

# BLADES & COIN



# RULESBOOK



# BLADESTORM™ RULESBOOK

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*Dedicated to John Ruemmler, who gave us seven good years.*

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# INTRODUCTION

The use of miniature figurines and miniature terrain to represent, recreate, and refight battles has been going on for centuries. This type of gaming has ranged from children playing with toy-soldiers to elaborate military simulations conducted in war colleges. Today, such “miniatures” battles are an extensive, growing part of a 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 “table-top rules.” However, in order to distinguish between a mass-combat miniatures system and a skirmish miniatures system, we will refer to the **Bladestorm** system as a “skirmish system.” For these purposes, 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-type fantasy environment as presented in the *Bladelands Sourcebook*. The **Bladestorm** rules consist of four parts:

- The Basic Game
- The Intermediate Game
- The Standard Game
- The Optional Rules

## NOVICE PLAYERS

Novice skirmish players should start by reading the Basic Game and then play the scenarios provided. Once you have mastered the Basic Game, read the Intermediate Game and play the provided scenarios. Similarly, you can then move on to the Standard Game, and, eventually, to the Optional Rules. We hope that you will use this layered approach to gradually absorb the basic concepts and principles that must be understood in order to fight full-blown **Bladestorm** skirmish battles.

## 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.

**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. See the *Terrain and Painting Manual* for mounting suggestions.

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, 1.25"x1.25" [40x40mm] for 7'-9' [2.5m] Trolls, 1"x1.5" [25x40mm] for cavalry, etc. See the Appendix for a listing of standard base sizes.

**Note:** These rules assume the use of “25mm” 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' [1m] 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  $\approx 1.4"$  [ $\approx 36\text{mm}$ ], 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.

### MEASURING DISTANCES

In a miniatures battle it is necessary to be able to measure distances. For this purpose, we have included several ruled pieces of cardboard and paper. However, players may find it useful to use real rulers and/or tape measures.

String is 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.

### TERMS

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

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

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

**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.

**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.

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

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

**Hero** — A human-like combatant who has special capabilities.

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

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

**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.).

**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.).

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

**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.

**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.



# 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.

## ENVIRONMENT



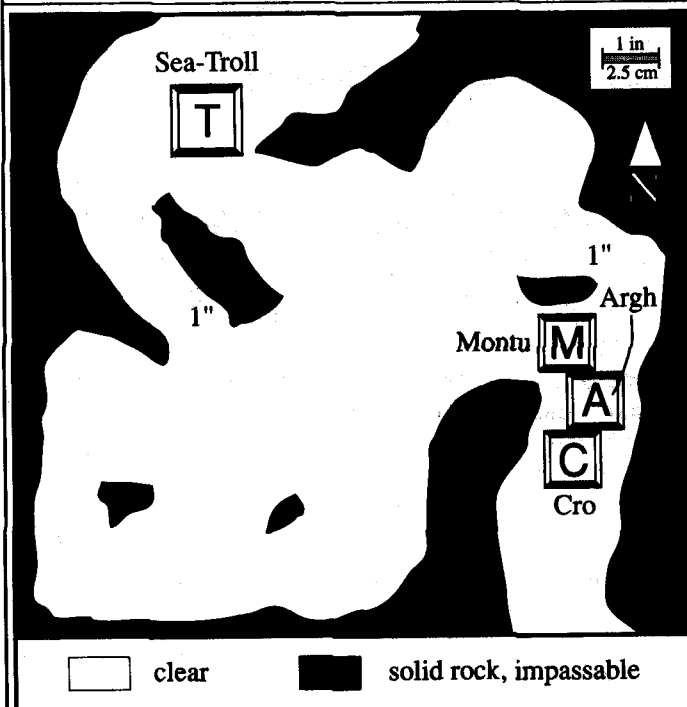
The combatants in a skirmish battle fight in an environment which consists of a playing surface and any special terrain. The playing surface can be any regular surface on which the miniatures can be set up and moved (e.g., a table top, the floor, etc.). See the *Terrain and Painting Manual*.

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. See the *Terrain and Painting Manual*.

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).

## SCENARIO #1 "WARRIORS OF ASH"



## Scenario Type: Skirmish

**The Tale:** Beneath the Foleenn 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] can not be traversed by the Troll — his base is 1.25" [40mm] wide. A full-sized playing surface for this scenario is included in the *Scenario Book*.

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

**Player #1** — The Goblins; move first and set up as indicated on the map.

**Player #2** — The Sea-troll; move second and set up as indicated 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 following combatants are used in the first Basic Game Scenario: a Sea-troll versus three Goblins (Orc-like creatures). The Goblins should be mounted on 1"x1" bases and the Troll on a 1.25"x1.25" base.

### 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)

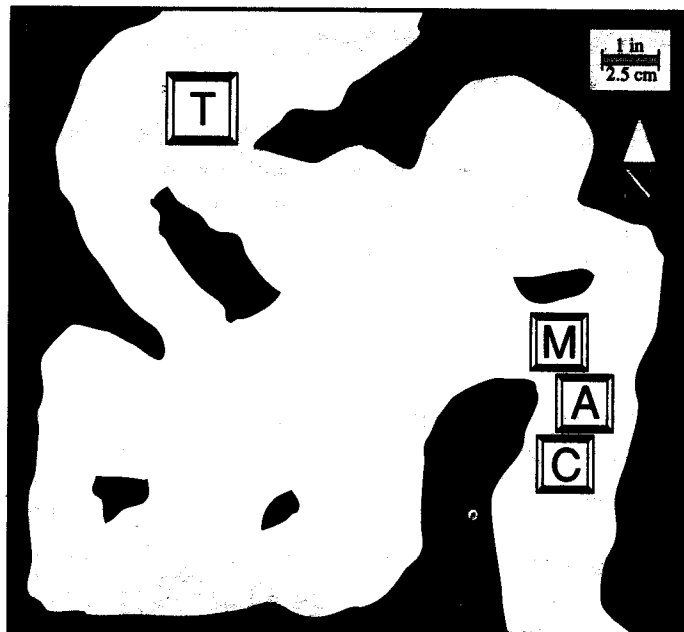
Movement Rate ..... 6"[15cm]  
 Melee Attack ..... 2D6+D10+3  
 Melee Damage .... High+Low+2  
 Defense ..... 9  
 Endurance (18) ☐☐☐  
☐☐☐☐  
☐☐☐☐

### 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-5.0

# TURN SEQUENCE



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 other 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.

Each individual scenario (see the Scenario Book) will indicate 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

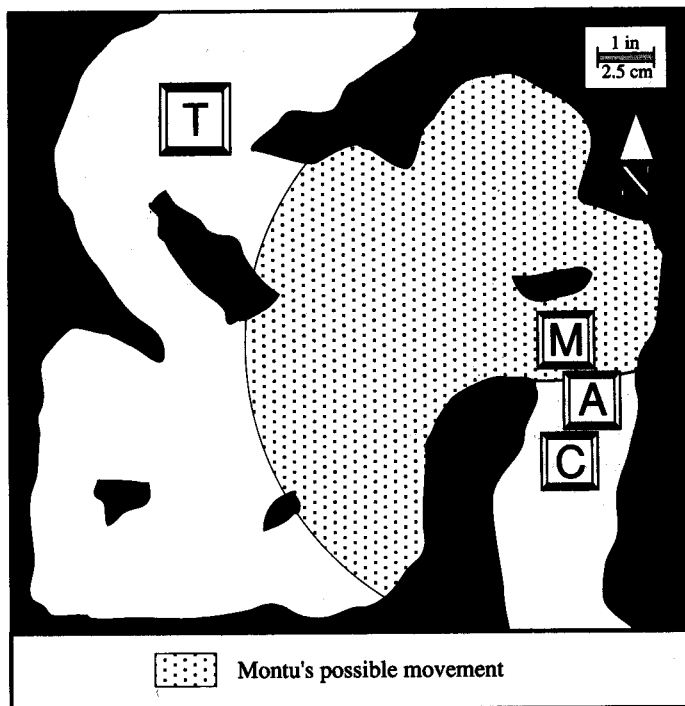


During his part of the turn, a player may move some, all, or none of his combatants. Each combatant may move (in any direction) a distance up to its *Movement Rate*.

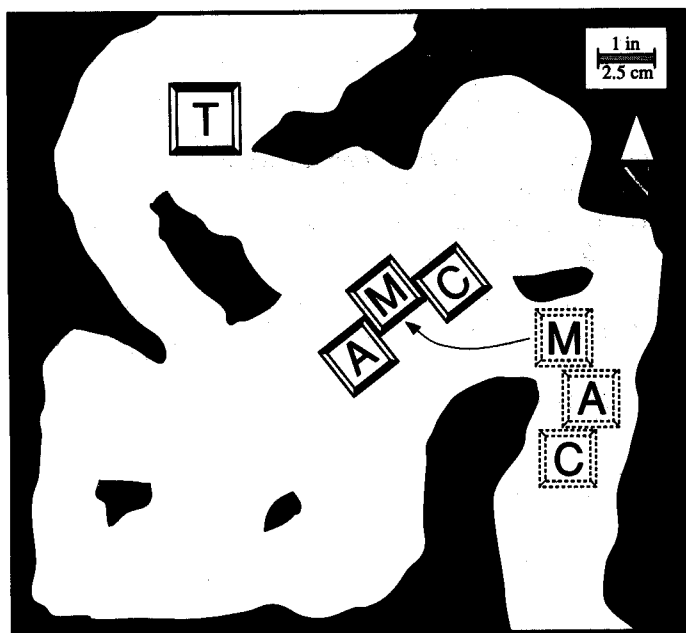
Distance is measured from the center of one of a miniature's edges. These restrictions apply:

- 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.

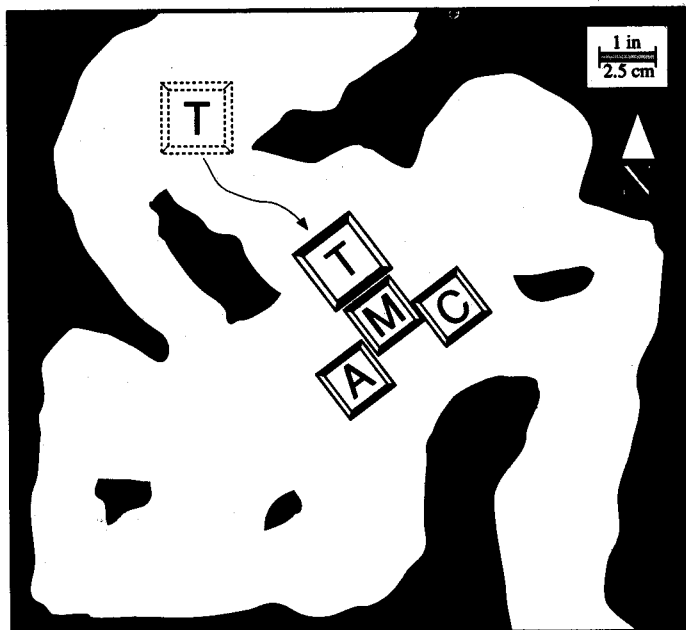
**Example:** The diagram below shows each of the combatants in the first scenario. The shaded area around Montu shows the allowable position to which he can move during his part of the first turn. The Troll, Argh, and Cro have similar limitations.



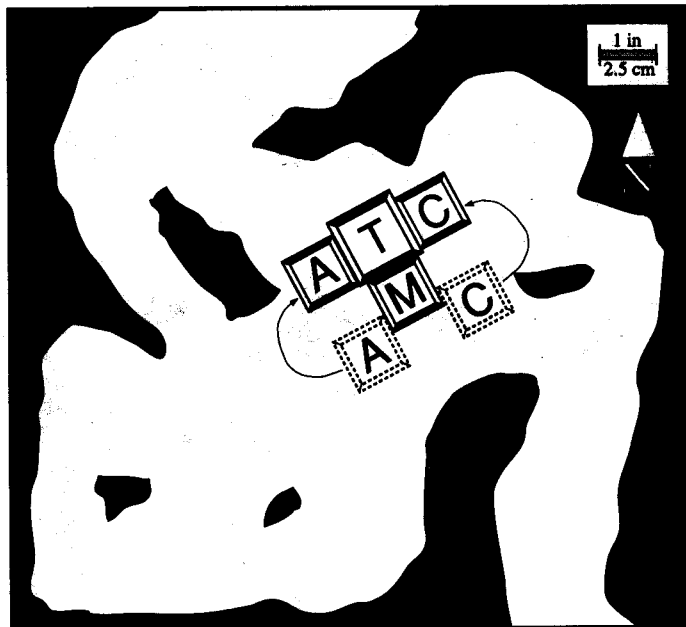
**Example:** In the first scenario the Goblins move first. Since they can't get all the way to the Troll, they all move about 3" [7.5cm] towards the Troll. They end up in the positions shown below.



**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

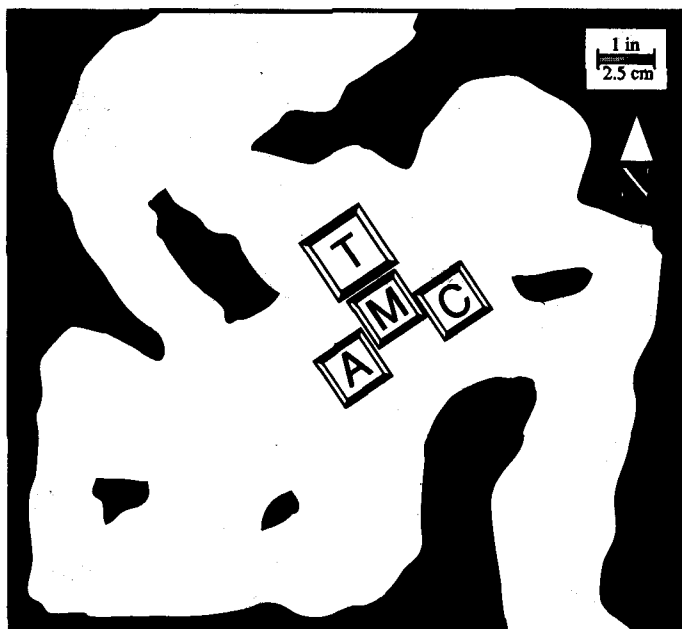


When the turn sequence (see B-5.0) calls for combat to occur, each combatant **may** make one *attack* against one other combatant (called the *target* of the attack). The following restriction applies:

- 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 below), the Troll and Montu are in contact and may attack each other (see below).*

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.

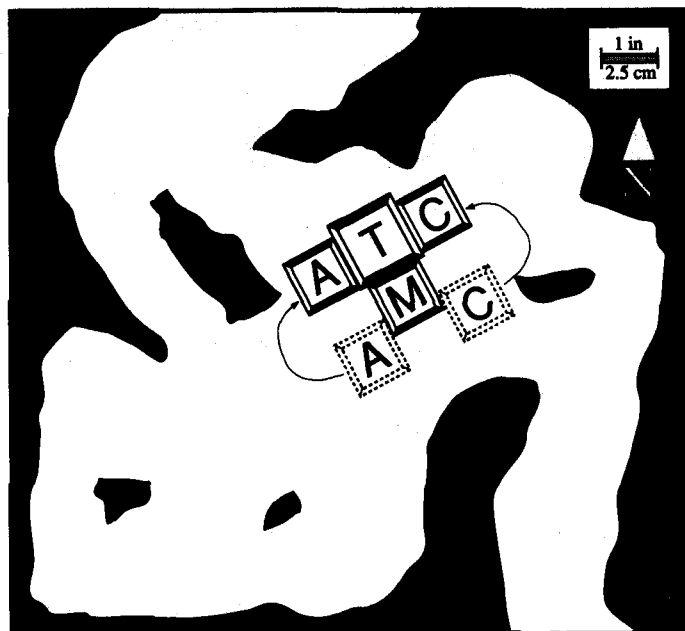
**Example:** *An attack roll of "3D6" results in die results of 6, 4, and 1. "Low" damage from such an attack would be 1 hit. If the rolls were 3, 4, and 3, the "Low" damage would be 6 = 3 + 3 because both 3's are low. If the rolls were 4, 4, and 4, "Low" damage would be 12 = 4 + 4 + 4.*

**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.

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  $18 = (3 + 3) \times 3$ .











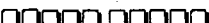




In the first scenario, after the Troll and the Goblins have moved (see the example in Section B-7.0), the Troll and Montu may attack one another. The Troll's *Melee Attack* is "3D6+4" and his attack roll is a 1, a 5, and a 3, for a total attack roll of 13 = 1+5+3+4. Since Montu's *Defense* is only "7", 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 Goblins move, and all decide to move next to the Troll (see the diagram to the right).

The Troll decides to attack Montu again and his attack roll is  $12 = 2+3+3+4$ . 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  $6 = 3+3$ . 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  $8 = 6+2$ . 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 12 more hits (i.e.,  $12 = 6+2+2$ ).

After those attacks the Troll has taken 20 hits (i.e., its *Endurance* is reduced by 20), 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	
<b>SEA-TROLL</b>	<b>CRO, Greater Goblin</b>
Movement Rate ...7"[18cm]	Movement Rate .....6"[15cm]
Melee Attack .....3D6+4	Melee Attack .....2D6+D10+3
Melee Damage .....High+2	Melee Damage ....High+Low+2
Defense .....10	Defense .....9
Endurance (51) 	Endurance (18) 
	
	
	
	
	
<b>ARGH, Lesser Goblin</b>	<b>MONTU, Lesser Goblin</b>
Movement Rate ...5"[13cm]	Movement Rate .....5"[13cm]
Melee Attack .....3D6-2	Melee Attack .....3D6-1
Melee Damage .....High+2	Melee Damage .....High+2
Defense .....7	Defense .....7
Endurance (10) 	Endurance (10) 
	



# I — INTERMEDIATE GAME

## I-1.0

### INTRODUCTION

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

The new game mechanics presented in the Intermediate Game are:

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

## 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.

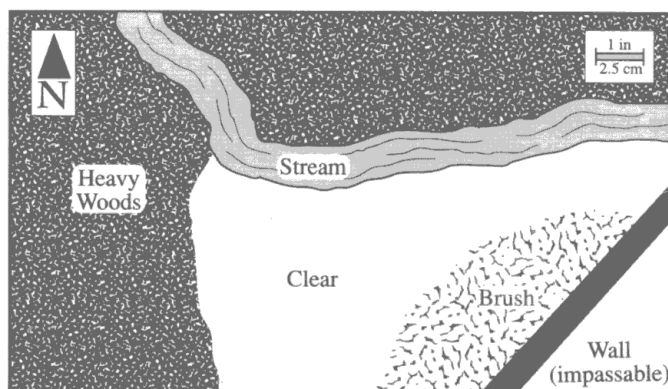


## I-3.0

### 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

(Large Claws, Thrown Rocks  
Rigid Leather Armor)

Movement Rate ..7" (3.5")  
[18cm (9cm)]

Melee Attack .....3D6+4

Melee Damage .....High+2

Missile Attack .....4D6-1

Missile Damage .....High

Defense .....10

Shield Bonus .....+0

Armor .....-2

Endurance (51) ☐

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### ARGH, Lesser Goblin

(Scimitar, Throwing Daggers,  
Shield, Soft Leather Armor)

Movement Rate ..5" (2.5")  
[13cm (7cm)]

Melee Attack .....3D6-2

Melee Damage .....High+2

Missile Attack .....2D6+2

Missile Damage .....High

Defense .....7

Shield Bonus .....+4

Armor .....-1

Endurance (10) ☐  
□□□□

### CRO, Greater Goblin

(2H-sword,  
Chain Armor)

Movement Rate .....6" (3")  
[15cm (8cm)]

Melee Attack ..2D6+D10+3

Melee DamageHigh+Low+2

Missile Attack .....none

Missile Damage .....none

Defense .....9

Shield Bonus .....+0

Armor .....-3

Endurance (18) ☐

□□□□  
□□□□ □□□□

### MONTU, Lesser Goblin

(Scimitar, Throwing Daggers,  
Shield, Soft Leather Armor)

Movement Rate .....5" (2.5")  
[13cm (7cm)]

Melee Attack .....3D6-1

Melee Damage .....High+2

Missile Attack .....2D6+2

Missile Damage .....High

Defense .....7

Shield Bonus .....+4

Armor .....-1

Endurance (10) ☐  
□□□□

# I-5.0

## TURN SEQUENCE



In the Basic Game, one player moves all of his combatants and then melee combat occurs; then the other 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 its movement-missile phase, a combatant may either move or make a missile attack, but **not** both. A player must make all of his missile attacks before moving any combatants.

A battle is resolved as a series of turns, which continues until a win occurs. Each individual scenario (see the *Scenario Book*) will indicate when a win occurs **and** which player is Player 1 and which is Player 2.

# 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 **not** move and make a missile attack 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)].

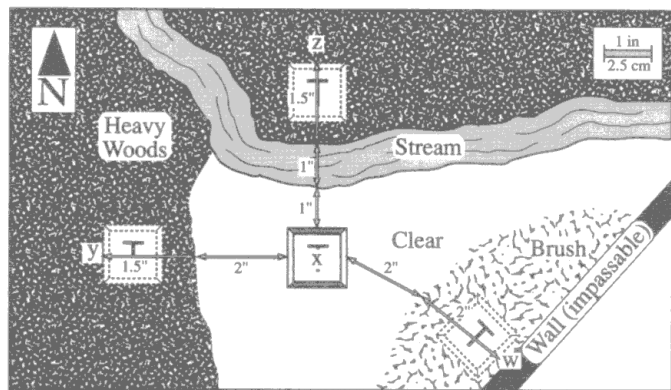
MOVEMENT RATE REDUCTION CHART	
Terrain Type	Movement Rate Reduction
Clear	no reduction
Brush	no reduction
Heavy Woods	1/2 of normal
Streams	1/2 of normal
Impassable	not allowed

**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.

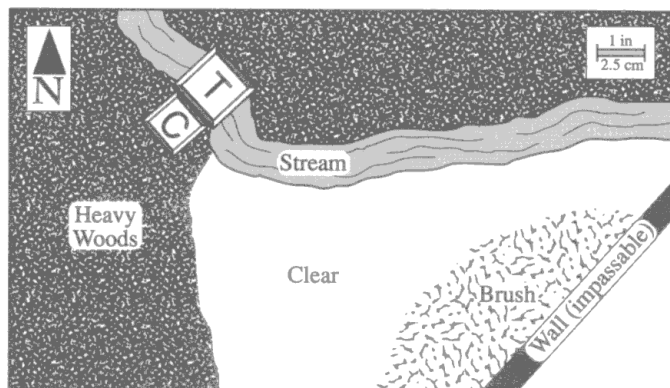
Whenever an attack is made against a target, the target's *Defense* is modified by an amount determined by the terrain that the target occupies (see the chart below).

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 Terrain 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 EFFECTS

*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.

**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 four *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.
- **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:  $6 = 11 \div 2$  (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 **not** move and make a missile attack in the same phase (i.e., during a 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 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.

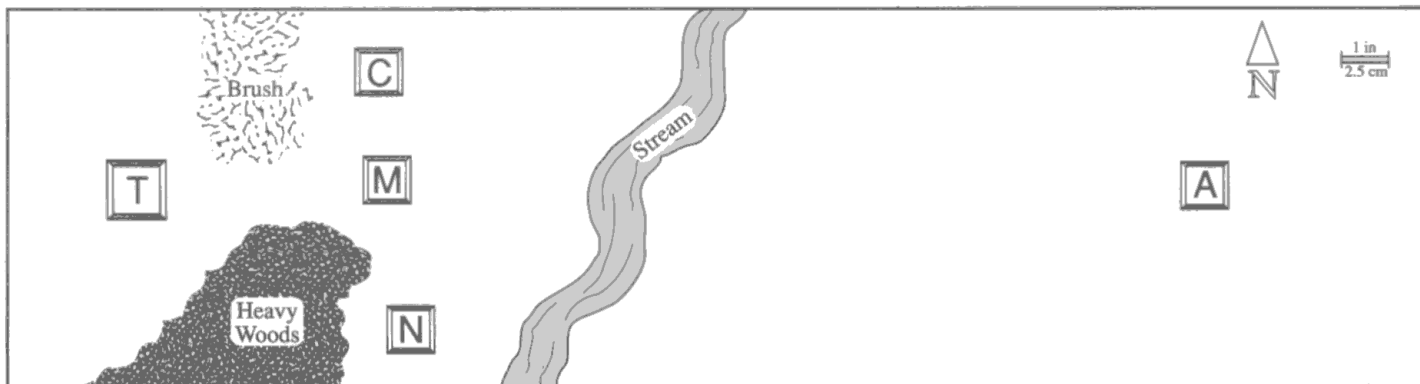
**Note:** *If a target occupies blocking terrain, no one may make a missile attack against him **and** he may not make any missile attacks.*

**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 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.*





# 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
Unit Effects .....	Section S-11.0
Special Combatants .....	Section S-12.0
Bladestorms .....	Section S-13.0

### 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 bar on the side). Since all of the material in Sections S-10.0 to S-12.0 is new, it is not marked with bars.

The new game mechanics presented in the Standard Game are:

New Terrain Types .....	Environment, S-3.0
New Combatant Stats .....	Combatants, S-4.0
Placing, Terrain Effects .....	Movement, S-6.0
Placing, Terrain Effects .....	Melee Combat, S-7.0
Placing, Blocking Terrain .....	Missile Combat, S-9.0
Morale .....	Morale, S-10.0
Unit Effects .....	Unit Effects, S-11.0
Leaders, Heroes, and Monsters .....	Special Combatants, S-12.0

## 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 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  $27 = [(3 + 4) \times 3] + 2 + 4$ .

## 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 next 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 feet = 1 inch ≈ 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 for.

## 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

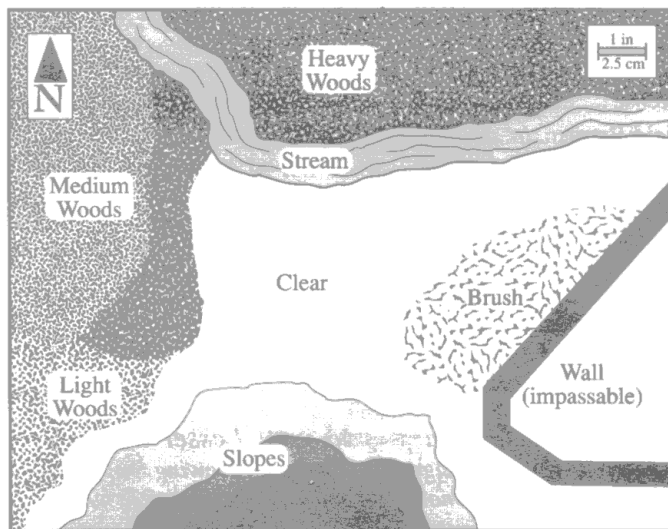


The combatants in a skirmish battle fight in an environment which consists of a playing surface, and terrain which is placed on it. The playing surface can be any regular surface on which the miniatures can be set up and moved (e.g., a table top, the floor, etc.).

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 (I-6.0), combat (I-7.0), and morale (I-10.0). The terrain types are:

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



## 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), and morale (S-10).

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	Ar
Missile Attack	MsA	Morale	Mo
Missile Damage	MsD	Endurance	En
Range Mod	RM		

### SEA-TROLL

(Large Claws, Thrown Rocks  
Rigid Leather Armor)

Move. Rate ...7"(5.5"/3.5")  
[18cm (14cm/9cm)]  
Melee Attack .....3D6+4  
Melee Damage .....High+2  
Missile Attack .....4D6-1  
Missile Damage .....High  
Range Mod .....-2 per 10"  
[-2 per 25cm]

Defense .....10  
Shield Bonus .....+0  
Armor .....-2  
Morale .....6  
Endurance (51) ☐  
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐  
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐  
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐  
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

### ARGH, Lesser Goblin

(Scimitar, Throwing Daggers,  
Shield, Soft Leather Armor)

Movement Rate 5"(4"/2.5")  
[13cm (10cm/7cm)]  
Melee Attack .....3D6-2  
Melee Damage .....High+2  
Missile Attack .....2D6+2  
Missile Damage .....High  
Range Mod-2 per 5" [13cm]  
[-2 per 13cm]

Defense .....7  
Shield Bonus .....+4  
Armor .....-1  
Morale .....9  
Endurance (10) ☐ ☐ ☐ ☐  
m☐ ☐ ☐ ☐

### CRO, Greater Goblin

(2H-sword,  
Chain Armor)

Move. Rate .....6"(4.5"/3")  
[15cm (11cm/8cm)]  
Melee Attack ..2D6+D10+3  
Melee Damage High+Low+2  
Missile Attack .....none  
Missile Damage .....none  
Range Mod .....none

Defense .....9  
Shield Bonus .....+0  
Armor .....-3  
Morale .....7  
Endurance (18)  
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐  
m☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

### MONTU, Lesser Goblin

(Scimitar, Throwing Daggers,  
Shield, Soft Leather Armor)

Movement Rate .5"(4"/2.5")  
[13cm (10cm/7cm)]  
Melee Attack .....3D6-1  
Melee Damage .....High+2  
Missile Attack .....2D6+2  
Missile Damage .....High  
Range Mod-2 per 5" [13cm]  
[-2 per 13cm]

Defense .....7  
Shield Bonus .....+4  
Armor .....-1  
Morale .....9  
Endurance (10) ☐ ☐ ☐ ☐  
m☐ ☐ ☐ ☐

## S-5.0

# TURN SEQUENCE



In the Basic Game, one player moves all of his combatants and then melee combat occurs between combatants in base-to-base contact. Then the other player moves all of his combatants and melee combat occurs again. In the Standard Game, this sequence is modified to include missile attacks (see S-9.0).

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

### Player 1 Movement-Missile Phase

Move or Missile Attack .....S-6.0 & S-9.0  
Rally .....S-10.0 & S-11.5

Melee Combat Phase .....S-7.0

### Player 2 Movement-Missile Phase

Move or Missile Attack .....S-6.0 & S-9.0  
Rally .....S-10.0 & S-11.5

Melee Combat Phase .....S-7.0

During its movement-missile phase, a combatant may either move or make a missile attack, but **not** both. A player must make all of his missile attacks before moving any combatants.

A battle is resolved as a series of turns, which continues until a win occurs. Each individual scenario (see the *Scenario Book*) will indicate when a win occurs **and** which player is Player 1 and which is Player 2.

## S-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 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 **not** move and make a missile attack 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.
- A combatant's Movement Rate may be affected by the terrain it moves through (see S-6.1).

**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 (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.

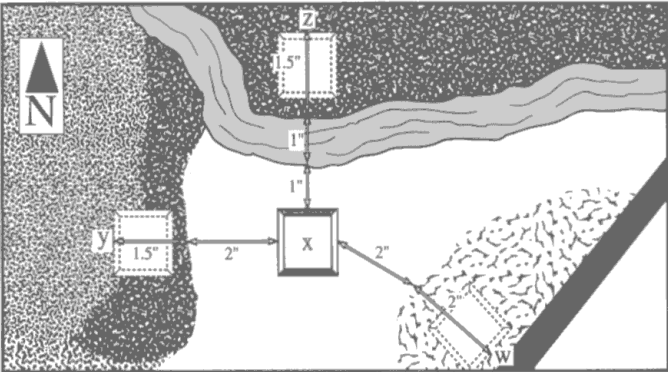
**Note:** Three numbers are provided for the *Movement Rate Stat*. The first number is the normal (x1) *Movement Rate*, the second is the x3/4 MR, and the third is the x1/2 MR. The fractions are already rounded to nearest ‘half inch’ (cm). [The numbers in brackets are Metric MR’s (see S-2.3)].

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	n/a
Streams	x1/2	-2	+0	-1
Slope *	x3/4	+2	+1	n/a
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.

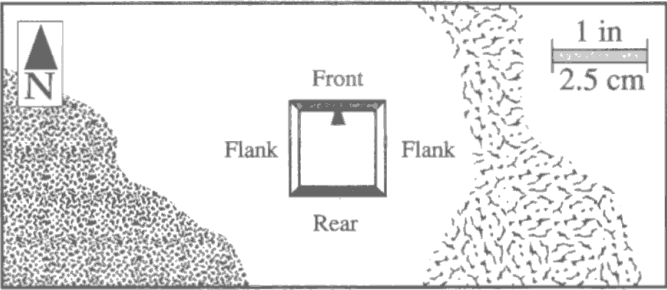
S-6.2 FACING

After each combatant is moved, 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 combatants in a specific direction. 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.



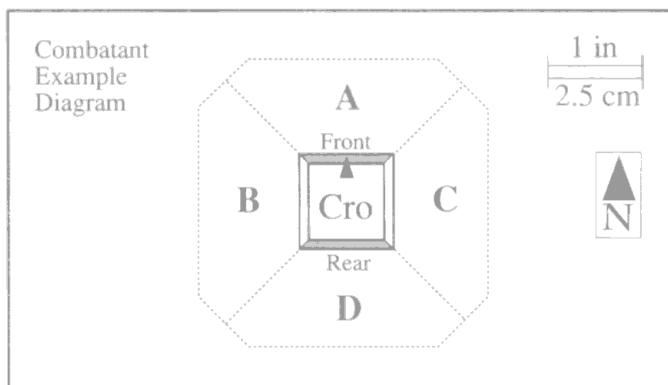
## S-6.4 MOVEMENT RESTRICTIONS

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:

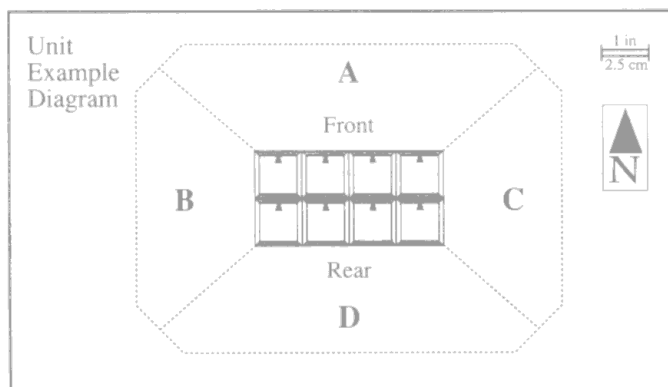
- No combatant may move within one inch [Metric: 25mm] of an opposing combatant unless the moving combatant is moving directly away from the unit or it is moving directly into “base-to-base contact” with the unit (i.e., into melee combat).
- No combatant or “unit” (see S-11.0) may move within two inches [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 following restriction 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 one. 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”
	.....	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

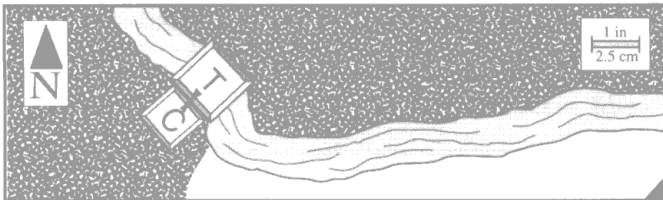
*Certain types of terrain make a target easier or more difficult to attack.*

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 type terrain, the combatant occupies that type of terrain.
- Otherwise, the combatant occupies clear terrain (or use common sense to determine terrain type).

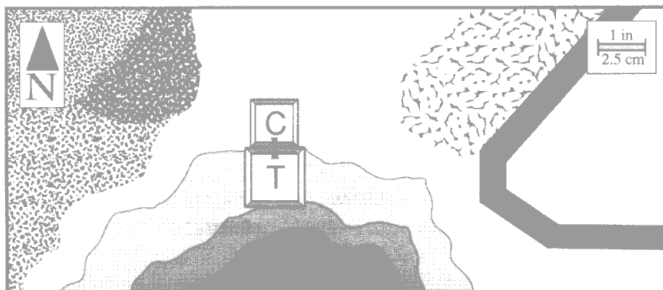
**Example:** *Cro the Goblin is in some Heavy Woods next to a stream. He is being attacked by the Troll standing in the stream. Cro's Modified Defense is  $12 = 9 + 3$ . The Troll's Modified Defense is  $8 = 10 + (-2)$ .*



### 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  $12 = 10 + 2$ .*



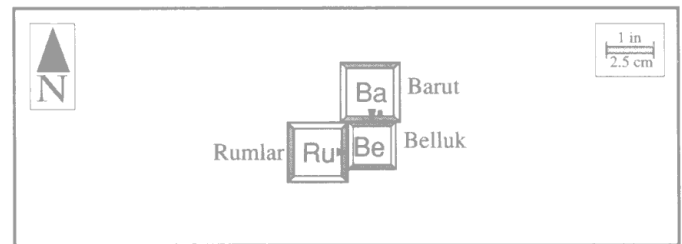
## S-7.2 SHIELD BONUSES

*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  $11 = 7 + 4$ .*



## 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 and Rear modifications do not apply to Missile attacks.*

**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, Medium, and Low results are obtained. This damage is based upon the attack roll, so don't move the attack roll dice until after 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"; 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 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, the "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, the "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 four 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.
- **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 + 2 (i.e., 5.5 rounded up).

# 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.

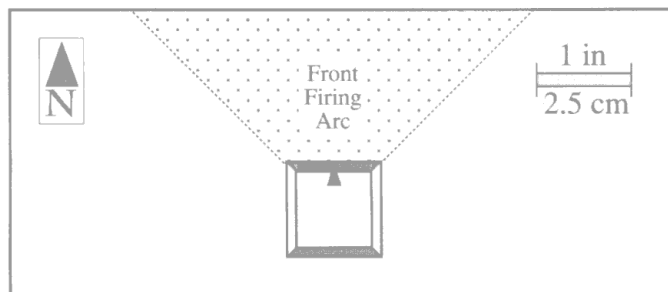
The results of a missile attack are determined in the same manner as melee attacks are resolved, except that some of the *Defense* modifications are different (see S-7.0 and S-8.0).

The following restrictions apply:

- A combatant may **not** move and make a missile attack in the same phase (i.e., during a movement-missile phase).
- 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 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 terrain, that terrain is "blocking Terrain". For these purposes blocking terrain includes: combatants, Impassable terrain, and Heavy Woods terrain.

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

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



## MISSILE DEFENSE MODIFICATIONS

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

- Shield Bonus ..... Target's *Shield Bonus* stat
- Missile Defense Terrain Mod. .... Based on the Terrain "Between the Target and the Attacker"
- ..... If Target is "Up Slope" from Attacker

**Note:** Flank and Rear modifications do not apply to Missile attacks.

## MISSILE ATTACK ROLL MODIFICATIONS

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

- 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)
- ..... If Attacker is Disrupted (see S-10.0)

## RANGE MODIFICATIONS

In the Standard Game, the ranges for missile attacks are no longer restricted to 20" [50cm]. Instead, each missile attack has a *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]). The *Range Mod* modification is applied to the target's *Defense* once for each distance increment above the first between the attacker and the target.

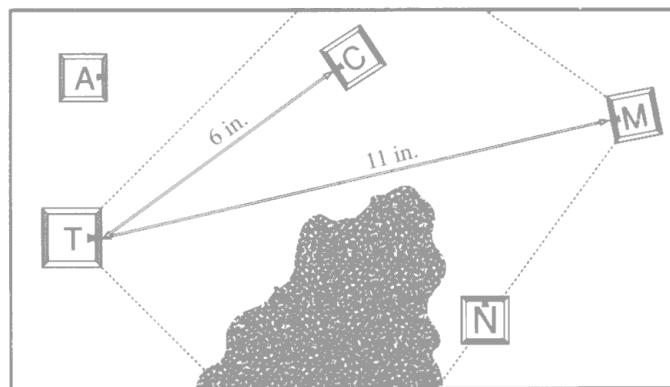
**Example:** The range modification for -2 per 10" [25cm] is: 0 for 0.1"-10" [0.25-25cm], -2 for 10.1"-20" [25.1-50cm], -4 for 20.1"-30" [50.1-75cm], etc.).

**Example:** The diagram 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 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 not to move and makes a missile attack against Montu; his *Range Mod* stat is -2 per 10" [25cm]. His attack roll (4D6-1) is 13 = 6+2+4+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 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* 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 Mod.* 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-10.0

## MORALE



*Morale reflects how resistant a combatant is to panic and demoralization on the battlefield.*

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

A combatant must make an immediate *Morale Roll* whenever its *Endurance* is reduced to half of normal (round up). This occurs 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.

**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*)

**Example:** *In the example above, 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:

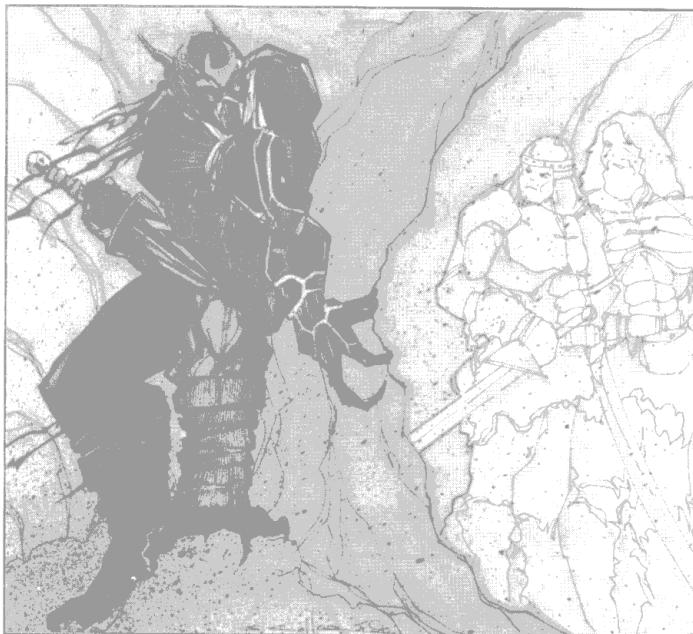
- If a disrupted combatant is within 1" [25mm] of any opposing combatant at the start of its movement-missile phase, it must move so that it is not within 1" [25mm] of any opposing combatants (i.e., it must try to avoid melee combat). If this is not possible, the combatant remains in place.
- All attacks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

## RALLYING

At the end of his movement-missile 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*+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.

**Example:** *In first example above Cro is disrupted and must make a Morale Roll at the end of his next movement-missile 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

## UNIT EFFECTS



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 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-11.1). So a combatant in a unit will have bonuses for Morale Rolls, melee attacks, *Defense*, etc. However, combatants in a unit usually are more restricted in terms of movement (see S-11.2).

### UNIT STATS

The stats for combatants in a unit will be provided as part of a "unit description" (see below). A unit can break into individual combatants if it takes heavy losses (see S-11.1) or if it chooses to do so (see S-11.3). 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

**Note:** 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-11.2). The fractions are already rounded to nearest 'half inch'. [The numbers in brackets are Metric Movement Rates rounded to the nearest cm (see S-2.3)].

### GOBLIN GUARD UNIT (8)

Move. Rate: ..... 5" (4/2.5/1.5) [13cm(10/7/3)] Morale: ..... 9

Defense: ..... 7 Shield Bonus: ..... +3 S. Leather Armor: ..... -1

Endurance: ..... 10

Weapon	Attack	Damage	Range
Scimitar	3D6-1	High+2	None
Dagger	2D6+2	High	-2 per 5" [13cm]‡
#1	□□□□m□□□□□	#5	□□□□m□□□□□
#2	□□□□m□□□□□	#6	□□□□m□□□□□
#3	□□□□m□□□□□	#7	□□□□m□□□□□
#4	□□□□m□□□□□	#8	□□□□m□□□□□

Formation	Melee		Missile		Morale Roll Mod
	Att	Def	Att	Def	
Battle Order	+2	+2	+0	-1	+2
General Order	+0	+0	+1	+0	+1
Disbanded	Unit operates as individual combatants				

## S-11.1 FORMATIONS

In the Standard Game, a unit must be in one of four formation states (changing formations is discussed in S-11.3):

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

### BATTLE ORDER

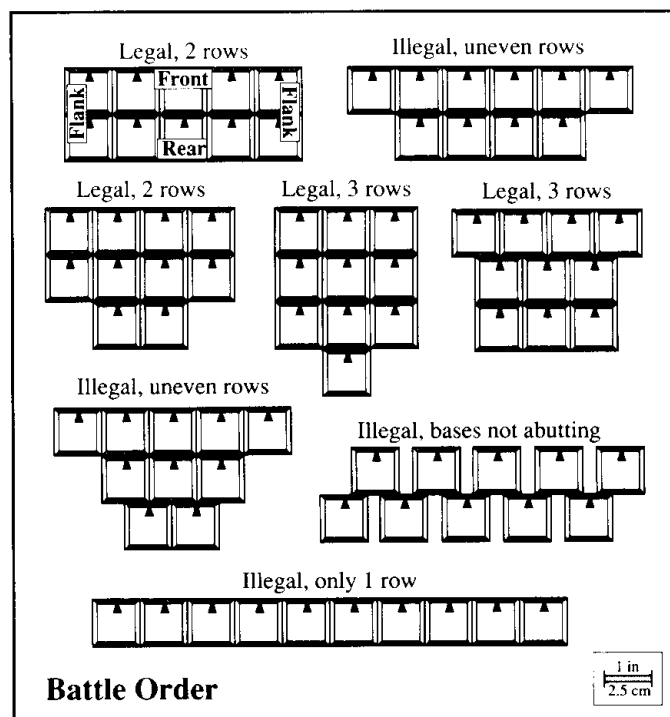
The standard formation for a battle. A unit in battle order is very good in combat but relatively slow for movement purposes.

- 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-11.4). The flank/rear modifications still apply (see S-11.4).



Battle Order

## GENERAL ORDER

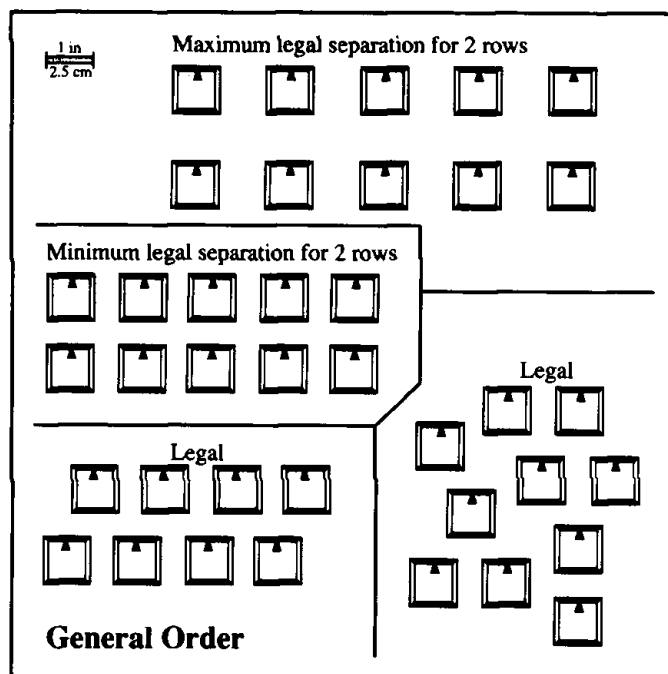
This formation is a loose formation that *must* be assumed in certain types of terrain and when a unit becomes routed (see S-11.5). It can also be referred to as "loose formation" or "skirmish formation." The following restrictions apply:

- Each individual combatant of a unit must have an edge of its base within 1" [25mm] 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-11.4). The flank/rear modifications still apply (see S-11.4).



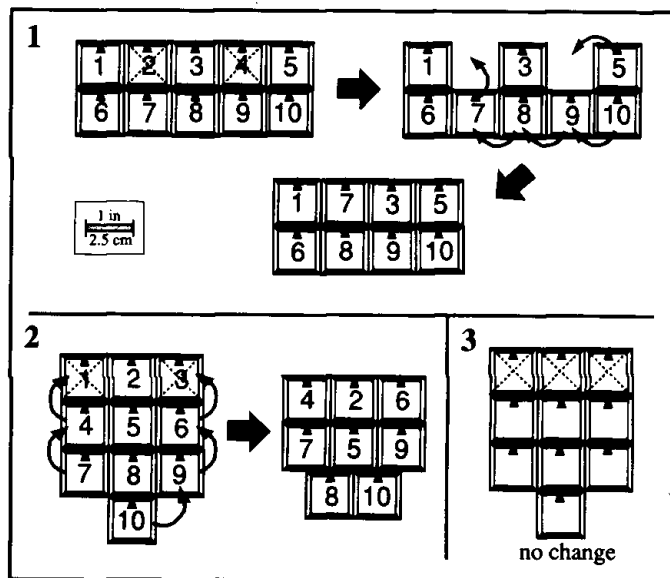
## SPECIAL FORMATIONS

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 and have combatants removed. After each round of combat, each player may reorganize his units 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



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 (see the *Scenario Book*). 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-11.2 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

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
Impassable	n/a	n/a
Up slope *	x3/4	x1/2

n/a = Movement not allowed.

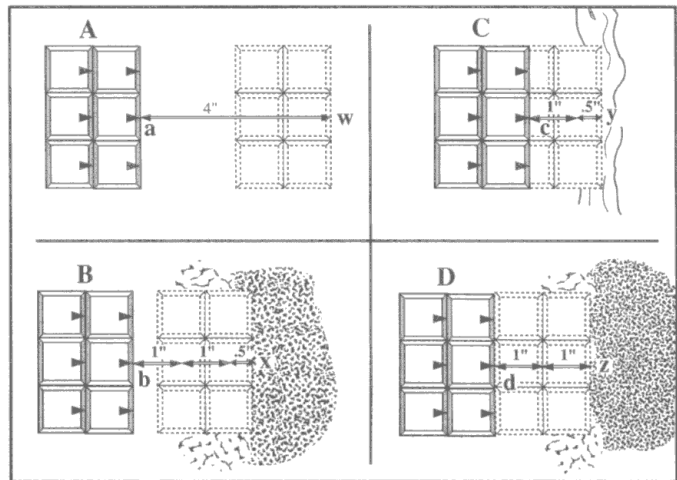
\* — If a target is above an attacker, the target is said to be "Up Slope" from the attacker. Only movement "Up Slope" receives the movement reduction above.

**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" [2cm] 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" [0.5cm] 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.

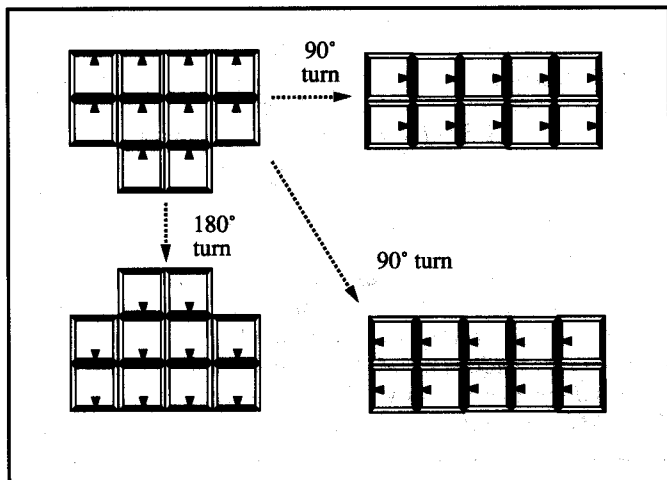
**Example:** A Goblin unit with a *Movement Rate* of 5" [13cm] is in Battle Order in Clear terrain. It can move 4" [10cm] forward (Clear terrain is x3/4 for units in Battle Order), but it can only back up 2" [5cm].



## 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  $\times 3/4$  for units in *Battle Order*). It can also turn 180° (costs 2" [5cm]) and then move forward 2" [5cm].

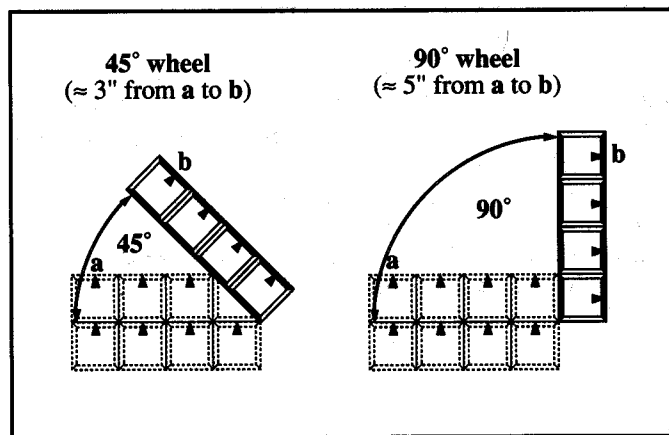


## WHEEL

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 in *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  $\approx 3$ " [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  $\approx 5$ " [13cm]).

## S-11.3 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-11.1)
- 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-11.4 COMBAT

Combatants of a unit attack and defend normally, but 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-11.0 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

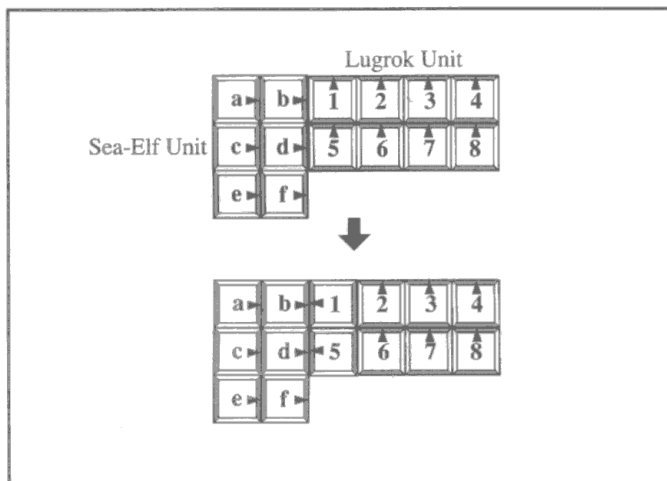
## WEAPON USE

Unless a unit has special capabilities, all combatants in a unit must be 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.

## FACING 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 attack the enemy. However, the combatants that rotate to face the unit's flank or rear receive the flank/rear *Defense* modification (i.e., -2 or -5).

**Example:** In the diagram below, a Goblin unit is attacked by a Sea-Elf unit. Combatants 1 and 5 may rotate to face the Sea-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  $10 = 12 - 2$ .



## S-11.5 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 Combatant (see S-12.1)
- Formation Morale Roll Mod ..... See S-11.4
- Terrain Morale Roll Mod ..... Based on Terrain Occupied (see S-7.1 and the Combatant Terrain Effects Chart)

**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.

## 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, 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 routed units:

- If the roll is greater than the unit's *Morale*+5, a disrupted unit is no longer disrupted and may operate normally **and** a routed unit becomes unrouted, but becomes disrupted.
- If the roll is less than or equal to the unit's *Morale*, a 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 the unit's *Morale*, a routed unit is removed from play.
- Otherwise, no change occurs; i.e., the combatant is still disrupted or routed.

## EFFECTS OF ROUTING

A unit that routs 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-11.6 MOVEMENT RESTRICTIONS

No combatant or unit may move within *two inches* [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.



# S-12.0

## SPECIAL COMBATANTS



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

There are four types of special combatants: leaders, heroes, monsters, and spell users.

### S-12.1 LEADERS

Leaders are combatants that can 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

GRAG — GOBLIN LEADER			
Movement Rate:	8" (6"/4"/2")	[20cm (15cm/10cm/5cm)]	
Defense:	9	Shield Bonus:	+2
Endurance:	15	Morale:	7
Weapon	Attack	Damage	Range
Scimitar	3D6+3	High+2	None
Dagger	2D6+5	High	-2 per 5" [13cm]
Morale Mod: +1			
Missile Mod: 0			
Melee Mod: +1			
Defense Mod: 0			
Influence Range: 0			

#### INFLUENCE RANGE

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.

**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.

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 **and** 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

It is often convenient to "attach" a leader to a unit 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. 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.

### S-12.2 HEROES & MONSTERS

Heroes and Monsters are individual combatants that have special capabilities.

**Example:** A man (i.e., a Hero) armed with a rapier and a main gauche has the special capability of making two separate melee attacks each round.

**Example:** A man (i.e., a Hero) that is especially mobile and sneaky has the special capability of ignoring S-11.6; so he is able to move within 2" [5cm] of a unit without being forced to engage it in combat.

**Example:** A Dragon (i.e., a monster) has the special capability of making three separate melee attacks each round, one of which can be made against a target not in front of it. It can also move and make a missile attack (i.e., its flame breath) in its movement-missile phase.

### 12.3 SPELL USERS

Spell users are individual combatants that can cast spells. Spells are not used in the Standard Game, so spell users will not be discussed in this section (see the Optional Rules, O-12.1).

# S-13.0

## BLADESTORMS



**Note:** None of the material in S-13.0 was included in the Basic Game.

If playing the Standard Game, a scenario ends within six turns of the appearance of a Bladestorm (i.e., everyone flees from the battlefield). When a Bladestorm appears, roll 1D6; the result indicates how many turns remain to be played in the scenario.



# STANDARD GAME SUMMARY SHEET

## TURN SEQUENCE

### Player 1 Movement-Missile Phase

Move or Missile Attack: .....S-6.0 & S-9.0

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

Melee Combat Phase: .....S-7.0

### Player 2 Movement-Missile Phase

Move or Missile Attack: .....S-6.0 & S-9.0

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

Melee Combat Phase: .....S-7.0

## 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	+?
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.

### 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
Impassable	n/a	n/a
Up slope *	x3/4	x1/2

## 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

### 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)

## 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 Terrain Occupied  
 (see S-7.1 and the Combatant Terrain Effects Chart)  
 Formation Morale Roll Mod (Units only) .....See S-11.4

# 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 Appendix (A-3.0) for these purposes.

More detailed optional rules on these and other topics will be addressed in future **Bladestorm** supplements called *Bladestorm Companions*. Write to Iron Crown Enterprises, P.O. Box 1605, Charlottesville, VA 22902 for a free catalog describing these and other products.

The new 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 for Units .....	O-6.0
Melee Combat — Parrying, Targeting, .....	O-7.0
Second Line Polearm Attacks,	
Unit Type Bonuses, Wound Penalties,	
Open-ended Rolls, Depth Melee Bonuses	
Damage — Chain Armor .....	O-8.0
Missile Combat — Missile Parrying, .....	O-9.0
Missile Targeting, Firing into Melee,	
Unit Missile Attacks, Blocking Terrain	
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 — Spell Users, .....	O-12.0
Standard Bearers	
Bladestorms — Fields, Rings, Tornadoes, Fronts .....	O-13.0
Spells — Channeling, Essence .....	O-14.0
Unit vs. Unit Combat .....	O-15.0
Personal Challenges .....	O-16.0
Flying .....	O-17.0
Miscellaneous — Recovery, Power Hues .....	O-18.0

## 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 new terrain types. These terrain types have been added to the updated Optional Combatant Terrain Effects Chart and Optional Unit Terrain Effects Chart.

- Marsh
- Deep Water
- Shallow Water
- Rough
- Steep Slopes
- Buildings
- Road/Path

#### OPTIONAL UNIT TERRAIN EFFECTS CHART

Terrain Type	MOVEMENT REDUCTION		
	General Order & Indiv. Combatants	Battle Order	Column Formation
Clear	x1	x3/4	x1.25 ‡
Brush	x1	x1/2	x3/4
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
Slope *	x3/4	x1/2	x1
Steep Slope *	x1/2	x1/4	x3/4
Rough	x3/4	x1/4	x1/2
Marsh	x1/4	n/a	n/a
Shallow Water	x1/4	x1/4	n/a
Deep Water †	x1/4	n/a	n/a
Buildings	x1	n/a	n/a
Road/Path ‡	x1.5	x1.0	x2.0
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 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 in road/path terrain, treat the movement reduction as x1.

## OPTIONAL COMBATANT TERRAIN EFFECTS CHART

Terrain Type	Movement Reduction	Melee Defense Terrain Mod.	Missile Defense Terrain Mod.	Terrain Morale Roll Mod.
<b>Clear</b>	x1	<b>+0</b>	<b>+0</b>	<b>+0</b>
Brush	x1	+0	+2	+1
<b>Rough</b>	<b>x3/4</b>	<b>+1</b>	<b>+1</b>	<b>+1</b>
Light Woods	x1	+1	+3	+1
<b>Medium Woods</b>	<b>x3/4</b>	<b>+2</b>	<b>+4</b>	<b>+2</b>
Heavy Woods	x1/2	+4	n/a	+3
<b>Stream</b>	<b>x1/2</b>	<b>-2</b>	<b>+0</b>	<b>-1</b>
Marsh	x1/4	-3	+1	-2
<b>Shallow Water</b>	<b>x1/4</b>	<b>-4</b>	<b>+0</b>	<b>-3</b>
Deep Water	x1/4 †	-5 †	+0	-5
<b>Slope *</b>	<b>x3/4</b>	<b>+2</b>	<b>+1</b>	<b>+2</b>
Steep Slope *	x1/2	+3	+1	+3
<b>Buildings</b>	<b>x1</b>	<b>+1</b>	<b>+3</b>	<b>+2</b>
Road/Path	x1.5 ‡	+0	+0	+0
<b>Impassable</b>	<b>n/a</b>	<b>n/a</b>	<b>n/a</b>	<b>n/a</b>

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 Swim maneuver (see O-6.1).

‡ — This "movement reduction" is actually a movement increase, but the combatant must spend his entire movement-missile phase on the road/path to receive the increased *Movement Rate*.

## O-4.0

### STATS

The following stats are added in Optional Rules:

Maneuver ..... Ma  
Resistance ..... Rs  
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).

The *Resistance* stat is used for resisting the effects of magical spells (see O-14.0).

Each unit has one *Unit Maneuver* stat for each of its formations. The *Unit Mr* for each formation is found in parentheses next to the name of the formation. A *Unit Mr* is used whenever a unit attempts a maneuver (see O-6.1).

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.

### GRAG — Goblin Leader

<b>Move. Rate:</b> ..... 8" (6/4/2) [20cm(15/10/5)]		<b>Morale:</b> ..... 7	
<b>Defense:</b> ..... 9	<b>Shield Bonus:</b> ..... 10	<b>R. Leather Armor:</b> ... -2	
<b>Endurance:</b> ..... 15	<b>Maneuver</b> † ..... 9	<b>Resistance</b> † ..... 9	
<b>Weapon</b>	<b>Attack</b>	<b>Damage</b>	<b>Range</b>
Scimitar	3D6+3	High+2	None
Thr. Dagger	2D6+5	High	-2 per 5" [13cm]‡
□□□□□ □□□m□□ □□□□□:			
<b>Morale Mod:</b> ..... +1		<b>Melee Mod:</b> ..... +1	
<b>Missile Mod:</b> ..... 0		<b>Defense Mod:</b> ..... 0	
<b>Maneuver Mod:</b> ..... +1		<b>Influence Range:</b> ..... 0	

## GOBLIN GUARD UNIT (8)

<b>Move. Rate:</b> ..... 5" (4/2.5/1.5) [13cm(10/7/3)]		<b>Morale:</b> ..... 9	
<b>Defense:</b> ..... 7	<b>Shield Bonus:</b> ..... +3	<b>S. Leather Armor:</b> ... -1	
<b>Endurance:</b> ..... 10	<b>Maneuver</b> † ..... 8	<b>Resistance</b> † ..... 9	
<b>Weapon</b>	<b>Attack</b>	<b>Damage</b>	<b>Range</b>
Scimitar	3D6-1	High+2	None
Dagger	2D6+2	High	-2 per 5" [13cm]‡
#1 □□□□□m□□□□□:	#5 □□□□□m□□□□□:		
#2 □□□□□m□□□□□:	#6 □□□□□m□□□□□:		
#3 □□□□□m□□□□□:	#7 □□□□□m□□□□□:		
#4 □□□□□m□□□□□:	#8 □□□□□m□□□□□:		
<b>Formation (Unit Ma)</b>	<b>Melee Att</b>	<b>Melee Def</b>	<b>Missile Att</b>
General Order (9)	+0	+0	+1
Battle Order (10)	+2	+2	+0
Disbanded (11)	<i>Unit Ma is only used for reforming the unit.</i>		
Column (10) †	+1	-1	-2
			-2
			+1

## O-5.0

### TURN SEQUENCE

When using this Optional Rule, the options available to each combatant during its movement-missile phase are increased — each combatant/unit may perform one and only one of the following:

- move
- make a maneuver (see O-6.0)
- make a missile attack
- cast a spell

Rallying still occurs at the end of the movement-missile 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.



# 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.
- -3 if the combatant is disrupted.

## COMBATANT MANEUVERS

**Disengage** (Maneuver Roll Modification: -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.

- 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 unit is moving away and is not attacking.*

**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 or leather armor may attempt a *Sprint* maneuver **and** a combatant may not *Sprint* through medium woods, heavy woods, buildings, streams, water, and impassable terrain.

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 chart.	Use the Climbing Chart.
Swim	Varies	Swim at half MR, see chart.	No movement, roll "drowning damage," see chart.	Use the Swimming Chart.
Fire-Move	+0	Make a missile attack modified by -2, half movement.	Half movement.	Mounted missile combatants only.
Move-Fire	+0	Half movement, then make a missile attack modified by -2.	Half movement.	Mounted missile combatants only.

**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, water, 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 1D6-2 for the following *Melee Combat Phase* (1D10-2 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 Modification: see Climbing Chart) — If a combatant begins his movement-missile 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 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. The Attack stat 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).			

**Swim** (Maneuver 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 Modification
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.	

### MOUNTED MISSILE COMBATANT MANEUVERS

In addition to the normal unit 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.

## 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 modifications include:

- The modification for the specific maneuver.
- A leader's *Maneuver Mod* stat (if applicable), see O-4.0.
- -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-11.5 still apply.

### UNIT MANEUVERS

**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-11.3), 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-11.3). 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-11.3). 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 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-11.3). 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 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-11.2).
- 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-11.2).

**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 successful, 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, rivers, 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 1D6-2 for the following Melee Combat Phase (1D10-2 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-11.2) 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.

# UNIT MANEUVER CHART

Maneuver	Maneuver Roll Modification	Result if Successful	Result if Not Successful	Special
<b>Disband</b>	+5	Unit breaks into individual combatants, half movement.	Unit breaks into individual combatants, no movement.	See S-11.3.
Reform	+0	Combatants form a unit in General Order, no movement.	Unit is not reformed, no movement.	See S-11.3.
<b>Battle Shift</b>	+0	Unit assumes Battle Order formation, half movement.	No formation change, no movement.	See S-11.3, also required for shifting within a unit.
General Shift	+3	Unit assumes General Order formation, half movement.	No formation change, no movement.	See S-11.3.
<b>Disengage</b>	-2 per adjacent enemy combatant	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 Defense.
Run	+1	MR is doubled.	MR is 3/4 of normal.	May not move within 3" [8cm] of enemy units/combatants.
<b>Charge</b>	-1	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. Target may have to make a Dodge Roll (see Q-18.4).
Reaction Turn *	-3	Unit turns to face an attacking unit/combatant.	Unit may not turn, its Defense gets a -1 mod.	Performed at the end of opponent's movement.
<b>Turn/Wheel</b>	+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.
<b>Fire-Move</b>	+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.

**Turn/Wheel** (Maneuver Roll Modification: +0) — During movement, a unit may normally only perform one wheel or turn (see S-11.2). 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-11.2) and continue moving.
- If unsuccessful, the unit must halt movement for the phase.

**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-11.2). 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-12.2 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 remain in contact with the front row.

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. If there is no room on the front of the pushing unit, the unit must halt movement for the phase.

- If unsuccessful, the unit must halt movement for the phase.

## RESTRICTED MANEUVERS

**Sprint** — Normally, units may not sprint.

**Climb** — Normally, units may not climb. A unit must disband in order to climb an obstacle.

**Swim** — Normally, units may not swim. A unit must disband in order to swim.

### MOUNTED MISSILE UNIT MANEUVERS

In addition to the normal unit maneuvers, a mounted missile unit/combatant (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 missile weapons may attempt to make a missile attack and then move:

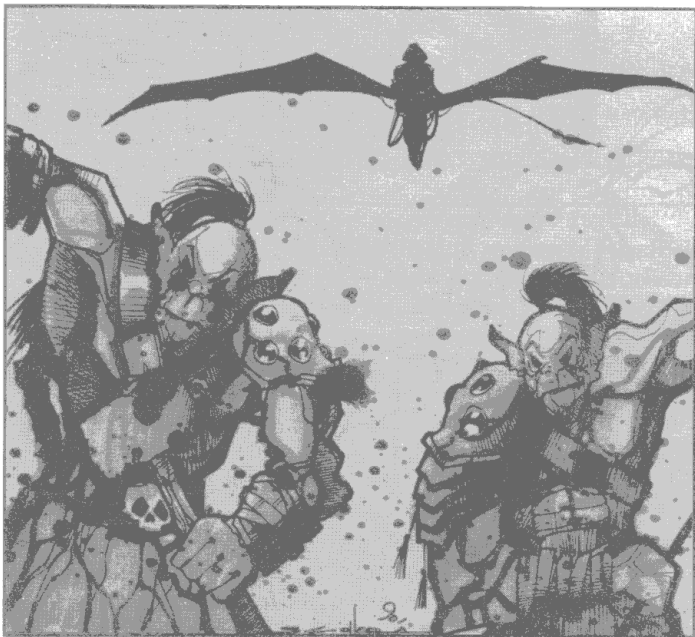
- If successful, the unit may immediately make a missile attack modified by -2 and then move up to half its normal *Movement Rate*.
- Otherwise, the unit may not make a missile attack and may still only move up to half its *Movement Rate*.

**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.

### 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-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 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 UNIT TYPE BONUSES

Based upon their armament, units will receive bonuses and/or penalties when making melee attacks against certain types of units. For these purposes, units will be classified as being:

*Foot Missile* — Foot troops using primarily missile weapons or using no weapons (e.g., spell users, siege weapon handlers, etc.).

*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.

UNIT TYPE MELEE ATTACK MODIFIERS			
DEFENDER UNIT TYPE	ATTACKER UNIT TYPE		
	Foot Melee	Foot Polearm	Mounted Melee
Foot Missile	+2	+1	+3
Foot Melee	+0	+0	+2
Foot Polearm *	-1 / +1	+0 / +0	-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* must modify all of his attack rolls as indicated on the Attack Penalties Due to Wounds Chart. These penalties also apply to missile attacks.

ATTACK PENALTIES DUE TO WOUNDS CHART	
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 one is rolled on the "Death Die" (see S-7.0) in the Standard Game, the attack rolled for automatically hits. If using this optional rule, that is no longer the case. Instead, if the "Death Die" result is a six, the attacker can roll one more D10 to increase his attack roll. If this second die is a ten, he may roll one more D10 to further increase his attack roll. All dice rolled are used when the Damage delivered is determined.

**Example:** 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 D10 is rolled, resulting in a 10. Thus, another D10 is rolled, resulting in a 6. The total attack roll is thus  $29 = 6 + 2 + 5 + 10 + 6$ , and the High Damage is 10 hits.

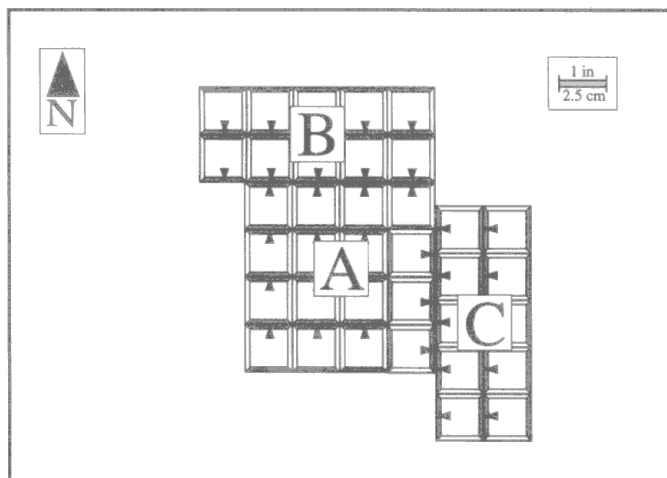
## O-7.6 DEPTH MELEE BONUSES

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-8.0 DAMAGE



The armor effect for units wearing chain is "half damage" (see S-8.4) against bladed weapons and "-3" against all other weapons.

For these purposes, bladed weapons include all axes and all swords (e.g., scimitars, falchions, 2 handed swords, short swords, broadswords, etc.).



## O-9.0

# MISSILE COMBAT



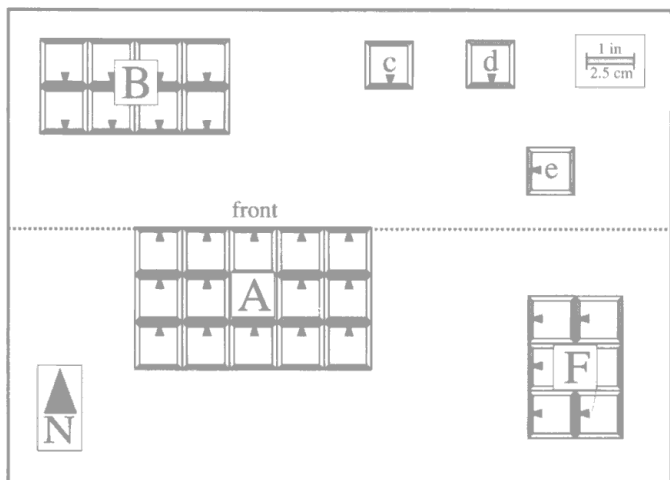
The Optional Rules in this section concern missile combat. The Melee Combat optional rules on Wound Penalties (S-7.4) and Open-ended Rolls (S-7.5) also apply to missile attacks.

## 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 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.

## O-9.3 FIRING INTO MELEE

Normally, a combatant may not fire at a target engaged in melee (see S-9.0). However, if using this optional rule, a missile attack may be made against a target engaged in melee. All normal requirements (see S-9.0) must be met **and** the attack roll is modified by -4 in addition to all other modifiers.

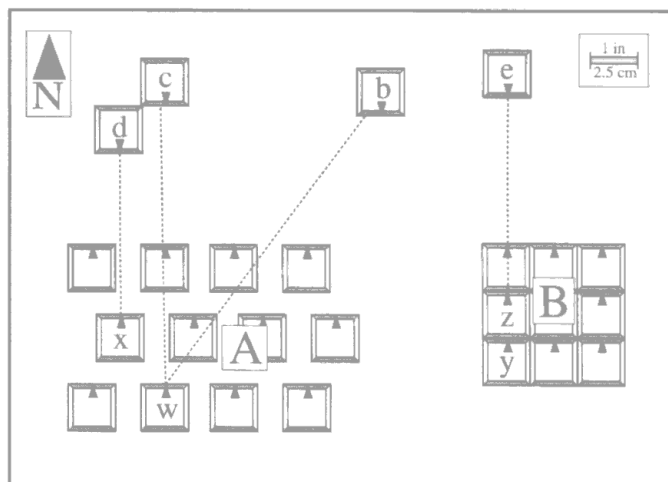
If such an attack fails to hit the intended target, roll 1D6. If the result is a one or two, roll the same attack against one of the friendly combatants currently engaged with the original target.

## O-9.4 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.

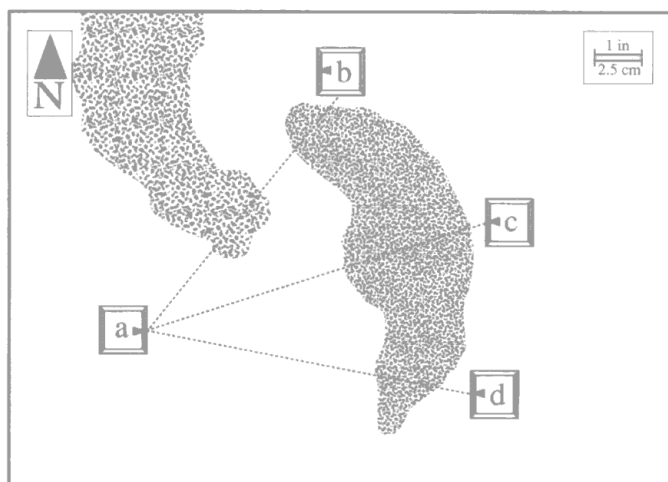
**Example:** In the diagram below, unit 'A' is in General Order and unit 'B' is in Battle Order. Combatant 'w' may fire at 'c' with a -1 mod, at 'b' with a -2 mod. Combatant 'x' may fire at 'd' with a +0 mod. Combatant 'z' can fire at 'e' with a -2 mod. Combatant 'y' cannot fire at anyone.



## O-9.5 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'.



# 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 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-11.5 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 Unit Loss Morale Chart.

**UNIT LOSS MORALE CHART**

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 foot troops against the front of a unit/combatant does not cause 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-7.5). This bonus does not apply if there is an enemy unit in contact (i.e., attacking) with its flank or rear.

$$\text{Depth Morale Roll Bonus} = +1 \times (\text{Depth} - 2)$$

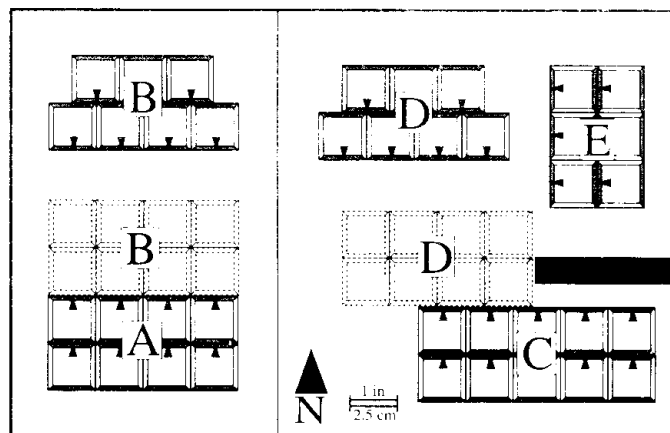
### O-10.6 RETREAT & FOLLOW-UP

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'.



# 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 special 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-11.1):

- 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.

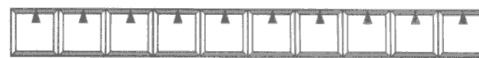
To determine distance moved, just calculate the longest distance moved by one of the combatants in the front row.

Due to formation requirements, a unit in column formation may not turn 90° (see S-11.2) and it may not Back/Center Wheel (see O-6.2).

### LINE

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-11.1).
- 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 Phase, the unit must immediately disband (see S-11.1 and S-11.3).



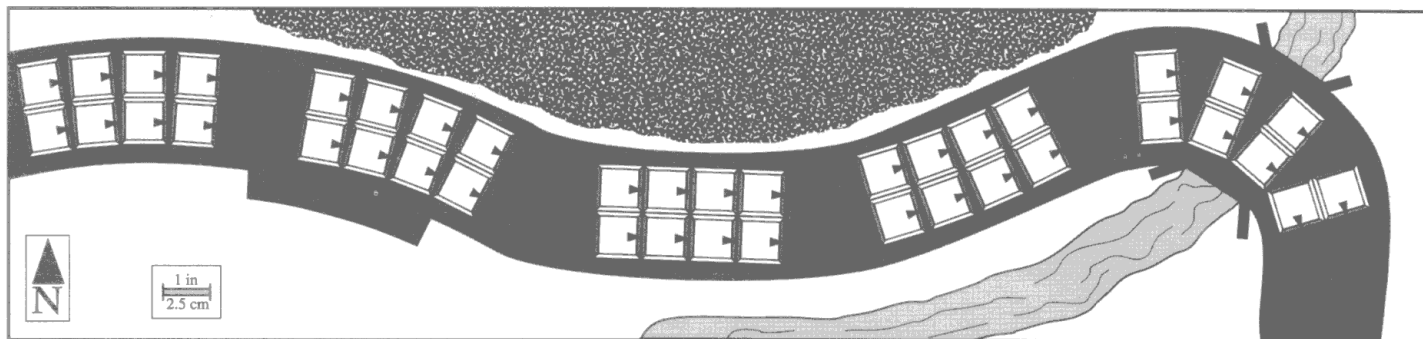
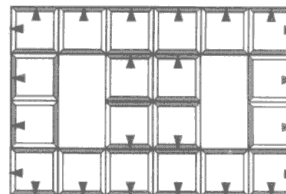
Line Formation

### 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 requirements apply (see S-11.1).
- 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	Movement	Special
		Att	Def	Att	Def	Roll Mod	Rate Mod *	
<b>Phalanx</b>	(9)	+1	-1	-2	-2	+1	x1	Has special movement rules.
General Order	(9)	+0	+0	+1	+0	+1	x1	See S-11.1.
<b>Battle Order</b>	(9)	+2	+2	+0	-1	+2	x1	See S-11.1.
Line †	(9)	+2	+2	+0	+0	-1	x1	All combatants in one row.
<b>Square †</b>	(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.
<b>Shield Wall †</b>	(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.
Front		+1	+3		-1			Melee Attack Mod is -1 for 2nd row combatants.
Flank, Rear		-2	+0		-1			Melee Attack Mod is -3 for 3rd row combatants.

\* — 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-11.2).  
‡ — 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 an 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.
- Any 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-11.1).
- 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-11.1).
- 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-11.3) 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.

# SPECIAL COMBATANTS



## O-12.1 SPELL USERS

Spell users are 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 O-14.0) ..... KS
- Power Points ..... PP
- Elemental Spell Bonus ..... ESB

### KNOWN SPELLS

If a spell user's *Known Spells* includes a series of letters, each of which is followed by a number and preceded by a number:

- The spell user knows a spells from the spell class indicated by the letter (C = Channeling, E = Essence).
- The number following the letter indicates the maximum level of the spell (see O-14.0); a spell's level is an approximation of its power.
- The number preceding the letter "#x" indicates how many spells of that spell class and level that the spell user knows and can 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

A spell user may cast one spell each of his movement-maneuver phases (see O-5.0) and still move up to one-fourth of his normal *Movement Rate* (round up).

### POWER POINTS

Normally, for a battle, a spell user has 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 — normally the number of PPs required is equal to the spell's level (see O-14.0). When a spell user's PPs are all used, he may no longer cast spells. Mark Power Point usage on the spell user's record sheet.

A spell user's *Defense* stat can be affected by personal spells not specifically cast during a battle. If a spell user expends one Power Point at the beginning of his movement-missile phase, his *Defense* is increased by +5 until the beginning of his next movement-missile phase. This does not affect his ability to cast a spell during that phase. This +5 modification may not be applied if the spell user is using a shield or if he is wearing non-magic armor.

### ELEMENTAL SPELL TYPE

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  
7: roll twice 8: roll 3 times 9: roll 4 times 10: roll 5 times

### DISRUPTED SPELL USERS

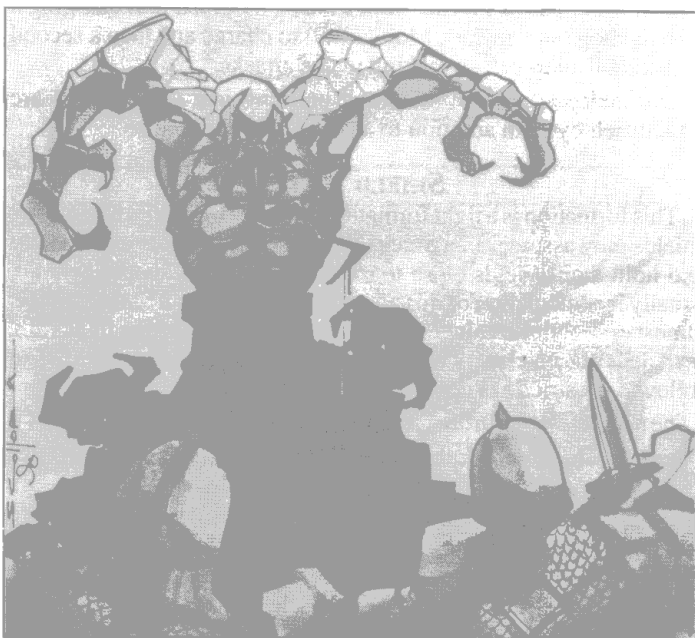
A disrupted spell user (see S-10.0) cannot cast a spell, but he may still expend his one PP per movement-missile phase to receive his +5 *Defense* modification.

## O-12.2 STANDARD BEARERS

Standards are highly visible symbols of a group of combatants (usually from the same Warring Hold or similar political/cultural entity). Standards are usually flags or banners on poles, but anything with symbolic value to its combatants could be used (e.g., a great enemy's head on a spear, a huge glowing artifact, a totem, etc.). Individual scenarios will indicate the presence of any standards.

The combatant that carries a group's standard is called its Standard Bearer. A Standard Bearer can be a leader or just a normal combatant; he can be an individual combatant or part of a unit. A standard can be transfer between combatants in base-to-base contact at the end of any movement-missile phase.

- A Standard Bearer receives a -2 modification to his melee attack rolls.
- A Standard Bearer receives a +4 modification to his Morale Rolls.
- If a Standard Bearer is in base-to-base contact with an enemy combatant/unit, all combatants/units within 8" of their group's standard will receive a +2 mod to Morale Rolls. This range and modification may vary depending on the standard being used.
- 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 or combat or, place a marker on the playing surface to indicate the standard's location. 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.



## O-13.0

# BLADESTORMS



In the Standard Game, the arrival of a Bladestorm automatically ends a scenario one to six turns after its arrival (see S-13.0). This optional rule provides descriptions of the four ways that a Bladestorm can manifest itself on a field of battle: the front, the ring, the tornado, and the field.

If a scenario doesn't specify a type of Bladestorm, roll 1D10:

1-3: front — 4-5: ring — 6-7: tornado — 8-10: field

**Note:** Damage from these Bladestorms is cumulative and will kill most combatants over the course of a number of rounds. If the players want to use more deadly Bladestorms, increase the attack rolls by +2D6.

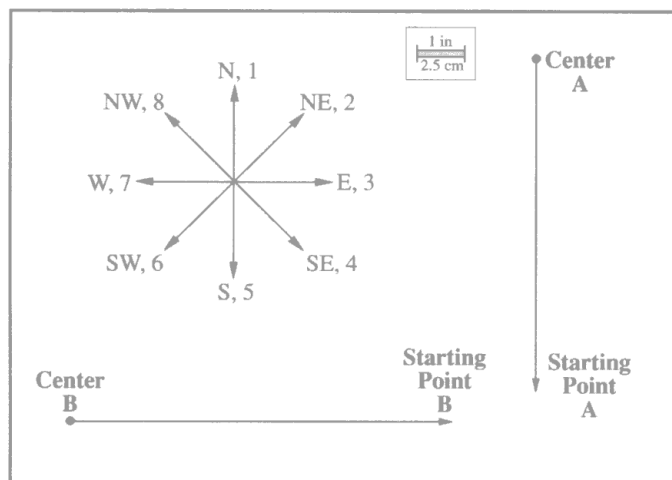
## O-13.1 DETERMINING A STARTING POINT

When a *ring*, *tornado*, or *field* Bladestorm appears, its starting point must be determined. A *front* Bladestorm appears from an edge of the playing surface and follows its own appearance guidelines (see O-13.5).

To determine the starting point follow this procedure:

- 1) Determine the *center* of the playing surface.
- 2) Roll 1D10 to determine *direction* from the center:
  - 1: North; 2: Northeast; 3: East; 4: Southeast;
  - 5: South; 6: Southwest; 7: West; 8: Northwest; 9-10: reroll.
- 3) Roll 2D6+1D10 to determine the *distance* (i.e., #, the number of inches [x2.5 for centimeters]) from the center of the playing surface.
- 4) The starting point is # inches [# x 2.5 for centimeters] from the center in the direction determined in step 3).

**Example:** In the diagram below, the center point is 'A', the direction roll is '5' (i.e., south), and the distance roll is 7" = 1+3+3 [17.5cm]. So the starting point is 7" [17.5cm] south of the center point. If the center point is 'B', the direction roll is '3' (i.e., east), and the distance roll is 8" = 4+1+3 [20cm], then the starting point is 8" [20cm] east of the center point.



## O-13.2 FIELD BLADESTORMS

On its first turn a field Bladestorm only covers a 2" [5cm] radius around its starting point. However, at the beginning of each turn after that its area of coverage/effect increase in radius by 1D6 inches. This will continue until the entire playing surface is covered.

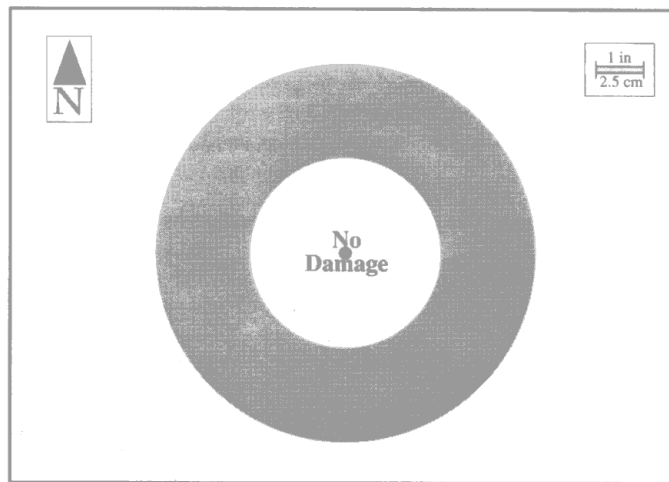
**Damage:** At the beginning of each turn, just after its size increases, a *field* Bladestorm automatically delivers High+Low damage from a 2D6+D10 attack (Armor does affect this) to each combatant within its area of effect.

## O-13.3 RING BLADESTORMS

On its first turn a *ring* Bladestorm only covers a 2" [5cm] radius around its starting point. At the beginning of each turn after that its area of coverage increase in radius by 1D6 inches. However, its area of effect (i.e., the area in which damage occurs) is only a 2" [5cm] wide ring on the outer edge of this area. The increase in size will continue until the ring passes entirely off the board; if the battle is still going when this happens, start making rolls again to see if another Bladestorm appears.

**Damage:** At the beginning of each turn, just after its size increases, a *ring* Bladestorm automatically delivers High+2 damage from a 4D6+D10 attack (Armor does affect this) to each combatant that its area of effect has just passed over or that is currently in its area of effect.

**Example:** In the diagram below, a *ring* Bladestorm has increase in size by 2" [5cm]. So there is a 2" [5cm] wide ring with a 4" [10cm] radius. The area of effect does **not** include the inner circle with a 2" [5cm] radius



## O-13.4 TORNADO BLADESTORMS

On its first turn a *tornado* Bladestorm only covers a 2" [5cm] radius around its starting point. At the beginning of each turn after that its area of coverage/effect increase in radius by 1D6-3 inches.

The center of a *tornado* Bladestorm area of effect/coverage moves just after its size increases. Roll for the direction and distance of movement as outlined in O-13.1. If its movement would carry it off the playing surface, just stop the center of its area of effect on the edge of the board.

**Damage:** At the beginning of each turn, just after it grows and moves, a *tornado* Bladestorm automatically delivers High+Low damage from a 2D6+D10 attack (Armor does affect this) to each combatant that its area of effect has just passed over or that is currently in its area of effect.



## O-13.5 FRONT BLADESTORMS

For a *front* type Bladestorm, just roll 1D10 to determine the edge of the playing surface that the front starts on:

1-3: West — 4-5: North — 6-7: South — 8-10: East

If the edges of the playing surface are not aligned on a north-south-east-west basis, just use a similar type roll to pick a board edge.

On its first turn a *front* Bladestorm only covers a 4" [10cm] wide strip adjacent to its starting edge. At the beginning of each turn after this 4" [10cm] wide strip (i.e., the area of effect) moves 1D6 inches in the direction away from its starting edge. This movement will continue until the strip passes entirely off the board; if the battle is still going when this happens, start making rolls again to see if another Bladestorm appears.

**Damage:** At the beginning of each turn, just after it moves, a *front* Bladestorm automatically delivers High+2 damage from a 4D6+D10 attack (Armor does affect this) to each combatant that its area of effect has just passed over or that is currently in its area of effect.

## O-13.6 MOVING INTO OR THROUGH A BLADESTORM

If a combatant moves into or through the area of effect of a Bladestorm, he will take the damage appropriate to that type of Bladestorm at the end of his movement-missile phase. This damage is in addition to the normal damage that the Bladestorm delivers at the beginning of each turn.

## O-13.7 TERRAIN EFFECTS

If a combatant is in certain types of terrain, the damage he takes from a Bladestorm is modified as follows — Light Woods: -1; Medium Woods: -2; Heavy Woods: -3; Building: -5. These modifications are applied before normal *Armor* modifications are applied.



## O-14.0

### SPELLS



These spells are classified by their power levels.

#### DURATION

Many spell effects last for the "duration of battle." If both players agree and are willing to do the bookkeeping, the duration of such spell effects can be 3D6+10 turns. If the players desire a fixed time for strategic reasons, use a duration of 10-20 minutes.

A spell that affects a unit will dispel (i.e., ceases to function) 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 O-12.1 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
Movement-Missile Phase .....	M-M phase
Melee Combat Phase .....	M-C phase

## O-14.1 CHANNELING SPELLS — LEVEL ONE

<b>BARRIER</b> -----	1
<b>Range:</b> 10" [25cm] <b>Duration:</b> <i>Duration of Battle</i>	
Creates a straight stone wall 3" [8cm] high, 0.2" [0.5cm] thick (treat as impassable terrain). The length is 3" [8cm] for each PP used.	
<b>BLESS</b> -----	2
<b>Range:</b> 10" [25cm] <b>Duration:</b> <i>Duration of Battle</i>	
For each PP used, target combatant receives a +1 bonus to one of the following (maximum bonus is +5): <i>Defense</i> : All Resistance Rolls he makes; All Morale Rolls he makes.	
<b>CALL BLADESTORM I</b> -----	3
<b>Range:</b> — <b>Duration:</b> <i>Until end of turn</i>	
Modify the roll for a Bladestorm this turn by +1. The bonus is +2 for Duskwalker servants and allies. Soulslayer servants and allies may never cast this spell.	
<b>CANCEL MAGIC (RR)</b> -----	4
<b>Range:</b> 20" [50cm] <b>Duration:</b> —	
Cancels any one spell on one combatant (not unit). The "spell" gets to make a RR to avoid being cancelled; its Resistance stat is equal to 12 - (its level x 2). The level of this spell is half the PPs (round down) used to cast the spell (a max. of 10 PPs may be used).	
<b>DARKNESS</b> -----	5
<b>Range:</b> 20" [50cm] <b>Duration:</b> <i>Duration of Battle</i>	
Creates an area of darkness (as a dark night) with a radius of 3" [8cm] for every 1 PP used. While inside the darkness, creatures without nightvision receive a -2 Morale Roll modification and a -2 modification to maneuvers and missile attacks.	
<b>HEALING</b> -----	6
<b>Range:</b> 10" [25cm] <b>Duration:</b> —	
Remove 10 hits taken from one combatant for each PP used.	
<b>LIGHT</b> -----	7
<b>Range:</b> 20" [50cm] <b>Duration:</b> <i>Duration of Battle</i>	
Creates an area of light (as bright sunlight) with a radius of 3" [8cm] for every 1 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.	
<b>PAIN I (RR)</b> -----	8
<b>Range:</b> 20" [50cm] <b>Duration:</b> —	
Target combatant takes 5 hits.	
<b>PANIC (RR)</b> -----	9
<b>Range:</b> 20" [50cm] <b>Duration:</b> —	
Target combatant must make an immediate Morale Roll. The RR against this spell is modified by -5.	
<b>POISON IMMUNITY</b> -----	10
<b>Range:</b> 20" [50cm] <b>Duration:</b> <i>Duration of Battle</i>	
Target combatant is immune to the effects of poisons.	
<b>RALLY</b> -----	11
<b>Range:</b> 20" [50cm] <b>Duration:</b> —	
One combatant on the caster's side may make an immediate Morale Roll modified by +2.	
<b>SPRAIN LEG (RR)</b> -----	12
<b>Range:</b> 20" [50cm] <b>Duration:</b> <i>Duration of Battle</i>	
Target combatant's Movement Rate is halved.	

## O-14.2 CHANNELING SPELLS — LEVEL TWO

<b>CALL BLADESTORM II</b> -----	1
<b>Range:</b> — <b>Duration:</b> <i>Until end of turn</i>	
Modify the roll for a Bladestorm this turn by +2. The bonus is +3 for Duskwalker servants and allies. Soulslayer servants and allies may never cast this spell.	
<b>EXTEND TERRAIN</b> -----	2
<b>Range:</b> 20" [50cm] <b>Duration:</b> <i>Duration of Battle</i>	
Already existing terrain can be increased in area by approximately 4 square inches [26 square cm] for every 2 PPs expended (maximum of 10 PP for each spell). Certain types of terrain can not be extended: Deep Water, Impassable (e.g., walls), Slope, Steep Slope, Roads/Paths, and Buildings.	
<b>FOG CALL</b> -----	3
<b>Range:</b> 20" [50cm] <b>Duration:</b> <i>Duration of Battle</i>	
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.	
<b>MASS BLESS</b> -----	4
<b>Range:</b> 10" [25cm] <b>Duration:</b> <i>Duration of Battle</i>	
For every two PPs used, target unit receives a +1 bonus to one of the following (maximum bonus is +5):	
1) Its <i>Defense</i>	
2) All Resistance Rolls it makes	
3) All Morale Rolls it makes	
<b>MASS CANCEL MAGIC (RR)</b> -----	5
<b>Range:</b> 20" [50cm] <b>Duration:</b> —	
Cancels any one spell on one unit. The spell gets to make a RR to avoid being cancelled; its Resistance stat is equal to 12 - (its level x 2). The level of the <i>Cancel Magic</i> spell is equal to half the PPs (round down) used to cast the spell (a maximum of 10 PPs may be used).	
<b>MASS HEALING</b> -----	6
<b>Range:</b> 10" [25cm] <b>Duration:</b> —	
Removes 5 hits taken from each combatant in an area with a radius of 3" [8cm] for every 2 PPs used.	
<b>MASS PANIC (RR)</b> -----	7
<b>Range:</b> 10" [25cm] <b>Duration:</b> —	
Target unit must make an immediate Morale Roll. The RR against this spell is modified by -5.	
<b>MASS RALLY</b> -----	8
<b>Range:</b> 20" [50cm] <b>Duration:</b> —	
Target unit (on the caster's side) may make an immediate Morale Roll modified by +2.	
<b>MASS SPRAIN LEG (RR)</b> -----	9
<b>Range:</b> 20" [50cm] <b>Duration:</b> <i>Duration of Battle</i>	
Target unit's Movement Rate is halved.	
<b>PAIN II (RR)</b> -----	10
<b>Range:</b> 20" [50cm] <b>Duration:</b> <i>Duration of Battle</i>	
Target combatant takes 10 hits.	
<b>SUDDEN LIGHT (RR)</b> -----	11
<b>Range:</b> 20" [50cm] <b>Duration:</b> —	
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.	

## O-14.3 CHANNELING SPELLS — LEVEL THREE

**BRIDGE** -----1  
**Range:** 20" [50cm] **Duration:** *Duration of Battle*  
 Creates a 10" [25cm] long, 5" [13cm] wide "bridge" that can be used to cross restrictive terrain; treat as clear terrain. This spell cannot cross Impassable terrain.

**CALL BLADESTORM III** -----2  
**Range:** — **Duration:** *Until end of turn*  
 Modify the roll for a Bladestorm this turn by +3. The bonus is +4 for Duskwalker servants and allies. Soulslayer servants and allies may never cast this spell.

**MASS DISRUPT (RR)** -----3  
**Range:** 20" [50cm] **Duration:** —  
 Target unit is disrupted.

**MASS POISON IMMUNITY** -----4  
**Range:** 20" [50cm] **Duration:** *Duration of Battle*  
 Target unit is immune to the effects of poisons.

**PAIN III (RR)** -----5  
**Range:** 20" [50cm] **Duration:** —  
 Target combatant takes 15 hits.

**RESTORATION I** -----6  
**Range:** 1" **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*.

**SUMMONING** -----7  
**Range:** 20" [50cm] **Duration:** *Duration of Battle*  
 Summons a monster or beast that will fight as a combatant on the summoner's side. Its applicable stats are:

Stat	Base Stat	Mod per PP used Over 3	Stat Maximum
<b>Movement Rate</b>	4" [10cm]	+2 per PP	14" [35cm]
<b>Melee Attack</b>	3D6	+2 per PP	3D6+10
Melee Damage	High	+1 per PP	High+5
Defense	7	+1 per PP	12
<b>Armor</b>	-1	-1 per PP	-4
<b>Morale</b>	9	-1 per PP	4
Endurance	8	+4 per PP	32
Maneuver	10	-2 per PP	4
<b>Resistance</b>	9	-1 per PP	4

For each PP above three 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 1"x1" unless over 20 PPs are used; in which case, use a 1.5"x1.5" [40x40mm] base.

The exact type of beast summoned should be appropriate to the number of PPs used, the terrain, and the situation. If in doubt, use a large bear or a Troll. See the *Source Book* for sample creatures that live in the Bladelands.

**Example:** A spell user uses 9 PPs to cast a Summoning spell to summon a large bear. It takes 3 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.

## O-14.4 CHANNELING SPELLS — LEVEL FOUR

**CALL BLADESTORM IV** -----1  
**Range:** — **Duration:** *Until end of turn*  
 Modify the roll for a Bladestorm this turn by +4. The bonus is +5 for Duskwalker servants and allies. Soulslayer servants and allies may never cast this spell.

**CREATE TERRAIN** -----2  
**Range:** 20" [50cm] **Duration:** *Duration of Battle*  
 Changes 4 square inches [26 square cm] of clear terrain to another type of terrain. Certain types of terrain can not be created: Deep Water, Impassable (e.g., Walls), Slope, Steep Slope, and Roads/Paths.

**MASS HEALING TRUE** -----3  
**Range:** 10" [25cm] **Duration:** —  
 Removes 10 hits taken from each combatant in an area with a radius of 3" [8cm] for every 4 PPs used.

**MASS PAIN (RR)** -----4  
**Range:** 20" [50cm] **Duration:** —  
 Combatants in the target unit take 5 hit each.

**MASS ROUT (RR)** -----5  
**Range:** 20" [50cm] **Duration:** —  
 Target unit is routed.

**RESTORATION II (RR)** -----6  
**Range:** 1" **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 is equal to the combatant's *Endurance* divided by 2 (round up).

## O-14.5 CHANNELING SPELLS — LEVEL FIVE

**BRIDGE TRUE** -----1  
**Range:** 20" [50cm] **Duration:** *Duration of Battle*  
 Every 2 PP used creates a 10" [25cm] long, 5" [13cm] wide section of a "bridge" that can be used to cross restrictive terrain; treat as clear terrain. Maximum length is 50" [125cm]. This spell cannot cross Impassable terrain.

**CALL BLADESTORM V** -----2  
**Range:** — **Duration:** *Until end of turn*  
 Modify the roll for a Bladestorm this turn by +5. The bonus is +6 for Duskwalker servants and allies. Soulslayer servants and allies may never cast this spell.

**DEATH (RR)** -----3  
**Range:** 10" [25cm] **Duration:** —  
 Target combatant dies and is removed from play.

**MASS PAIN TRUE (RR)** -----4  
**Range:** 20" [50cm] **Duration:** *Duration of Battle*  
 Combatants in the target unit take 10 hit each.

**RESTORATION TRUE (RR)** -----5  
**Range:** 5" [13cm] **Duration:** *Duration of Battle*  
 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 is equal to the combatant's *Endurance* divided by 5 (round up).

## O-14.6 ESSENCE SPELLS — LEVEL ONE

<b>ARMOR</b> -----	1
<b>Range:</b> 20" [50cm] <b>Duration:</b> <i>Duration of Battle</i>	
Target combatant's <i>Armor</i> stat is modified by -1; may only be cast once on each combatant.	
<b>CANCEL MAGIC (RR)</b> -----	2
<b>Range:</b> 20" [50cm] <b>Duration:</b> —	
Cancels any one spell on one combatant (not unit). The "spell" gets to make a RR to avoid being cancelled; its Resistance stat is equal to 12 - (its level x 2). The level of the Cancel Magic spell is equal to half the PPs (round down) used to cast the spell (a maximum of 10 PPs may be used).	
<b>CONFUSION (RR)</b> -----	3
<b>Range:</b> 20" [50cm] <b>Duration:</b> <i>For target's next M-M phase</i>	
Target combatant can take no action other than movement during his next movement-missile phase. This spell has no effect on melee combat.	
<b>DEFLECTIONS</b> -----	4
<b>Range:</b> 20" [50cm] <b>Duration:</b> <i>During next M-M phase</i>	
During the next movement-missile 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.	
<b>DISRUPT (RR)</b> -----	5
<b>Range:</b> 20" [50cm] <b>Duration:</b> —	
Target combatant is disrupted.	
<b>ELEMENTAL BOLT I</b> -----	6
<b>Range:</b> 20" [50cm] <b>Duration:</b> <i>Duration of Battle</i>	
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: <i>Attack:</i> 1D6+1D10+ (caster's <i>Elemental Spell Bonus</i> stat) <i>Damage:</i> Low+2	
<b>ENHANCEMENTS</b> -----	7
<b>Range:</b> 10" [25cm] <b>Duration:</b> <i>Duration of Battle</i>	
For each PP used, target combatant receives a +1 bonus to one of the following (maximum bonus is +5): 1) His <i>Defense</i> 2) All Maneuver rolls he makes 3) All Resistance Rolls he makes	
<b>ENCHANT WEAPONS</b> -----	8
<b>Range:</b> 20" [50cm] <b>Duration:</b> <i>Duration of Battle</i>	
Target combatant's <i>Melee Attack</i> stat is modified by +1; may only be cast twice on any given combatant.	
<b>FIRE WALL</b> -----	9
<b>Range:</b> 10" [25cm] <b>Duration:</b> <i>Duration of Battle</i>	
Creates a straight wall of fire 3" [8cm] high and 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).	
<b>LANDING</b> -----	10
<b>Range:</b> 20" [50cm] <b>Duration:</b> <i>Until next fall</i>	
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).	

<b>LEAVING</b> -----	11
<b>Range:</b> 5" [13cm] <b>Duration:</b> —	
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 direct 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.	
<b>LIGHT</b> -----	12
<b>Range:</b> 20" [50cm] <b>Duration:</b> <i>Duration of Battle</i>	
Creates an area of light (as bright sunlight) with a radius of 3" [8cm] for every 1 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.	
<b>NIGHTVISION</b> -----	13
<b>Range:</b> 10" [25cm] <b>Duration:</b> <i>Duration of Battle</i>	
Target combatant may see in darkness as if it were day.	
<b>PARALYZE LEGS (RR)</b> -----	14
<b>Range:</b> 20" [50cm] <b>Duration:</b> <i>Until end of his next M-M phase</i>	
Target combatant may not move on its next movement-maneuver phase.	
<b>PORTAL</b> -----	15
<b>Range:</b> 5" [13cm] <b>Duration:</b> <i>Duration of Battle</i>	
Opens a 1" [25mm] wide, 1" [25mm] tall portal in a solid surface. This will enable a human-sized combatant to pass through an impassible barrier. The portal will go thru 1" [25mm] of material for each PP used.	
<b>RESIST ELEMENTS</b> -----	16
<b>Range:</b> 10" [25cm] <b>Duration:</b> <i>Duration of Battle</i>	
Target combatant is totally protected from natural light, heat, and cold. His <i>Defense</i> against attacks (spells and creatures) involving light, heat, and cold is increased by +4.	
<b>RUN</b> -----	17
<b>Range:</b> 5" [13cm] <b>Duration:</b> <i>Until attacks or is attacked</i>	
Target combatant's <i>Movement Rate</i> is doubled until it next makes an attack or is attacked by an enemy. Target may not attempt a Run or a Sprint maneuver while using this spell. This spell only applies to movement.	
<b>RUST/ROT (RR)</b> -----	18
<b>Range:</b> 20" [50cm] <b>Duration:</b> <i>Duration of Battle</i>	
Target combatant's <i>Armor</i> stat is modified by +1; may not exceed zero.	
<b>STRENGTH</b> -----	19
<b>Range:</b> 20" [50cm] <b>Duration:</b> <i>Duration of Battle</i>	
Target combatant's <i>Melee Damage</i> stat is modified by +1; may only be cast twice on any given combatant.	
<b>WEAKEN (RR)</b> -----	20
<b>Range:</b> 20" [50cm] <b>Duration:</b> <i>Duration of Battle</i>	
Target combatant's <i>Melee Damage</i> stat is modified by -1; the modification from this spell may not exceed -2 for any given combatant.	

## O-14.7 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 a area with a 3" [8cm] radius. All target 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:** —

The target combatant suffers an attack with the following stats:

*Attack:* 1D6+1D10+1+ (caster's *Elemental Spell Bonus* stat)

*Damage:* High+1

### FEAR (RR) ----- 4

**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.

### FLY ----- 5

**Range:** 5" [13cm] **Duration:** *Duration of Battle*

Target combatant may fly (see O-17.0) 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.

### HATRED (RR) ----- 7

**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 and melee, make a missile attack, etc.). As soon as the hated combatant has been attacked once, the spell is canceled.

### HOLD (RR) ----- 8

**Range:** 20" [50cm] **Duration:** *Duration of Battle*

Target 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 up to 2"x2" [5x5cm], 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).

Normally, this spell may only be cast at the start of a scenario in which the players are placing the terrain. *Both players must agree if this spell is to be used.*

### INVISIBILITY ----- 10

**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] (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. *Both players must agree if this spell is to be used.*

### LONG DOOR ----- 11

**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.

### MASS ARMOR ----- 12

**Range:** 20" [50cm] **Duration:** *Duration of Battle*

Target unit's *Armor* stat is modified by -1; may only be cast once on any given unit.

### MASS CANCEL MAGIC (RR) ----- 13

**Range:** 20" [50cm] **Duration:** —

Cancels any one spell on one unit. The spell gets to make a RR to avoid being cancelled; its Resistance stat is equal to 12 - (its level x 2). The level of the *Cancel Magic* spell is equal to half the PPs (round down) used to cast the spell (a maximum of 10 PPs may be used).

### MASS ENCHANT WEAPONS ----- 14

**Range:** 20" [50cm] **Duration:** *Duration of Battle*

Target unit's *Melee Attack* stat is modified by +1; may only be cast twice on any given unit.

### MASS ENHANCEMENTS ----- 15

**Range:** 10" [25cm] **Duration:** *Duration of Battle*

For every two PP used, target unit receives a +1 bonus to one of the following (maximum bonus is +5):

- 1) Its *Defense*
- 2) All *Maneuver* rolls it makes
- 3) All *Resistance* Rolls it makes

### MASS PARALYZE LEGS (RR) ----- 16

**Range:** 20" [50cm] **Duration:** *Until end of its next M-M phase*

Target unit may not move on its next movement-maneuver phase.

**MASS PORTAL -----17****Range:** 5" [13cm]**Duration:** *Duration of Battle*

Opens a 3" [8cm] wide, 3" [8cm] tall wide portal in an solid surface. This will enable most units combatant to pass through an impassible barrier (they may have to use column formation). The portal will go thru 1" [25mm] of material for every 2 PPs used.

**MASS RUST/ROT -----18****Range:** 20" [50cm]**Duration:** *Duration of Battle*

Target unit's *Armor* stat is modified by +1; may not exceed zero.

**MASS STRENGTH -----19****Range:** 20" [50cm]**Duration:** *Duration of Battle*

Target unit's *Melee Damage* stat is modified by +1; may only be cast twice on any given unit.

**MASS WEAKEN (RR) -----20****Range:** 20" [50cm]**Duration:** *Duration of Battle*

Target unit's *Melee Damage* stat is modified by -1; the modification from this spell may not exceed -2 for any given combatant.

**POWDER STONE/WOOD -----21****Range:** 10" [25cm]**Duration:** —

Turns stone and/or wood to powder (as "Rough" in covered area): 1"x1"x1" [25x25x25mm] area for every 2 PPs expended.

**SPRINT -----22****Range:** 5"**Duration:** *Until attacks or is attacked*

Target combatant's *Movement Rate* is tripled until it next makes an attack or is attacked by an enemy. Target may not attempt a Run or a Sprint maneuver while using this spell. This spell only applies to movement.

**SUDDEN LIGHT (RR) -----23****Range:** 20" [50cm]**Duration:** —

Creates a sudden radius burst of intense light with a radius of 2" [5cm] for every 2 PPs used. All combatants/units within the radius are disrupted.

**WATERLUNGS -----24****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.

**O-14.8 ESSENCE SPELLS —  
LEVEL THREE****ELEMENTAL BALL II -----1****Range:** 20" [50cm]**Duration:** —

All target combatants in a 3" [8cm] radius area suffer an elemental attack with the following stats:

*Attack:* 2D6+8*Damage:* Lowx2**ELEMENTAL BOLT III -----2****Range:** 20" [50cm]**Duration:** —

The target combatant suffers an attack with the following stats:

*Attack:* 1D6+1D10+4+ (caster's *Elemental 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 and 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.

**FRENZY (RR) -----4****Range:** 20" [50cm]**Duration:** *Special*

Target combatant goes into a frenzied state and will attempt to charge and melee the closest enemy combatant/unit. Target will continue to attempt to attack that combatant/unit until one or the other is disrupted, routed, or destroyed. The frenzied combatant adds +5 to all *Morale* Rolls; his *Defense* is modified by -2, and his melee attacks are modified by +2.

**ILLUSIONARY TROOPS -----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 a combatant — just place a combatant's miniature on the playing surface (the player casting the spell should record what terrain is not real). No RRs need be made, he looks real to the combatants. However, the combatant is not real. If any enemy combatant/unit moves adjacent to his position or moves into or through him or makes a missile attack against the area, the combatant disappears (remove the combatant from the playing surface).

Normally, this spell may only be cast at the start of a scenario in which the players are choosing their combatants. *Both players must agree if this spell is to be used.*

**MASS CONFUSION (RR) -----6****Range:** 20" [50cm]**Duration:** *For target's next M-M phase*

Target unit can take no action other than movement during its next movement-missile phase. This spell has no effect on melee combat.

**MASS DEFLECTIONS -----7****Range:** 20" [50cm]**Duration:** *During next M-M phase*

During the next movement-missile phase, the caster may modify one unit's missile attack rolls by -8. The unit making the attacks 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.

**MASS FEAR (RR) -----8****Range:** 20" [50cm]**Duration:** *Duration of Battle*

Target unit's *Movement Rate* is doubled, but it must move as far away as possible from one combatant/unit chosen by the caster.



**MASS HATRED (RR)** -----9**Range:** 20" [50cm]**Duration:** *Until foe is attacked*

Target unit hates one combatant/unit chosen by the caster. Target will attempt to attack that combatant/unit as soon as possible (e.g., move towards and melee, make a missile attack, etc.). As soon as the hated combatant/unit has been attacked once, the spell is canceled.

**MASS LEAVING** -----10**Range:** 5" [13cm]**Duration:** —

A willing target unit 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 direct line between the target and its destination. If any material (other than air) occupies the destination, the target does not leave and is disrupted.

**MASS NIGHTVISION** -----11**Range:** 10" [25cm]**Duration:** *Duration of Battle*

Combatants in the target unit may see in darkness as if it were day.

**MASS RUN** -----12**Range:** 5" [13cm]**Duration:** *Until attacks or is attacked*

Target unit's *Movement Rate* is doubled until it next makes an attack or is attacked by an enemy. The target unit may not attempt a Run maneuver while using this spell. This spell only applies to movement.

**O-14.9 ESSENCE SPELLS —  
LEVEL FOUR****ELEMENTAL BALL III** -----1**Range:** 20" [50cm]**Duration:** —

All target combatants in a 3" [8cm] radius area suffer an elemental attack with the following stats:

*Attack:* D6+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 *Elemental Spell Bonus* stat)*Damage:* Low+2**ELEMENTAL BOLT IV** -----3**Range:** 20" [50cm]**Duration:** —

The target combatant suffers an attack with the following stats:

*Attack:* 2D6+1D10+1+ (caster's *Elemental 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 one unit's melee attack rolls by -8. 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 FRENZY (RR)** -----5**Range:** 20" [50cm]**Duration:** *Special*

Target unit goes into a frenzied state and will attempt to charge and melee the closest enemy combatant/unit. Target will continue to attempt to attack that combatant/unit until one or the other is disrupted, routed, or destroyed. The frenzied unit adds +5 to all Morale Rolls, its *Defense* is modified by -2, and its melee attacks are modified by +2.

**MASS HASTE** -----6**Range:** 5"**Duration:** *Until end of next M-C phase*

During its next melee combat phase, the target unit may make twice its normal melee attacks. Each hasted combatant must attack the same target with both attacks.

**MASS HOLD (RR)** -----7**Range:** 20" [50cm]**Duration:** *Duration of Battle*

The target unit's *Movement Rate* is halved and all attacks it makes receive a -2 modification.

## MASS ILLUSIONARY TERRAIN -----8

**Range:** 20" [50cm]

**Duration:** *Special*

When cast on a clear terrain area of up to 10"x10" [25x25cm], 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).

Normally, this spell may only be cast at the start of a scenario in which the players are placing the terrain. *Both players must agree if this spell is to be used.*

## MASS INVISIBILITY -----9

**Range:** 20" [50cm]

**Duration:** *Special*

Target unit is invisible. Remove from the playing surface and keep track of its position on a sheet of paper. If it makes any attack or if any enemy combatant/unit makes base-to-base contact with it or attempts to move through its area or makes a missile attack against the area it occupies, the unit becomes visible and is immediately placed on the playing surface. This spell can also be applied to a terrain area up to 5"x5" [8x8cm] (i.e., the terrain will appear to be clear terrain).

This spell works best for units on the playing surface at the start of a scenario. *Both players must agree if this spell is to be used.*

## MASS RESIST ELEMENTS -----10

**Range:** 10" [25cm]

**Duration:** *Duration of Battle*

Combatants in the target unit are totally protected from natural light, heat, and cold. Its Defense against attacks (spell and creature) involving light, heat, and cold is increased by +4.

## MASS SPRINT -----11

**Range:** 5" [13cm]

**Duration:** *Until attacks or is attacked*

Target unit's *Movement Rate* is tripled until it next makes an attack or is attacked by an enemy. Target may not attempt a Run maneuver while using this spell. This spell only applies to movement.

## WORD OF PAIN (RR) -----12

**Range:** 20" [50cm]

**Duration:** —

Target combatant takes hits equal to 50% of his Endurance (round up).



## O-14.10 ESSENCE SPELLS — LEVEL FIVE

### ELEMENTAL BALL IV -----1

**Range:** 20" [50cm]

**Duration:** —

All target combatants in a 3" [8cm] radius area suffer an elemental 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* is only added to one of the attacks):

*Attack:* 1D6+1D10+1+ (caster's *Elemental Spell Bonus* stat)

*Damage:* High+1

### ELEMENTAL BOLT V -----3

**Range:** 20" [50cm]

**Duration:** —

The target combatant suffers an attack with the following stats:

*Attack:* 2D6+1D10+3+ (caster's *Elemental Spell Bonus* stat)

*Damage:* Highx2

### MASS ILLUSIONARY TROOPS -----4

**Range:** 20" [50cm]

**Duration:** *Special*

When cast on a clear terrain area of up to 10"x10" [25x25cm], the area appears to be occupied by a unit — just place the miniatures for a unit 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 unit 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 combatant disappears (remove the combatant from the playing surface).

Normally, this spell may only be cast at the start of a scenario in which the players are choosing their units. *Both players must agree if this spell is to be used.*

### MASS LONG DOOR -----5

**Range:** 10" [25cm]

**Duration:** —

A willing target unit 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 target does not leave and is disrupted.

### MASS WATERLUNGS -----6

**Range:** 10" [25cm]

**Duration:** *Duration of Battle*

Combatants in the target unit may breathe water as well as air, so it may move through water without having to swim.

### MASS WORD OF PAIN (RR) -----7

**Range:** 20" [50cm]

**Duration:** —

Combatants in the target unit take hits equal to 50% of their Endurance (round up).

# O-15.0

## 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-15.1 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-7.4), 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:  
 $Damage = Normal\ Damage \times Damage\ Multiplier$

**Example:** In the diagram below, 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' attacks and a Modified Defense of 9, while the Men have '2D6+1D10•High' attacks 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 =  $4 \times 2$ .

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 =  $10 \times 3.5$ .

#### 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:

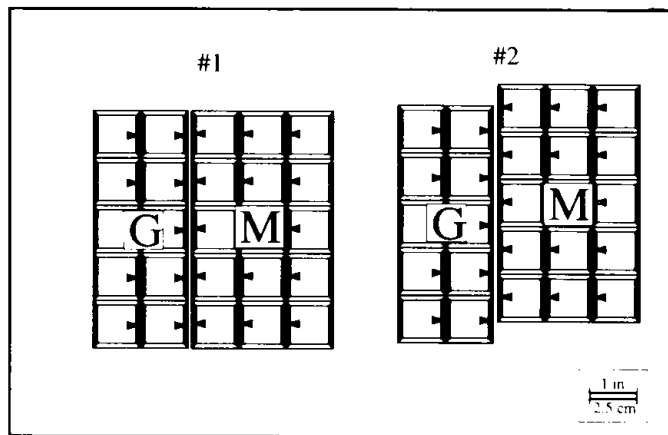
- Damage may only be assigned to combatants in contact with the attackers.
- In situation #1 in the diagram below, each combatant can be attacked by only one enemy combatant. In this situation, one combatant cannot be assigned more hits than the normal damage delivered by the attack roll.
- In this situation #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	Number of Attacks								
	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	x10

### 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-15.2 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:

$$36 \text{ feet} = 1'' \approx 2.5\text{mm} = 12 \text{ meters.}$$

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 mods will have to be modified to reflect the change in scale — just divide by 6.



## 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 champions 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. Spell Users may not be champions unless both sides agree.

- 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

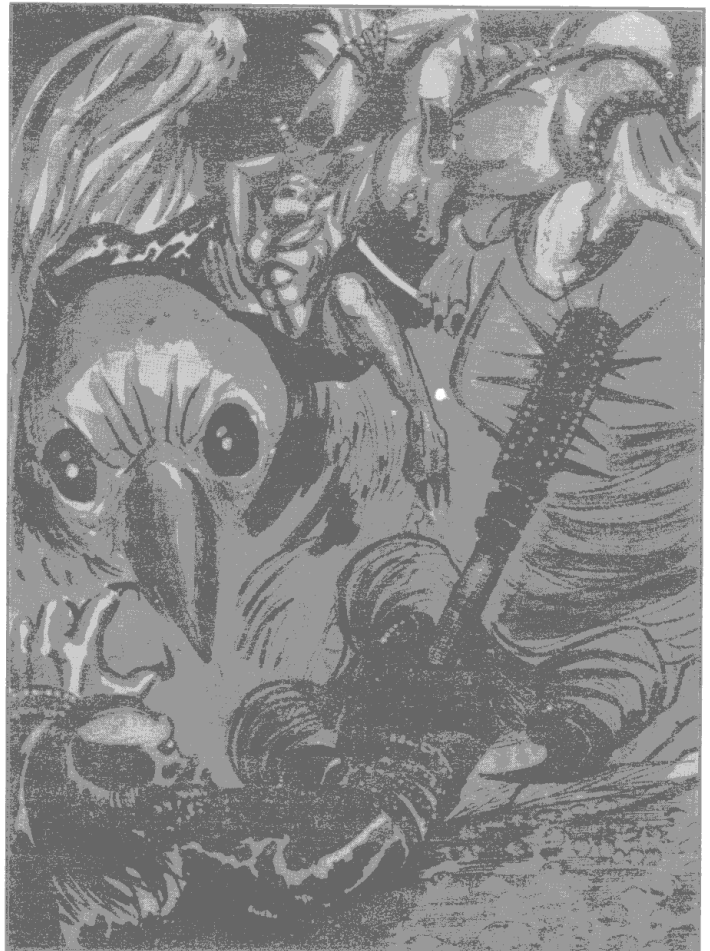
At the beginning of its melee combat phase, a leader may challenge another leader. The challenging leader must have a unit within its *Influence Range* (see S-12.1) that is in contact (i.e., engaged in melee) with a unit influenced by the challenged leader.

- 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.





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 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] of the 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 / na
2	na / +15"	-2 / norm	+0 / norm	na / na
3	na / na	na / na	na / na	+0 / norm

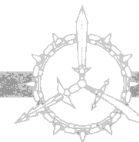
**Note:** The first value given is the effect on melee attack rolls. The second is the effect for missile attacks and spells.  
**na** — No attack allowed.  
**norm** — Normal missile attacks and spells.  
**+10"** — A missile attack or spell is treated as if the target were 10" [25cm] farther away than is indicated on the playing surface

### 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** — Gain one elevation. 1/4 normal movement.
- **Descend** — Lose one elevation. Normal movement.
- **Combat Dive** — Lose two elevations. *Defense* of diver is modified by -2. 1.5x normal movement.

Ascend and Descend have a +0 Maneuver Roll Mod, while Combat Dive has a -2 Maneuver Roll Mod. Success of one of these maneuver means that the combatant/unit may change elevation and move as indicated. Failure means that there is no elevation change and the combatant/unit only gets 1/4 normal movement.



The following optional rules are merely suggestions for how to handle special battle situations. More detailed optional rules on these and other topics will be addressed in future *Bladestorm* supplements called *Bladestorm Companions*. Write to Iron Crown Enterprises, P.O. Box 1605, Charlottesville, VA 22902 for a free catalog describing these and other products.

### O-18.1 RECOVERING COMBATANTS

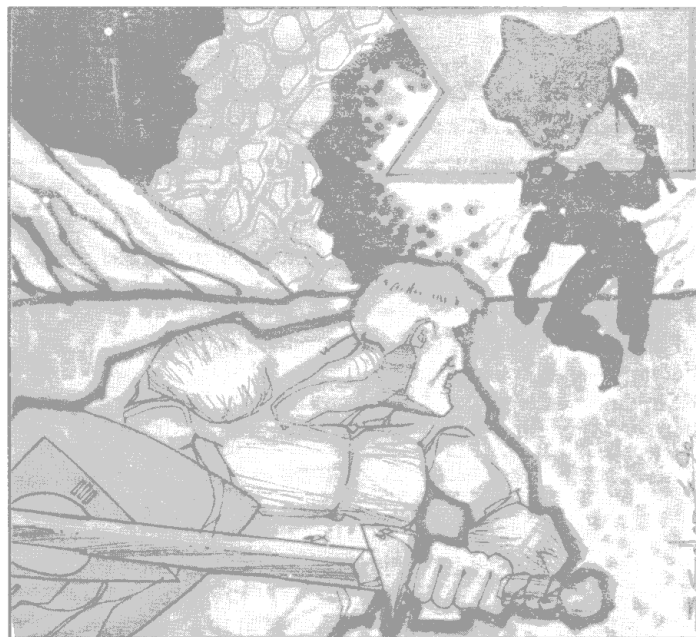
If players desire, eliminated friendly combatants may be "recovered" after the battle has ended. This assumes that many casualties during a battle are not dead but were just wounded or fled the battle.

For each casualty, roll 3D6:

- If the result is 12 or less, the combatant died in battle or dies soon after due to wounds.
- If the result is 13 or 14, the combatant was wounded and may be recovered and used in future battles (some races and cultures have superior healing resources that may lower this to 12 or even 11). Such combatants must recuperate for 1D10 weeks before being used again.
- If the result is 15 or greater, the combatant fled or was driven from the battlefield and may be recovered and used in future battles. Some forces may not be allowed to recover such "traitors" and "cowards."

### O-18.2 POWER HUES

Power Hues give additional *Power Points* to certain Spell Users. If a Spell User is attuned to a specific color sky (i.e., Power Hue) during a battle, he receives 1D10 additional PPs for the battle. If a Spell User in a scenario is not specified as being attuned to a Power Hue, roll 1D6. If the result is a 1, the Spell User is attuned to the Power Hue active for that scenario.



# A — APPENDIX

## A-1.0 POINT COSTS



When you decide to design your own scenarios and battles, it is often useful to have some sort of measurement of the relative effectiveness of combatants and units. This section provides a system that allows you to calculate the relative "Point Cost" (PC) for each combatant and unit. These Point Costs can then be used for scenario design (see A-2.0) and gauging the balance of encounters.

The Point Costs provided have been playtested during the *Bladestorm* design and development process. However, the most extensive playtesting will come from you, the players, after *Bladestorm* is released. So, as you play *Bladestorm* and use these Point Costs, keep track of your experiences and let us know if any of the values seem out of line. We can always update them in later editions, printings, and our magazine (the *IQ*).

Write to Iron Crown Enterprises, P.O. Box 1605, Charlottesville, VA 22902 for a free catalog describing all ICE and *Bladestorm* products.

### A-1.1 TOTAL POINT COST

This section presents the formulae for calculating the Total Point Cost (TPC) for a combatant and a unit. Sections A-1.2 through A-1.6 will discuss the specific Point Cost elements that are used to calculate the TPC: Base Costs, Weapon Costs, Stat Change Costs, Special Stat Costs, and the Unit Costs.

**A Combatant's Total Point Cost** = Base Costs  
+ Weapon Costs + Stat Change Costs + Special Stat Costs

**A Unit's Total Point Cost** = Formation Costs +  
(1 Combatant's TPC x # of Combatants x Unit Cost Savings)

### A-1.2 BASE COSTS

Normally, a combatant's Base Cost is determined by its size and its race. The Base Cost for a combatant is equal to its Base Cost for size plus its Base Cost Modification due to race. If the Base Cost Modification for a race or monster type is not available, the combatant's Base Cost is just determined by its "size:" Small, Medium, Large, or Huge.

Similarly, a combatant's race and size also determines its Base Stats, its "Maximum Stats" (see A-1.4), its "Unit Cost Savings" (see A-1.6), and the size of its base:

Small	5/8" x 5/8"	15x15mm
Medium	1" x 1"	25x25mm
Large	1.25x1.25" to 1.5x1.5"	40x40mm
Huge	fit to creature size	fit to creature size
Cavalry	1" x 1.5"	25x40mm

### A-1.3 WEAPON COSTS

The Weapon Costs Chart provides the Attack stat, Damage stat, and Weapon Cost for each weapon, animal attack, and natural attack.

### A-1.4 STAT CHANGE COSTS

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.

### A-1.5 SPECIAL STAT COSTS

Special combatants such as Leaders and Spell Users have specific costs for their special stats. The Special Stat Costs Chart presents these Point Costs.

A mount can be added to any medium-sized combatant; figure the mount's Point Cost as if it were a combatant and then divide by two. A mounted combatant uses his mount's *Movement Rate*; his *Endurance* is increased by half of his mount's *Endurance*; he may attempt mounted maneuvers (see O-6.0).

SPELL USER STAT COSTS (Normal Stat Costs must be calculated separately)		
Stat	Point Cost	Maximum
<b>Ability to Cast:</b>		
Level 1 Spells	10	—
Level 1-2 Spells	20	—
Level 1-3 Spells	40	—
Level 1-4 Spells	80	—
Level 1-5 Spells	160	—
<b>Each Spell Learned:</b>		
Level 1	5	5
Level 2	10	5
Level 3	20	5
Level 4	40	5
Level 5	80	5
<b>Each Power Point</b>	5	10 x Highest Level Spell Learned
<b>Elemental Spell Bonus:</b>		
Each +1: for +1 to +3	10	+3
Each +1: for +4 to +6	20	+6
Each +1: for +7 to +10	30	+10



## COMBATANT BASE COST AND STAT CHART

### BASE COSTS & BASE STATS BASED ON SIZE

	SMALL		MEDIUM		LARGE		HUGE	
	Base	Max	Base	Max	Base	Max	Base	Max
Point Cost	40	150	50	250	60	400	75	500
Movement Rate	3" [8cm]	9" [24cm]	5" [13cm]	15" [38cm]	7" [18cm]	21" [53cm]	9" [23cm]	27" [68cm]
Defense	9	15	7	13	5	11	3	9
Shield Bonus	0	+4	0	+4	0	+4	0	+4
Armor	0	-4	0	-4	0	-4	0	-4
Endurance	3	15	5	25	10	60	15	150
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 ‡	—	—	—	—	—	—	—	+1D10
Melee Damage *	-2	+0	normal	+2	+2	+4	+4	+6
Missile Attack * †								
Fixed Bonus	normal	10	normal	10	-1	9	-2	8
D6's ‡	—	—	—	—	—	+1D6	—	+2D6
Missile Damage *	-1	+1	normal	+2	+1	+2	+2	+2
Range Mod *	-1" [3cm]	+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-1.3).

‡ — Only allowed for weapon attacks, not allowed for Animal and Natural attacks.

† — Half normal cost for one use missile attacks (e.g., thrown weapons).

### MODIFICATIONS TO BASE COST & BASE STAT DUE TO RACE

Race	Size †	Point Cost	Move. Rate	Melee Att.	Melee Dam.	Missile Att.	Missile Dam.	Range Mod	Def.	Armor ‡	Man.	Mor.	Res.	End.
Human	M	+0	0	0	0	0	0	0	0	0	0	0	0	0
Dwarf	M	+7	-1" [3cm]	+1	0	-1	0	0	0	0	+2	0	-4	+2
Elf	M	+41	+2" [5cm]	0	0	+2	0	+4" [10cm]	+1	0	-2	0	+1	0
Hirazi	M	+25	+4" [10cm]	-2	0	+1	0	+2" [5cm]	0	0	-3	0	+1	0
Gark / Kral	M	+0	+1" [3cm]	0	0	-2	0	0	+1	0	-1	+1	+1	0
Goblin	M	-10	0	0	0	-1	0	-2"	0	-1	+1	+1	0	0
Lugrök	M	+5	0	+1	0	-1	0	-1"	0	-1	+1	0	0	+1
Hue-Eater *	M	+95	+1" [3cm]	+1	+1	0	0	0	+2	0	-1	-1	-1	+3
River Ogre	L	+72	+1" [3cm]	+4	0	+1	-1	-2" [5cm]	+3	-1	-1	-1	-1	+1
Sea Troll	L	+204	0	+5	0	+3	0	0	+4	-2	-1	-1	-2	+12
Giant	L	+260	+1" [3cm]	+7	0	+4	+1	0	+5	-2	-1	-2	-3	+33
Titan **	H	+1299	+5" [13cm]	+10	0	+5	0	0	+8	-4	-4	-3	-3	+65

**Note** — Shield Bonuses are not included because they are totally based upon equipment.

† — The size determines which base stats these modifications apply to (see the columns for Small, Medium, Large, and Huge above)

‡ — Armor bonuses included reflect naturally tough hide or skin; if regular Armor is worn, ignore this bonus.

\* — Known Spells: 1C1 (knows 'Pain I'); 5 Power Points. \*\* — Known Spells: 3E1, 3E2, 3E3, 3E4, 3E5; 35 PPs; +5 Elemental Spell Bonus

### LEADER STAT COSTS

(Normal Stat Costs must be calculated separately)

Modification For Each "Mod" Stat *	0	INFLUENCE RANGE			
		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.

## A-1.6 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.

If combatants are part of a unit their Point Costs are cheaper, but all members of a unit must have identical stats. The Unit Cost Savings are based upon the size of the combatants in the unit and are presented in the Unit Costs Chart along with the minimum and maximum number of combatants in the unit:

# WEAPON COSTS CHART

Weapon / Attack Type	Damage	Attack	Range Incr. †	Wp. Cost	Weapon / Attack Type	Damage	Attack	Weapon Cost
<b>One-Handed Edged Weapons:</b>					<b>Animal &amp; Natural Attacks:</b>			
Dagger	Lowx2-1	2D6-2	3"	20	<b>Stinger</b>			
Main Gauche ( <i>melee only, acts as +1 shield</i> )	Lowx2	2D6-1	—	30	Small .....	Low-1	2D6-2	5
Rapier	Lowx2+1	2D6+4	—	40	Medium .....	Low	2D6-1	10
Short Sword	High	3D6-1	—	40	Large .....	Low+1	3D6-4	20
Handaxe	High+1	3D6-2	3"	40	Huge .....	Med-1	3D6-2	25
Broadsword	High+2	3D6-2	—	45	<b>Grapple-Grasp-Swallow-Envelop</b>			
Scimitar	High+2	3D6-3	—	45	Small .....	Low-1	2D6	10
Falchion	High+2	2D6+D10-4	—	50	Medium .....	Low	D6+D10-1	15
<b>One-Handed Concussion Weapons:</b>					Large .....	High-2	3D6-2	25
Whip	Low+1	2D6+3	—	25	Huge .....	Med	2D6+D10-3	35
Club	High	2D6-2	—	20	<b>Ram-Butt-Bash-Knock Down-Slug</b>			
Mace	High+1	2D6	—	30	Small .....	Low	2D6	15
Warhammer	High+1	3D6-3	3"	40	Medium .....	Low+1	D6+D10-1	20
Morning Star	High+2	2D6+D10-3	—	55	Large .....	Medium	3D6-2	30
<b>Missile Weapons:</b>					Huge .....	High-1	4D6-3	45
Bola	Lowx2	3D6-1	8"	35	<b>Claw-Talon</b>			
Short Bow	Lowx2	2D6-3	12'	20	Small .....	Low	2D6+1	15
Sling	Lowx2	D6+D10-4	9"	30	Medium .....	High	2D6+2	25
Lt X-Bow	Lowx2+1	2D6-2	18"	30	Large .....	High	3D6	40
Comp. Bow	Lowx2+1	D6+D10-4	15"	35	Huge .....	High	4D6-3	50
Long Bow	Lowx2+2	D6+D10-4	20"	40	<b>Beak-Fincher</b>			
Hvy X-Bow ( <i>fires every other M-M phase</i> )	Lowx2+3	D6+D10-2	18"	40	Small .....	High-1	2D6+1	20
<b>Polearms:</b>					Medium .....	High-1	D6+D10	25
Javelin	Lowx2+1	3D6-4	5"	25	Large .....	High	2D6+D10-2	45
Spear	Lowx2+2	3D6-2	3"	35	Huge .....	High+1	4D6-2	60
Polearm	High+Low+1	D6+D10-2	—	50	<b>Horn-Tusk</b>			
Mounted Lance	Highx3-1	2D6-3	—	60	Small .....	High	2D6+2	25
<b>Two-Handed Weapons:</b>					Medium .....	High	D6+D10+1	35
Quarterstaff	Lowx2+2	2D6+2	—	35	Large .....	High+1	2D6+D10-1	55
War Mattock	Highx2+1	2D6-1	—	45	Huge .....	High+1	3D6+D10-2	70
Flail	Highx2-1	3D6-2	—	60	<b>Trample-Stomp</b>			
Battleaxe	High+Low+1	2D6+D10-4	—	60	Small .....	Low+1	2D6+3	25
2 Handed sword	High+Low+2	2D6+D10-3	—	70	Medium .....	Lowx2	2D6+3	35
<b>Miscellaneous Weapons</b>					Large .....	Medx2-1	3D6+1	60
<i>(not normally available for units):</i>					Huge .....	Medx2-2	4D6	75
Armored Fist Attack	Low-1	2D6-1	—	5	<b>Bite</b>			
<b>Martial Arts: Sweeps &amp; Throws</b>					Small .....	High+1	2D6+1	30
Rank 1	Low-2	2D6	—	5	Medium .....	High+2	3D6	50
Rank 2	Low-1	2D6	—	10	Large .....	Medx2	3D6-1	60
Rank 3	Low	3D6-5	—	15	Huge .....	Medx2+2	2D6+D10-2	70
Rank 4	Low+1	3D6-5	—	20	<b>Fall-Crush</b>			
<b>Martial Arts: Strikes (Bare Fist)</b>					Small .....	High	2D6+6	35
Rank 1	High-1	2D6+4	—	25	Medium .....	Medx2-2	3D6+4	60
Rank 2	High	2D6+4	—	30	Large .....	Medx2-1	4D6+3	85
Rank 3	High	3D6+2	—	35	Huge .....	Medx2-2	5D6+1	110
Rank 4	High+1	3D6+2	—	40	<b>Tiny Animal Attack ....</b>			
					Lowx0.5	2D6	5	
					<i>(round down)</i>			
					† — 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	Small	MAXIMUM CHANGE BASED ON SIZE		
				Medium	Large	Huge
<b>Movement Rate</b>	5	+1"	+6"	+10"	+14"	+18"
<b>Defense</b>	10	+1	+6	+6	+6	+6
<b>Shield Bonus §</b>	5	+1	+4	+4	+4	+4
<b>Armor *</b>	7	-1	-4	-4	-4	-4
<b>Endurance</b>	3	+1	+12	+20	+50	+135
<b>Morale</b>	5	-1	-6	-6	-6	-6
<b>Maneuver</b>	3	-1	-6	-6	-6	-6
<b>Resistance</b>	3	-1	-6	-6	-6	-6
<b>Melee Attack</b>						
Fixed Bonus	5	+1	+10	+10	+10	+10
Extra D6's	20	+1D6	—	—	+2D6	+2D6
Extra D10	30	+1D10	—	—	—	+1D10
<b>Melee Damage</b>	5	+1	+2	+2	+2	+2
<b>Missile Attack †</b>						
Fixed Bonus	5	+1	+10	+10	+10	+10
Attack Dice	20	+1D6	—	—	+1D6	+2D6
<b>Missile Damage</b>	5	+1	+2	+2	+2	+2
<b>Range Mod</b>	2	+1"	+4"	+4"	+4"	+4"

\* — Treat -4 armor as plate (i.e., half damage).

§ — Only usable with 1H-weapons.

† — Half normal cost for one use missile attacks (e.g., thrown weapons).

### OPTIONAL STAT CHANGE COSTS

Stats	Cost For Each Increment Change					
	2	3	5	10	20	30
<b>Movement Rate</b>	—	—	+1" to +5"	+6" to +10"	+11" to +18"	—
<b>Defense</b>	—	—	+1 to +2	+3 to +4	+5 to +6	—
<b>Shield Bonus §</b>	—	+1 to +2	+3 to +4	—	—	—
<b>Armor *</b>	—	—	-1 to -2	-3 to -4	—	—
<b>Endurance</b>	+1 to +10	+11 to +75	+76 to +135	—	—	—
<b>Morale</b>	—	—	-1 to -2	-3 to -4	-5 to -6	—
<b>Maneuver</b>	—	-1 to -2	-3 to -4	-5 to -6	—	—
<b>Resistance</b>	—	-1 to -2	-3 to -4	-5 to -6	—	—
<b>Melee Attack</b>						
Fixed Bonus	—	—	+1 to +5	+6 to +8	+9 to +10	—
Extra D6's	—	—	—	—	+1D6 to +2D6	—
Extra D10	—	—	—	—	—	+1D10
<b>Melee Damage</b>	—	—	+1 to +2	—	—	—
<b>Missile Attack †</b>						
Fixed Bonus	—	—	+1 to +5	+6 to +8	+9 to +10	—
Extra D6's	—	—	—	—	+1D6 to +2D6	—
<b>Missile Damage</b>	—	—	+1 to +2	—	—	—
<b>Range Mod</b>	+1" to +2"	+3" to +4"	—	—	—	—

### FORMATION COSTS

Formation	Point Cost	Unit Maneuver	PC for -1 to Unit Ma
<b>Battle Order</b>	0	10	10
General Order	0	10	10
<b>Column</b>	50	10	10
Square	100	11	15
<b>Hedgehog *</b>	100	12	20
Line	100	10	10
<b>Shield Wall †</b>	100	11	15
<b>Phalanx *</b>	100	12	20

### UNIT COSTS

	Small	Medium	Large	Huge
<b>Unit Cost Savings</b>	0.75	0.8	0.9	—
<b>Minimum Size</b>	8	6	4	na
<b>Maximum Size</b>	40	30	12	na
* — Polearm units only.				
† — Shield units only.				

## A-2.0

# DESIGNING YOUR OWN SCENARIOS



In order to design your own scenarios, you can use the Point Costs provided in A-1.0 and the guidelines presented below:

- First decide on the number of points for each player. Assume around 120 points per medium-sized combatant. Try 1200 per player for a small battle, 3600 for a medium battle, and 10000 for a large battle.
- Each player should pick a specific race or group to play. We suggest one of the Warring Holds.
- Set up the battlefield and terrain. Both players must agree on the terrain set-up.
- Both players then buy their forces (see A-1.0).
- Each player then rolls 3D6 — the highest roller is the “Player 1” and chooses one edge of the battlefield and places his forces on the playing surface. Player 2 then places his forces. Normally, forces should be placed within 10” of the edge of the playing surface. Player 1 gets to move first.
- Bladestorms: Each turn, roll 5D6 and add the modifiers described below to determine if a Bladestorm appears. If the modified roll is ‘30+’ a Bladestorm appears (see O-13.0). The modifiers are:
  - a) Turn Number ÷ 4 [round down]
  - b) (Total Point Cost for both Players’ forces) ÷ 5000 [round down]
- The scenario can last for an agreed on number of turns, for a set period of time, until one side or the other is wiped out, or until a Bladestorm appears.

## A-3.0

# OPTIONS CHECKLIST



This section provides a “Checklist” for the options presented in **Bladestorm**. Before starting play, both players should go through this list together and agree on which optional rules are to be used and which are not to be used.

### BLADESTORM OPTIONS CHECKLIST

- Optional Terrain, O-3.0, p. 32 ..... All — ☐
- ☐ Marsh ☐ Rough ☐ Buildings
- ☐ Shallow Water ☐ Deep Water ☐ Steep Slopes
- ☐ Road/Path
- Optional Stats, O-4.0, p. 33 ..... All — ☐
- ☐ Maneuver ☐ Resistance ☐ Unit Maneuver
- ☐ Maneuver Mod (for leaders)
- Turn Sequence, O-5.0, p. 33 ..... All — ☐
- ☐ Maneuvers ☐ Spells
- Combatant Maneuvers, O-6.1, p. 34-35 ..... All — ☐
- ☐ Disengage ☐ Run ☐ Sprint ☐ Charge
- ☐ Climb ☐ Swim ☐ Fire-Move ☐ Move-Fire
- Unit Maneuvers, O-6.2, p. 36-38 ..... All — ☐
- ☐ Disband ☐ Reform ☐ Battle Shift
- ☐ General Shift ☐ Disengage ☐ Run
- ☐ Charge ☐ Reaction Turn ☐ Turn/Wheel
- ☐ Fire-Move ☐ Move-Fire ☐ Back/Center Wheel

- Melee Parrying, O-7.1, p. 38 ..... ☐
- Melee Targeting, O-7.1, p. 38 ..... ☐
- Second Line Polearm Attacks, O-7.2, p. 38 ..... ☐
- Unit Type Melee Bonuses, O-7.3, p. 39 ..... ☐
- Melee Wound Penalties, O-7.4, p. 39 ..... ☐
- Open-ended Rolls, O-7.5, p. 39 ..... ☐
- Depth Melee Bonuses, O-7.6, p. 39 ..... ☐
- Chain Armor vs. Bladed Weapons, O-8.0, p. 39 ..... ☐
- Missile Parrying, O-9.1, p. 40 ..... ☐
- Missile Targeting, O-9.2, p. 40 ..... ☐
- Firing Into Melee, O-9.3, p. 40 ..... ☐
- Unit Missile Attacks, O-9.4, p. 40 ..... ☐
- Blocking Terrain, O-9.5, p. 40 ..... ☐
- Morales Rolls for Combatants vs. Units, O-10.1, p. 41 ..... ☐
- Effects of Rout, O-10.2, p. 41 ..... ☐
- Effects of Losses, O-10.3, p. 41 ..... ☐
- Morales Rolls Caused by Charges, O-10.4, p. 41 ..... ☐
- Depth Morale Roll Bonus, O-10.5, p. 41 ..... ☐
- Retreat & Follow-up, O-10.6, p. 41 ..... ☐
- Special Formations, O-11.1, p. 42-43 ..... All — ☐
- ☐ Column ☐ Line ☐ Square
- ☐ Hedgehog ☐ Shield Wall ☐ Phalanx
- Maneuver Rolls for Changing Formations, O-11.2, p. 43 ..... ☐
- Spell Users, O-12.1, p. 44 ..... ☐
- Standard Bearers, O-12.2, p. 44 ..... ☐
- Bladestorms, O-13.0, p. 45-46 ..... All — ☐
- ☐ Field ☐ Ring ☐ Tornado ☐ Front
- Channeling Spells, O-14.1, p. 46-48 ..... ☐
- ☐ 1st Lvl: # 1-12 \_\_\_\_\_
- ☐ 2nd Lvl: # 1-11 \_\_\_\_\_
- ☐ 3rd Lvl: # 1-7 \_\_\_\_\_
- ☐ 4th Lvl: # 1-6 \_\_\_\_\_
- ☐ 5th Lvl: # 1-5 \_\_\_\_\_
- Essence Spells, O-14.2, p. 49-53 ..... All — ☐
- ☐ 1st Lvl: # 1-20 \_\_\_\_\_
- ☐ 2nd Lvl: # 1-24 \_\_\_\_\_
- ☐ 3rd Lvl: # 1-12 \_\_\_\_\_
- ☐ 4th Lvl: # 1-12 \_\_\_\_\_
- ☐ 5th Lvl: # 1-7 \_\_\_\_\_
- Unit vs Unit Combat: Combining Attacks, O-15.1, p. 54-55 .. ☐
- Unit vs Unit Combat: Changing Scale, O-15.2, p. 55 ..... ☐
- Personal Challenges: Before the Battle Starts, O-16.1, p. 56 . ☐
- Personal Challenges: Leader vs. Leader, O-16.2, p. 56 ..... ☐
- Flying, O-17.0, p. 57 ..... ☐
- Recovering Combatants, O-18.1, p. 57 ..... ☐
- Power Hues, O-18.2, p. 57 ..... ☐
- Racial Mods for Point Costs, A-1.2, p. 58-59 ..... ☐
- Optional Stat Change Costs, A-1.4, p. 58, 61 ..... ☐

## 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:

<b>Movement Rate</b>	<i>FH</i> Move stat.
<b>Melee Attack</b>	<i>FH</i> (OCV-2) + <i>BS</i> Weapon Attack value.
<b>Melee Damage</b>	<i>BS</i> Weapon Damage value.
<b>Missile Attack</b>	<i>FH</i> (OCV-2) + <i>BS</i> Weapon Attack value.
<b>Missile Damage</b>	<i>BS</i> Weapon Damage value.
<b>Range Mod</b>	<i>BS</i> Range Mod stat.
<b>Defense</b>	( <i>FH</i> DCV x 0.7) + 7 [round off]
<b>Shield Bonus</b>	<i>FH</i> Shield DCV + 1.
<b>Armor</b>	<i>FH</i> rPD ÷ 2 [round down]; <i>BS</i> Plate Armor effects (i.e., 8 <i>FH</i> rPD).
<b>Maneuver</b>	11 - ( <i>FH</i> DEX ÷ 5 [round off] ); minimum result is 4.
<b>Morale</b>	12 - ( ( <i>FH</i> EGO + <i>FH</i> PRE) ÷ 10 [round off] ); minimum result is 4.
<b>Resistance</b>	14 - <i>FH</i> tED; minimum result is 4.
<b>Endurance</b>	<i>FH</i> STUN x .75

## A-4.2 FROM D&D™

To convert **D&D**™ stats to **Bladestorm** stats, follow these guidelines:

<b>Movement Rate</b>	<i>D&amp;D</i> ™ Move x 0.8 [round off].
<b>Melee Attack</b>	(20 - <i>D&amp;D</i> ™ To Hit Roll for AC10) + <i>BS</i> Weapon Attack value.
<b>Melee Damage</b>	<i>BS</i> Weapon Damage value + any <i>D&amp;D</i> ™ magical bonuses.
<b>Missile Attack</b>	(20 - <i>D&amp;D</i> ™ To Hit Roll for AC10) + <i>BS</i> Weapon Attack value.
<b>Missile Damage</b>	<i>BS</i> Weapon Damage value + any <i>D&amp;D</i> ™ magical bonuses.
<b>Range Mod</b>	<i>BS</i> Range Mod stat.
<b>Defense</b>	7 + <i>D&amp;D</i> ™ Dex Adjustment + any <i>D&amp;D</i> ™ magical bonuses.
<b>Shield Bonus</b>	<i>BS</i> Shield Bonus values.
<b>Armor</b>	<i>BS</i> Armor values based on armor worn.
<b>Maneuver</b>	12 - ( <i>D&amp;D</i> ™ Dex ÷ 3 [round off] ).
<b>Morale</b>	10 - ( <i>D&amp;D</i> ™ Level x 0.4 [round down] ).
<b>Resistance</b>	11 - ( <i>D&amp;D</i> ™ Level x 0.4 [round down] ).
<b>Endurance</b>	<i>D&amp;D</i> ™ Hit Points x 0.6 [round off]

**Note:** *D&D*™ is TSR's (Lake Geneva, WI) trademark for their fantasy role playing product, and our references to them are in no way meant to indicate that ICE has a license from TSR with regards to this or any of our products.

## A-4.3 FROM ROLEMASTER

To convert **Rolemaster** stats to **Bladestorm** stats, follow these guidelines:

<b>Movement Rate</b>	<i>RM</i> Base Rate ÷ 10 [round to nearest 0.5 inch].
<b>Melee Att. *</b>	<i>BS</i> Weapon Attack value + ( <i>RM</i> OB - 35) ÷ 10.
<b>Melee Dam. †</b>	<i>BS</i> Weapon Damage value.
<b>Missile Att. *</b>	<i>BS</i> Weapon Attack value + ( <i>RM</i> OB - 35) ÷ 10.
<b>Missile Dam. †</b>	<i>BS</i> Weapon Damage value.
<b>Range Mod</b>	-2 per ( <i>RM</i> Max Range ÷ 20).
<b>Defense ‡</b>	7 + ( <i>RM</i> DB ÷ 10) + Crit Type Bonus.
<b>Shield Bonus</b>	<i>BS</i> Shield Bonus values.
<b>Armor</b>	<i>BS</i> Armor values based on armor worn.
<b>Morale</b>	10 - ( <i>RM</i> Level ÷ 5 [round off] ).
<b>Maneuver</b>	10 - ( <i>RM</i> Ag bonus ÷ 10) + ( <i>RM</i> Armor Penalty ÷ 10 [round off] ) - ( <i>RM</i> Level ÷ 5 [round off] ).
<b>Resistance</b>	10 - ( <i>RM</i> Level ÷ 5 [round off] ).
<b>Endurance §</b>	( <i>RM</i> Hits ÷ 5) x Crit Type Multiplier.
<b>Power Points</b>	<i>RM</i> PPs ÷ 3 [round up]
<b>Elemental</b>	
<b>Spell Bonus</b>	<i>RM</i> Directed Spell Bonus ÷ 10
<b>Spells</b>	Some <i>RM</i> spells will convert to <i>BS</i> spells with similar names. <i>RM</i> 1st-5th lvl spells = <i>BS</i> 1st lvl spells. <i>RM</i> 6th-10th lvl spells = <i>BS</i> 2nd lvl spells. <i>RM</i> 11th-15th lvl spells = <i>BS</i> 3rd lvl spells. <i>RM</i> 16th-20th lvl spells = <i>BS</i> 4th lvl spells. <i>RM</i> 21+ lvl spells = <i>BS</i> 5th lvl spells.

**Mounts** A mounted combatant uses his mount's *BS* Movement Rate; his *BS* Endurance is increased by half of his mount's *BS* Endurance; he may attempt mounted maneuvers (see O-6.0).

\* — 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).

# OPTIONAL RULES SUMMARY SHEET

## TURN SEQUENCE

### Player 1 Movement-Missile Phase

Move, Maneuver, Missile Attack, or Cast a Spell  
Rally

### Melee Combat Phase

### Player 2 Movement-Missile Phase

Move, Maneuver, Missile Attack, or Cast a Spell  
Rally

### Melee Combat Phase

## 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. 34 and 37).
- A leader's *Maneuver Mod* stat (if applicable), see O-4.0.

## 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
Stream	x1/2	-2	+0	-1
Marsh	x1/4	-3	+1	-2
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

#### MOVEMENT REDUCTION

Terrain Type	General Order & Indiv. Combatants	Battle Order	Column Formation
Clear	x1	x3/4	x1.25 ‡
Brush	x1	x1/2	x3/4
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
Slope *	x3/4	x1/2	x1
Steep Slope *	x1/2	x1/4	x3/4
Rough	x3/4	x1/4	x1/2
Marsh	x1/4	n/a	n/a
Shallow Water	x1/4	x1/4	n/a
Deep Water †	x1/4	n/a	n/a
Buildings	x1	n/a	n/a
Road/Path ‡	x1.5	x1.0	x2.0
Impassable	n/a	n/a	n/a

## 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 combatants engaged with the original target.

### UNIT TYPE MELEE ATTACK MODIFIERS

DEFENDER UNIT TYPE	ATTACKER UNIT TYPE		
	Foot Melee	Foot Polearm	Mounted Melee
Foot Missile	+2	+1	+3
Foot Melee	+0	+0	+2
Foot Polearm *	-1 / +1	+0 / +0	-2 / +2
Mounted Missile	+1	+1	+1
Mounted Melee	-1	+0	+0

### ATTACK PENALTIES DUE TO WOUNDS CHART

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

## MORALE

**Depth Morale Roll Bonus** = +1 x (Depth - 2)

### UNIT LOSS MORALE CHART

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

## 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.



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