	Lowx2+2	-2/7"
Note:	Race:	Base:	TPC:
Battle Order, Gen. Order, Column	Elf	Medium	1566

THE VAMPIRE'S CASTLE

Location: Capital of Shoon, Wiocoola

Rewards: 11 Storm-Treasures, 1.000 Gold (+ 2.000 Gold/Valsatholas)

The Tale: Rumor has it that the slave land is ruled by an exceptionally rich and cruel Vampire-lord. Valsatholas presides over a small, insular domain composed of a collection of hillside manors worked by hundreds of slaves. The largest plantation, Shoon, serves as the capital and its castle is said to be a treasure trove of artifacts and deadly traps. Posing as part of the ragged workforce, the adventurers manage to infiltrate the Vampire's lair on a rainy afternoon. A lord so rich will not notice a few missing items. Tossing away the rags, the adventurers begin to search the place.

Setup: Scenario Selection. The large main hall is seemingly empty and measures 14"x14" [36x36cm]. It contains five locked (adept) doors which lead to adjacent rooms of at least 4"x8" [10x20cm]. One room has a locked (master) door on the far side which opens into a 3" [8cm] wide staircase that winds down 10" [25cm] into the basement. A 2" [5cm] wide corridor lined with portraits and candle stands leads to the vampire's refuge which is composed of a circular room with 14" [36cm] diameter. The Gothic style room is dominated by a raised floor of at least 4" [10cm] diameter with Valsatholas' sarcophagus at its center.

Free Selection. The above outlined setup resembles the minimum terrain required by the scenario. You can greatly enhance the dungeon crawl experience by adding more rooms and corridors to the scenario while maintaining the core components entry hall, the winding staircase and the vampire's refuge.

Players take turns placing 7 treasure tokens across the rooms except for the main hall. 2 treasure tokens are placed in the corridor leading up to the Vampire's sleeping chamber and 2 more plus a chest containing 1.000 Gold are placed inside.

Player Information: Valsatholas is resting but his sleep is light. Each lock-picking attempt, each triggered trap and each fight with a random encounter or other combatant have a 20% chance of waking the Vampire-lord. If awakened, he will move to the ground floor and search for the intruders. Players subtract 3 from their Trade Rolls.

Victory Conditions: The player leaving the castle with more than 8 treasure tokens or who kills Valsatholas wins the game.

Special Rules: When not using maneuver rules, roll 3D6 >10 to open an adept and >14 to open the expert lock. Taking up a treasure token threatens to trigger a spring trap. Roll 3D6 >10 for a combatant to disarm the trap. If unsuccessful, the trap activates and the combatant will suffer 1D6 damage bypassing armor protection. Players take turns controlling Vampires and Valsatholas.

Bladestorm: None

Random Encounter: At the beginning of each turn, there is a 30% that one of Valsatholas' captured lost souls who linger as Vampires about his castle will materialize in a random room.

Name: VAMPIRE			
Movement:	12"/9"/6"/3"	Morale:	8
Defense:	13 Shield: 0	Armor Type:	0
Endurance:	37 Maneuver: 5	Resistance:	8
Weapon:	Attack:	Damage:	Range:
Magical Cold Sword	3D6+3	High	-
Md. Life-Draining Bite	3D6+4	High+2	-
Spell User: PP: 25 Elem. Bonus: 0			
Level 1 (3)	Me	Confusion, Hatred, Fear	
Level 2 (3)	Me	Fumble, Paranoia, Phantom	
Level 3 (4)	Me	Mass Fear, Mass Confusion, Mind Slave, Fly	
Note:		Race:	Base: TPC:
Cold Sword adds High+2 Cold dmg		Undead	Medium 667
Bite adds Highx2 life drain			

Name: VALSATHOLAS			
Movement:	10"/7.5"/5"/2.5"	Morale:	6
Defense:	13 Shield: 0	Armor Type:	0
Endurance:	84 Maneuver: 5	Resistance:	4
Weapon:	Attack:	Damage:	Range:
Magical Cold Br.Sword	3D6+7	High+2	-
Md. Life-Draining Bite	3D6+7	High+2	-
Spell User: PP: 50 Elem. Bonus: 0			
Level 1 (5)	Me	Confusion, Hatred, Fear, Forget, Power Leak I	
Level 2 (5)	Me	Fumble, Passing, Phantom, Assault, Neurosis	
Level 3 (5)	Me	Mass Fear, Mass Conf., Mind Slv., Fly, P.Leak II	
Level 4 (3)	Me	Mistform, Homicide, Banishment	
Level 5 (1)	Me	Mind Death True	
Note:		Race:	Base: TPC:
Mentalist Anti-Hero		Undead	Medium 1374
Cold Sword adds High+2 Cold dmg			
Bite adds Highx2 life drain			
1-Handed: +2 to AR/+1D6 to AR			
Mentalist: -2 Rs/Jolts			



A NIGHT TO DISMEMBER

Location: Barrow Marches of Kroel, North of the Walking Wood

Rewards: 7 Storm-Treasures, 1x2.000 Gold (Sarcophagus), 4x1.000 Gold (chamber with grave furnishings).

The Tale: Kroel once served as the burial grounds for the invading Soulslayers of Murlis. The disembodied spirits of thousands of Soulslayer servants haunt the land. Their barrow tombs dot the landscape of the Barrow Marches. Fortunately, most of these undead cannot venture further than one mile from their tombs. While the presence of the barrows deters all but the boldest treasure hunters, the great wealth rumored to be within has drawn the adventurers yet again into a perilous undertaking. Scavenging the barrows was profitable, but has taken the better part of the day. The sun is setting and the dead arise to the call of a higher force. Fleeing into the amassing undead of the barrow marches is not an option.

Setup: Scenario Selection. The playing surface is littered with graves and tomb stones. The players begin the scenario inside the walled confinements of a barrow. The rectangular fieldstone wall surrounding the site is 1" [25mm] high and measures 12"x16" [30x41cm]. Two 2" [5cm] wide openings located on opposite sides offer passage into the walled area. The circular barrow in the middle has a diameter of 10" [25cm]. A 2" [5cm] wide trench with no ceiling is carved from one side into the hill and leads straight to its center. It allows access to two opened chambers measuring 3"x4" [8x10cm] each. A sarcophagus holding 3 treasure tokens and 2.000 Gold is located in one of the chambers. Pottery containing 4 treasure tokens and 4 coffers with 1.000 Gold each can be found in the other.

Player Information: The players have 1 turn to gather loot before the dead start to rise from their graves. The disturbed Barrow-Wight will arise in turn 4 from his sarcophagus and take his revenge on the living. Players subtract 2 from their Trade Rolls.

Victory Conditions: The player who has the most adventurers surviving the onslaught after turn 15 wins the game.

Special Rules: Place 10 markers on graves surrounding the barrow. At the beginning of each turn, roll 1D10 to let an undead emerge from one of these graves. The undead will immediately move to attack the closest living.

Bladestorm: 5%

Random Encounter: At the beginning of each turn, there is a 70% chance of the undead being a skeleton and a 30% chance of being a ghoul.

Name: BARROW WIGHT			
Movement:	5"/4"/2.5"/1.5"	Morale:	6
Defense:	13 Shield: 0	Armor Type:	1/2
Endurance:	58 Maneuver: 6	Resistance:	7
Weapon:	Attack:	Damage:	Range:
Magical Cold 2HSword	2D6+D10+3	High+Lo+2	-
Large Cold Bash	3D6+7	Med	-
Spell User: PP: 20 Elem. Bonus: 0			
Level 1 (1)	Es Sprain Leg		
Level 2 (2)	Es Hold, Mass Cracks Call		
Level 3 (1)	Es Mass Confusion		
Level 4 (1)	Es Mass Hold		
Note:	Race:	Base:	TPC:
Cold Sword adds Highx2 Cold dmg	Undead	Medium	730
Cold Bash adds Highx2 Cold dmg			

Name: SKELETON			
Movement:	6"/4.5"/3"/1.5"	Morale:	9
Defense:	9 Shield: 0	Armor Type:	0
Endurance:	19 Maneuver: 9	Resistance:	10
Weapon:	Attack:	Damage:	Range:
Short Sword	3D6	High	-
Medium Bash	D6+D10	Low+1	-
Note:	Race:	Base:	TPC:
	Undead	Medium	185

Name: GHOUL			
Movement:	6"/4.5"/3"/1.5"	Morale:	9
Defense:	10 Shield: 0	Armor Type:	-1
Endurance:	20 Maneuver: 7	Resistance:	9
Weapon:	Attack:	Damage:	Range:
Medium Bash	D6+D10+1	Low+1	-
Small Claw	2D6+3	Low	-
Note:	Race:	Base:	TPC:
	Undead	Medium	197



THE CORAL ROAD

Location: Ancoovur, Coral March

Rewards: 3 Storm-Treasures (1 on each level of the guard tower), 1 Slaying Weapon (in a chest on the third floor), 1 Chariot pulled by 2 War Horses, 3 War Horses. Add 3 to the Trade Roll.

The Tale: Daring the wild lands no further, the adventurers have located the only safe passage off Foleenn: a guarded entry point into the legendary Coral Road. This underground road once stood as the sole true avenue into Foleenn. An ancient thoroughfare created by the Earthwardens, it begins at the Shell Towers located at the northwestern-most point of the continent. From there the road descends into the Winding Reef, a coral ridge joining tip of Foleenn to the Isles of the Broken Ocean, thus leaving Foleenn without exposure to its ferocious mantle of storms.

Setup: Scenario Selection. Create an elongated rectangular playing surface of at least 4' length that will serve as a racetrack towards the gate to the Coral Road. The gate itself is situated at the far end of the table. The adventuring parties enter on the other end in a 8" [13cm] deep light forest line. A guard tower (Shell Tower) 3 stories high with a diameter of app. 10" [25cm] is situated in the middle of the table. 1 Warder is standing guard on the top of the tower. The others are located randomly in and around the tower. The Chariot with 2 War Horses is located at the back, 3 War Horses are tied to a pole near the tower entrance.

A magic healing well is located half way between the entry location and the guard tower.

Player Information: The tower is manned by 9 Warders of the Coral March who will attempt to prevent the players from reaching the gate to the Coral Road. The Warders will attack any player's forces as soon as they become aware of them. 2 Warders will attack with the Chariot (one controls the Chariot while the other attacks using his crossbow), 3 Warders will lead mounted attacks and 4 will make ranged attacks from the tower.

Victory Conditions: The first player to move all combatants through the gate wins the game.

Special Rules: The Warder at the top of the tower moves clockwise to observe another side of the playing surface each turn. Use Optional Rules 12.3 and 12.4 when resolving battle with the Chariot and the Mounted Combatants. Players take turns controlling the Warders. Once adjacent to the War Horses and the Chariot, they need one full turn with no other actions to mount. Drinking from the healing well takes one full turn with no other actions and recovers 10 hit points. The combatant has to stand in base-to-base contact to be able to drink from the well.

Bladestorm: 5%

Random Encounter: None

Name: WARDERS OF THE CORAL MARCH (9)			
Movement:	8"/6"/4"/2"	Morale:	7
Defense:	10	Shield:	+2
Endurance:	28	Maneuver:	7
Weapon:		Damage:	Range:
Short Sword	3D6+6	High	-
Heavy Crossbow	D6+D10+6	Lowx2+3	-2/18"
Note:		Race:	Base:
		Human	Medium
		TPC: 3440	

Name: WAR HORSE (5)			
Movement:	9"/7"/4.5"/2.5"	Morale:	8
Defense:	11	Shield:	0
Endurance:	42	Maneuver:	5
Weapon:		Damage:	Range:
Medium Bite	3D6+1	High+4	-
Large Trample	3D6+3	Medx2+1	-
Note:		Race:	Base:
Allows one rider		Animal	Large
		TPC: 454	

Name: WARDER CHARIOT			
Defense:	5	Shield:	0
Endurance:	41	MR Mod.:	0
Note:		Race:	Base:
Allows two passengers		Vehicle	Medium
		TPC: 205	



C-4.0

MERCENARY FORCES

The following mercenary forces can be hired in between campaign games. Roll 1D100 to determine which personality or group is available for hire. *Unlimited* henchmen can be hired multiple times, *unique* personalities can only be hired once. Re-roll to determine another result.

MERCENARY CHART		
D100 Roll	Scenario Result	Page
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3	Master Karl-Horst Klotz	141
4	Bruno Breitfuss	141
5	Expelled Vancu Warrior	141
6	Apprentice Assassin	142
7	Apprentice Arms Master	142
8	Thea of Alyine	142
9	Apprentice Barbarian	142
10	Travelling Bard	142
11	Apprentice Cleric	142
12	Apprentice Druid	143
13	Apprentice Fighter	143
14-19	Urda Raiders (6)	143
20	Apprentice Illusionist	143
21	Apprentice Lay Healer	143
22	Apprentice Magician	143
23	Apprentice Mentalist	144
24	Borim Darkbrow	144
25	Apprentice Paladin	144
26	Apprentice Warrior Monk	144
27	Apprentice Ranger	144
28	Nikol Bladeweaver	144
29	Apprentice Rogue	145
30	Ahu the Imp	145
31	Regular Assassin	145
32	Lanni the Can	145
33	Regular Arms Master	145
34	Huwyn the Imp's Brother	145
35	Regular Barbarian	146
36	Regular Cleric	146
37	Wahnfried Kugelstoss	146
38	Regular Druid	146
39	Regular Fighter	146
40	Regular Illusionist	146
41	Regular Lay Healer	147
42	Regular Magician	147
43-48	Harroan Mercenaries (6)	147

MERCENARY CHART (contd.)		
D100 Roll	Scenario Result	Page
49	Regular Mentalist	147
50	Regular Paladin	147
51	Theodrak the Elder	147
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54	Regular Rogue	148
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56	Regular Warrior Monk	148
57	Veteran Assassin	148
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59	Veteran Barbarian	149
60	Ayduin Beldroth	149
61	Veteran Cleric	149
62	Backe the Horn Blower	149
63	Veteran Druid	150
64	Veteran Fighter	150
65	Veteran Illusionist	150
66	Intelligent Troll	150
67	Veteran Lay Healer	151
68-73	Abderan Mercenaries (6)	151
74	Veteran Magician	151
75	Veteran Mentalist	151
76	Veteran Paladin	152
77	Lysza the Swordmaiden	152
78	Veteran Ranger	152
79	Kahris Jannalor	152
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81	Veteran Warrior Monk	153
82-84	Three Grim Brothers	153
85	Elite Fighter	153
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87	Elite Barbarian	154
88	Elite Cleric	154
89	Elite Druid	154
90	Elite Lay Healer	155
91	Elite Assassin	155
92	Elite Illusionist	155
93	Elite Magician	155
94	Elite Mentalist	156
95	Elite Paladin	156
96	Anvorwulf the Giant	156
97	Elite Ranger	156
98	Elite Warrior Monk	157
99	Elite Rogue	157
100	Lesser Dragon	157

01-02 TWO TAVERN DRUNKS

Initial Hire: 4 Gold / Upkeep Fee: 4 Gold

Heroes of the bar-tab. These two local dead beats spend most of their nights (and days) at the local tavern. They demand equal payment in gold and booze.

Availability: *Unlimited*

Name: TAVERN DRUNK #1			
Movement:	5"/4"/2.5"/1.5"	Morale:	10
Defense:	7 Shield: 0	Armor Type:	0
Endurance:	9 Maneuver: 10	Resistance:	10
Weapon:	Attack:	Damage:	Range:
Club (signpost)	2D6-2	High	-
Note:	Race:	Base:	TPC:
	Human	Medium	82

Name: TAVERN DRUNK #2			
Movement:	6"/4.5"/3"/1.5"	Morale:	10
Defense:	7 Shield: 0	Armor Type:	0
Endurance:	11 Maneuver: 10	Resistance:	10
Weapon:	Attack:	Damage:	Range:
Kitchen Knife	2D6-2	Lowx2-1	-
Note:	Race:	Base:	TPC:
	Human	Medium	93

03 MASTER KARL-HORST KLOTZ

Initial Hire: 5 Gold / Upkeep Fee: 2 Gold

Master Klotz is an impoverished librarian who was forced to abandon his once flourishing shop. Tagging along with anyone willing to pay for his feeble services, Klotz has made a rather ill choice for his age and skills. To make up for his lack in ability, he gets two ranged attacks per turn but is unable to aim.

Availability: *Unique*

Name: MASTER KARL-HORST KLOTZ			
Movement:	5"/4"/2.5"/1.5"	Morale:	9
Defense:	9 Shield: 0	Armor Type:	-1
Endurance:	13 Maneuver: 9	Resistance:	8
Weapon:	Attack:	Damage:	Range:
Light X-Bow	2D6	Lowx2+1	-2/18"
Light X-Bow	2D6	Lowx2+1	-2/18"
Note:	Race:	Base:	TPC:
Two ranged attacks / No Aiming	Human	Medium	185

04 BRUNO BREITFUSS

Initial Hire: 4 Gold / Upkeep Fee: 3 Gold

Once an aspiring young ranger, Bruno must have angered the Lords of Orhan in unspeakable ways for he seems to have bad luck following on his heels wherever he goes. After he lost two caravans to raiders and was the sole survivor to another disastrous arrangement, employers rather avoid asking for his services. Whenever Bruno hits his target, the next friendly combatant will miss his.

Availability: *Unique*

Name: BRUNO BREITFUSS			
Movement:	8"/6"/4"/2"	Morale:	7
Defense:	10 Shield: 0	Armor Type:	-1
Endurance:	14 Maneuver: 7	Resistance:	9
Weapon:	Attack:	Damage:	Range:
Composite Bow	D6+D10+4	Lowx2+1	-2/19"
Note:	Race:	Base:	TPC:
If Bruno's AR succeeds, the next AR of a friendly combatant will fail.	Elf	Medium	239

05 EXPELLED VANCU WARRIOR

Initial Hire: 66 Gold / Upkeep Fee: 66 Gold

Few peoples rival the Vancu in terms of greed, cruelty, and brutality. An ancient order founded by the Soulslayers, these pitiless warriors crossed into Foleenn in ancient times. Since the only way to advance in their society is to amass tongues (cut from their victims and worn as a sign of superiority), they are always at war. This Vancu apparently lost his and was shunned by his tribe.

Availability: *Unique*

Name: EXPELLED VANCU WARRIOR			
Movement:	7"/5.5"/3.5"/2"	Morale:	7
Defense:	9 Shield: 0	Armor Type:	-4
Endurance:	13 Maneuver: 9	Resistance:	9
Weapon:	Attack:	Damage:	Range:
War-Claw	3D6	High+1	-
Composite Bow	D6+D10-1	Lowx2+1	-2/15"
Note:	Race:	Base:	TPC:
Gem of Soulslaying in claw forces RR-5 upon dealing damage. If target fails RR, it is immediately defeated. The Vancu will attack any disrupted combatant to score a tongue.	Assailer	Medium	288

06 APPRENTICE ASSASSIN

Initial Hire: 40 Gold / Upkeep Fee: 20 Gold

A young sell sword willing to strike from the shadows. Not entirely trustworthy, but all you've got. For now.

Availability: *Unlimited*

Name: APPRENTICE ASSASSIN			
Movement:	8"/6"/4"/2"	Morale:	8
Defense:	8 Shield: 0	Armor Type:	-1
Endurance:	12 Maneuver: 6	Resistance:	9
Weapon:	Attack:	Damage:	Range:
Dagger	2D6+2	Lowx2-1	-
Dagger	2D6+2	Lowx2-1	-
Throwing Daggers	2D6+1	Lowx2-1	-2/3"
Note:	Race:	Base:	TPC:
	Human	Medium	228

07 APPRENTICE ARMS MASTER

Initial Hire: 40 Gold / Upkeep Fee: 20 Gold

Cut from the cloth to one day lead an army, this fellow will make the right decisions any day from now.

Availability: *Unlimited*

Name: APPRENTICE ARMS MASTER			
Movement:	5"/4"/2.5"/1.5"	Morale:	9
Defense:	7 Shield: 0	Armor Type:	-3
Endurance:	15 Maneuver: 10	Resistance:	4
Weapon:	Attack:	Damage:	Range:
War Mattock	2D6+3	Highx2+1	-
Leader:			
Morale Mod		Melee Mod	+1
Missile Mod		Defense Mod	
Maneuver Mod		Influence Range	5"
Spell User: PP: 3	Elem. Bonus:		
Level 1 (2)	Me	Bladeturn, Healing I	
Note:	Race:	Base:	TPC:
	Dwarf	Medium	229

08 THEA OF ALYINE

Initial Hire: 5 Gold / Upkeep Fee: 50 Gold

Being a healer is all Thea ever wanted. After lengthy discussions, her parents finally agreed to entrust her upbringing to a local temple in Cavan. When the temple got raided, Thea was able to flee. Finding her home destroyed, she vowed to give up any material possessions and fight with those willing to rid the land of evil and the forces of Unlife.

Availability: *Unique*

Name: THEA OF ALYINE			
Movement:	10"/7.5"/5"/2.5"	Morale:	8
Defense:	9 Shield: 0	Armor Type:	-1
Endurance:	12 Maneuver: 7	Resistance:	8
Weapon:	Attack:	Damage:	Range:
Mace	2D6+3	High+1	-
Spell User: PP: 7	Elem. Bonus: 0		
Level 1 (4)	Ch	Bless, Healing I, Unpoisen, Calm	
Note:	Race:	Base:	TPC:
Will leave if party uses evil spells.	Human	Medium	263

09 APPRENTICE BARBARIAN

Initial Hire: 40 Gold / Upkeep Fee: 20 Gold

Axe don't like funny man.

Availability: *Unlimited*

Name: APPRENTICE BARBARIAN			
Movement:	7"/5.5"/3.5"/2"	Morale:	8
Defense:	9 Shield: 0	Armor Type:	-1
Endurance:	21 Maneuver: 9	Resistance:	10
Weapon:	Attack:	Damage:	Range:
Battleaxe	2D6+D10	High+Lo+1	-
Note:	Race:	Base:	TPC:
	Human	Medium	228

10 TRAVELLING BARD

Initial Hire: 28 Gold / Upkeep Fee: 14 Gold

He can be seen travelling the countryside along the main merchant routes. The usual stops at a tavern never last longer than a few nights in a row. Toss him a coin to hear the raunchy strophes to some common tunes. He knows when to leave before the songs wear out.

Availability: *Unlimited*

Name: TRAVELLING BARD			
Movement:	9"/7"/4.5"/2.5"	Morale:	8
Defense:	8 Shield: 0	Armor Type:	0
Endurance:	10 Maneuver: 8	Resistance:	9
Weapon:	Attack:	Damage:	Range:
Rapier	2D6+4	Lowx2+1	-
Spell User: PP: 0	Elem. Bonus: 0		
Level 1 (3)	So	Roll Call, Signals I, Certainty	
Note:	Race:	Base:	TPC:
Musician	Human	Medium	179

11 APPRENTICE CLERIC

Initial Hire: 40 Gold / Upkeep Fee: 20 Gold

A young apprentice cleric is willing to trade time behind the books for some real adventure!

Availability: *Unlimited*

Name: APPRENTICE CLERIC			
Movement:	6"/4.5"/3"/2.5"	Morale:	8
Defense:	8 Shield: +2	Armor Type:	-2
Endurance:	15 Maneuver: 8	Resistance:	7
Weapon:	Attack:	Damage:	Range:
Mace	2D6+3	High+1	-
Spell User: PP: 3	Elem. Bonus:		
Level 1 (3)	Ch	Airwall, Healing I, Bless	
Note:	Race:	Base:	TPC:
	Human	Medium	229



12 APPRENTICE DRUID

Initial Hire: 40 Gold / Upkeep Fee: 20 Gold

This one can hear nature's call. Above everything else, it can be controlled. One day!

Availability: *Unlimited*

Name: APPRENTICE DRUID			
Movement:	7"/5.5"/3.5"/2"	Morale:	9
Defense:	8 Shield: 0	Armor Type:	-1
Endurance:	17 Maneuver: 6	Resistance:	8
Weapon:	Attack:	Damage:	Range:
Short Bow	2D6+2	Lowx2	-2/16"
Spell User: PP: 3 Elem. Bonus:			
Level 1 (3)	Ch	Befriending, Breeze Call, Healing I	
Note:	Race:	Base:	TPC:
	Human	Medium	229

20 APPRENTICE ILLUSIONIST

Initial Hire: 40 Gold / Upkeep Fee: 20 Gold

Do not fret over how things are going right now. Reality is simply what I want it to be.

Availability: *Unlimited*

Name: APPRENTICE ILLUSIONIST			
Movement:	7"/5.5"/3.5"/2"	Morale:	9
Defense:	9 Shield: 0	Armor Type:	0
Endurance:	15 Maneuver: 7	Resistance:	6
Weapon:	Attack:	Damage:	Range:
Dagger	2D6+1	Lowx2-1	-
Spell User: PP: 3 Elem. Bonus:			
Level 1 (3)	Es	Confusion, Light, Deflection	
Note:	Race:	Base:	TPC:
	Elf	Medium	229

13 APPRENTICE FIGHTER

Initial Hire: 40 Gold / Upkeep Fee: 20 Gold

He'll do exactly as told as long as the pay is right.

Availability: *Unlimited*

Name: APPRENTICE FIGHTER			
Movement:	7"/5.5"/3.5"/2"	Morale:	8
Defense:	8 Shield: +3	Armor Type:	-2
Endurance:	16 Maneuver: 8	Resistance:	8
Weapon:	Attack:	Damage:	Range:
Long Sword	3D6+2	High+1	-
Dagger	2D6+1	Lowx2-1	-
Note:	Race:	Base:	TPC:
	Human	Medium	229

21 APPRENTICE LAY HEALER

Initial Hire: 40 Gold / Upkeep Fee: 20 Gold

The last hope in a hopeless battle. Any adventurer is thankful to have these skilled hands around!

Availability: *Unlimited*

Name: APPRENTICE LAY HEALER			
Movement:	5"/4"/2.5"/1.5"	Morale:	8
Defense:	9 Shield: 0	Armor Type:	-1
Endurance:	18 Maneuver: 8	Resistance:	6
Weapon:	Attack:	Damage:	Range:
Mace	2D6+3	High+2	-
Spell User: PP: 3 Elem. Bonus:			
Level 1 (3)	Me	Light, Calm, Healing I	
Note:	Race:	Base:	TPC:
	Dwarf	Medium	229

14-19 URDA RAIDERS (6)

Initial Hire: 240 Gold / Upkeep Fee: 120 Gold

Sticking around these despicable people is hazardous in it's own right. Being seen with them and being associated with them is even worse.

Availability: *Unlimited*

Name: URDA RAIDERS (6)			
Movement:	6"/4.5"/3"/1.5"	Morale:	10
Defense:	8 Shield: +2	Armor Type:	-1
Endurance:	8 Maneuver: 8	Resistance:	9
Weapon:	Attack:	Damage:	Range:
Handaxe	3D6-1	High+1	-
Short Bow	2D6-2	Lowx2	-2/12"
Note:	Race:	Base:	TPC:
Battle Order, Gen. Order, Column	Human	Medium	1100

22 APPRENTICE MAGICIAN

Initial Hire: 40 Gold / Upkeep Fee: 20 Gold

His spell book might not be as full as the ones belonging to the other mages at the college. This one's mind is sharp though!

Availability: *Unlimited*

Name: APPRENTICE MAGICIAN			
Movement:	7"/5.5"/3.5"/2"	Morale:	9
Defense:	10 Shield: 0	Armor Type:	0
Endurance:	14 Maneuver: 8	Resistance:	9
Weapon:	Attack:	Damage:	Range:
Quarterstaff	2D6+3	Lowx2+2	-
Spell User: PP: 3 Elem. Bonus:			
Level 1 (3)	Es	Elem. Bolt I, Cancel Magic, Enhancements	
Note:	Race:	Base:	TPC:
	Elf	Medium	229

23 APPRENTICE MENTALIST

Initial Hire: 40 Gold / Upkeep Fee: 20 Gold

Playing dice games with this shadowy fellow at the market didn't seem right for some reason...

Availability: *Unlimited*

Name: APPRENTICE MENTALIST			
Movement:	8"/6"/4"/2"	Morale:	7
Defense:	8 Shield: 0	Armor Type:	-1
Endurance:	14 Maneuver: 8	Resistance:	8
Weapon:	Attack:	Damage:	Range:
Dagger	2D6+1	Lowx2-1	-
Spell User: PP: 3 Elem. Bonus:			
Level 1 (3) Me Fear, Hatred, Self Aura			
Note:	Race:	Base:	TPC:
	Elf	Medium	229

24 BORIM DARKBROW

Initial Hire: 50 Gold / Upkeep Fee: 25 Gold

Not only did Borim inherit bushy eye brows from his father, but the dwarf also got a loud mouth and lord's self-confidence. Sadly enough, his brother tricked him out of his inheritance and ultimately his rightful estate. Ever since, the homeless dwarf offers his blade for hire until the day he can take back his name and his home.

Availability: *Unique*

Name: BORIM DARKBROW			
Movement:	8"/6"/4"/2"	Morale:	6
Defense:	11 Shield: +2	Armor Type:	-3
Endurance:	19 Maneuver: 12	Resistance:	3
Weapon:	Attack:	Damage:	Range:
Warhammer	3D6+1	High+3	-
Throwing Axes (5)	3D6-1	High+1	-2/4"
Note:	Race:	Base:	TPC:
Thrown axe must be recovered	Dwarf	Medium	330

25 APPRENTICE PALADIN

Initial Hire: 40 Gold / Upkeep Fee: 20 Gold

A young knight willing to make up for his lack of experience with a full heart and the urge to prove himself.

Availability: *Unlimited*

Name: APPRENTICE PALADIN			
Movement:	6"/4.5"/3"/1.5"	Morale:	8
Defense:	8 Shield: +2	Armor Type:	-3
Endurance:	15 Maneuver: 10	Resistance:	9
Weapon:	Attack:	Damage:	Range:
Long Sword	3D6+2	High+1	-
Spell User: PP: 3 Elem. Bonus:			
Level 1 (2) Ch Bless, Healing I			
Note:	Race:	Base:	TPC:
	Human	Medium	229

26 APPRENTICE WARRIOR MONK

Initial Hire: 40 Gold / Upkeep Fee: 20 Gold

Drawing from power deep within, no magic is needed to crush enemies.

Availability: *Unlimited*

Name: APPRENTICE WARRIOR MONK			
Movement:	7"/5.5"/3.5"/2"	Morale:	7
Defense:	7 Shield: 0	Armor Type:	0
Endurance:	18 Maneuver: 7	Resistance:	8
Weapon:	Attack:	Damage:	Range:
MA Sweeps & Thrs 3	3D6-2	Low	-
MA Strikes 3	3D6+5	High	-
Quarterstaff	2D6+5	Lowx2+2	-
Note:	Race:	Base:	TPC:
	Human	Medium	229

27 APPRENTICE RANGER

Initial Hire: 40 Gold / Upkeep Fee: 20 Gold

A rare guest in town, this young ranger is intrigued by the thought of travelling to countries far away.

Availability: *Unlimited*

Name: APPRENTICE RANGER			
Movement:	7"/5.5"/3.5"/2"	Morale:	9
Defense:	8 Shield: 0	Armor Type:	-1
Endurance:	16 Maneuver: 7	Resistance:	11
Weapon:	Attack:	Damage:	Range:
Long Bow	D6+D10+1	Lowx2+2	-2/24"
Spell User: PP: 3 Elem. Bonus:			
Level 1 (2) Ch Bless, Aura			
Note:	Race:	Base:	TPC:
	Elf	Medium	229

28 NIKOL BLADEWEAVER

Initial Hire: 50 Gold / Upkeep Fee: 25 Gold

After winning the fencing contest at the local harvest festival four years in a row, Nikol was destined to leave town in search of a tutor. Cutting her opponent's belt with a finishing move earned her the nickname *Bladeweaver*.

Availability: *Unique*

Name: NIKOL BLADEWEAVER			
Movement:	8"/6"/4"/2"	Morale:	8
Defense:	9 Shield: +2	Armor Type:	-3
Endurance:	18 Maneuver: 6	Resistance:	9
Weapon:	Attack:	Damage:	Range:
Rapier	2D6+5	Lowx2+1	-
Throwing Daggers	2D6+1	Lowx2-1	-2/3"
Note:	Race:	Base:	TPC:
50% chance to automatically defeat an opponent when dealing damage after rolling double 6 on ARs.	Human	Medium	265



29 APPRENTICE ROGUE

Initial Hire: 40 Gold / Upkeep Fee: 20 Gold

Outlandish stories and a little more ale will make up for the inadequate etiquette. A good addition to any party!

Availability: *Unlimited*

Name: APPRENTICE ROGUE			
Movement:	7"/5.5"/3.5"/2"	Morale:	8
Defense:	7 Shield: +1	Armor Type:	-2
Endurance:	16 Maneuver: 8	Resistance:	8
Weapon:	Attack:	Damage:	Range:
Short Sword	3D6-1	High	-
Long Bow	D6+D10-1	Lowx2+2	-2/20"
Note:	Race:	Base:	TPC:
	Human	Medium	229

30 AHU THE IMP

Initial Hire: 22 Gold / Upkeep Fee: 11 Gold

Gold coins must look bigger when you're small. Ahu's wish to be part of the real big folks has taken up most of his adult life. Still straggling to wield the huge axe, his enemy's better beware of the well aimed sling shots.

Availability: *Unique*

Name: AHU THE IMP			
Movement:	8"/6"/4"/2"	Morale:	6
Defense:	9 Shield: 0	Armor Type:	-1
Endurance:	14 Maneuver: 8	Resistance:	9
Weapon:	Attack:	Damage:	Range:
Battleaxe	2D6+D10-2	High+Lo+1	-
Sling	D6+D10+3	Lowx2+1	-2/12"
Note:	Race:	Base:	TPC:
	Human	Medium	294

31 REGULAR ASSASSIN

Initial Hire: 80 Gold / Upkeep Fee: 40 Gold

Definitely choose your words wisely. A misstep while bargaining for the hiring fee can easily turn ugly.

Availability: *Unlimited*

Name: REGULAR ASSASSIN			
Movement:	10"/7.5"/5"/2.5"	Morale:	8
Defense:	9 Shield: 0	Armor Type:	-1
Endurance:	16 Maneuver: 6	Resistance:	9
Weapon:	Attack:	Damage:	Range:
Dagger	2D6+3	Lowx2	-
Dagger	2D6+3	Lowx2	-
Throwing Daggers	2D6+4	Lowx2	-2/7"
Note:	Race:	Base:	TPC:
Assassin Hero	Human	Medium	364
Thrown:			
Assassin:			

32 LANNI THE CAN

Initial Hire: 32 Gold / Upkeep Fee: 16 Gold

His fair greenish skin made Lanni an outsider in his tribe as long as he remembers. But the humans - seeing an ugly kid in him on a good day - could be fooled as soon as he donned the heavy armor. In the safety of his can, Lanni wields his grudge just like his axe.

Availability: *Unique*

Name: LANNI THE CAN			
Movement:	10"/7.5"/5"/2.5"	Morale:	7
Defense:	12 Shield: +1	Armor Type:	x1/2
Endurance:	14 Maneuver: 7	Resistance:	10
Weapon:	Attack:	Damage:	Range:
Handaxe	3d6	High	-
Note:	Race:	Base:	TPC:
	Gnome	Small	237

33 REGULAR ARMS MASTER

Initial Hire: 80 Gold / Upkeep Fee: 40 Gold

Contract this natural leader while you can. He will keep your party in control while fighting on a chaotic battlefield.

Availability: *Unlimited*

Name: REGULAR ARMS MASTER			
Movement:	5"/4"/2.5"/1.5"	Morale:	7
Defense:	9 Shield: 0	Armor Type:	-3
Endurance:	22 Maneuver: 10	Resistance:	4
Weapon:	Attack:	Damage:	Range:
War Mattock	2D6+3	Highx2+2	-
Leader:			
Morale Mod	+1	Melee Mod	+1
Missile Mod		Defense Mod	
Maneuver Mod		Influence Range	5"
Spell User: PP: 4	Elem. Bonus:		
Level 1 (3)	Me	Bladeturn, Healing I, Self Aura	
Level 2 (1)	Me	Side Vision	
Note:	Race:	Base:	TPC:
Arms Master Hero	Dwarf	Medium	365
2-Handed:			
Arms Master:			

34 HUWYN - THE IMP'S BIG BRO

Initial Hire: 32 Gold / Upkeep Fee: 16 Gold

Watching over his little brother Ahu has become Huwyn's second nature. Whenever he finds him in trouble, Huwyn will do everything to bail him out, once again.

Availability: *Unique*

Name: HUWYN - THE IMP'S BIG BROTHER			
Movement:	6"/4.5"/3"/1.5"	Morale:	9 (5)
Defense:	9 Shield: 0	Armor Type:	-1
Endurance:	16 Maneuver: 7	Resistance:	8
Weapon:	Attack:	Damage:	Range:
Morning Star	2D6+D10+1	High+2	-
Thrown Hammer (1)	4D6-4	High+3	-2/4"
Note:	Race:	Base:	TPC:
Morale 5 while fighting alongside Ahu. Will not fight his brother.	Human	Medium	255



35 REGULAR BARBARIAN
Initial Hire: 80 Gold / Upkeep Fee: 40 Gold

To those of you who say we cannot win this I say: don't be pessimistic girlie men!!!

Availability: *Unlimited*

Name: REGULAR BARBARIAN			
Movement:	7"/5.5"/3.5"/2"	Morale:	6
Defense:	10	Shield:	0
Endurance:	34	Maneuver:	9
Weapon:		Attack:	Damage:
Battleaxe	2D6+D10+2	High+Lo+3	-
Note:		Race:	Base:
Barbarian Hero		Human	Medium
2-Handed:			
Barbarian:			

36 REGULAR CLERIC
Initial Hire: 80 Gold / Upkeep Fee: 40 Gold

By Kuor's Scepter, they shouldn't ask their gods for forgiveness. They already have their answer: you!

Availability: *Unlimited*

Name: REGULAR CLERIC			
Movement:	6"/4.5"/3"/2.5"	Morale:	6
Defense:	9	Shield:	+3
Endurance:	17	Maneuver:	8
Weapon:		Attack:	Damage:
Mace	2D6+3	High+1	-
Spell User: PP: 8		Elem. Bonus:	
Level 1 (3)	Ch	Airwall, Healing I, Bless	
Level 2 (2)	Ch	Undisease, Golden Slumbers	
Note:		Race:	Base:
Cleric Hero		Human	Medium
Blocking:			
Cleric:			

37 WAHNFRIED KUGELSTOSS
Initial Hire: 66 Gold / Upkeep Fee: 33 Gold

Because he easily falls into a foaming rage in situations involving only minor stress, Wahnfried has a hard time finding employment....and friends in general. Nevertheless, he can easily clear a path through your enemies.

Availability: *Unique*

Name: WAHNFRIED KUGELSTOSS			
Movement:	7"/5.5"/3.5"/2"	Morale:	8
Defense:	8	Shield:	0
Endurance:	15	Maneuver:	6
Weapon:		Attack:	Damage:
Flail	3D6+3	Highx2+1	-
Dagger	2D6+3	Lowx2+1	-
Note:		Race:	Base:
When at <8 End, will attack closest combatant. Treat as disrupted without penalty until "calmed".		Human	Medium

38 REGULAR DRUID
Initial Hire: 80 Gold / Upkeep Fee: 40 Gold

Maintaining the balance in all living things will require perseverance, even personal sacrifice. This druid will do!

Availability: *Unlimited*

Name: REGULAR DRUID			
Movement:	7"/5.5"/3.5"/2"	Morale:	8
Defense:	11	Shield:	0
Endurance:	17	Maneuver:	6
Weapon:		Attack:	Damage:
Short Bow	2D6+2	Lowx2+1	-2/16"
Spell User: PP: 8		Elem. Bonus:	
Level 1 (3)	Ch	Befriending, Breeze Call, Healing I	
Level 2 (2)	Ch	Shield, Speed Growth	
Note:		Race:	Base:
Druid Hero		Elf	Medium
Missile:			
Druid:			

39 REGULAR FIGHTER
Initial Hire: 80 Gold / Upkeep Fee: 40 Gold

He's never run from a fight in his life. True story.

Availability: *Unlimited*

Name: REGULAR FIGHTER			
Movement:	8"/6"/4"/2"	Morale:	7
Defense:	10	Shield:	+3
Endurance:	29	Maneuver:	7
Weapon:		Attack:	Damage:
Long Sword	3D6+5	High+2	-
Dagger	2D6+4	Lowx2	-
Note:		Race:	Base:
Fighter Hero		Human	Medium
1-Handed:			
Fighter:			

40 REGULAR ILLUSIONIST
Initial Hire: 80 Gold / Upkeep Fee: 40 Gold

If you understand hallucination and illusion, you don't blindly follow any leader. You will follow me!

Availability: *Unlimited*

Name: REGULAR ILLUSIONIST			
Movement:	8"/6"/4"/2"	Morale:	9
Defense:	11	Shield:	0
Endurance:	15	Maneuver:	7
Weapon:		Attack:	Damage:
Dagger	2D6+2	Lowx2	-
Spell User: PP: 8		Elem. Bonus: +1	
Level 1 (3)	Es	Confusion, Light, Deflection	
Level 2 (2)	Es	Elem. Bolt, Illusory Terrain	
Note:		Race:	Base:
Illusionist Hero		Elf	Medium
Molding:			
Illusionist:			



41 REGULAR LAY HEALER

Initial Hire: 80 Gold / Upkeep Fee: 40 Gold

Few people know so much about healing and recuperation. Still, all magic comes at a price dearie.

Availability: *Unlimited*

Name: REGULAR LAY HEALER			
Movement:	5"/4"/2.5"/1.5"	Morale:	6
Defense:	9 Shield: 0	Armor Type:	-1
Endurance:	23 Maneuver: 8	Resistance:	4
Weapon:	Attack:	Damage:	Range:
Mace	2D6+5	High+2	-
Spell User: PP: 8 Elem. Bonus:			
Level 1 (3)	Me	Light, Calm, Healing I	
Level 2 (2)	Me	Healing II, Repair Fracture	
Note:		Race:	Base: TPC:
Lay Healer Hero		Dwarf	Medium 364
1-Handed:			
Lay Healer:			

49 REGULAR MENTALIST

Initial Hire: 80 Gold / Upkeep Fee: 40 Gold

There is probably a once in a lifetime chance to get this mentalist on board! Better take it quick!!

Availability: *Unlimited*

Name: REGULAR MENTALIST			
Movement:	8"/6"/4"/2"	Morale:	7
Defense:	11 Shield: 0	Armor Type:	-1
Endurance:	16 Maneuver: 8	Resistance:	6
Weapon:	Attack:	Damage:	Range:
Dagger	2D6+3	Lowx2-1	-
Spell User: PP: 8 Elem. Bonus:			
Level 1 (3)	Me	Fear, Hatred, Self Aura	
Level 2 (2)	Me	Hurling I, Fumble	
Note:		Race:	Base: TPC:
Mentalist Hero		Elf	Medium 365
1-Handed:			
Mentalist:			

42 REGULAR MAGICIAN

Initial Hire: 80 Gold / Upkeep Fee: 40 Gold

The spell book is red? That might just be a hint at wizardry fashion. Better ask why the letters keep glowing.

Availability: *Unlimited*

Name: REGULAR MAGICIAN			
Movement:	7"/5.5"/3.5"/2"	Morale:	7
Defense:	10 Shield: 0	Armor Type:	0
Endurance:	16 Maneuver: 8	Resistance:	7
Weapon:	Attack:	Damage:	Range:
Quarterstaff	2D6+3	Lowx2+2	-
Spell User: PP: 8 Elem. Bonus: +1			
Level 1 (3)	Es	Elem. Bolt I, Cancel Magic, Enhancements	
Level 2 (2)	Es	Elem. Ball I, Mass Enchanted Armor	
Note:		Race:	Base: TPC:
Magician Hero		Elf	Medium 365
Elem. Laws:			
Magician:			

50 REGULAR PALADIN

Initial Hire: 80 Gold / Upkeep Fee: 40 Gold

With eyes blazing, this Paladin will drive back the forces of Unlife alone or in a group. Just make an offer.

Availability: *Unlimited*

Name: REGULAR PALADIN			
Movement:	6"/4.5"/3"/1.5"	Morale:	6
Defense:	8 Shield: +2	Armor Type:	-3
Endurance:	23 Maneuver: 8	Resistance:	7
Weapon:	Attack:	Damage:	Range:
Long Sword	3D6+4	High+1	-
Spell User: PP: 4 Elem. Bonus:			
Level 1 (3)	Ch	Bless, Healing I, Repel Undead	
Level 2 (1)	Ch	Inspirations	
Note:		Race:	Base: TPC:
Paladin Hero		Human	Medium 364
1-Handed:			
Paladin:			

43-48 HARROAN MERCENARIES (6)

Initial Hire: 500 Gold / Upkeep Fee: 250 Gold

The Assailers of the Warring Bight are freebooters who pillage as freely and successfully as they fight. A favorite Assailer ploy is to "play dead" and to lure the enemy to a booby-trapped ambush site before springing at them like panthers.

Availability: *Unlimited*

Name: HARROAN MERCENARIES (6)			
Movement:	6"/4.5"/3"/1.5"	Morale:	8
Defense:	8 Shield: +3	Armor Type:	1/2
Endurance:	12 Maneuver: 10	Resistance:	9
Weapon:	Attack:	Damage:	Range:
Long Sword	3D6+2	High+2	-
Javelin	3D6-1	Lowx2+1	-2/5"
Note:		Race:	Base: TPC:
Battle Order, Gen. Order, Column		Human	Medium 1554

51 THEODRAK THE ELDER

Initial Hire: 50 Gold / Upkeep Fee: 25 Gold

Theodrak has followed many masters into battle and looks back on a life of struggle and strife. His experience allows him to expect certain moves from his enemies. Unable to quit, Theodrak will continue to take up the sword.

Availability: *Unique*

Name: THEODRAK THE ELDER			
Movement:	7"/5.5"/3.5"/2"	Morale:	7
Defense:	8 Shield: 0	Armor Type:	-1
Endurance:	16 Maneuver: 6	Resistance:	6
Weapon:	Attack:	Damage:	Range:
2 Handed Sword	2D6+D10+1	High+Lo+2	-
Dagger	2D6+2	Lowx2-1	-
Note:		Race:	Base: TPC:
May evade 1 Melee Attack per battle		Human	Medium 259

52 REGULAR RANGER

Initial Hire: 80 Gold / Upkeep Fee: 40 Gold

A Cleric cures people. A Ranger just makes them comfortable....while they die.

Availability: *Unlimited*

Name: REGULAR RANGER			
Movement:	8"/6"/4"/2"	Morale:	8
Defense:	9 Shield: 0	Armor Type:	-1
Endurance:	16 Maneuver: 7	Resistance:	9
Weapon: Attack: Damage: Range:			
Long Bow	D6+D10+1	Lowx2+2	-2/25"
Spell User: PP: 4 Elem. Bonus:			
Level 1 (3)	Ch	Bless, Aura, Breeze Call	
Level 2 (1)	Ch	Shield	
Note:			
Ranger Hero		Race:	Elf Base: Medium TPC: 364
Stealth:			
Ranger:			

53 HARGLIS THE WITCH

Initial Hire: 100 Gold / Upkeep Fee: 50 Gold

The smell of ichor and sickness follows her haggard figure through the back alleys of town. Are you sure you want to go down that road?

Availability: *Unique*

Name: HARGLIS THE WITCH			
Movement:	9"/7"/4.5"/2.5"	Morale:	7
Defense:	10 Shield: 0	Armor Type:	-1
Endurance:	18 Maneuver: 7	Resistance:	8
Weapon: Attack: Damage: Range:			
Whip	2D6+4	Low+3	-
Spell User: PP: 16 Elem. Bonus:			
Level 1 (3)	Es	Familiar, Pain, Cloud of Darkness	
Level 2 (2)	Es	Shatter, Summon Elemental	
Level 3 (1)	Es	Break Limb	
Note:			
Having Harglis with you will make your party being judged as "evil".		Race:	Human Base: Medium TPC: 391
Trade only at rip-off prices.			

54 REGULAR ROGUE

Initial Hire: 80 Gold / Upkeep Fee: 40 Gold

More experience makes even better stories and the ale flows freely at the bar. This one knows the way around town.

Availability: *Unlimited*

Name: REGULAR ROGUE			
Movement:	8"/6"/4"/2"	Morale:	8
Defense:	10 Shield: +2	Armor Type:	-2
Endurance:	18 Maneuver: 8	Resistance:	8
Weapon: Attack: Damage: Range:			
Short Sword	3D6+1	High	-
Long Bow	D6+D10+1	Lowx2+2	-2/21"
Note:			
Rogue Hero		Race:	Human Base: Medium TPC: 365
Blocking:			
Rogue:			

55 RIDGAR THE RUDE

Initial Hire: 68 Gold / Upkeep Fee: 34 Gold

In front of you stands the archetype bully, loosing derogatory comments left and right. You can shut him up (temporarily) with a bag of gold or try to shut him down in a good ole bar fight.

Availability: *Unique*

Name: RIDGAR THE RUDE			
Movement:	8"/6"/4"/2"	Morale:	7
Defense:	9 Shield: 0	Armor Type:	-2
Endurance:	18 Maneuver: 8	Resistance:	8
Weapon: Attack: Damage: Range:			
2 Handed Sword	2D6+D10+2	High+Lo+2	-
Note:			
Opponents gain AR +1 against him		Race:	Human Base: Medium TPC: 260

56 REGULAR WARRIOR MONK

Initial Hire: 80 Gold / Upkeep Fee: 40 Gold

You must be shapeless, formless, like water. When you pour water in a cup, it becomes the cup.

Availability: *Unlimited*

Name: REGULAR WARRIOR MONK			
Movement:	9"/7"/4.5"/2.5"	Morale:	5
Defense:	10 Shield: 0	Armor Type:	0
Endurance:	21 Maneuver: 7	Resistance:	6
Weapon: Attack: Damage: Range:			
MA Sweeps & Thrs 3	3D6	Low+2	-
MA Strikes 3	3D6+6	High+2	-
Quarterstaff	2D6+6	Lowx2+4	-
Note:			
Warrior Monk Hero		Race:	Human Base: Medium TPC: 364
MA S&T:			
Warrior Monk:			

57 VETERAN ASSASSIN

Initial Hire: 160 Gold / Upkeep Fee: 80 Gold

You agree to the terms quickly and are glad when negotiations are over.

Availability: *Unlimited*

Name: VETERAN ASSASSIN			
Movement:	10"/7.5"/5"/2.5"	Morale:	7
Defense:	10 Shield: 0	Armor Type:	-1
Endurance:	28 Maneuver: 6	Resistance:	8
Weapon: Attack: Damage: Range:			
Dagger	2D6+5	Lowx2	-
Dagger	2D6+5	Lowx2	-
Throwing Daggers	2D6+4	Lowx2+2	-2/8"
Note:			
Assassin Hero		Race:	Human Base: Medium TPC: 480
1-Handed:			
Thrown:			
Stealth:			
Assassin:			



58 VETERAN ARMS MASTER

Initial Hire: 160 Gold / Upkeep Fee: 80 Gold

When all you have is a hammer, everything looks like a nail.

Availability: *Unlimited*

Name: VETERAN ARMS MASTER			
Movement:	5"/4"/2.5"/1.5"	Morale:	7
Defense:	10	Shield:	0
Endurance:	25	Maneuver:	8
Weapon:		Attack:	Damage:
War Mattock	2D6+5	Highx2+2	-
Leader:			
Morale Mod	+1	Melee Mod	+1
Missile Mod		Defense Mod	+1
Maneuver Mod		Influence Range	7"
Spell User: PP: 6 Elem. Bonus:			
Level 1 (3)	Me	Bladeturn, Healing I, Self Aura	
Level 2 (2)	Me	Side Vision, Deflection	
Note:		Race:	Base:
Arms Master Hero		Dwarf	Medium
1-Handed:			480
2-Handed:	■ ■ ■ ■ ■ ■ ■ ■ ■ ■		
Blocking:	■ ■ ■ ■ ■ ■ ■ ■ ■ ■		
Arms Master:	■ ■ ■ ■ ■ ■ ■ ■ ■ ■		

61 VETERAN CLERIC

Initial Hire: 160 Gold / Upkeep Fee: 80 Gold

This cleric is a superb addition to any party. Better be quick!

Availability: *Unlimited*

Name: VETERAN CLERIC			
Movement:	6"/4.5"/3"/2.5"	Morale:	6
Defense:	9	Shield:	+3
Endurance:	22	Maneuver:	8
Weapon:		Attack:	Damage:
Mace	2D6+5	High+1	-
Spell User: PP: 13 Elem. Bonus:			
Level 1 (4)	Ch	Airwall, Healing I, Bless, Repel Undead	
Level 2 (3)	Ch	Undisease, Golden Slumbers, Repel Demon	
Level 3 (1)	Ch	Mass Healing I	
Note:		Race:	Base:
Cleric Hero		Human	Medium
1-Handed:	■ ■ ■ ■ ■ ■ ■ ■ ■ ■		480
Blocking:	■ ■ ■ ■ ■ ■ ■ ■ ■ ■		
Staffs:	■ ■ ■ ■ ■ ■ ■ ■ ■ ■		
Cleric:	■ ■ ■ ■ ■ ■ ■ ■ ■ ■		

59 VETERAN BARBARIAN

Initial Hire: 160 Gold / Upkeep Fee: 80 Gold

Crush your enemies! See them driven before you!

Availability: *Unlimited*

Name: VETERAN BARBARIAN			
Movement:	7"/5.5"/3.5"/2"	Morale:	6
Defense:	12	Shield:	+3
Endurance:	41	Maneuver:	9
Weapon:		Attack:	Damage:
Battleaxe	2D6+D10+4	High+Lo+3	-
Armored Fist	2D6+5	Low	-
Note:		Race:	Base:
Barbarian Hero		Human	Medium
1-Handed:			480
2-Handed:	■ ■ ■ ■ ■ ■ ■ ■ ■ ■		
Blocking:	■ ■ ■ ■ ■ ■ ■ ■ ■ ■		
Barbarian:	■ ■ ■ ■ ■ ■ ■ ■ ■ ■		

62 BACKE THE HORNBLLOWER

Initial Hire: 120 Gold / Upkeep Fee: 60 Gold

A great brass horn is parked next to the sturdy Dwarf. While his career has experienced a downturn lately, this may be about to change.

Availability: *Unique*

Name: BACKE THE HORNBLLOWER			
Movement:	6"/4.5"/3"/1.5"	Morale:	6
Defense:	10	Shield:	0
Endurance:	18	Maneuver:	9
Weapon:		Attack:	Damage:
Broadsword	3D6+3	High+3	-
Spell User: PP: 0 Elem. Bonus: 0			
Level 1 (3)	So	Signals I, Weapons Ready, Luck of the Gods	
Level 2 (2)	So	Glorious Bastards, Shivering Bones	
Note:		Race:	Base:
Musician		Dwarf	Medium
			179

60 AYDUIN BELDROTH

Initial Hire: 800 Gold / Upkeep Fee: 400 Gold

The Elf brings great ranged skills to the table. Nice!

Availability: *Unique*

Name: AYDUIN BELDROTH			
Movement:	11"/8.5"/5.5"/3"	Morale:	6
Defense:	10	Shield:	0
Endurance:	16	Maneuver:	6
Weapon:		Attack:	Damage:
Heavy Crossbow	D6+D1β+4	Lowx2+5	-2/23"
Short Sword	3D6+2	High	-
Note:		Race:	Base:
		Elf	Medium
			330

63

VETERAN DRUID

Initial Hire: 160 Gold / Upkeep Fee: 80 Gold

Seeking a guide through the dark forest? This druid can help.

Availability: *Unlimited*

Name: VETERAN DRUID			
Movement:	7"/5.5"/3.5"/2"	Morale:	8
Defense:	11 Shield: 0	Armor Type:	-1
Endurance:	17 Maneuver: 6	Resistance:	6
Weapon: Short Bow		Attack: 2D6+4	Damage: Lowx2+1
		Range:	-2/16"
Spell User: PP: 13 Elem. Bonus:			
Level 1 (4)	Ch	Befriending, Breeze Call, Healing I, Calm	
Level 2 (3)	Ch	Shield, Speed Growth, Healing II	
Level 3 (1)	Ch	Animal Revival	
Note: Druid Hero		Race: Elf	Base: Medium
		TPC: 479	
Staffs:			
Missile: [Blue][Blue][Red][Red]			
Polearms:			
Druid: [Blue][Blue][Red][Red]			

64

VETERAN FIGHTER

Initial Hire: 160 Gold / Upkeep Fee: 80 Gold

This veteran cannot be dragged into somebody else's fight. It's a matter of coins. As simple as that.

Availability: *Unlimited*

Name: VETERAN FIGHTER			
Movement:	8"/6"/4"/2"	Morale:	6
Defense:	10 Shield: +4	Armor Type:	-2
Endurance:	40 Maneuver: 7	Resistance:	11
Weapon: Long Sword		Attack: 3D6+5	Damage: High+4
		Range:	-
Polearm		D6+D10+2	High+Lo+2
		Range:	1"
Note: Fighter Hero		Race: Human	Base: Medium
		TPC: 480	
1-Handed: [Blue][Blue][Red][Red]			
Polearms:			
Blocking: [Blue][Blue][Red][Red]			
Fighter: [Blue][Blue][Red][Red]			

65

VETERAN ILLUSIONIST

Initial Hire: 160 Gold / Upkeep Fee: 80 Gold

If you understand hallucination and illusion, you don't blindly follow any leader. You will follow me!

Availability: *Unlimited*

Name: VETERAN ILLUSIONIST			
Movement:	8"/6"/4"/2"	Morale:	9
Defense:	11 Shield: 0	Armor Type:	0
Endurance:	20 Maneuver: 7	Resistance:	4
Weapon: Dagger		Attack: 2D6+4	Damage: Lowx2+2
		Range:	-
Spell User: PP: 11 Elem. Bonus: +1			
Level 1 (3)	Es	Confusion, Light, Deflection	
Level 2 (2)	Es	Elem. Bolt, Illusionary Terrain	
Level 3 (1)	Es	Mass Leaving	
Note: Illusionist Hero		Race: Elf	Base: Medium
		TPC: 479	
1-Handed: [Blue][Blue][Red][Red]			
Staffs:			
Molding: [Blue][Blue][Red][Red]			
Illusionist: [Blue][Blue][Red][Red]			

66

INTELLIGENT TROLL

Initial Hire: 200 Gold / Upkeep Fee: 100 Gold

A huge hulking figure looms over a bucket-sized drink in the back of the tavern. Thinking it might be an incredibly large sell sword grunt you sit down next to it. Spilling the just bought ale, you reach for your weapon when you realize that hidden underneath that cloak is in fact a Troll! But before any fighting erupts, the Troll eloquently persuades you to sheathe your weapons and start a decent conversation.

Availability: *Unique*

Name: INTELLIGENT TROLL			
Movement:	10"/7.5"/5"/2.5"	Morale:	7
Defense:	14 Shield: 0	Armor Type:	-2
Endurance:	55 Maneuver: 8	Resistance:	6
Weapon: Club		Attack: 2D6+6	Damage: High+2
		Range:	-
Note: Instead of attacking, the intelligent Troll has a 70% chance of talking one adjacent combatant into leaving the battlefield. Persuaded combatants move towards the nearest border of the playing surface.		Race: Troll	Base: Large
		TPC: 505	



67

VETERAN LAY HEALER

Initial Hire: 160 Gold / Upkeep Fee: 80 Gold

Unless swallowed whole by a demon, this healer knows ways to stitch you back together. Promised!

Availability: *Unlimited*

Name: VETERAN LAY HEALER			
Movement:	5"/4"/2.5"/1.5"	Morale:	6
Defense:	14	Shield:	0
		Armor Type:	-1
Endurance:	28	Maneuver:	8
		Resistance:	4
Weapon:	Attack:	Damage:	Range:
Mace	2D6+5	High+2	-
Spell User: PP: 13 Elem. Bonus:			
Level 1 (3)	Me	Light, Calm, Healing I	
Level 2 (3)	Me	Healing II, Repair Fracture, Boil Water	
Level 3 (1)	Me	True Healing	
Note:		Race:	Base: TPC:
Lay Healer Hero		Dwarf	Medium 479
1-Handed:			
Staves:			
MA Strikes:			
Lay Healer:			

74

VETERAN MAGICIAN

Initial Hire: 160 Gold / Upkeep Fee: 80 Gold

Little flames lick around his finger tips as thinks about your proposal. Getting him under contract would be a boon!

Availability: *Unlimited*

Name: VETERAN MAGICIAN			
Movement:	7"/5.5"/3.5"/2"	Morale:	7
Defense:	10	Shield:	+1
		Armor Type:	0
Endurance:	21	Maneuver:	8
		Resistance:	7
Weapon:	Attack:	Damage:	Range:
Quarterstaff	2D6+3	Lowx2+2	-
Spell User: PP: 11 Elem. Bonus: +1			
Level 1 (3)	Es	Elem. Bolt I, Cancel Magic, Enhancements	
Level 2 (2)	Es	Elem. Ball I, Mass Enchanted Armor	
Level 3 (1)	Es	Fire Wall True	
Note:		Race:	Base: TPC:
Magician Hero		Elf	Medium 480
1-Handed:			
Staves:			
Elem. Laws:			
Magician:			

68-73 ABDERAN MERCENARIES (6)

Initial Hire: 800 Gold / Upkeep Fee: 400 Gold

The Abderan Royal Guard has recently been restructured due to suspicions of treason. Disgruntled and dishonorably discharged, these warriors make fine mercenaries!

Availability: *Unlimited*

Name: ABDERAN MERCENARIES (6)			
Movement:	5"/4.5"/3"/1.5"	Morale:	6
Defense:	10	Shield:	+3
		Armor Type:	x1/2
Endurance:	18	Maneuver:	8
		Resistance:	9
Weapon:	Attack:	Damage:	Range:
Short Sword	3D6+4	High	-
Note:		Race:	Base: TPC:
Battle Order, Gen. Order, Column		Human	Medium 1596

75

VETERAN MENTALIST

Initial Hire: 160 Gold / Upkeep Fee: 80 Gold

Goodness, he seems sooo trustworthy!!

Availability: *Unlimited*

Name: VETERAN MENTALIST			
Movement:	8"/6"/4"/2"	Morale:	7
Defense:	16	Shield:	0
		Armor Type:	-1
Endurance:	21	Maneuver:	8
		Resistance:	6
Weapon:	Attack:	Damage:	Range:
Dagger	2D6+3	Lowx2+1	-
Spell User: PP: 11 Elem. Bonus:			
Level 1 (3)	Me	Fear, Hatred, Self Aura	
Level 2 (2)	Me	Hurling I, Fumble	
Level 3 (1)	Me	Mass Fear	
Note:		Race:	Base: TPC:
Mentalist Hero		Elf	Medium 480
1-Handed:			
Staves:			
MA S&T:			
Mentalist:			



76

VETERAN PALADIN

Initial Hire: 160 Gold / Upkeep Fee: 80 Gold

Nasty gashes both on the armor and the paladin's face promise abundant stories to tell. Yet, we're here on business.

Availability: *Unlimited*

Name: VETERAN PALADIN			
Movement:	6"/4.5"/3"/1.5"	Morale:	6
Defense:	8 Shield: +3	Armor Type:	-3
Endurance:	23 Maneuver: 8	Resistance:	5
Weapon:	Attack:	Damage:	Range:
2-Handed Sword*	2D6+D10+2	High+Lo+4	-
Spell User: PP: 5 Elem. Bonus:			
Level 1 (3)	Ch	Bless, Healing I, Repel Undead	
Level 2 (1)	Ch	Inspirations	
Note:	Race:	Base:	TPC:
Paladin Hero	Human	Medium	479
1-Handed:	[Skill Grid]		
2-Handed:	[Skill Grid]		
Blocking:	[Skill Grid]		
Paladin:	[Skill Grid]		

*wielded as a 1-Handed Weapon

78

VETERAN RANGER

Initial Hire: 160 Gold / Upkeep Fee: 80 Gold

The Ranger suddenly showed up next to a tree. You could swear that there was no movement. Just how did that happen?

Availability: *Unlimited*

Name: VETERAN RANGER			
Movement:	8"/6"/4"/2"	Morale:	8
Defense:	9 Shield: 0	Armor Type:	-1
Endurance:	24 Maneuver: 7	Resistance:	9
Weapon:	Attack:	Damage:	Range:
Long Bow	D6+D10+1	Lowx2+4	-2/26"
Spell User: PP: 6 Elem. Bonus:			
Level 1 (3)	Ch	Bless, Aura, Breeze Call	
Level 2 (2)	Ch	Shield, Healing II	
Note:	Race:	Base:	TPC:
Ranger Hero	Elf	Medium	480
1-Handed:	[Skill Grid]		
Missile:	[Skill Grid]		
Stealth:	[Skill Grid]		
Ranger:	[Skill Grid]		

77

LYSZA THE SWORD MAIDEN

Initial Hire: 180 Gold / Upkeep Fee: 90 Gold

Clearly, the sword maiden has her own agenda which shouts trouble in every direction. She apparently fled her wedding to another clan chief while laying waste to the banquet in the process. Whoever is looking for her will show up sooner or later.

Availability: *Unique*

Name: LYSZA THE SWORD MAIDEN			
Movement:	9"/7"/4.5"/2.5"	Morale:	6
Defense:	10 Shield: 0	Armor Type:	-2
Endurance:	20 Maneuver: 6	Resistance:	8
Weapon:	Attack:	Damage:	Range:
2 Handed Sword	2D6+D10+3	High+Lo+4	-
Ritual Dagger	2D6+4	Lowx3+1	-
Note:	Race:	Base:	TPC:
At the beginning of each battle involving Lysza, there is a 10% chance that warriors (Harroan Mercenaries (6), see page 147) will show up and attack the player's combatants.	Human	Medium	427

79

KAHRIS JANNALOR

Initial Hire: 100 Gold / Upkeep Fee: 100 Gold

Eyed dismissively by the locals, Kahr is a Sea-Elf whose raiding party has shunned him for his "human" views. The out-cast now wanders the outskirts of human settlements, having lost any direction in either society. He can be negotiated with.

Availability: *Unique*

Name: KAHRIS JANNALOR			
Movement:	10"/7.5"/5"/2.5"	Morale:	6
Defense:	10 Shield: 0	Armor Type:	-2
Endurance:	24 Maneuver: 7	Resistance:	9
Weapon:	Attack:	Damage:	Range:
Polearm	D6+D10+5	High+Lo+1	1"
Jagged Spear	3D6	Lowx3+4	-2/8"
Note:	Race:	Base:	TPC:
Kahr's jagged spear is thrown just like a regular spear. Because of its spikes it can deal a lot more damage but recovering it costs 2 turns.	Elf	Medium	458



80 VETERAN ROGUE

Initial Hire: 160 Gold / Upkeep Fee: 80 Gold

Every scrap of experience tells you that this one cannot be trusted. Safeguard your gold, your valuables and any furniture not nailed to the floor.

Availability: *Unlimited*

Name: VETERAN ROGUE				
Movement:	8"/6"/4"/2"	Morale:	8	
Defense:	12 Shield: +2	Armor Type:	-2	
Endurance:	28 Maneuver: 8	Resistance:	8	
Weapon:	Attack:	Damage:	Range:	
Short Sword	3D6+1	High	-	
Long Bow	D6+D10+1	Lowx2+3	-2/21"	
Note:	Race:	Base:	TPC:	
Rogue Hero	Human	Medium	480	
1-Handed:				
Missile:	■ ■ ■ ■ ■ ■ ■ ■ ■ ■			
Blocking:	■ ■ ■ ■ ■ ■ ■ ■ ■ ■			
Rogue:	■ ■ ■ ■ ■ ■ ■ ■ ■ ■			

81 VETERAN WARRIOR MONK

Initial Hire: 160 Gold / Upkeep Fee: 80 Gold

Those who are skilled in combat do not become angered, those who are skilled at winning do not become afraid. Thus the wise win before the fight, while the ignorant fight to win.

Availability: *Unlimited*

Name: VETERAN WARRIOR MONK				
Movement:	9"/7"/4.5"/2.5"	Morale:	5	
Defense:	12 Shield: +2*	Armor Type:	0	
Endurance:	36 Maneuver: 7	Resistance:	6	
Weapon:	Attack:	Damage:	Range:	
MA Sweeps & Thrs 3	3D6	Low+2	-	
MA Strikes 3	3D6+8	High+3	-	
Quarterstaff	2D6+6	Lowx2+4	-	
Note:	Race:	Base:	TPC:	
Warrior Monk Hero	Human	Medium	479	
MA S&T:	■ ■ ■ ■ ■ ■ ■ ■ ■ ■			
MA Strikes:	■ ■ ■ ■ ■ ■ ■ ■ ■ ■			
Staffs:	■ ■ ■ ■ ■ ■ ■ ■ ■ ■			
Warrior Monk:	■ ■ ■ ■ ■ ■ ■ ■ ■ ■			

*Quarterstaff used to deflect attacks

82-84 THREE GRIM BROTHERS

Initial Hire: 480 Gold / Upkeep Fee: 240 Gold

A little cabin overlooks the hillside above town. It is home to three peculiar brothers and their mother. Insanity claimed her long ago and no one in town has seen her for ages. But the boys still show up once in a while to stock up on food and drink, just like they always have. Only recently have the nightly ravings from the hillside subsided. And the brothers do seem restless and are easy to anger. People in town tread carefully around them and it seems to be just a matter of time until ...

Availability: *Unique*

Name: GRIM BROTHER #1				
Movement:	8"/6"/4"/2"	Morale:	6	
Defense:	11 Shield: +1	Armor Type:	-3	
Endurance:	22 Maneuver: 8	Resistance:	9	
Weapon:	Attack:	Damage:	Range:	
2 Handed Scimitar	4D6-1	High+4	-	
Note:	Race:	Base:	TPC:	
	Human	Medium	311	

Name: GRIM BROTHER #2				
Movement:	9"/7"/4.5"/2.5"	Morale:	6	
Defense:	10 Shield: 0	Armor Type:	-2	
Endurance:	22 Maneuver: 8	Resistance:	9	
Weapon:	Attack:	Damage:	Range:	
Composite Bow	D6+D10+2	Lowx2+3	-2/16"	
Dagger	2D6+2	Lowx2-1	-	
Note:	Race:	Base:	TPC:	
	Human	Medium	311	

Name: GRIM BROTHER #3				
Movement:	9"/7"/4.5"/2.5"	Morale:	6	
Defense:	10 Shield: 0	Armor Type:	-2	
Endurance:	23 Maneuver: 8	Resistance:	9	
Weapon:	Attack:	Damage:	Range:	
Armored Fist	2D6+3	Low-1	-	
MA Strikes	3D6+6	High	-	
Sling	D6+D10	Lowx2	-2/11"	
Note:	Race:	Base:	TPC:	
	Human	Medium	311	

85 ELITE FIGHTER

Initial Hire: 320 Gold / Upkeep Fee: 160 Gold

He is battle hardened, top of the line. You need some good arguments to convince him to pick up the sword for you.

Availability: *Unlimited*

Name: ELITE FIGHTER				
Movement:	8"/6"/4"/2"	Morale:	4	
Defense:	12 Shield: +6	Armor Type:	-2	
Endurance:	50 Maneuver: 4	Resistance:	9	
Weapon:	Attack:	Damage:	Range:	
Long Sword	3D6+5	High+9	-	
Polearm	D6+D10+2	High+Lo+3	1"	
Note:	Race:	Base:	TPC:	
Fighter Hero	Human	Medium	750	
1-Handed:	■ ■ ■ ■ ■ ■ ■ ■ ■ ■			
Polearms:	■ ■ ■ ■ ■ ■ ■ ■ ■ ■			
Blocking:	■ ■ ■ ■ ■ ■ ■ ■ ■ ■			
Fighter:	■ ■ ■ ■ ■ ■ ■ ■ ■ ■			



90 ELITE LAY HEALER

Initial Hire: 320 Gold / Upkeep Fee: 160 Gold

The hut looks not very promising. Was it yet another scam? As you enter the lowly lit room, you feel herbs brushing through your hair. Fresh bandages on a pile and bloodied rags on the floor are a dead give away. You have found the healer!

Availability: *Unlimited*

Name: ELITE LAY HEALER				
Movement:	7"/5.5"/3.5"/2"	Morale:	6	
Defense:	14	Shield:	0	Armor Type:
Endurance:	30	Maneuver:	8	Resistance:
Weapon:		Attack:		Damage:
Mace		2D6+5	High+8	-
Spell User: PP: 26 Elem. Bonus:				
Level 1 (3)	Me	Light, Calm, Healing I		
Level 2 (3)	Me	Healing II, Repair Fracture, Boil Water		
Level 3 (3)	Me	True Healing, Ms. Muscle Repair, Wh. Winds		
Level 4 (2)	Me	Hand of Fire, Mass Repair Fracture		
Note:		Race:	Base:	TPC:
Lay Healer Hero		Dwarf	Medium	750
1-Handed:	[Blue Grid]			
Staffs:	[Empty Grid]			
MA Strikes:	[Empty Grid]			
Lay Healer:	[Blue Grid]			

92 ELITE ILLUSIONIST

Initial Hire: 320 Gold / Upkeep Fee: 160 Gold

Exquisite interior decoration! The expensive tapestries are pleasing to the eye and the wine is indeed one of your favorites!

Availability: *Unlimited*

Name: ELITE ILLUSIONIST				
Movement:	8"/6"/4"/2"	Morale:	9	
Defense:	11	Shield:	0	Armor Type:
Endurance:	22	Maneuver:	7	Resistance:
Weapon:		Attack:		Damage:
Dagger		2D6+4	Lowx2+6	-
Spell User: PP: 24 Elem. Bonus:+4				
Level 1 (3)	Es	Confusion, Light, Deflection		
Level 2 (3)	Es	Elem. Bolt, Illusionary Terrain, Invisibility		
Level 3 (2)	Es	Mass Leaving, Phantasm		
Level 4 (1)	Es	Mass Haste		
Note:		Race:	Base:	TPC:
Illusionist Hero		Elf	Medium	750
1-Handed:	[Blue Grid]			
Staffs:	[Empty Grid]			
Molding:	[Blue Grid]			
Illusionist:	[Blue Grid]			

91 ELITE ASSASSIN

Initial Hire: 320 Gold / Upkeep Fee: 160 Gold

She knows your face! Now she knows your face! Did she before you arranged the meeting? You feel very uncomfortable.

Availability: *Unlimited*

Name: ELITE ASSASSIN				
Movement:	12"/9"/6"/3"	Morale:	5	
Defense:	13	Shield:	0	Armor Type:
Endurance:	34	Maneuver:	6	Resistance:
Weapon:		Attack:		Damage:
Dagger		2D6+5	Lowx2+6	-
Dagger		2D6+5	Lowx2+6	-
Throwing Daggers		2D6+8	Lowx2+3	-2/9"
Note:		Race:	Base:	TPC:
Assassin Hero		Human	Medium	750
1-Handed:	[Blue Grid]			
Thrown:	[Blue Grid]			
Stealth:	[Blue Grid]			
Assassin:	[Blue Grid]			

93 ELITE MAGICIAN

Initial Hire: 320 Gold / Upkeep Fee: 160 Gold

The bag of gold simply vanishes as soon as you place it in the middle of the table. The robed figure on the other side does not move nor blink, but you get the feeling that a deal was just made.

Availability: *Unlimited*

Name: ELITE MAGICIAN				
Movement:	7"/5.5"/3.5"/2"	Morale:	7	
Defense:	10	Shield:	+1	Armor Type:
Endurance:	21	Maneuver:	8	Resistance:
Weapon:		Attack:		Damage:
Quarterstaff		2D6+2	Lowx2+8	-
Spell User: PP: 21 Elem. Bonus:+7				
Level 1 (3)	Es	Elem. Bolt I, Cancel Magic, Enhancements		
Level 2 (3)	Es	Elem. Ball I, Mass Enchanted Armor, Hold		
Level 3 (2)	Es	Fire Wall True, Mass Portal		
Level 4 (1)	Es	Elemental Bolt IV		
Note:		Race:	Base:	TPC:
Magician Hero		Elf	Medium	750
1-Handed:	[Empty Grid]			
Staffs:	[Blue Grid]			
Elem. Laws:	[Blue Grid]			
Magician:	[Blue Grid]			



98 ELITE WARRIOR MONK
Initial Hire: 320 Gold / Upkeep Fee: 160 Gold

You find the Warrior Monk in meditation within what looks like temple ruins in the middle of the forest. The monk looks at you. You look back. You are about to leave when he gets up...

Availability: *Unlimited*

Name: ELITE WARRIOR MONK			
Movement:	12"/9"/6"/3"	Morale:	3
Defense:	14	Shield: +4*	Armor Type: 0
Endurance:	58	Maneuver: 4	Resistance: 6
Weapon:	Attack:	Damage:	Range:
MA Sweeps & Thrs 3	3D6	Low+8	-
MA Strikes 3	3D6+8	High+6	-
Quarterstaff	2D6+6	Lowx2+4	-
Note:	Race:	Base:	TPC:
Warrior Monk Hero	Human	Medium	749
MA S&T:	[Blue grid]		
MA Strikes:	[Blue grid]		
Staffs:	[Blue grid]		
Warrior Monk:	[Blue grid]		

**Quarterstaff used to deflect attacks*

99 ELITE ROGUE
Initial Hire: 390 Gold / Upkeep Fee: 300 Gold

It's a pity that despite amazing success along the professional line of work, some fundamental character flaws have never been ironed out. You fail to negotiate past an unbearable ego.

Availability: *Unlimited*

Name: ELITE ROGUE			
Movement:	10"/7.5"/5"/2.5"	Morale:	8
Defense:	12	Shield: +4	Armor Type: -2
Endurance:	39	Maneuver: 5	Resistance: 6
Weapon:	Attack:	Damage:	Range:
Short Sword	3D6+4	High+6	-
Long Bow	D6+D10+4	Lowx2+3	-2/24"
Note:	Race:	Base:	TPC:
Rogue Hero	Human	Medium	750
1-Handed:	[Blue grid]		
Missile:	[Blue grid]		
Blocking:	[Blue grid]		
Rogue:	[Blue grid]		

100 LESSER DRAGON (BROWN)
Initial Hire: 1.000 Gold / Upkeep Fee: 1.000 Gold

Congratulations! Your eyes nearly pop out of their sockets when your party surprises you with their newest addition. A Land Drake crawls up behind the roadside inn, sending the peasants screaming and fleeing in all directions. Usually enraged by continued Mannish encroachment, these creatures often join forces with one another or evil armies to decimate villages and fields! They can be swayed by promises of magical treasure. Something your eager followers might have done in the rush of the moment.

Availability: *Unique*

Name: LESSER DRAGON (BOWN)			
Movement:	14"/10.5"/7"/3.5"	Morale:	4
Defense:	15	Shield: 0	Armor Type: x1/2
Endurance:	270	Maneuver: 4	Resistance: 4
Weapon:	Attack:	Damage:	Range:
Huge Bash (I)	4D6+3	High-1	-
Huge Horn (II) §	3D6+1D+4	High+1	-
Huge Claw (III) §	4D6+3	High	-
Huge Bite (IV) §	2D6+D10+4	Lowx2+2	-
Note:	Race:	Base:	TPC:
Having the Lesser Drake with you will make your party being judged as "evil". Trade only at rip-off prices. The Dragon demands (and gets) all treasure tokens but one.	Dragon	Huge	2612

§ The number of allowable attacks against human-sized foes is determined by the number of potential targets (see O-7.9)



C-5.0

ITEMS & SUPPLIES

In between campaign games, players can buy, create and sell items with the equipment tables in this chapter. While the tables can be used to create or determine the price for a magic item, these special items can only be sold, not bought. Acquire Storm-Treasure tokens or win scenarios to build your collection.

Note: *In advanced campaigns, players may find it interesting to create a special inventory for a rare merchant.*

The items & supplies tables are used in the following way:

- **Treasure Size:** When redeeming tokens, looting treasure troves or after the passing of a Bladestorm in general, roll on the *Number of Items Found Chart* below to determine the treasure's size.
 - **Nature of Item:** After ascertaining the number of items found, roll for each one on the *Item Chart* (see C-5.1) to determine their nature.
- Sub-Charts:** Certain items require further rolling on the *Sub-Charts* for money (see C-5.2), armor (see C-5.3), shields (see C-5.4), weapons (see C-5.5) and magic (see C-5.6 through C-5.9).

NUMBER OF ITEMS FOUND CHART

D100 Roll	Number of Items
01-10	Nothing Found
11-40	One Item
41-60	Two Items
61-75	Three Items
76-85	Four Items
86-90	Five Items
91-93	Six Items
94-95	Seven Items
96-97	Eight Items
98	Nine Items
99	Ten Items
100	Magic Item or Reroll Twice

C-5.1 ITEM CHART

ITEM CHART

D100 Roll	Item	Gold
01	Amulet	30
02	D10 Arrows (bulk price)	3
03-12	Armor (see Armor Sub-Chart)	-
13-16	Banner	15
17	Tiara	36
18	Belt	6
19	Belt Buckle	9
20-21	Boots	9
22	Bracelet	12
23	Bracers	21
24	Brooch	12
25	Circlet	24
26-27	Cloak	18
28-30	Flask (see Magic Sub-Chart — one use Magic Item)	3
31	Dead Animal	0
32-33	Bones	0
34	Dress Sword (-10)	3
35-36	Flag	15
37	Purse (see Money Sub-Chart)	-
38	D10 Gold Teeth (1 Gold/Tooth)	3
39-40	Gloves	9
41	Hat	3
42-43	Helm	30
44	Headdress	21
45-46	Locket	36
47-48	D10 Gems (30 Gold/Gem)	30
49-50	Necklace	45
51	Pendent	45
52	Candle	3
53-54	Staff (see Quarterstaff)	35
55	Pipe	6
56-57	Ring	30
58	Rod	15
59	Rope (+2 Climbing Maneuver)	6
60	Lantern (Cancel Darkness within 2")	6
61-62	Scroll (see Magic Sub-Chart — one use Magic Item)	-
63-72	Shield (see Shield Sub-Chart)	-
73	Drinking Horn	9
74	Holy Symbol	60
75-84	Weapon (see Weapon Sub Chart)	-
85-100	Magic Item (Reroll, then see Magic Sub-Chart)	-

Note: Price of magic effect is added to individual item value.

C-5.2 MONEY SUB-CHART

<i>MONEY SUB-CHART</i>	
D100 Roll	Item
01-10	Nothing of Value
11-20	1 Gold
21-29	1D6 Gold
30-38	1D10 Gold
39-46	2D6 Gold
47-54	2D10 Gold
55-61	3D6 Gold
62-68	3D10 Gold
69-74	4D6 Gold
75-80	4D10 Gold
81-85	5D6 Gold
86-90	5D10 Gold
91-92	6D10 Gold
93-94	7D10 Gold
95-96	8D10 Gold
97-98	9D10 Gold
99	10D10 Gold
100	Reroll, then multiply with 1D10

C-5.3 ARMOR SUB-CHART

<i>ARMOR SUB-CHART</i>			
D100 Roll	Item	Rating	Gold
01-25	Soft Leather	-1	7
26-50	Rigid Leather	-2	14
51-70	Chain	-3	21
71-75	Dragonskin	-4	28
76-95	Plate	x1/2	35
96-100	Magic Item (Reroll, then see Magic Sub-Chart)	-	

C-5.4 SHIELD SUB-CHART

<i>SHIELD SUB-CHART</i>			
D100 Roll	Item	Rating	Gold
01-20	Very Small	+1	5
21-50	Small	+2	10
51-70	Medium	+3	15
71-90	Full	+4	20
91-95	Wall	+5	25
96-100	Magic Item (Reroll, then see Magic Sub-Chart)	-	

C-5.5 WEAPON SUB-CHART

<i>WEAPON SUB-CHART</i>		
D100 Roll	Item	Gold
01	Armored Fist	5
02-04	Battleaxe	60
05	Blade Fingers	15
06	Bola	35
07-09	Broadsword	45
10-11	Club	20
12-14	Comp. Bow	35
15-19	Dagger	20
20	Dart Thrower	35
21-23	Falchion	50
24-26	Flail	60
27-29	Handaxe	40
30-31	Heavy Crossbow	40
32-34	Javelin	25
35-37	Long Bow	40
38-40	Long Sword	40
41-42	Light Crossbow	30
43-47	Mace	30
48	Main Gauche	30
49-50	Morning Star	55
51	Mounted Lance	60
52-54	Polearm	50
55-58	Quarterstaff	35
59-61	Rapier	40
62-65	Scimitar	45
66-69	Short Bow	20
70-73	Short Sword	40
74-75	Sling	30
76-79	Spear	35
80	Spiked Club	25
81	Spiked Elbow/Knee	20
82	Spiked Mace	60
83-84	Throwing Axes	40
85-86	Throwing Daggers	25
87-88	Thrown Hammer	45
89	Trident	50
90	Two Handed Scimitar	70
91-93	Two Handed Sword	70
94-95	War Mattock	45
96-98	Warhammer	40
99	Whip	25
96-100	Magic Item (Reroll, then see Magic Sub-Chart)	-



C-5.6 MAGIC ITEM SUB-CHART

<i>MAGIC ITEM SUB-CHART</i>		
D100 Roll	Effect	Gold
01-05	-1 Armor	40
06-09	+1 Defense	100
10-13	+2 Endurance	60
14-16	+1 Melee Attack and Damage	120
17-19	+1 Missile Attack and Damage	120
20-22	+1 Shield Bonus	50
23-25	-1 Maneuver	80
26-27	-1 Morale	80
28-29	+1" [+2.5cm] Movement Rate	70
30-31	+3" [+8cm] Range	100
32-33	-1 Resistance	80
34-35	-2 Armor	80
36-37	+2 Defense	200
38-39	+4 Endurance	120
40-41	-2 Maneuver	160
42-43	+2 Melee Attack and Damage	240
44-45	+2 Missile Attack and Damage	240
46-47	-2 Morale	160
48-49	+2" [+5cm] Movement Rate	140
50-51	+6" [+15cm] Range	140
52-53	-2 Resistance	160
54-55	+2 Shield Bonus	100
56-57	-3 Armor	120
58-59	+3 Defense	300
60-61	+6 Endurance	180
62-63	+3 Melee Attack and Damage	360
64-65	+3 Missile Attack and Damage	360
66-67	+3" [8cm] Movement Rate	210
68-69	+9" [23cm] Range	210
70-71	+3 Shield Bonus	150
72-73	-3 Resistance	240
74	-3 Maneuver	240
75	-3 Morale	240
76	-4 Armor	160
77	+4 Defense	400
78	+8 Endurance	240
79	-4 Maneuver	320
80	+4 Melee Attack and Damage	480
81	+4 Missile Attack and Damage	480
82	-4 Morale	320
83	+4" [10cm] Movement Rate	280
84	+12" [+30cm] Range	280
85	-4 Resistance	320
86	+4 Shield Bonus	200

<i>MAGIC ITEM SUB-CHART (contd.)</i>		
D100 Roll	Effect	Gold
87	-5 Armor	200
88	+5 Defense	500
89	+10 Endurance	300
90	+5 Melee Attack and Damage	600
91	+5 Missile Attack and Damage	600
92	+5" [+13cm] Movement Rate	350
93	+15" [+38cm] Range	350
94	+5 Shield Bonus	250
95	-5 Maneuver	400
96-110	Reroll Twice	-
111-120	-5 Morale	400
121-130	-5 Resistance	400
131-140	-6 Armor	240
141-150	+6 Shield Bonus	300
151-155	+6 Defense	600
156-160	+6 Melee Attack and Damage	720
161-165	+6 Missile Attack and Damage	720
166-170	+8" [+20cm] Movement Rate	420
171-175	+12 Endurance	360
176-180	+20" [+51cm] Range	420
181-185	+15 Endurance	420
186-190	+15" [+38cm] Movement Rate	490
191-200	Reroll Thrice	-
201-210	Reroll Four Times	-
211-220	Reroll Five Times	-
221-250	Imbedded Channeling Spell *	400
251-280	Imbedded Essence Spell †	400
281-310	Imbedded Mentalism Spell §	400
311 & up	Slaying Weapon	600

* — See Channeling Spell Sub-Chart C-5.7
† — See Essence Spell Sub-Chart C-5.8
§ — See Mentalism Spell Sub-Chart C-5.9

C-5.7 CHANNELING SUB-CHART

CHANNELING SUB-CHART		
D100 Roll	Effect	Gold
01-05	Airwall (C1)	100
06-09	Bless (C1)	100
10-13	Breeze Call (C1)	100
14-16	Stun Relief (C1)	100
17-19	Quiet (C1)	100
20-22	Healing I (C1)	100
23-25	Light (C1)	100
26-27	Aura (C1)	100
28-29	Cancel Magic (C1)	100
30-31	Resist Elements (C1)	100
32-33	Unpoison (C1)	100
34-35	Repel Undead (C1)	100
36-37	Befriending (C1)	100
38-39	Calm (C1)	100
40-41	Waterwalking (C1)	100
42-43	Grey Vision (C1 Evil)	150
44-45	Hearing Loss (C1 Evil)	150
46-47	Cramp (C1 Evil)	150
48-49	Bleeding I (C1 Evil)	150
50-51	Wounding I (C1 Evil)	150
52-53	Stone Wall (C2)	200
54-55	Mass Bless (C2)	200
56-57	Shield (C2)	200
58-59	Undisease (C2)	200
60-61	Golden Slumbers (C2)	200
62-63	Healing II (C2)	200
64-65	Speed Growth (C2)	200
66-67	Nightvision (C2)	200
68-69	Repel Demon (C2)	200
70-71	Sudden Light (C2)	200
72-73	Inspirations (C2)	200
74	Underwater Breathing (C2)	200
75	Hemophilia (C2 Evil)	250
76	Asthma (C2 Evil)	250
77	Beauty of Arraer (C2 Evil)	250
78	Excommunication (C2 Evil)	250
79	Shadow (C3)	300
80	Fog Call (C3)	300
81	Shock Bolt (C3)	300
82	Mass Unpoison (C3)	300
83	Uncurse (C3)	300
84	Lifegiving I (C3)	300
85	Animal Revival (C3)	300
86	Holy Shout (C3)	300

CHANNELING SUB-CHART (contd.)		
D100 Roll	Effect	Gold
87	Mass Healing I (C3)	300
88	Mass Repel Undead (C3)	300
89	Plant Animation (C3)	300
90	Mass Calm (C3)	300
91	Wounding II (C3 Evil)	350
92	Bleeding II (C3 Evil)	350
93	Ugliness of Orn (C3 Evil)	350
94	Resistance True (C4)	400
95	Mass Cancel Magic (C4)	400
96-110	Reroll Twice	-
111-120	Mass Healing II (C4)	400
121-130	Mass Undisease (C4)	400
131-140	Lifegiving II (C4)	400
141-150	Wall of Force (C4)	400
151-155	Banish Demon True (C4)	400
156-160	Friendslayer (C4 Evil)	450
161-165	Rabies (C4 Evil)	450
166-170	Drain Soul True (C4 Evil)	450
171-175	Ritual of Black Eternity (C4 Evil)	450
176-180	Lightning Call (C5)	500
181-185	Holy Martyr (C5)	500
186-190	Storm Call (C5)	500
191-200	Reroll Thrice	-
201-210	Roll Four Times	-
211-220	Roll Five Times	-
221-240	Animal Form True (C5)	500
241-260	Lifegiving True (C5)	500
261-280	Bleeding True (C5 Evil)	550
281-300	Wounding True (C5 Evil)	550
301-320	Create Undead True (C5 Evil)	550
321 & up	Lifegiving True (C5)	500

Note: All spells include the Power Points required to cast and are invoked at basic level. For example:

- *Healing I* will heal 5 hits
- *Bless* will give a bonus of +1
- area effect spells will consume the smallest given area
- repel/banishment spells will affect the maximum allowed number of undead/demons regardless of their Class.



C-5.8 ESSENCE SUB-CHART

<i>ESSENCE SUB-CHART</i>		
D100 Roll	Effect	Gold
01-05	Enchanted Armor (E1)	100
06-09	Cancel Magic (E1)	100
10-13	Confusion (E1)	100
14-16	Run (E1)	100
17-19	Cracks Call (E1)	100
20-22	Elemental Bolt I (E1)	100
23-25	Enhancements (E1)	100
26-27	Deflection (E1)	100
28-29	Wall of Fire (E1)	100
30-31	Landing (E1)	100
32-33	Leaving (E1)	100
34-35	Light (E1)	100
36-37	Nightvision (E1)	100
38-39	Resist Elements (E1)	100
40-41	Portal (E1)	100
42-43	Sprain Limb (E1 Evil)	150
44-45	Binding (E1 Evil)	150
46-47	Pain (E1 Evil)	150
48-49	Cloud of Darkness (E1 Evil)	150
50-51	Bladeturn (E2)	200
52-53	Elemental Ball I (E2)	200
54-55	Elemental Bolt II (E2)	200
56-57	Mass Cracks Call (E2)	200
58-59	Fly (E2)	200
60-61	Haste (E2)	200
62-63	Shield (E2)	200
64-65	Hold (E2)	200
66-67	Illusionary Terrain (E2)	200
68-69	Invisibility (E2)	200
70-71	Long Door (E2)	200
72-73	Mass Enchanted Armor (E2)	200
74	Waterlungs (E2)	200
75	Lock Joint (E2 Evil)	250
76	Shatter (E2 Evil)	250
77	Impair (E2 Evil)	250
78	Earth to Dust (E2 Evil)	250
79	Elemental Ball II (E3)	300
80	Elemental Bolt III (E3)	300
81	Fire Wall True (E3)	300
82	Mass Cancel Magic (E3)	300
83	Phantasm (E3)	300
84	Mass Confusion (E3)	300
85	Mass Deflections (E3)	300
86	Mass Portal (E3)	300

<i>ESSENCE SUB-CHART (contd.)</i>		
D100 Roll	Effect	Gold
87	Mass Enhancements (E3)	300
88	Mass Leaving (E3)	300
89	Sphere of Elemental Resistance (E3)	300
90	Mass Run (E3)	300
91	Break Limb (E3 Evil)	350
92	Spasm (E3 Evil)	350
93	Mass Nightvision (E3 Evil)	350
94	Elemental Ball III (E4)	400
95	Elemental Bolt I Triad (E4)	400
96-110	Reroll Twice	-
111-120	Elemental Bolt IV (E4)	400
121-130	Mass Bladeturn (E4)	400
131-140	Mass Waterlungs (E4)	400
141-150	Mass Haste (E4)	400
151-155	Mass Hold (E4)	400
156-160	Mass Resist Elements (E4)	450
161-165	Mass Impair (E4 Evil)	450
166-170	Agony (E4 Evil)	450
171-175	Mass Pain (E4 Evil)	450
176-180	Elemental Ball IV (E5)	500
181-185	Elemental Bolt II Triad (E5)	500
186-190	Elemental Bolt V (E5)	500
191-200	Reroll Thrice	-
201-210	Roll Four Times	-
211-220	Roll Five Times	-
221-240	Mass Invisibility (E5)	500
241-260	Mass Long Door (E5)	500
261-280	Mass Break Limbs (E5 Evil)	550
281-300	Mass Agony (E5 Evil)	550
301-320	Disintegration (E5 Evil)	550
321 & up	Elemental Bolt V (E5)	500

Note: All spells include the Power Points required to cast and are invoked at basic level. For example:

- *Cancel Magic* will cancel any one spell
- *Enhancements* will give a bonus of +1
- area effect spells will consume the smallest given area



C-5.9 MENTALISM SUB-CHART

<i>MENTALISM SUB-CHART</i>		
D100 Roll	Effect	Gold
01-05	Bladeturn (M1)	100
06-09	Self Aura (M1)	100
10-13	Light (M1)	100
14-16	Blurr (M1)	100
17-19	Fear (M1)	100
20-22	Cancel Magic (M1)	100
23-25	Healing I (M1)	100
26-27	Hatred (M1)	100
28-29	Cracks Call (M1)	100
30-31	Stun Relief (M1)	100
32-33	Unpoison (M1)	100
34-35	Calm (M1)	100
36-37	Muscle Repair (M1)	100
38-39	Confusion (M1)	100
40-41	Haste (M1)	100
42-43	Forget (M1 Evil)	150
44-45	Mind Invasion (M1 Evil)	150
46-47	Transferral (M1 Evil)	150
48-49	Light Eruption (M2)	200
50-51	Shock Bolt (M2)	200
52-53	Passing (M2)	200
54-55	Deflection (M2)	200
56-57	Hurling I (M2)	200
58-59	Healing II (M2)	200
60-61	Fumble (M2)	200
62-63	Leaving (M2)	200
64-65	Sidevision (M2)	200
66-67	Spin (M2)	200
68-69	Boil Water (M2)	200
70-71	Repair Fracture (M2)	200
72-73	Phantasm (M2)	200
74	Assault (M2 Evil)	250
75	Mind Blank (M2 Evil)	250
76	Neurosis (M2 Evil)	250
77	Paranoia (M2 Evil)	250
78	Phantom (M2 Evil)	250
79	Waterform (M3)	300
80	Spell Deflection (M3)	300
81	Bowbreak (M3)	300
82	Bladebreak (M3)	300
83	True Healing (M3)	300
84	Mass Muscle Repair (M3)	300
85	Mass Fear (M3)	300
86	Fly (M3)	300

<i>MENTALISM SUB-CHART (contd.)</i>		
D100 Roll	Effect	Gold
87	Mass Confusion (M3)	300
88	Freeze Water (M3)	300
89	Whirling Winds (M3)	300
90	Distraction (M3)	300
91	Mind Death (M3 Evil)	350
92	Mind Slave (M3 Evil)	350
93	Hand of Fire (M4)	400
94	Hurling II (M4)	400
95	Mistform (M4)	400
96-110	Reroll Twice	-
111-120	Mass Repair Fracture (M4)	400
121-130	Long Door (M4)	400
131-140	Deflection True (M4)	400
141-150	Solid Door (M4)	400
151-155	Venom's Cloud (M4)	400
156-160	Homicide (M4 Evil)	450
161-165	Catatonia True (M4 Evil)	450
166-170	Banishment (M4 Evil)	450
171-175	Mind Erosion True (M4 Evil)	450
176-180	Regeneration True (M5)	500
181-185	Mind Break (M5)	500
186-190	Mind's Door (M5)	500
191-200	Reroll Thrice	-
201-210	Roll Four Times	-
211-220	Roll Five Times	-
221-240	Mind Master (M5)	500
241-260	Mass Distraction (M5)	500
261-280	Suicide (M5 Evil)	550
281-300	Mind Death True (M5 Evil)	550
301-320	Psychosis (M5 Evil)	550
321 & up	Mind Master (M5)	500

Note: All spells include the Power Points required to cast and are invoked at basic level. For example:

- *Healing I* will heal 5 hits
- *Cancel Magic* will cancel any one spell
- area effect spells will consume the smallest given area



A - APPENDIX

A-1.0

CREATING FORCES



One of the major strengths of the *Bladestorm* tabletop game is its ability to create stats for almost every role playing character, miniature or monster imaginable. This section provides all necessary tables and gives guidelines along the way to make creating your own forces as easy as possible. If you like, you can also employ the *Bladestorm Calculator*, a free form based tool, that will allow you to setup forces conveniently with your computer. The tables in this chapter as well as the calculator were used extensively in the creation of this product.

The screen shot below shows the combatant calculator which is used to create regular combatants as well as heroes and monsters. Stats and values are organized top to bottom on the left. A preview of the final game card is given on the right. Changing values will immediately affect the preview. Once finished, values can be copied onto a game card or printed out. Use of the calculator is optional as all necessary tables are provided in the following chapters.

Note: *The Bladestorm Calculator can be downloaded free of charge through www.rpgnow.com. Use it to create and organize your forces and transfer the given values to one of the provided game cards found online and in the Appendix chapter A-5.0 of this Rulesbook.*

Combatant Calculator

Let's start with size and background...

	Selection	Point Cost	50
Size	Medium		50
Face	Human		0
Profession	None		0
Skills		0	0

Determine stats...

	Selection	Point Cost	0
Movement	5		0
Morale	10		0
Defense	7		0
Shield Bonus	+0		0
Armor	+0		0
Endurance	5		0
Maneuver	10		0
Resistance	10		0

Hand out some weapons...

	Selection	Point Cost	0
1st Weapon	None		0
2nd Weapon	None		0
3rd Weapon	None		0
4th Weapon	None		0
5th Weapon	None		0
6th Weapon	None		0

Boost fighting skills...

	Selection	Point Cost	0
Melee Attack Bonus	normal		0
Melee Extra L&Es	none		0
Melee Extra L&Es	none		0
Melee Damage Multiplier	normal		0
Melee Damage Bonus	normal		0
Missile Attack Bonus	normal		0
Missile Extra L&Es	none		0
Missile Damage Multiplier	normal		0
Missile Damage Bonus	normal		0
Range Increment	normal		0

Create a leader...

	Selection	Point Cost	0
--	-----------	------------	---

Combatant Card

Name: _____

Movement: 5"4"12.5"1.5" **Morale:** 10

Defense: 7 **Shield Bonus:** +0 **Armor:** 0

Endurance: 5 **Maneuver:** 10 **Resistant:** 10

Weapon: **Attack:** **Damage:** **Range:**

None
None
None
None

CREATOR

Leader: **No**

Morale +0 Melee +0

Missile +0 Defense +0

Maneuver +0 Influence Range 0"

Spells/Music PP: 0 **Elem. Bonus:** +0 **No**

Enter Realm and Spells/War Sounds
Enter Realm and Spells/War Sounds
Enter Realm and Spells/War Sounds
Enter Realm and Spells
Enter Realm and Spells

Note: **Race:** Human **Base:** Medium **TPC:** 50

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A-1.1 DESIGN PRINCIPLES

Designing forces as well as scenarios follows some basic rules that mainly revolve around the order in which preparations are made and the specifics which are represented in the game. Adhering to the **SMART**-criteria principles will inevitably get your game where you want it to be. Use these principles as an overall guideline:

S = SPECIFIC

Be clear about what kind of character or situation you wish to capture. Game masters will find it more easy since they most likely have a scrap book of NPCs and encounter ideas already lined up. Any material can be used to forge combatants and scenarios, be it from your imagination, movies, computer games, tv-series, books or comics.

M = MEASURABLE

A scenario objective should be formulated in a way that is easily observed by all players. Try to give hard goals which can be measured by numbers, e.g. "5 farmers need to survive the Troll attack" or "the player who leaves the playing surface with 3 Storm-Treasure tokens wins the game". Likewise, use **Total Point Costs** for all combatants and encounters. This makes your game measurable and can also be used to set challenges.

A = ATTRACTIVE

Set a goal that players will love to achieve! Running the numbers is one thing, but being the one to take this rare and sought after magic item back home is even better. Try to formulate goals that allow players to build on, e.g. "Securing the witches hut has gained you an alchemists laboratory which will produce one health potion in between games".

R = REALISTIC

This point applies to both scenario and combatant creation. Challenges are great if you can best them, but setting the goals too high can lead to utter frustration. Goals should remain within reach (achievable, survivable) unless all players agree to see how long they survive a deadly stampede. Total Point Costs are your primary tool to build realistic encounters. When it comes to creating forces, try to avoid maxed-out stats. The game can be used to create incredibly strong forces. However, these are usually boss enemies or temporary allies not under the party's control. Aside from that, it's always nice to have room for improvement.

T = TIMELY

It's a game night, not a game weekend! When planning your encounters, try to recognize the following three factors in order to complete your gaming session comfortably in the available time. First and foremost important: The player's experience level with *Bladestorm* rules. The better everybody's command of the rules is, the faster your games will run. This is especially important when introducing the game to new players. Another factor is the number of optional rules you wish to employ. While they are fun, they will inevitably increase game time. Use only the ones which you can easily fit into the game without too much effort. Last but not least, **Total Point Cost**. Going at it with a healthy 25.000 points and approximately 60 miniatures will lead to a grand battle that will very likely last longer than one evening and a pack of pretzels.

A-1.2 TOTAL POINT COST

When creating forces for your *Bladestorm* games, balancing is the key ingredient for a great gaming experience. Balance is achieved through a point based system that covers all stats of a combatant, hero, unit, vehicle or other entity. The sum of all stats gives the **Total Point Cost (TPC)** which you can find in the lower right corner of a game card.

e:		Missile:		Morale:	
Def.	Att.	Def.	Mod.		
+0	+1	+0	+1		
+2	+0	-1	+2		
<i>IA is used only for reforming</i>					
-1	-2	-2	+1		
ce:		Base:		TPC:	
Goblin		Medium		1700	
<small>and Iron Crown Enterprises are trademarks used with permission. All rights reserved.</small>					

TPC is your first point of reference to gauge encounters and the overall strength. However, it is still of relative nature as it is a combination of multiple factors. Depending on the individual stat configuration, it is very likely to create an entity that will stand out. While *Bladestorm Second Edition* uses the majority of stat values from First Edition, a few values have been adjusted based on continued play testing to offer better playability and overall gaming experience.

Note: If you find that a certain aspect of the stat values needs correction or is vastly under or over rated in your opinion, please visit us online at www.facebook.com/Bladestormtabletop or www.bladestorm.mx/forum.

The following tables present the formulae for calculating the **Total Point Cost (TPC)** for a combatant/hero, a unit and a vehicle. Sections A-1.3 through A-1.7 will discuss the specific Point Cost elements that are used to calculate the TPC: Base Costs, Race Costs, Profession and Skill Costs, Weapon Costs, Stat Change Costs, Special Stat Costs and the Unit Costs. Go through the relevant sections for your miniature and note Point Costs and stat modifications. When ready, enter the final values into a game card.

Regular combatants, heroes, leaders, spell users, standard bearers and musicians are created by adding information for the following components.

COMBATANT/HERO TPC COMPONENTS		
Component	Description	Type
Base	Determines the global stat range	Required
Race	Receive global bonuses or penalties	Required
Profession	Receive global bonuses or penalties	Optional
Skills	Select a number of special skills	Optional
Weapons	Equip melee or ranged weapons	Required
Basic Stats	Stats that represent the character	Required
Special Stats	Leaders. Spell Users & Musicians	Optional
Base Costs + Race Costs + (Profession) + (Skills) + Weapons + Basic Stats + (Special Stats) = Combatant's Total Point Cost		

Units are calculated by adding up the number of combatants and the cost for available formations.

UNIT TPC COMPONENTS		
Component	Description	Type
Combatants	Number of combatants (see above)	Required
Formations	Number and skill of formations	Optional
1 Combatant's TPC x Number of Combatants + Formations = Unit's Total Point Cost		

Vehicles are created very similar to the way combatants are created. Only basic stats are available minus the *Movement Rate*. The race and weapon cost components are exchanged with material and vehicle specific weapons.

VEHICLE TPC COMPONENTS		
Component	Description	Type
Base	Determines the global stat range	Required
Material	Receive global bonuses or penalties	Required
Weapons	Equip melee or ranged weapons	Optional
Basic Stats	Stats that represent the vehicle	Required
Base Costs + Material Costs + Weapons + Basic Stats = Vehicle's Total Point Cost		

A-1.3 BASE COSTS

A combatant's Base Cost is determined by its size. Races suggest a certain base size for their combatants, e.g. a Troll normally uses a "Large" base. However, members of a race may differ largely depending on environment and age. Start by selecting a base size appropriate for the combatant: "Small", "Medium", "Large" or "Huge". A combatant's size will also determine its available *Base* and *Maximum* stats (see A-1.5). Refer to the Base Cost and Stat Chart and note the Basic Stats for the combatant or vehicle.

BASE COST CHART			
Size	Inches	Metric	Point Cost
Small	5/8" x 5/8"	15mm x 15mm	40
Medium	1" x 1"	25mm x 25mm	50
Large	1.5" x 1.5"	40mm x 40mm	60
Huge	fit to creature size	fit to creature size	75
Cavalry	1" x 2"	25mm x 50mm	60*
*Treat cavalry mounts (e.g. horses, tigers, wolves, etc.) as "Large" for the purpose of <i>Base</i> and <i>Maximum</i> stats.			

A-1.4 RACE COSTS

Certain races possess bonuses or penalties to their stats while humans count as the base line and receive neither bonuses nor penalties (their Race Cost is "0"). Once you have selected the appropriate base size for your combatant and wish to appoint a race other than human, refer to the Combatant Race Cost and Stat Chart and note the modifications to the Basic Stats.

Example: *Dwarves are very resistant to magic and thus receive a -4 bonus to their Resistance stat. The point cost of a dwarf is 7 points higher than that of a human. Aside from the Base Cost, a dwarven combatant also receives several modifications to other Basic Stats.*

A-1.5 PROFESSION/SKILL COSTS

Any "sentient" combatant can be assigned a profession. The point cost for a profession is 50 and just like races, professions add bonuses or penalties to the combatant's stats. If you select a profession for your combatant, note its stat modifications before you continue.

Every profession offers 4 skill trees which consist of 4 active and 4 passive skills. Each skill increase has a point cost of 10, thus a fully developed profession costs 370 points (50 + 32*10).

Note: *The Mercenary Forces in chapter C-4.0 offer a good introduction to heroes and professions in different stages of experience (novice, regular, veteran and elite).*

A-1.6 WEAPON COSTS

Any combatant, creature or vehicle can be equipped with means to attack or defend. The Weapon and Attack Costs Charts provide the Attack stat, Damage stat, Range modification and Weapon Cost for each weapon, animal attack and natural attack. Certain weapons are harder to master in combat than others. This is reflected by a penalty to the Attack stat.

Example: *A Scimitar has an Attack stat of 3D6-3 and a Mace has an Attack stat of 2D6. Thus, the scimitar has a maximum result of 15 versus 12 for the common Mace. The "-3" modifier makes the edged weapon harder to handle for an unskilled fighter even though it has the potential to deal more damage. A fighter must invest in melee training (increase the Fixed Melee Damage stat) in order to be more likely to score a hit and open other possibilities in combat (see O-7.1).*

Vehicles have a variety of mounted or attached weapons to choose from. Their handling is identical to that of normal weapons.

A-1.7 BASIC STATS

Now that the most important characteristics have been determined, it is time to decide how good the combatant is going to be. This is done by buying stat increases for all the Basic Stats. The Stat Change Costs Chart provides the cost per change and the maximum allowed change based upon the size of the combatant. The costs for stat changes are the same for all combatants regardless of size.

Experienced players may want to use the Optional Stat Change-Costs instead of the standard Cost per Change values. These optional costs increase the cost per incremental change as the change increases. In either case, the maximum allowed changes are the same.

Example: *The unmodified resistance stat for a human combatant is 10 which makes him rather easy to manipulate by magic. In order to improve the magic resistance, the stat is lowered to 6. Since each stat change costs 3 points and there are 4 changes to buy, the improvement costs 12 points.*

Note: *All combatants in this product have been created with the normal Stat Change Costs Chart.*

A-1.8 SPECIAL STATS

Special combatants such as Leaders, Spell Users and Musicians have specific costs for their special stats. The Special Stat Costs Chart presents these Point Costs.

Example: *A combatant with the mentalist profession receives 5 Power Points along with the profession. Each additional power points can be bought for 5 points. Thus, bringing the mentalist up to a total of 10 Power Points requires another 5 points adding 25 points to TPC.*

Note: *Even though musicians use songs similar to spells, they do not require Power Points. Instead, they have to wait before they can play the same Song or War Sound again.*

A-1.9 UNIT COSTS

Each unit may use General Order and Battle Order automatically (i.e., zero Point Cost), but the other formations (see O-11.1) have specific Point Costs as shown in the Formation Costs Chart. The base size determines the maximum and minimum number of combatants in unit.

UNIT LIMITS				
	Small	Medium	Large	Huge
Minimum Size	8	6	4	n/a
Maximum Size	40	30	12	n/a

SPELL USER/MUSICIAN STAT COSTS		
Stat	Point Cost	Maximum
Ability to use*		
Level 1 Spells/Songs	10	-
Level 1-2 Spells/Songs	20	-
Level 1-3 Spells/Songs	40	-
Level 1-4 Spells	80	-
Level 1-5 Spells	160	-
Each Spell/Song Learned*		
Level 1	5	5
Level 2	10	5
Level 3	20	5
Level 4	40	5
Level 5	80	5
Each Power Point	5	10 x Highest Level Spell Learned
Elemental Spell Bonus		
Each +1: for +1 to +3	10	+3
Each +1: for +4 to +6	20	+6
Each +1: for +7 to +10	30	+10

* — Musicians only require costs for Levels 1-3 plus the number of Songs or War Sounds learned.

LEADER STAT COSTS					
Modification For Each "Mod" Stat*	INFLUENCE RANGE				
	0"	5"	10"	15"	20"
+1	5	10	20	40	80
+2	15	30	60	120	240
+3	30	60	120	240	480
+4	50	100	200	400	800
+5	75	150	300	600	1200

* — These costs are for each non-zero Leader "Mod" stat: Morale Mod, Melee Mod, Missile Mod, Defense Mod, Maneuver Mod.

FORMATION COSTS			
Formation	Point Cost	Unit Maneuver	PC for -1 to Unit Ma
Battle Order	0	10	10
General Order	0	10	10
Column	50	10	10
Square	100	11	15
Hedgehog*	100	12	20
Line	50	10	10
Shield Wall †	100	11	15
Phalanx*	100	12	20

* — Polearm units only
† — Shields units only

COMBATANT BASE COST AND STAT CHART

BASE COSTS & BASE STATS BASED ON SIZE

	SMALL Base	Max	MEDIUM Base	Max	LARGE Base	Max	HUGE Base	Max
Point Cost	40	--†	50	--†	60	--†	75	--†
Movement Rate	3" [8cm]	9" [24cm]	5" [13cm]	15" [38cm]	7" [18cm]	21" [53cm]	9" [23cm]	27" [68cm]
Defense	9	15	7	15	5	15	3	15
Shield Bonus	0	+4	0	+4	0	+4	0	+4
Armor	0	x1/2	0	x1/2	0	x1/2	0	x1/2
Endurance	3	40	5	85	10	240	15	350
Morale	9	3	10	4	10	4	10	4
Maneuver	9	3	10	4	11	5	12	6
Resistance	10	4	10	4	10	4	10	4
Melee Attack*								
Fixed Bonus	-1	10	normal	10	-2	8	-4	6
Extra D6's	--	--	--	--	--	+2D6	--	+2D6
Extra D10's	--	--	--	--	--	--	--	+1D10
Melee Damage*	-2	normal	normal	+2	+2	+4	+4	+6
Missile Attack*								
Fixed Bonus	normal	10	normal	10	-1	9	-2	8
Extra D6's	--	--	--	--	--	+1D6	--	-2D6
Missile Damage*	-1	+1	normal	+2	+1	+3	+2	+4
Range Mod	-1" [25mm]	+3" [8cm]	normal	+4" [10cm]	+2" [5cm]	+6" [15cm]	+4" [10cm]	+8" [20cm]

* — Based upon weapon used. The cost indicated is in addition to the Weapon Cost (see A-1.6).

† — Maximum Point Cost can be used as an optional tool for competitive games.

COMBATANT RACE COST AND STAT CHART

MODIFICATIONS TO BASE COST & BASE STAT DUE TO RACE

Race	Size †	Point Cost	MR	Melee		Missile		Range Mod	Def.	Arm.	Ma.	Mo.	Rs	En.
				Att.	Dmg.	Att.	Dmg.							
Human	M	+0	0	0	0	0	0	0	0	0	0	0	0	0
Dwarf	M	+7	-1"	+1	0	-1	0	0	0	0	+2	0	-4	+2
Elf	M	+41	+2"	0	0	+2	0	+4"	+1	0	-2	0	+1	0
Hiarzi	M	+25	+4"	-2	0	+1	0	+2"	0	0	-3	0	+1	0
Gark / Kral	M	-5	+1"	0	0	-2	0	0	+1	0	-1	+1	+1	0
Gnome	S	-15	+1"	-1	0	-2	0	0	+1	0	0	+1	+1	0
Goblin	M	-10	0	0	0	-1	0	-2"	0	-1	+1	+1	0	0
Orc / Lugrok	M	+5	0	+1	0	-1	0	-1"	0	-1	+1	0	0	+1
Hue-Eater*	M	+95	+1"	+1	+1	0	0	0	+2	0	-1	-1	-1	+3
Ogre	L	+72	+1"	+4	0	+1	-1	-2"	+3	-1	-1	-1	-1	+1
Troll	L	+204	0	+5	0	+3	0	0	+4	-2	-1	-1	-2	+12
Giant	L	+460	+1"	+7	0	+4	+1	0	+5	-2	-1	-2	-3	+33
Titan**	H	+1299	+5"	+10	0	+5	0	0	+8	-4	-4	-3	-3	+65
Dragon***	H	+1500	0	0	-3	0	0	0	0	0	-3	-2	-2	+80
Undead	M-L	-10	-1"	0	0	+4	0	0	0	0	0	0	0	0
Demon	M-H	+213	0	+3	0	+2	0	+3"	0	-1	0	0	-4	+11

Note — Shield Bonuses are not included because they are based upon equipment.

† — The size determines which base stats these modifications apply to (see Small, Medium, Large, and Huge above)

‡ — Armor bonuses included reflect naturally tough hide or skin; if regular Armor is worn, ignore this bonus.

* — 5 Power Points. ** — 35 Power Points; +5 Elemental Spell Bonus. *** — 20 Power Points; +2 Elemental Spell Bonus

WEAPON COSTS CHART

Weapon/ Attack Type	Damage	Attack	Range Increment †	Weapon Cost
One-Handed Edged Weapons:				
Dagger	Lowx2-1	2D6-2	--	20
Main Gauche (<i>melee only, acts as +1 shield</i>)	Lowx2	2D6-1	--	30
Rapier	Lowx2+1	2D6+4	--	40
Short Sword	High	3D6-1	--	40
Long Sword	High+1	3D6-1	--	40
Handaxe	High+1	3D6-2	--	40
Broadsword	High+2	3D6-2	--	45
Scimitar	High+2	3D6-3	--	45
Falchion	High+2	2D6+D10-4	--	50
One-Handed Concussion Weapons:				
Whip	Low+1	2D6+3	--	25
Club	High	2D6-2	--	20
Spiked Club	High+2	2D6-2	--	25
Mace	High+1	2D6	--	30
Warhammer	High+1	3D6-3	--	40
Morning Star	High+2	2D6+D10-3	--	55
Missile Weapons:				
Throwing Daggers (<i>acts as normal dagger in melee</i>)	Lowx2-1	2D6-2	3	25
Throwing Axes (<i>acts as normal handaxe in melee</i>)	High+1	3D6-2	3	45
Thrown Hammer (<i>acts as normal hammer in melee</i>)	High+3	4D6-4	4	45
Bola	Lowx2	3D6-1	8	35
Short Bow	Lowx2	2D6-3	12	20
Sling	Lowx2	D6+D10-4	9	30
Light Crossbow	Lowx2+1	2D6-2	18	30
Composite Bow	Lowx2+1	D6+D10-4	15	35
Long Bow	Lowx2+2	D6+D10-4	20	40
Heavy Crossbow (<i>fires every other M-M-S Phase</i>)	Lowx2+3	D6+D10-2	18	40
Dart Thrower (<i>artificial beings and traps only</i>)	Lowx2+1	2D6+D10	10	35
Polearms:				
Javelin (<i>must be recovered after throwing</i>)	Lowx2+1	3D6-4	5	25
Spear (<i>must be recovered after throwing</i>)	Lowx2+2	3D6-2	3	35
Trident	High+Low+1	2D6+D10-4	--	50
Polearm (<i>melee attack up to 1" away</i>)	High+Low+1	D6+D10-2	(1)	50
Mounted Lance (<i>melee attack up to 1" away</i>)	Highx3-1	2D6-3	(1)	60
Two-Handed Weapons:				
Quarterstaff	Lowx2+2	2D6+2	--	35
War Mattock	Highx2+1	2D6-1	--	45
Flail	Highx2-1	3D6-2	--	60
Spiked Mace	Highx2-2	2D6+D10-3	--	60
Battleaxe	High+Low+1	2D+D10-4	--	60
Two-Handed Sword	High+Low+2	2D6+D10-3	--	70
Two-Handed Scimitar	High+4	4D6-7	--	70

† — The Range Increment indicates the standard distance for a *Range Mod* of -2. For Example, a Range Increment of 5" indicates a Range Mod of -2 per 5".

WEAPON COSTS CHART (contd.)

Weapon/ Attack Type	Damage	Attack	Range Increment †	Weapon Cost
Miscellaneous Weapons <i>(Not normally available for units)</i>				
Armored Fist	Low-1	2D6-1	--	5
Blade Fingers	Lowx2	3D6-5	--	15
Spiked Elbows / Knees	Lowx2	3D6-2	--	20
Martial Arts: Sweeps & Throws <i>(Not normally available for units)</i>				
Rank 1	Low-2	2D6	--	5
Rank 2	Low-1	2D6	--	10
Rank 3	Low	3D6-5	--	15
Rank 4	Low+1	3D6-5	--	20
Martial Arts: Strikes <i>(Not normally available for units)</i>				
Rank 1	High-1	2D6+4	--	25
Rank 2	High	2D6+4	--	30
Rank 3	High	3D6+2	--	35
Rank 4	High+1	3D6+2	--	40

ANIMAL & NATURAL ATTACK COSTS CHART

Weapon/ Attack Type	Damage	Attack	Range Increment †	Weapon Cost
Stinger				
Small	Low-1	2D6-2	--	5
Medium	Low	2D6-1	--	10
Large	Low+1	3D6-4	--	20
Huge	Med-1	3D6-3	--	25
Grapple-Grasp-Swallow-Envelop				
Small	Low-1	2D6	--	10
Medium	Low	D6+D10-1	--	15
Large	High-2	3D6-2	--	25
Huge	Med	2D6-D10-3	--	35
Ram-Butt-Bash-Knock Down-Slug				
Small	Low	2D6	--	15
Medium	Low+1	D6+D10-1	--	20
Large	Med	3D6-2	--	30
Huge	High-1	4D6-3	--	45
Claw-Talon				
Small	Low	2D6+1	--	15
Medium	High	2D6+2	--	25
Large	High	3D6	--	40
Huge	High	4D6-3	--	50
Beak-Pincher				
Small	High-1	2D6+1	--	25
Medium	High-1	D6+D10+1	--	35
Large	High	2D6+D10-1	--	55
Huge	High+1	3D6+D10-2	--	70

ANIMAL & NATURAL ATTACK COSTS CHART (contd.)

Weapon/ Attack Type	Damage	Attack	Range Increment †	Weapon Cost
Horn-Tusk				
Small	High	2D6+2	--	25
Medium	High	D6+D10+1	--	35
Large	High+1	2D6+D10-1	--	55
Huge	High+1	3D6+D10-2	--	70
Trample-Stomp				
Small	Low+1	2D6+3	--	25
Medium	Lowx2	2D6+3	--	35
Large	Medx2-1	3D6+1	--	60
Huge	Medx2-2	4D6	--	75
Bite				
Small	High+1	2D6+1	--	30
Medium	High+2	3D6	--	50
Large	Medx2	3D6-1	--	60
Huge	Medx2+2	2D6+D10-2	--	70
Fall-Crush				
Small	High	2D6+6	--	35
Medium	Medx2-2	3D6+4	--	60
Large	Medx2-1	4D6+3	--	85
Huge	Medx2-2	5D6+1	--	110
Elemental Grapple				
<i>(Available to elemental beings)</i>				
Small	Low-3	2D6+6	--	10
Medium	Low-2	D6+D10+4	--	15
Large	High-1	3D6+3	--	25
Huge	Med	2D6+D10+1	--	35
Breath Weapon-Elemental Cone				
<i>(Available to drakes and demons)</i>				
Small	Low+2	D6+D10	3	45
Medium	Highx2	2D6+D10	20	90
Large	Highx2	3D6+D10	33	180
Huge	Lowx2+2	4D6+D10	50	300
Breath Weapon-Elemental Bolt				
<i>(Available to drakes and demons)</i>				
Small	High	D6+D10	3	45
Medium	Highx2	2D6+D10	20	90
Large	Highx2	3D6+D10	33	180
Huge	Highx2	4D6+D10	50	300
Tiny Animal Attack				
Critter	Lowx0.5	2D6	--	5

† — The Range Increment indicates the standard distance for a *Range Mod* of -2. For Example, a Range Increment of 5" indicates a Range Mod of -2 per 5".

VEHICLE MATERIAL COST AND STAT CHART

MODIFICATIONS TO BASE COST & BASE STAT DUE TO MATERIAL

Material	Size*	Point Cost	MR Mod.	Melee		Missile		Range Mod	Defense	Armor	End.
				Attack	Damage	Attack	Damage				
Wood	M-H	0	0	0	0	+1	0	0	-6	0	0
Tin/Copper	M-H	+10	-1"	0	0	+1	0	0	-5	0	-2
Iron	M-H	+15	-2"	+1	+1	0	0	+1	-4	0	+4
Steel	M-H	+30	-3"	+1	+2	0	0	+1	-3	0	+8
Stone	M-H	+45	-8"†	0	+3	+1	0	+2	-2	0	+16

Note — Use the Combatant Base Cost and Stat Chart to determine base stats as if creating a regular combatant.

* — Vehicle sizes are limited to Medium, Large and Huge and must enclose/support the combatants inside.

† — Because of their weight, vehicles of stone may only be towed with a *Movement Rate* of 1" [25mm]

VEHICLE WEAPON COSTS CHART

Weapon/ Attack Type	Damage	Attack	Range Increment †	Weapon Cost
Edged Weapons (Available to vehicles and siege weapons only)				
Rotating Blade	High+1	2D6+D10-2	--	20
Swinging Blade	High	2D6+D10-1	--	30
Concussion Weapons (Available to vehicles and siege weapons only)				
Battering Ram	Med+1	2D6+D10+3	--	25
Siege Hammer	High+1	3D6+3	--	30
Missile Weapons (Available to vehicles and siege weapons only)				
Catapult	Medx2-2	4D6-3	25	35
Ballista	Lowx2+1	3D6+D10-4	30	40
Ram-Butt-Bash-Knock Down-Slug (Available to vehicles and siege weapons only)				
Small	Low	2D6	--	15
Medium	Low+1	D6+D10-1	--	20
Large	Med	3D6-2	--	30
Huge	High-1	4D6-3	--	45
Fall-Crush (Available to vehicles and siege weapons only)				
Small	High	2D6+6	--	35
Medium	Medx2-2	3D6+4	--	60
Large	Medx2-1	4D6+3	--	85
Huge	Medx2-2	5D6+1	--	110

Note — Vehicle Weapons can be equipped anywhere on the vehicle depending on its form and application.

† — The Range Increment indicates the standard distance for a *Range Mod* of -2. For Example, a Range Increment of 5" indicates a Range Mod of -2 per 5".

STAT CHANGE COSTS CHART

STANDARD STAT CHANGE COSTS

Stats	Cost/ Change	Change	MAXIMUM CHANGE BASED ON SIZE			
			Small	Medium	Large	Huge
Movement Rate	5	+1"	+6"	+10"	+14"	+18"
Defense	10	+1	+6	+8	+10	+12
Shield Bonus*	5	+1	+5	+5	+5	+5
Armor	7	-1	x1/2	x1/2	x1/2	x1/2
Endurance	3	+1	+37	+80	+130	+335
Morale	5	-1	-6	-6	-6	-6
Maneuver	3	-1	-6	-6	-6	-6
Resistance	3	-1	-6	-6	-6	-6
Melee Attack*						
Fixed Bonus	5	+1	+11	+10	+10	+10
Extra D6's	20	+1D6	--	--	+2D6	+2D6
Extra D10's	30	+1D10	--	--	--	+1D10
Melee Damage*	5	+1	+2	+2	+2	+2
Melee Damage Multiplier*†	100	+1	+4	+4	+4	+4
Missile Attack*						
Fixed Bonus	5	+1	+10	+10	+10	+10
Extra D6's	20	+1D6	--	--	+1D6	+2D6
Missile Damage*	5	+1D10	+2	+2	+2	+2
Missile Damage Multiplier*†	100	+1	+4	+4	+4	+4
Range Mod	2	+1"	+4"	+4"	+4"	+4"

* — Only usable with one-handed weapons.

† — Treat base weapon damage multiplier as x1 (normal) unless otherwise noted

OPTIONAL STAT CHANGE COSTS

Stats	2	3	5	10	20	30
Movement Rate	--	--	+1" to +5"	+6" to +10"	+11" to +18"	--
Defense	--	--	+1 to +2	+3 to +4	+5 to +6	+7 to +12
Shield Bonus*	--	+1 to +2	+3 to +4	--	--	--
Armor	--	--	-1 to -2	-3 to -4	x1/2	--
Endurance	+1 to +10	+11 to +75	+76 to +335	--	--	--
Morale	--	--	-1 to -2	-3 to -4	-5 to -6	--
Maneuver	--	-1 to -2	-3 to -4	-5 to -6	--	--
Resistance	--	-1 to -2	-3 to -4	-5 to -6	--	--
Melee Attack*						
Fixed Bonus	--	--	+1 to +5	-6 to +8	+9 to +11	--
Extra D6's	--	--	--	--	+1D6 to +2D6	--
Extra D10's	--	--	--	--	--	+1D10
Melee Damage*	--	--	+1 to +2	--	--	--
Melee Damage Multiplier*†	--	--	--	+1 to +4 (x10)	--	--
Missile Attack*						
Fixed Bonus	--	--	+1 to +5	+6 to +8	+9 to +10	--
Extra D6's	--	--	--	--	+1D6 to +2D6	--
Missile Damage*	--	--	+1 to +2	--	--	--
Missile Damage Multiplier*†	--	--	--	+1 to +4 (x10)	--	--
Range Mod	+1" to +2"	+3" to +4"	--	--	--	--



CHARTS

The charts in this section contain useful summaries.

A-2.1 SUMMON ANIMAL

SUMMON ANIMAL CHART

Power Points	Point Cost	Class	TPC Range	MR	Defense	Armor	End.	Mo.	Ma.	Rs.	Melee Attack	Melee Dmg.
2	111	II	101-200	4"	7	-1	8	9	10	10	0	0
11	174	II	101-200	6"	8	-2	12	8	8	9	+2	+1
20	242	III	201-300	8"	9	-3	16	7	6	8	+4	+2
29	310	IV	301-400	10"	10	-4	20	6	4	7	+6	+3
36	365	IV	301-400	12"	11	-4	24	5	4	6	+8	+4
43	420	V	401+	14"	12	-4	28	4	4	5	+10	+5
45	435	V	401+	14"	12	-4	32	4	4	4	+10	+5

Note — The chart anticipates raising of all stats incrementally as outlined in the Channeling spell "Summon Animal" (see S-15.2) to quickly generate entities. By expending *Power Points*, the spell user will summon an animal with the stats given above.

A-2.2 CREATE UNDEAD

CREATE UNDEAD CHART

Power Points	Point Cost	Class	TPC Range	MR	Defense	Armor	End.	Mo.	Ma.	Rs.	Melee Attack	Melee Dmg.
2	101	II	101-150	4"	7	-1	8	9	10	10	0	0
11	150	II	101-150	5"	8	-2	10	8	9	9	+1	+1
20	199	III	151-200	6"	9	-3	12	7	8	8	+2	+2
29	248	IV	201-300	7"	10	-4	14	6	7	7	+3	+3
36	285	IV	201-300	8"	11	-4	16	5	6	6	+4	+3
42	319	V	301+	9"	12	-4	18	4	6	5	+5	+3
45	333	V	301+	10"	12	-4	20	4	6	4	+5	+3

Note — The chart anticipates raising of all stats incrementally as outlined in Evil Channeling spell "Create Undead" (see S-15.2) to quickly generate entities. By expending *Power Points*, the spell user will create an undead with the stats given above.

A-2.3 SUMMON DEMON

SUMMON DEMON CHART

Power Points	Point Cost	Class	TPC Range	MR	Def.	Arm.	End.	Mo.	Ma.	Rs.	Melee Att.	Melee Dmg.	PP	Spells/ Levels
2	364	I	0-400	7"	5	-1	24	9	11	6	0	+2	0	0
14	470	II	401-550	8"	6	-2	30	8	10	5	+2	+3	4	1
26	576	III	551-700	9"	7	-3	36	7	9	4	+4	+4	8	2
38	717	IV	701-900	10"	8	-4	42	6	8	3	+6	+5	12	3
48	906	V	901-1150	11"	9	-4	48	5	7	2	+8	+5	16	4
56	1209	VI	1151+	12"	10	-4	54	4	7	2	+10	+5	20	5
60	1262	VI	1151+	13"	11	-4	60	4	7	2	+10	+5	24	5

Note — The chart anticipates raising of all stats incrementally as outlined in the Channeling and Evil Essence spells "Demonic Gate" (see S-15.4 and S-15.9) to quickly generate entities. By expending *Power Points*, the spell user will summon a demon with the stats given above.

A-2.4 SUMMON ELEMENTAL

SUMMON ELEMENTAL CHART

Power Points	Point Cost	Class	TPC Range	MR	Defense	Armor	End.	Mo.	Ma.	Rs.	Melee Att.	Melee Dmg.
2	391	II	301-450	6"	9	0	45	6	7	6	0	2
8	434	II	301-450	8"	10	0	50	6	6	6	1	3
14	482	III	451-600	10"	11	0	55	6	5	6	2	4
18	522	III	451-600	12"	12	0	60	6	5	6	3	4
22	562	III	451-600	14"	13	0	65	6	5	6	4	4
26	602	IV	601+	16"	14	0	70	6	5	6	5	4
28	627	IV	601+	18"	14	0	75	6	5	6	5	4

Note — The chart anticipates raising of all stats incrementally as outlined in the Evil Essence spell "Summon Elemental" (see S-15.7) to quickly generate entities. By expending *Power Points*, the spell user will summon an elemental with the stats given above.

A-2.5 PROFESSIONS AND SKILLS

PROFESSIONS AND SKILLS CHART

Profession	Bonus 1	Bonus 1	Restriction	Skill 1	Skill 2	Skill 3	Skill 4
Assassin	+2" Range Increment	+1" MR	Light Armor, no Shield	One-Handed	Throwing Weapons	Stealth	Assassin Maneuvers
Arms Master	+5 End.	-2 Morale	Mentalism Levels 1-3	One-Handed	Two-Handed	Blocking	Arms Master Maneuvers
Barbarian	+5 End.	-2 Morale	+6 Rs.	One-Handed	Two-Handed	Blocking	Barbarian Maneuvers
Cleric	+5 PPs	-2 Morale	No Edged or Ranged Weapons	One-Handed	Blocking	Staffs	Cleric Maneuvers
Druid	+5 PPs	+2 Def.	Light Armor, no Shield	Staffs	Missile Weapons	Polearms	Druid Maneuvers
Fighter	+5 End.	+1 Def.	+5 Rs.	One-Handed	Polearms	Blocking	Fighter Maneuvers
Illusionist	+5 PPs	+2 Def.	No Armor, no Shield	One-Handed	Staffs	Molding	Illusionist Maneuvers
Lay Healer	+5 PPs	-2 Morale	Light Armor, no Helmet	One-Handed	Staffs	MA: Strikes	Lay Healer Maneuvers
Magician	+5 PPs	-2 Morale	No Armor, no Shield	One-Handed	Staffs	Elemental Laws	Magician Maneuvers
Mentalist	+5 PPs	+2 Def.	Light Armor, no Helmet	One-Handed	Staffs	MA: Sweeps & Throws	Mentalist Maneuvers
Paladin	+5 End.	-2 Rs.	Channeling Levels 1-3	One-Handed	Two-Handed	Blocking	Paladin Maneuvers
Ranger	+1" Range Increment	-2 Rs.	Channeling Levels 1-3	One-Handed	Missile Weapons	Stealth	Ranger Maneuvers
Rogue	+1" Range Increment	+1 Def.	Medium Armor	One-Handed	Missile Weapons	Blocking	Rogue Maneuvers
Warrior Monk	+2 Def.	+1" MR	No Armor or Shield	MA: Sweeps & Throws	MA: Strikes	Staffs	Warrior Monk Maneuvers

A-2.6 ALPHABETICAL SKILLS INDEX

<i>ALPHABETICAL SKILLS INDEX</i>				
Skill	Passive Skills			
	Rank 1	Rank 2	Rank 3	Rank 4
Arms Master Maneuvers	+2 Defense	+2" Leader Range	-2 Resistance	+10 Endurance
Assassin Maneuvers	+1 Movement Rate	+5 Endurance	Scale walls at 1/4 MR	-2 Morale
Barbarian Maneuvers	+5 Endurance	Wield two-handed weapons with one hand	+2 Defense	+10 Endurance
Blocking	+1 Shield bonus	Block with weapon at half shield bonus (round down)	+2 shield bonus	Block with weapon at shield bonus
Cleric Maneuvers	-2 Resistance	+5 Power Points	+5 Endurance	+10 Power Points
Druid Maneuvers	-2 Resistance	+5 Power Points	+5 Endurance	+10 Power Points
Elemental Laws	+1 Elemental Spell Bonus	+2 Elemental Spell Bonus	+3 Elemental Spell Bonus	+4 Elemental Spell Bonus
Fighter Maneuvers	+5 Endurance	-1 Morale	+10 Endurance	-2 Morale
Illusionist Maneuvers	-2 Resistance	+5 Endurance	Cast spells at full MR	+10 Power Points
Lay Healer Maneuvers	-2 Resistance	+5 Endurance	+5 Defense	+10 Power Points

Active Skills			
Rank 1	Rank 2	Rank 3	Rank 4
Ice Blade: White Ice and a cold mist envelope the blade. Successful hit reduces the target to 1/2 MR for 2 turns.	Organization: Establishes control over a friendly unit within 5" and adds +5 to a unit maneuver or a formation change.	Tactics: Issues commands to a friendly unit within 10" and grants +5 to their Attack Rolls this turn.	Blade of Death: Attunes the blade to a specific enemy. Each successful hit deals double damage.
Omen of the Executor: Announce your next attack to be a success. If it is, damage is doubled.	Sinister Circle: Move from front into an enemy's back and attack	Tumbling Evasion: Dodge and move 1" away to evade an attack	Epic Dodging: When in base-to-base contact with two enemies, move 2" in any direction to force them to attack each other.
Threaten: Attack Rolls by all combatants in base-to-base contact are -4 for one turn.	Meat Cutter: Two attacks against any enemies in base-to-base contact. Damage is doubled.	Big Foot: Kick one medium-sized enemy 2" back. Enemy suffers 5 hits. A small enemy flies 5" backwards and suffers 7 hits.	Berserker Rage: For 1D6 rounds, regain 5 hits each turn and make two melee attacks instead of one. (not stackable)
Defender Stance: Shield against two attacks	Shield Bash: Additional counter attack with 2D6+shield bonus (low). Target pushed back 2" if successful	Great Deflection: Ignore one attack from any direction	Shield Charge: Double MR straight through medium enemies. All pushed aside make Morale Roll. No attack this turn
Soothing Words: Immediately calms one disrupted combatant within 3" of the cleric.	Holy Presence: All Undead within 4" radius must pass RR+3. If RR fails, Undead are disrupted.	Divine Light: Adjacent target must pass RR+5. If RR fails, target is blind (-10AR) for 1D6 turns.	Sanctuary: Immediately return within 5" of the location where the game started.
Entanglement: Roots and vines take after enemy legs within a 3" radius. Affected combatant's MR is 1/4 for 2 turns.	Million Army: Insects swarm enemies within a 3" radius. All ARs are -4 and enemies take 2 hits for 2 turns.	Animal Instincts: Vision, hearing and scent are improved for 3 turns and grant an additional +4 to all ARs.	Halo of Thorns: Poisoned thorns hurt living enemies in base-to-base contact. No RRs. Enemies suffer 4 hits for 4 rounds.
Call Cold: Within 10", creates a static 3x3x3" cube of extreme cold. Everyone passing through or caught inside suffers 2 hits.	Circle of Flame: Creates a static wall of intense fire in a 5" radius around the combatant. Everyone passing through suffers 1D6 damage.	Chain Lightning: 4 targets within 20" suffer a 1D6+1D10+4+ESB (Highx2) attack.	Meteor Shower: Within 20", causes burning rocks to rain on an area with a 5" radius. All combatants within suffer a 1D6+1D10+8 (High+2) attack.
Self Invitation: When at 1/2 MR, break down doors in your path.	Tumbling Attack: Move from front into an enemy's flank and attack	Tumbling Evasion: Dodge and move 1" away to evade an attack	Legendary Stamina: Continue fighting for two full turns after Endurance hits or passes below 0. Find healing or die as a hero!
Strike: One target within 20" suffers a 3D6+2 (High) attack.	Displacement: For 2 turns, combatant appears offset from where he actually is. All ARs have a 10% chance to hit.	False Image: Creates a duplicate of the combatant within a 20" radius that moves as he wills for 3 turns.	Tear Cloud: Creates a cloud of noxious gas within a 3" radius around the combatant, all enemies failing RR+5 are stunned for 3 turns.
Healing Hands: Heal 5 hits on one combatant in base-to-base contact.	Remove Condition: Cancels the effects of Stun, Blindness, Disease or Broken Limbs on one combatant in base-to-base contact.	Rapid Regeneration: Bring back all hits and remove any condition on one combatant in base-to-base contact (Must not be dead).	Aura of Life: Within a 5" radius, all friendly combatants receive 1D6 points of Endurance (roll only once) for 3 turns.

ALPHABETICAL SKILLS INDEX (Contd.)

Skill	Passive Skills			
	Rank 1	Rank 2	Rank 3	Rank 4
MA: Strikes	+1 Fixed Damage	+2 to Attack Rolls	Ignore enemy armor	+3 Fixed Damage
MA: Sweeps & Throws	+1 to Attack Rolls	+2 Fixed Damage	Ignore enemy Shield Bonus	+4 Fixed Damage
Magician Maneuvers	-2 Resistance	+5 Endurance	Cast spells at full MR	+10 Power Points
Mentalist Maneuvers	-2 Resistance	+5 Endurance	+5 Defense	+10 Power Points
Missile Weapons	+1 Fixed Damage	+2 to Attack Rolls	+2 Range Increment	Ignore enemy Shield Bonus
Molding	+1 Elemental Spell Bonus	+2 Elemental Spell Bonus	+3 Elemental Spell Bonus	+4 Elemental Spell Bonus
One-Handed	+2 to Attack Rolls	+2 Fixed Damage	Ignore enemy armor	+4 Fixed Damage
Paladin Maneuvers	-2 Morale	Wield two-handed weapons with one hand	-2 Resistance	+10 Endurance
Polearms	Block with weapon as if +1 Shield Bonus	Block with weapon as if +2 Shield Bonus	Block with weapon as if +3 Shield Bonus	Block with weapon as if +4 Shield Bonus
Ranger Maneuvers	+1 Movement Rate	All woods restrictions are reduced one level (treat medium as light, etc.).	+5 Endurance	All woods restrictions are reduced two levels (treat medium as clear, etc.).
Rogue Maneuvers	+1 Movement Rate	+5 Endurance	Scale walls at 1/4 MR	Move by enemy combatants in base-to-base contact

Active Skills			
Rank 1	Rank 2	Rank 3	Rank 4
Feint: Enemy loses his Counter Attack after a successful attack.	Adrenal Run Evasion: Dodge and move 3" away to evade an attack	Adrenal Strike Attack: Move from front into an enemy's flank and attack with +2D6.	Nerve Strike: add +1D6 to the Attack Roll. If successful, enemy is stunned (-5 Def) for 1D6 /2 turns.
Knock back: One adjacent enemy is thrown back 2" following a successful attack.	Adrenal Jump Evasion: Dodge and jump 3" anywhere to evade an attack	Adrenal Sweep Attack: Move from front into an enemy's flank and attack twice with +1D6.	Somersault Surprise: Jump behind an adjacent enemy to deliver three rear attacks.
Vacuum: Within 10", creates a vacuum with a 3" radius. All caught inside suffer 2 hits. Fires and clouds are dispersed.	Tremors: Within 20", causes the ground in a 5" radius to shake. All enemies failing RR+2 are stunned for 2 turns.	Earthen Spikes: Within 10", causes an area with a 5" radius to bristle with sharp spikes. Combatants are limited to 1/4 MR or suffer 6 hits.	Death Cloud: Within 20", causes a fog with a 5" radius. No RRs. All combatants failing RR+5 suffer 5 hits per turn of exposure.
Jolts: 1 target within 20" is stunned for 1 turn unless successful at RR+1.	Mind Merge: Can exchange thoughts and PPs with another friendly mentalism user.	Mind Shout: Within 5" radius around the combatant, all failing RR+3 are stunned for 2 turns.	Mind switch: Switch mind and spell casting ability with another friendly combatant. Unwilling target makes RR+5.
Steady Aim: Standing still adds +1D6 to a ranged attack. Max. 3 turns aiming allowed.	Quick-Shot: Three ranged attacks against up to two enemies within 1" of each other in front firing arc.	Overdraw: Doubles the damage of a successful attack	Hail of Disruption: Four ranged attacks against up to three enemies within 1" of each other in front firing arc. Hit enemies must make an immediate Morale Roll.
Light Control: Within 10", creates an area of darkness or light about the target's head. Target's ARs are -10 this turn.	Sudden Sound: Within 10", causes a very loud, sudden sound next to the ear. Target is stunned for 2 turns.	Feel Terrain: Within 10", causes target to feel terrain differently. Apply appropriate MR reduction for 3 turns.	Major Ultrasonics: Within a 10" radius around the combatant, all enemies failing RR+4 are stunned for 4 turns.
Fighting Stance: +1D6 for Attack Roll and Damage	Dual Weapons: Two attacks against enemies in base-to-base contact	Weapon Throw: Attack enemy 5" away as if normal (loose weapon)	Whirlwind: Three attacks against any enemies in base-to-base contact
Righteous Blow: The next attack is treated as a magic slaying attack and does double damage.	Exorcism: Removes curse on adjacent combatant or causes adjacent Type III undead to flee or disintegrate (RR+2).	Holy Focus: Melee Attacks against undead are +5 for 3 turns.	Protection Prayer: The Defense stat of all friendly combatants within 3" is modified by +5 for 3 turns.
Pikeman's Stance: Attack enemies 2" away as if in base-to-base contact	Unhorsing: Cause a mounted combatant 2" away to separate from his mount.	Weapon Throw: Attack enemy 5" away as if normal (loose weapon)	Long Haul: Stab at an enemy 3" away (ignore shield bonus). If successful, enemy is pulled into base-to-base contact.
Self Cloaking: Combatant blends into surrounding terrain gaining +5 Defense this turn.	Major Traps: Standing still builds a trap with +1" radius per turn that causes 10 hits. Note location and trigger.	Weather Prayer: Changes the weather to any condition and its modifiers for the remainder of the battle.	Organic Merger: Combatant can merge into any adjacent organic material of at least 1"x1" and stay hidden. No attacks possible.
Loud Mouth: Attack Rolls by a single visible combatant or a unit against this combatant are -2 for one turn.	Tumbling Attack: Move from front into an enemy's flank and attack	Tumbling Evasion: Dodge and move 1" away to evade an attack	Sinister Strike: Halve one enemy's Defense Stat (round down) for one attack and deliver double damage when successful.

ALPHABETICAL SKILLS INDEX (Contd.)

Skill	Passive Skills			
	Rank 1	Rank 2	Rank 3	Rank 4
Staffs	Block with weapon as if +1 Shield Bonus	Block with weapon as if +2 Shield Bonus	Block with weapon as if +3 Shield Bonus	Block with weapon as if +4 Shield Bonus
Stealth	Move by enemy combatants in base-to-base contact	Partial Cover blocks completely from enemy's sight.	Move by enemy units in base-to-base contact	Vanish from sight in anything but clear terrain.
Thief Maneuvers	+1 Movement Rate	Scale walls at 1/4 MR	+5 Endurance	Scale walls at 1/2 MR
Throwing Weapons	+2 to Attack Rolls	+2 Fixed Damage	Ignore enemy armor	+4 to Attack Rolls
Two-Handed	+1 Fixed Damage	+2 to Attack Rolls	Ignore enemy shield	+3 Fixed Damage
Warrior Monk Maneuvers	-2 Morale	+10 Endurance	+2 Defense	+10 Endurance



Active Skills			
Rank 1	Rank 2	Rank 3	Rank 4
Purist Stance: +1D10 for Attack Roll and Damage	Sweep: One Attack Roll attacks two enemies in base-to-base contact	Long Reach: One Attack Roll attacks two enemies in a line up to 2" away	Swirling Fury: One Attack Roll attacks any four enemies in base-to-base contact.
Sudden Strike: Enemy won't turn to face you when moving into his flank.	Shadow Attack: +1D6 on ranged attacks from Partial Cover.	Back Stabbing: Enemy won't turn to face you when moving into his rear.	Natural Assassin: Damage from flank and rear attack is doubled.
Lockpicker: Open any non-magical lock.	Thief's Eye: Find and remove traps within 2".	Tumbling Evasion: Dodge and move 1" away to evade an attack	Epic Dodging: When in base-to-base contact with two enemies, move 2" in any direction to force them to attack each other.
Quick Throw: Two attacks against single enemy.	Poisoned Blade: Successful attack causes enemy 2 additional damage for 1D6 turns.	Piercing Throw: Halve enemy's Defense Stat (round down) and ignore shield for one ranged attack.	Blade Cascade: Four ranged attacks against up to three enemies within 1" of each other in front firing arc.
Champion Stance: +1D10 for Attack Roll and Damage	Sweep: One Attack Roll attacks two enemies in base-to-base contact	Mighty Reach: One Attack Roll attacks two enemies in a straight line up to 2" away	Devastation: One Attack Roll attacks four enemies in base-to-base contact
Adrenal Toughness: Shake off disruption.	Adrenal Defense: +5 Defense Stat for the duration of your turn.	Adrenal Movement: Double Movement Rate ignoring any but blocking terrain.	Iron Fists: Attack one enemy up to four times and halve his Defense Stat (round down) after each successful attack.



A-3.0



FROM THE BESTIARY

Some of the creatures introduced in the scenarios (see C-3.3) can also be found in the *Bladestorm Bestiary*. The supplement offers insight on these races, where they live on Folemn and what kind of additional characteristics they possess in combat situations. This section makes these features available for a complete gaming experience and at the same time updates the information offered by the Bestiary where necessary.

A-3.1 THE UNDEAD

Undead are the primary minions and forces of the Unlife. Having already transcended death, Undead are the most difficult beings to permanently destroy. Corporeal manifestations must be dismembered and burned, while non-corporeal spirits must be dispelled by magical attacks or weaponry.

Undead are unaffected by the normal Morale rules — they never need to make Morale rolls. Each Undead radiates an aura of *Fear* (as the 1st level Mentalism spell, see S-15.1) which extends 3" [8cm] around it.

Many Undead also drain life energy, this is reflected by additional Cold Damage inflicted by their melee attacks. (See ICE's *C&T I*, *C&T II*, and the *Shadow World Master Atlas* for more information.)

A-3.2 ELEMENTALS

Each elemental is conjured from one of the basic elements (Air, Cold, Darkness, Earth, Fire, Light, & Water), Elementals must be summoned — summoning range is 20" [50cm] from an essential source (e.g., a campfire for a Fire Elemental). Elementals are vulnerable only to magical attacks and attacks involving their opposite nature (i.e., Air/Earth/Water; Fire/Cold; Light/Darkness).

Elementals have vague ever-shifting forms, shaping arms, legs, or head at need. Only Earth and Water Elementals have the substance to carry things; the others may not. They have no free will but merely follow the orders of their summoners. Mindlessly destructive, these creatures employ elemental attacks. The duration of their existence on this plane is normally limited to the duration of a battle.

A-3.3 TREE FIENDS

Awakened and warped by the Unlife, these gnarled trees are malicious and spiteful. When aroused, the creatures can rend stone and earth with iron-hard roots, making Tree Fiends especially effective against fortified positions. Groves of Tree Fiends are not limited to forested regions, but will march into open lands. Their primary weakness is fire, natural or magical, from which Tree Fiends will flee. Fire-based attacks on them do 1D6 extra points of damage.

Exceptional Tree Fiends possess spells even though they are not trained magic users (14 Power Points, standard rule S-12.2 does not apply): 1E1 (Nightvision), 1E2 (Cloud of Darkness), 1E2 (Shatter).

A-3.4 GREAT DRAKES

Great Drakes reside in many remote or devastated locales throughout the Bladelands, but all prefer to live in cavernous lairs. Features common to all Dragon-kind include: fiery, captivating eyes; wellmuscled but slender bodies; two legs, two arms, and two variably developed "wings;" great talons, a long neck and tail; one to four horns; caustic blood and foul secretions; and scaly body armor. Dragons are generally intelligent and enjoy battles of logic and wit. They are independent and solitary, seldom allying themselves in the petty wars between Mortals.

Dragons' huge claws, whip-like tails, and massive multi-rowed teeth enable them to physically overpower most any beast. The beat of their wings can stir the air with a fierce whirlwind, doubling the spreading speed of a fire and making maneuvers difficult. Great Drakes can use spells like the best Mages when not in melee. In addition, their enchanted senses and intuition give them the inherent ability to discern illusions and invisible beasts. Immune to the elements, (fire, ice, light, air, darkness, and water) and highly resistant to spells, they are rarely bothered by magic.

Fire Drakes are the oldest and most common of all the Drakes, these creatures reside in stoney lairs of every clime. They are typically red or reddish-gold, but are unrestricted as to color. Cumber-some on land, all Fire Drakes fly. Their fiery breath may be used once per turn, fifty times a day (one bolt or cone per turn).

A-3.5 DEMONS

Demons are incorporeal spirits that assume bizarre forms when summoned to Kulthea. Those that stay too long become fixed in appearance and chained to this world. Naturally, demonic creatures summoned to Kulthea are not usually in a good mood. Most demand immediate dismissal upon a task's completion as a pre-condition of their servitude. Often tools of the Unlife, some Demons become permanent residents of the Bladelands.

Although of seemingly infinite variety, all Demons fall into one of two general categories. Most are Demons of the Essence, who owe their existence to imperfections in the Flows of Creation. The others are Demons of the Void, created before or outside that which exists.



A-4.0



CONVERSIONS

This section provides notes for converting statistics from other systems to *Bladestorm* stats.

A-4.1 FROM FANTASY HERO

To convert Fantasy Hero stats to *Bladestorm* stats, follow these guidelines:

Stat	Description
Movement Rate	<i>FH</i> Move stat
Melee Attack	<i>FH</i> (OCV-2) + <i>B2E</i> Weapon Attack value
Melee Damage	<i>B2E</i> Weapon Damage value
Missile Attack	<i>FH</i> (OCV-2) + <i>B2E</i> Weapon Attack value
Missile Damage	<i>B2E</i> Weapon Damage value
Range Mod	<i>B2E</i> Range Mod stat
Defense	(<i>FH</i> DCV x 0.7) + 7 [round off]
Shield Bonus	<i>FH</i> Shield DCV + 1
Armor	<i>FH</i> rPD / 2 [round down] <i>B2E</i> Plate Armor effects (i.e., 8 <i>FH</i> rPD)
Maneuver	11 - (<i>FH</i> DEX / 5 [round off]); minimum result is 4
Morale	12 - (<i>FH</i> EGO / <i>FH</i> PRE); / 10 [round off]; minimum result is 4
Resistance	14 - <i>FH</i> tED; minimum result is 4
Endurance	<i>FH</i> STUN x 0.75



A-4.2 FROM ROLEMASTER 2ND

To convert *Rolemaster* stats to *Bladestorm* stats, follow these guidelines:

Stat	Description
Movement Rate	<i>RM</i> Base Rate / 10 [round to nearest 0.5 inch]
Melee Attack *	<i>B2E</i> Weapon Attack value + (<i>RM</i> OB - 35) / 10
Melee Dmg. †	<i>B2E</i> Weapon Damage value
Missile Attack *	<i>B2E</i> Weapon Attack value + (<i>RM</i> OB - 35) / 10
Missile Dmg. †	<i>B2E</i> Weapon Damage value
Range Mod	-2 per (<i>RM</i> Max Range / 20)
Defense ‡	7 + (<i>RM</i> DB / 10) + Crit Type Bonus
Shield Bonus	<i>B2E</i> Shield Bonus values
Armor	<i>B2E</i> Armor values based on armor worn
Maneuver	10 - (<i>RM</i> Ag bonus / 10) + (<i>RM</i> Armor Penalty / 10 [round off]) - (<i>RM</i> Level / 5 [round off])
Morale	10 - (<i>RM</i> Level / 5 [round off])
Resistance	10 - (<i>RM</i> Level / 5 [round off])
Endurance§	(<i>RM</i> Hits / 5) x Crit Type Multiplier
Power Points	<i>RM</i> PPs / 3 [round up]
ESB	<i>RM</i> Directed Spell Bonus / 10
Spells	Some <i>RM</i> spells will convert to <i>B2E</i> spells with different levels. <i>RM</i> 1st-5th lvl spells = <i>B2E</i> 1st lvl spells <i>RM</i> 6th-10th lvl spells = <i>B2E</i> 2nd lvl spells <i>RM</i> 11th-15th lvl spells = <i>B2E</i> 3rd lvl spells <i>RM</i> 16th-20th lvl spells = <i>B2E</i> 4th lvl spells <i>RM</i> 21st+ lvl spells = <i>B2E</i> 5th lvl spells

* — Modified by special *RM* conditions (e.g., "2x-" for two attacks). Some creatures and large combatants may exchange +4 in fixed bonus for 1D6 in attack dice.

† — Modified by special *RM* conditions (e.g., "x2" for double damage).

‡ — Crit Type Bonus is +1 for "II" and "#" combatants, +2 for "LA" combatants, and +3 for "SL" combatants (see *C&T*).

§ — Crit Type Multiplier is 1.4x for "I" & "@" combatants, 1.7x for "II" and "#" combatants, 2x for "LA" combatants, and x3 for "SL" combatants (see *C&T*).

PRINTABLE CARD TEMPLATES


Bladestorm™ COMBATANT CARD			
Name:			
Movement:		Morale:	
Defense:	Shield:	Armor Type:	
Endurance:	Maneuver:	Resistance:	
Weapon:	Attack:	Damage:	Range:
Leader:			
Morale Mod		Melee Mod	
Missile Mod		Defense Mod	
Maneuver Mod		Influence Range	
Spell User: PP:		Elem. Bonus:	
Note:	Race:	Base:	TPC:
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Bladestorm™ COMBATANT CARD			
Name:			
Movement:		Morale:	
Defense:	Shield:	Armor Type:	
Endurance:	Maneuver:	Resistance:	
Weapon:	Attack:	Damage:	Range:
Leader:			
Morale Mod		Melee Mod	
Missile Mod		Defense Mod	
Maneuver Mod		Influence Range	
Spell User: PP:		Elem. Bonus:	
Note:	Race:	Base:	TPC:
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Bladestorm™ COMBATANT CARD			
Name:			
Movement:		Morale:	
Defense:	Shield:	Armor Type:	
Endurance:	Maneuver:	Resistance:	
Weapon:	Attack:	Damage:	Range:
Leader:			
Morale Mod		Melee Mod	
Missile Mod		Defense Mod	
Maneuver Mod		Influence Range	
Spell User: PP:		Elem. Bonus:	
Note:	Race:	Base:	TPC:
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Bladestorm™ COMBATANT CARD			
Name:			
Movement:		Morale:	
Defense:	Shield:	Armor Type:	
Endurance:	Maneuver:	Resistance:	
Weapon:	Attack:	Damage:	Range:
Leader:			
Morale Mod		Melee Mod	
Missile Mod		Defense Mod	
Maneuver Mod		Influence Range	
Spell User: PP:		Elem. Bonus:	
Note:	Race:	Base:	TPC:
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PRINTABLE CARD TEMPLATES

 UNIT CARD									
Name:									
Movement:							Morale:		
Defense:		Shield:		Armor Type:					
Endurance:		Maneuver:		Resistance:					
Weapon:		Attack:		Damage:		Range:			
Formation:		Melee:		Missile:		Morale:			
		Att. Def.		Att. Def.		Mod.			
Note:		Race:		Base:		TPC:			
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 UNIT CARD									
Name:									
Movement:							Morale:		
Defense:		Shield:		Armor Type:					
Endurance:		Maneuver:		Resistance:					
Weapon:		Attack:		Damage:		Range:			
Formation:		Melee:		Missile:		Morale:			
		Att. Def.		Att. Def.		Mod.			
Note:		Race:		Base:		TPC:			
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 UNIT CARD									
Name:									
Movement:							Morale:		
Defense:		Shield:		Armor Type:					
Endurance:		Maneuver:		Resistance:					
Weapon:		Attack:		Damage:		Range:			
Formation:		Melee:		Missile:		Morale:			
		Att. Def.		Att. Def.		Mod.			
Note:		Race:		Base:		TPC:			
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 UNIT CARD									
Name:									
Movement:							Morale:		
Defense:		Shield:		Armor Type:					
Endurance:		Maneuver:		Resistance:					
Weapon:		Attack:		Damage:		Range:			
Formation:		Melee:		Missile:		Morale:			
		Att. Def.		Att. Def.		Mod.			
Note:		Race:		Base:		TPC:			
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PRINTABLE CARD TEMPLATES

BLADESTORM™ VEHICLE CARD

Name:

Defense:	Shield Bonus:	Armor Type:
Endurance:	Mov. Rate Mod.:	

Weapon: **Attack:** **Damage:** **Range:**

Note: **Material:** **Base:** **TPC:**

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BLADESTORM™ VEHICLE CARD

Name:

Defense:	Shield Bonus:	Armor Type:
Endurance:	Mov. Rate Mod.:	



Weapon: **Attack:** **Damage:** **Range:**

Note: **Material:** **Base:** **TPC:**

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BLADESTORM™ PROFESSION CARD

ARMS MASTER


Bonus:	+5 Endurance
Bonus:	-2 Morale
Restriction:	Mentalism Spells Lvl 1-3
Experience Points:	F H  

1- Handed	2-Handed	Blocking	Special
PASSIVE SKILL RANKS 1-4			
+2 to AR	+1 Damage	+1 SB	+2 Def
+2 Damage	+2 to AR	1/2 SB Weapon Blocking	+2" Leader Range
Ignore Armor	Ignore SB	+2 SB	-2 Rs
+4 Damage	+2 Damage	Full SB Weapon Blocking	+10 En
ACTIVE SKILL RANKS 1-4			
+1D6 AR	+1D10 AR	Use shield against 2 attacks	Hit target is reduced to 1/2 MR for 2 turns.
2 attacks against same enemy	1 attack against 2 enemies	1 additional 2D6+SB attack, push target 2"	+5 to maneuver rolls for 1 unit within 5".
Attack 5" away (loses weapon)	1 attack against 2 enemies in a line 2" away	Ignore 1 attack from any direction	+5 to ARs for 1 unit within 10" this turn.
3 attacks against any enemies	1 attack against 4 targets	2xMR charge against medium enemies. All affected roll for disruption	Attunes weapon to specific enemy dealing double damage.

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BLADESTORM™ PROFESSION CARD

ASSASSIN

Bonus:	+2 Range Increment
Bonus:	+1 Movement Rate
Restriction:	Only Light Armor / No Shield
Experience Points:	F H 

1- Handed	Thrown	Stealth	Special
PASSIVE SKILL RANKS 1-4			
+2 to AR	+2 to AR	Move by combatants	+1 MR
+2 Damage	+2 Damage	Partial Cover counts as full	+5 En
Ignore Armor	Ignore Armor	Move by units	Scale walls at 1/4 MR
+4 Damage	+4 to AR	Only visible in clear terrain	-2 Mo
ACTIVE SKILL RANKS 1-4			
+1D6 AR	2 attacks against 1 enemy	Enemy does not turn to face flank attack	Double damage if success was announced
2 attacks against same enemy	If successful, does 2 Damage for 1D6 turns	Additional 1D6 for attack from Partial Cover	Move to enemy's rear to attack
Attack 5" away (loses weapon)	1/2 Defense Stat and ignore SB for 1 attack	Enemy does not turn to face rear attack	Dodge and move 1" to evade 1 attack
3 attacks against any enemies	4 attacks against 3 targets within 1" of each other in front arc	Damage from flank and rear attack is doubled	Move 2" away to force 2 enemies to attack each other

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PRINTABLE CARD TEMPLATES

BLADESTORM™ PROFESSION CARD

BARBARIAN

Bonus: +5 Endurance

Bonus: -2 Morale

Restriction: +6 Resistance

Experience Points:



1- Handed	2-Handed	Blocking	Special
PASSIVE SKILL RANKS 1-4			
+2 to AR	+1 Damage	+1 SB	+5 En
+2 Damage	+2 to AR	1/2 SB Weapon Blocking	Wield 2-Hd weapons as 1-Hd
Ignore Armor	Ignore SB	+2 SB	+2 Def
+4 Damage	+2 Damage	Full SB Weapon Blocking	+10 En
ACTIVE SKILL RANKS 1-4			
+1D6 AR	+1D10 AR	Use shield against 2 attacks	-4 AR for adjacent enemies
2 attacks against same enemy	1 attack against 2 enemies	1 additional 2D6+SB attack, push target 2"	2 attacks against any enemies
Attack 5" away (loses weapon)	1 attack against 2 enemies in a line 2" away	Ignore 1 attack from any direction	Kick 1 medium enemy 2" (5 hits) or 1 small 6" (7hits)
3 attacks against any enemies	1 attack against 4 targets	2xMR charge against medium enemies. All affected roll for disruption	For 1D6 turns, regain 5 hits and make 2 attacks per turn. (not stackable)

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BLADESTORM™ PROFESSION CARD

CLERIC

Bonus: +5 Power Points

Bonus: -2 Morale

Restriction: No Edged or Ranged Weapons

Experience Points:



1- Handed	Blocking	Staffs	Special
PASSIVE SKILL RANKS 1-4			
+2 to AR	+1 SB	Use as +1 SB	-2 Rs
+2 Damage	1/2 SB Weapon Blocking	Use as +2 SB	+5 PP
Ignore Armor	+2 SB	Use as +3 SB	+5 En
+4 Damage	Full SB Weapon Blocking	Use as +4 SB	+10 PP
ACTIVE SKILL RANKS 1-4			
+1D6 AR	Use shield against 2 attacks	+1D10 AR	Calm disruption
2 attacks against same enemy	1 additional 2D6+SB attack, push target 2"	1 attack against 2 enemies	If Undead RR+3 within 4" fails, they become disrupted
Attack 5" away (loses weapon)	Ignore 1 attack from any direction	1 attack against 2 enemies in a line 2" away	If RR+5 fails, target is blind (-10 AR) for 1D6 turns
3 attacks against any enemies	2xMR charge against medium enemies. All affected roll for disruption	1 attack against 4 enemies	Immediately return within 5" of where the game started

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BLADESTORM™ PROFESSION CARD

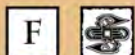
DRUID

Bonus: +5 Power Points

Bonus: +2 Defense

Restriction: Light Armor, no Shield

Experience Points:



Staffs	Missile	Polearms	Special
PASSIVE SKILL RANKS 1-4			
Use as +1 SB	+1 Damage	Use as +1 SB	-2 Rs
Use as +2 SB	+2 to AR	Use as +2 SB	+5 PP
Use as +3 SB	+2 Range	Use as +3 SB	+5 En
Use as +4 SB	Ignore SB	Use as +4 SB	+10 PP
ACTIVE SKILL RANKS 1-4			
Successful attack pushes enemy back 2"	+1D6 for each round of aiming (max 3 turns)	Attack enemies 2" away	Enemies are 1/4 MR within 3" for 2 turns
Jump 3" away to evade 1 attack	3 attacks against 2 targets within 1" of each other	Separate combatant from mount within 2"	Enemies within 3" are -4 AR and suffer 2 hits for 2 turns
Move into enemy flank for 1 +2D6 attacks	Double damage for successful attack	Attack 5" away (loses weapon)	+4 to ARs for 3 turns
Jump behind enemy for 3 rear attacks	4 attacks against 3 targets within 1" of each other. Hit enemies roll for disruption	Successful attack pulls enemy 3" away into base-to-base contact (ignore SB)	Living adjacent enemies suffer 4 hits poison damage for 4 turns

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BLADESTORM™ PROFESSION CARD

FIGHTER

Bonus: +5 Endurance

Bonus: +1 Defense

Restriction: +5 Resistance

Experience Points:



1- Handed	Polearms	Blocking	Special
PASSIVE SKILL RANKS 1-4			
+2 to AR	Use as +1 SB	+1 SB	+5 En
+2 Damage	Use as +2 SB	1/2 SB Weapon Blocking	-1 Mo
Ignore Armor	Use as +3 SB	+2 SB	+10 En
+4 Damage	Use as +4 SB	Full SB Weapon Blocking	-2 Mo
ACTIVE SKILL RANKS 1-4			
+1D6 AR	Attack enemies 2" away	Use shield against 2 attacks	Break down doors at 1/2 MR
2 attacks against same enemy	Separate combatant from mount within 2"	1 additional 2D6+SB attack, push target 2"	Move into enemy flank to attack
Attack 5" away (loses weapon)	Attack 5" away (loses weapon)	Ignore 1 attack from any direction	Dodge and move 1" to evade 1 attack
3 attacks against any enemies	Successful attack pulls enemy 3" away into base-to-base contact (ignore SB)	2xMR charge against medium enemies. All affected roll for disruption	Continue 2 turns after End. 0

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PRINTABLE CARD TEMPLATES



PROFESSION CARD

ILLUSIONIST

Bonus:	+5 Power Points
Bonus:	+2 Defense
Restriction:	No Armor / No Shield
Experience Points:	F

1- Handed	Staffs	Molding	Special
PASSIVE SKILL RANKS 1-4			
+2 to AR	Use as +1 SB	+1 ESB	-2 Rs
+2 Damage	Use as +2 SB	+2 ESB	+5 En
Ignore Armor	Use as +3 SB	+3 ESB	Cast Spells at full MR
+4 Damage	Use as +4 SB	+4 ESB	+10 PP
ACTIVE SKILL RANKS 1-4			
+1D6 AR	+1D10 AR	1 target within 10" has -10 AR	Attacks 1 target within 20" with 3D6+2 (High)
2 attacks against same enemy	1 attack against 2 enemies	1 target within 10" is stunned for 2 turns.	For 2 turns, only 10% success for enemy ARs.
Attack 5" away (loses weapon)	1 attack against 2 enemies in a line 2" away	1 target within 10" has MR reduced for 3 turns	False image within 20" for 3 turns.
3 attacks against any enemies	1 attack against 4 enemies	Enemies within 10" radius make RR+4. All failing are stunned for 4 turns.	RR+5 within 3" radius. All failing are stunned for 4 turns.

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PROFESSION CARD

LAY HEALER

Bonus:	+5 Power Points
Bonus:	-2 Morale
Restriction:	Light Armor / No Helmet
Experience Points:	F H

1- Handed	Staffs	MA: Strikes	Special
PASSIVE SKILL RANKS 1-4			
+2 to AR	Use as +1 SB	+1 Damage	-2 Rs
+2 Damage	Use as +2 SB	+2 AR	+5 En
Ignore Armor	Use as +3 SB	Ignore Armor	+5 Def
+4 Damage	Use as +4 SB	+3 Damage	+10 PP
ACTIVE SKILL RANKS 1-4			
+1D6 AR	+1D10 AR	If successful, enemy loses Counter Attack	Heal 5 hits on one adjacent combatant.
2 attacks against same enemy	1 attack against 2 enemies	Dodge and move 3" to evade 1 attack	Cancel any condition on one adjacent combatant
Attack 5" away (loses weapon)	1 attack against 2 enemies in a line 2" away	Move into enemy flank for 2 +1D6 attack	Full En and remove any condition.
3 attacks against any enemies	1 attack against 4 enemies	+1D6 AR. If successful, enemy has -5 Def for 1D6/2 turns (round up).	Within 5", all friendly combatants heal 1D6 hits for 3 turns.

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PROFESSION CARD

MAGICIAN

Bonus:	+5 Power Points
Bonus:	-2 Morale
Restriction:	No Armor / No Shield
Experience Points:	F

1- Handed	Staffs	Elem. Laws	Special
PASSIVE SKILL RANKS 1-4			
+2 to AR	Use as +1 SB	+1 ESB	-2 Rs
+2 Damage	Use as +2 SB	+2 ESB	+5 En
Ignore Armor	Use as +3 SB	+3 ESB	Cast Spells at full MR
+4 Damage	Use as +4 SB	+4 ESB	+10 PP
ACTIVE SKILL RANKS 1-4			
+1D6 AR	+1D10 AR	3x3x3" cube within 10" causes 2 hits.	Within 10", all inside 3" radius suffer 2 hits.
2 attacks against same enemy	1 attack against 2 enemies	Ring of fire with 5" radius causes 1D6 damage.	Within 20" and inside 5" radius, all failing RR+2 stun 2 turns.
Attack 5" away (loses weapon)	1 attack against 2 enemies in a line 2" away	4 targets within 20" suffer 1D6+1D10+4+ESB (Highx2) attack.	Within 10" and inside 5" radius, all are 1/4 MR or suffer 6 hits
3 attacks against any enemies	1 attack against 4 enemies	Within 20" and inside 5" radius, all suffer 1D6+1D10+8 (High+2) attack.	Within 20" and inside 5", all failing RR+5 suffer 5 hits.

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PROFESSION CARD

MENTALIST

Bonus:	+5 Power Points
Bonus:	2+ Defense
Restriction:	Light Armor / No Helmet
Experience Points:	



1- Handed	Staffs	MA: Sweeps & Throws	Special
PASSIVE SKILL RANKS 1-4			
+2 to AR	Use as +1 SB	+1 to AR	-2 Rs
+2 Damage	Use as +2 SB	+2 Damage	+5 En
Ignore Armor	Use as +3 SB	Ignore SB	+5 Def
+4 Damage	Use as +4 SB	+4 Damage	+10 PP
ACTIVE SKILL RANKS 1-4			
+1D6 AR	+1D10 AR	Successful attack pushes enemy back 2"	1 target within 20" is stunned unless RR+1.
2 attacks against same enemy	1 attack against 2 enemies	Jump 3" away to evade 1 attack	Exchange PPs with another mentalism user.
Attack 5" away (loses weapon)	1 attack against 2 enemies in a line 2" away	Move into enemy flank for 1 +2D6 attacks	All within 5" failing RR+3 are stunned for 2 turns.
3 attacks against any enemies	1 attack against 4 enemies	Jump behind enemy for 3 rear attacks	Switch mind and spell casting ability with adjacent combatant.

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PRINTABLE CARD TEMPLATES

BLADESTORM™ PROFESSION CARD

PALADIN


Bonus:	+5 Endurance
Bonus:	-2 Resistance
Restriction:	Channeling Spells Lvl 1-3
Experience Points:	F H  

1- Handed	2-Handed	Blocking	Special
PASSIVE SKILL RANKS 1-4			
+2 to AR	+1 Damage	+1 SB	-2 Mo
+2 Damage	+2 to AR	1/2 SB Weapon Blocking	Wield 2-Hd weapons as 1-Hd
Ignore Armor	Ignore SB	+2 SB	-2 Rs
+4 Damage	+2 Damage	Full SB Weapon Blocking	+10 En
ACTIVE SKILL RANKS 1-4			
+1D6 AR	+1D10	Use shield against 2 attacks	Next attack does double damage.
2 attacks against same enemy	1 attack against 2 enemies	1 additional 2D6+SB attack, push target 2"	Remove curse or repel Type III Undead (RR+2)
Attack 5" away (loses weapon)	1 attack against 2 enemies in a line 2" away	Ignore 1 attack from any direction	+5 to ARs against Undead for 3 turns.
3 attacks against any enemies	1 attack against 4 targets	2xMR charge against medium enemies. All affected roll for disruption	+5 Defense within 3" radius for 3 turns.

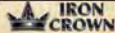
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BLADESTORM™ PROFESSION CARD

RANGER

Bonus:	+1 Range Increment
Bonus:	-2 Resistance
Restriction:	Channeling Spells Lvl 1-3
Experience Points:	F H 

1- Handed	Missile	Stealth	Special
PASSIVE SKILL RANKS 1-4			
+2 to AR	+1 Damage	Move by combatants	+1 MR
+2 Damage	+2 to AR	Partial Cover counts as full	Woods are reduced 1 level
Ignore Armor	+2 Range	Move by units	+5 Endurance
+4 Damage	Ignore SB	Only visible in clear terrain	Woods are reduced 2 levels
ACTIVE SKILL RANKS 1-4			
+1D6 AR	+1D6 for each round of aiming (max 3 turns)	Enemy does not turn to face flank attack	+5 Defense this turn.
2 attacks against same enemy	3 attacks against 2 targets within 1" of each other	Additional 1D6 for attack from Partial Cover	+1" radius each round for trap (10 hits).
Attack 5" away (loses weapon)	Double damage for successful attack	Enemy does not turn to face rear attack	Change weather next round.
3 attacks against any enemies	4 attacks against 3 targets within 1" of each other. Hit enemies roll for disruption	Damage from flank and rear attack is doubled	Merge into 1"x1" organic material.


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BLADESTORM™ PROFESSION CARD

ROGUE


Bonus:	+1 Range Increment
Bonus:	+1 Defense
Restriction:	Only Medium Armor
Experience Points:	F H 

1- Handed	Missile	Blocking	Special
PASSIVE SKILL RANKS 1-4			
+2 to AR	+1 Damage	+1 SB	+1 MR
+2 Damage	+2 to AR	1/2 SB Weapon Blocking	+5 En
Ignore Armor	+2 Range	+2 SB	Scale walls at 1/4 MR
+4 Damage	Ignore SB	Full SB Weapon Blocking	Move by combatants
ACTIVE SKILL RANKS 1-4			
+1D6 AR	+1D6 for each round of aiming (max 3 turns)	Use shield against 2 attacks	-2 Attack Rolls from 1 enemy or unit
2 attacks against same enemy	3 attacks against 2 targets within 1" of each other	1 additional 2D6+SB attack, push target 2"	Move into enemy flank to attack
Attack 5" away (loses weapon)	Double damage for successful attack	Ignore 1 attack from any direction	Dodge and move 1" to evade 1 attack
3 attacks against any enemies	4 attacks against 3 targets within 1" of each other. Hit enemies roll for disruption	2xMR charge against medium enemies. All affected roll for disruption	1/2 enemy Defense Stat for 1 attack. Double damage when successful


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BLADESTORM™ PROFESSION CARD

WARRIOR MONK

Bonus:	+2 Defense
Bonus:	+1 Movement Rate
Restriction:	No Armor / No Shield
Experience Points:	F H 

MA: Sweeps & Throws	MA: Strikes	Staffs	Special
PASSIVE SKILL RANKS 1-4			
+1 to AR	+1 Damage	Use as +1 SB	-2 Mo
+2 Damage	+2 AR	Use as +2 SB	+10 En
Ignore SB	Ignore Armor	Use as +3 SB	+2 Def
+4 Damage	+3 Damage	Use as +4 SB	+10 En
ACTIVE SKILL RANKS 1-4			
Successful attack pushes enemy back 2"	If successful, enemy loses Counter Attack	+1D10 AR	Shake off disruption
Jump 3" away to evade 1 attack	Dodge and move 3" to evade 1 attack	1 attack against 2 enemies	+5 Defense for 1 turn
Move into enemy flank for 1 +2D6 attacks	Move into enemy flank for 2 +1D6 attack	1 attack against 2 enemies in a line 2" away	MRx2 across all but blocking terrain
Jump behind enemy for 3 rear attacks	+1D6 AR. If successful, enemy has -5 Def for 1D6/2 turns (round up).	1 attack against 4 enemies	4 attacks against 1 enemy. Each successful attack halves his Defense Stat.

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STANDARD GAME SUMMARY SHEET

TURN SEQUENCE

Player X Movement-Missile-Spell Phase

Move, Missile Attack or Cast a Spell:S-6.0, S-9.0, S-12.0

Rally:S-10.0 & S-11.6

Melee Combat Phase:S-7.0

RESISTANCE ROLLS

To make a RR, a target rolls 3D6 and subtracts the level of the spell. If the result is less than or equal to the target's Resistance, the RR fails. Otherwise, the spell has no effect.

MOVEMENT

A unit may perform four types of movement during its movement phase (only one Wheel or Turn):

Move Forward Costs 1" per 1" moved

Back Up Costs 2" per 1" moves

Turn Costs 2"

Wheel Costs the distance moved by end of front row

COMBATANT TERRAIN EFFECTS CHART

Terrain Type	Movement Reduction	Melee Defense Terrain Mod.	Missile Defense Terrain Mod.	Terrain Morale Roll Mod.
Clear	x1	+0	+0	+0
Brush	x1	+0	+2	+1
Light Woods	x1	+1	+3	+1
Medium Woods	x3/4	+2	+4	+2
Heavy Woods	x1/2	+4	n/a	+3
Streams	x1/2	-2	+0	-1
Slope*	x3/4	+2	+1	+2
Impassable	n/a	n/a	n/a	n/a
Buildings	x1	+1	+3	+2

n/a = Movement not allowed

* — If a target is above an attacker, the target is said to be "Up Slope" from the attacker. Only a target "Up Slope" from an attacker receives the modifications listed above **and** only movement "Up Slope" receives the movement reduction above.

UNIT TERRAIN EFFECTS CHART

Terrain Type	MOVEMENT REDUCTION	
	General Order & Individual Combatants	Battle Order
Clear	x1	x3/4
Brush	x1	x1/2
Light Woods	x1	x1/2
Medium Woods	x3/4	x1/4
Heavy Woods	x1/2	n/a
Streams	x1/2	x1/4
Up Slope*	x3/4	x1/2
Impassable	n/a	n/a
Buildings	x1	x1/4

ATTACKS

- 1) Attack misses if two or more die results are ones.
- 2) Otherwise: Attack damages target if "Death Die" is a one.
- 3) Otherwise: Attack damages target if the attack roll exceeds the target's "Modified Defense."
- 4) Otherwise: Attack does no damage.

MELEE DEFENSE MODIFICATIONS

Shield Bonus Target's *Shield Bonus* stat
 Melee Defense Terrain Mod Based on Terrain Target Occupies
 +2 If Target is "Up Slope" from Attacker
 -2 If Attacker is on the Target's "Flank"
 -5 If Attacker is on the Target's "Rear"

MELEE ATTACK ROLL MODIFICATIONS

Leader Bonus Based on Leader (see S-12.1)
 Formation Bonus If combatant is part of a unit (see S-11.0)
 -5 If Attacker is Disrupted (see S-10.0)

MISSILE DEFENSE MODIFICATIONS

Shield Bonus Target's *Shield Bonus* stat
 Missile Defense Terrain Mod. Based on the Terrain
 "Between the Target and the Attacker"
 +1 If Target is "Up Slope" from Attacker
 +2 If Target is behind "Partial Cover" (see S-9.1)
 -5 If Target is unaware of a rear attack (see S-9.4)

MISSILE ATTACK ROLL MODIFICATIONS

Range Modification Based on attacker's *Range Mod* stat
 Leader Bonus Based on Leader (see S-12.1)
 Formation Bonus If combatant is part of a unit (see S-11.0)
 -5 If Attacker is Disrupted (see S-10.0)
 -4 If Target is engaged in Melee Combat (see S-9.2)

MORALE

Morale Roll: To make a Morale Roll, roll 3D6 and add any applicable modifications. If the result is greater than the combatant's Morale stat, the Morale Roll is successful. Otherwise, the Morale Roll fails and the combatant is *disrupted*.

Rallying: At the end of his movement-missile phase, a player may make a Morale Roll for each of his disrupted combatants and disrupted or routed units:

- If the modified Morale Roll is greater than the combatant/unit's *Morale*+5, a disrupted combatant/unit is no longer disrupted **and** a routed unit becomes unrouted and disrupted.
- If the modified Morale Roll is less than or equal to the combatant's *Morale*, a disrupted combatant or a routed unit is removed **and** a disrupted unit becomes undisrupted and routed.
- Otherwise, no change occurs.

MORALE ROLL MODIFICATIONS

Leader Bonus Based on Leader (see S-12.1)
 Terrain Morale Roll Mod. Based on the Terrain Occupied
 (see S-7.1 and the Combatant Terrain Effects Chart)
 Spell Effects Based on Spell (see S-14.0)
 Item Effects Based on individual Items or Scenarios
 Formation Morale Roll Mod. (Units only) See S-11.4

OPTIONAL RULES SUMMARY SHEET

TURN SEQUENCE

Player X Movement-Missile-Spell Phase

Move, Maneuver, Missile Attack or Cast Spell/Song: O-6.0 & O-14.0
Rally

Melee Combat Phase

MOVEMENT

COMBATANT TERRAIN EFFECTS CHART

Terrain Type	Movement Reduction	Melee Defense Terrain Mod.	Missile Defense Terrain Mod.	Terrain Morale Roll Mod.
Clear	x1	+0	+0	+0
Brush	x1	+0	+2	+1
Rough	x3/4	+1	+1	+1
Light Woods	x1	+1	+3	+1
Medium Woods	x3/4	+2	+4	+2
Heavy Woods	x1/2	+4	n/a	+3
Streams	x1/2	-2	+0	-1
Marsh	x1/2	-3	+1	-2
Swamp †	x1/4	-4	-2	-3
Shallow Water	x1/4	-4	+0	-3
Deep Water †	x1/4	-5 †	+0	-5
Slope*	x3/4	+2	+1	+2
Steep Slope*	x1/2	+3	+1	+3
Buildings	x1	+1	+3	+2
Road/Path ‡	x1.5	+0	+0	+0
Impassable	n/a	n/a	n/a	n/a

UNIT TERRAIN EFFECTS CHART

Terrain Type	MOVEMENT REDUCTION		
	General Order & Individual Combatants	Battle Order	Column Formation
Clear	x1	x3/4	x1.25 ‡
Brush	x1	x1/2	x3/4
Rough	x3/4	x1/4	x1/2
Light Woods	x1	x1/2	x3/4
Medium Woods	x3/4	x1/4	x1/2
Heavy Woods	x1/2	n/a	n/a
Streams	x1/2	x1/4	x1/2
Marsh	x1/2	n/a	n/a
Swamp †	x1/4	n/a	n/a
Shallow Water	x1/4	x1/4	n/a
Deep Water †	x1/4	n/a	n/a
Slope*	x3/4	x1/2	x1
Steep Slope*	x1/2	x1/4	x3/4
Buildings	x1	x1/4	n/a
Road/Path ‡	x1.5	x1	x2
Impassable	n/a	n/a	n/a

MANEUVERS

To make a maneuver, roll 3D6 and add any modifiers. If the result is greater than the combatant/unit's *Maneuver* stat, the maneuver is successful. Otherwise, the maneuver fails. A "3" always fails; an "18" always succeeds.

MANEUVER ROLL MODIFICATIONS

- The modification for the specific maneuver (see p. 91 through 98).
- A leader's *Maneuver Mod* stat (if applicable), see O-4.0.

COMBAT

Parrying & Targeting: The fixed bonus for an attack may be split between the following three uses:

- Adding to the Attack Roll
- Increasing Defense (*Parrying*)
- Increasing Dice Rolled (*Targeting*) — For every 5 points allocated, the Melee Attack stat is increased by 1D6.

Second Line Polearm Attacks: Such an attack roll must be modified by -3.

Depth Melee Bonuses: The attacker with the greater depth receives a +1 melee attack bonus for every row in excess of its target's depth.

Firing into Melee: An attack roll against a target engaged in melee is modified by -4 (plus other modifiers). If such an attack fails, roll 1D6. If the result is a 1 or 2, roll the same attack against a friendly combatant engaged with the original target.

COMBATANT TYPE MELEE ATTACK MODIFIERS

Defender Combatant Type	Attacker Combatant Type		
	Foot/Melee	Foot Polearm	Mounted Melee
Foot Missile	+2	+1	+3
Foot Melee	+0	+0	+2
Foot Polearm*	-1/+1	+2/+2	-2/+2
Mounted Missile	+1	+1	+1
Mounted Melee	-1	+0	+0

WOUND PENALTIES CHART

Hits taken	Melee Attack Mod.
No Damage up to 1/4 Damage	+0
1/4 Damage up to 1/2 Damage	-1
1/2 Damage up to 3/4 Damage	-2
3/4 Damage and up	-3

FUMBLES

Maneuvers, Attacks, Spells and Songs automatically result in a fumble (i.e., they critically fail) if the "Death Die" and one other die result in a "1" (see O-6.3, O-7.8, O-9.4 & O-14.3). The player who attempted the action rolls D10 on the corresponding chart:

- Combatant & Unit Maneuverspages 99-100
- Melee Attackspage 103
- Missile Attackspage 106
- Songs and War Soundspage 117
- Spell Castingpage 118

