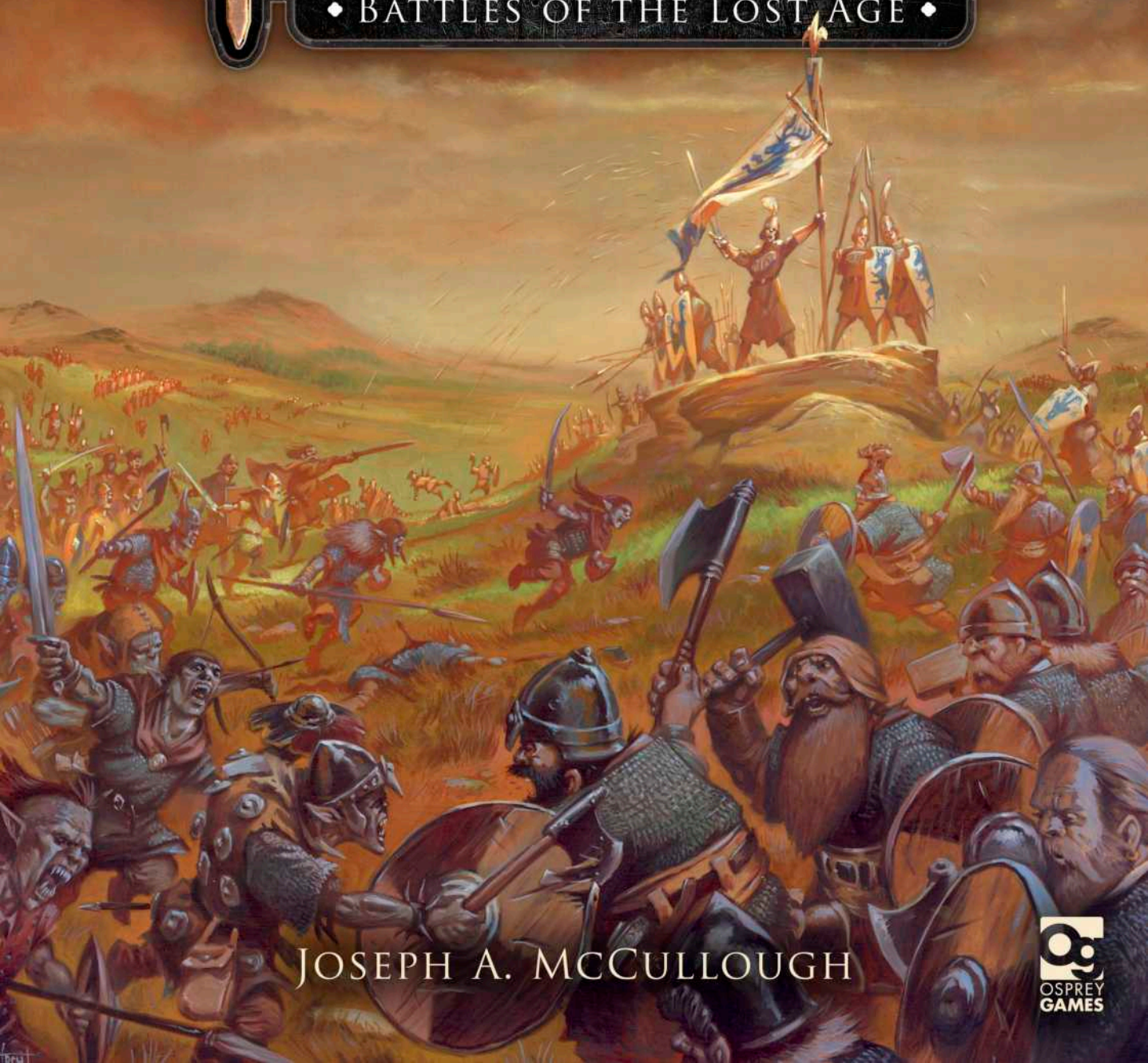


Pathmark

◆ BATTLES OF THE LOST AGE ◆



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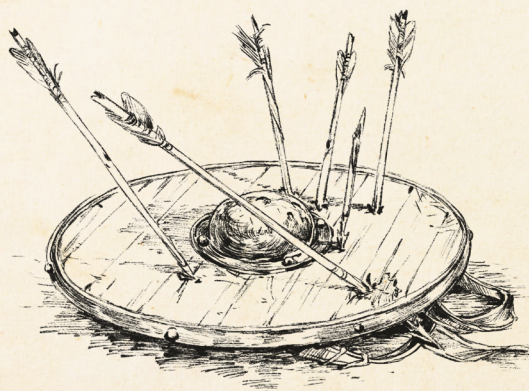
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|| INTRODUCTION ||

*Battle-worn the Marches lay, weary, blood-soaked soil.
While oathmarks torn from temples mourn
The faith of foes in times forgotten...*

Fragment, The Lay of the Marches

Once a great battlefield, the rocky hills and fields of the Marches are now remembered only in burnt fragments of parchment and mouldy, forgotten books. Warlords used fire and sword to carve out kingdoms and led campaigns of war and conquest in the shadows of the ruined empire. It was an age in which men, elves, dwarves, goblins and others lived and worked together; giving their oathmarks to whomever stood strongest and carving their pledges in standing stones, ancient trees, and even the bones of their enemies.

An age of destruction and strife. An age of blackguards and heroes. An age lost to time.







|| THE BASICS ||

Welcome to the Marches, an ancient land of men, elves, dwarves, goblins, and orcs torn apart by war. This book contains all the rules you need to assemble and command an army of *Oathmark* miniatures in an attempt to defeat your enemies. This section introduces the basic concepts of wargaming, explains some important terminology, and discusses all the items you need to play the game. Some of you are certainly veteran wargamers with numerous campaigns and rules-systems under your belt, while others are completely new to the hobby. Either way, it is always good to start with the basics to ensure everyone is on the same page.

What Is Wargaming?

At its most basic level, *wargaming* is a fancy term for using a set of rules, like these, to play with toy soldiers on a table. Players take on the roles of generals and kings, commanding their soldiers to march, fight, fire volleys of arrows, cast spells, using the soldiers' abilities to defeat the enemy, and claim the battlefield. The rules explain how each of these abilities work.

When the soldiers come into direct conflict, such as when two units fight, the players roll dice to determine the outcome. Players receive bonuses based on their troop quality, how much support a unit has, any magical protection, and other such factors that might influence the combat; still, there is always a random element. This delightful uncertainty is one of the major differences between tabletop wargaming and a traditional board game, such as chess. Well, that and the lack of a gameboard.

As you become more involved in wargaming, you will soon realize there is a lot more to the hobby than just *playing the game*. The wargaming hobby also includes collecting and painting miniatures, making terrain, planning armies and campaigns, and discussing strategy and tactics with your friends for hours on end!

What You Need To Play

Apart from this book, you need several other items to play *Oathmark*: miniatures, a table, terrain, dice, some sort of measuring device, and copies of the Kingdom Sheet and Army Sheet from the back of this book. Each of these items is discussed in detail below.

MINIATURES

Miniatures are the key elements of the tabletop wargaming hobby. Essentially, miniatures are toy soldiers, sculpted to a high level of detail and cast in either metal or plastic. Official *Oathmark* miniatures are produced by *North Star Military Figures* and *Osprey Games* and can be purchased from your local hobby store or online from www.northstarfigures.com.

Each miniature in *Oathmark* represents one man (or elf, goblin, troll, etc.), and is usually referred to as a *figure*. Most figures are grouped together with other similar figures into blocks called *units*. All figures and units under a single player's command are known as an *army*. This is explained in more detail later.

To play to the game, each player needs their own army with a minimum of about 30 figures, the number that comes in one box of plastic *Oathmark* Dwarf, Goblin, Elf, or Human Infantry. After playing a couple games at this basic level, however, most players decide to expand their armies to contain numerous different units with varying strengths and abilities. That's fine; the *Oathmark* rules work just as well for armies of 300 figures as they do for armies of 30.



It is worth noting that all *Oathmark* miniatures come unpainted and, in the case of plastic figures, unassembled. So, if you are just starting out, you may also want to invest in some glue, paints, paintbrushes, and other such hobby tools.

BASE SIZE

Every *Oathmark* figure comes with a plastic base; in the case of human-sized models, this is a 25 x 25mm square. Larger figures may have larger bases. It is important to mount your figures on the appropriate-sized base, as this represents how much area that figure takes up and controls on the battlefield and affects how the figure moves and fights, especially when it is part of a unit. The base size of every creature in this book is listed in its description.

Veteran wargamers, especially those who use armies from other games, may already have figures with different-sized bases. That is fine. Since most units in *Oathmark* are five figures wide, it is possible to construct movement trays to give a unit the correct footprint. So, if you have a unit of 10 human archers, you could make a tray 125mm wide by 50mm deep, and roughly organize the archers into two rows of 5 figures each. Even if you use *Oathmark* bases, you may want to consider using movement trays, as it is much faster to move a unit on a tray than to move each individual figure separately.



THE TABLE

After miniatures, the most crucial item is a *table*. It is called *tabletop* wargaming, after all! *Oathmark* does not require a specific table size to play, but you do want to make sure you have enough room for the armies you are using. For example, you could play a game with 30 figures per player on a 2' x 4' table. A larger game, in which each player has 100 or more figures under their command, would require a larger table: something more like 4' x 6'.

For most people, the decision on table size usually comes down to whatever is available. If this is the case, size your armies accordingly. You do not want huge areas of open table space, but you do want to make sure units have plenty of room to manoeuvre. At the end of the day, smaller tables make for shorter, bloodier games; larger tables allow for slower, more tactical battles.

Most wargamers like to cover their table with some kind of cloth to make it look more like a proper battlefield. Numerous companies sell specific *battlefield cloths* or *mats* that work wonderfully, but even a simple green sheet can make a huge difference to the look and feel of your game. The cloth also helps hold the figures in place and keeps them from sliding around on slick tabletops, which can cause minor problems.

TERRAIN

While it is perfectly acceptable to play *Oathmark* on an empty table, most players find the game more visually appealing and tactically interesting when they include *terrain*. Terrain is any kind of scenery that sits on the table; it can include hills, rivers, villages, ruins, and even ancient standing stones covered in oathmarks left by some long-forgotten warlord. If you are just beginning in the hobby, you can start by using a couple of books to represent hills and a few rocks



to represent boulders. This gives players a bit more to think about as they march their armies around the table, and provides some strategic points to fight over.

As you get deeper into the hobby, you may want to upgrade your terrain by either making your own (there are loads of how-to videos online) or by purchasing some of the amazing offerings available from a variety of scenery manufacturers. You can likely find a good selection of scenery available wherever you buy your *Oathmark* miniatures.

Full rules for terrain are explained in the *Playing the Game* section of this book (see pages 18 and 26).

DICE

Most wargamers have a love/hate relationship with their *dice*. They are fun to roll and provide moments of high drama but somehow, they always seem to let you down when it really matters. *Oathmark* uses ten-sided dice, exclusively. Although these dice may seem uncommon to those new to the hobby, you can easily obtain them from *North Star Military Figures* or any other hobby dealer. Ten-sided dice are generally numbered 0–9, but the 0 is treated as a 10. Thus, whenever you roll a ten-sided die, it generates a random number from 1 to 10.

To play *Oathmark*, each player needs five ten-sided dice; ideally, four of one colour and one of a different colour. We call this differently coloured die the *Champion Die*. It is used in situations where you roll multiple dice but handle the Champion Die result slightly differently than the other dice results.

MEASURING DEVICE

It is necessary to accurately measure distances when determining how far a unit can move or the range of a missile weapon. All distances in *Oathmark* are given in Imperial measurements, so you need a *ruler* or *tape measure* marked with inches and feet. Players can measure distances at any time during a game.

KINGDOM AND ARMY SHEETS

At the back of this book, you will find the *Kingdom Sheet* and the *Army Sheet*. These are essentially blank worksheets you can use to record all relevant information about your kingdom and a specific army. The Kingdom Sheet is generally used before a game, while you are building an army. The Army Sheet is used during the game, allowing you to quickly locate important stats for your figures without having to flip through the book. You can download extra copies of these sheets from the *Osprey Games* website.



|| PLAYING THE GAME ||

Figures

The basic game piece in *Oathmark* is the *figure*, which represents one individual on the battlefield. Each figure has a corresponding *stat line*, which rates that figure in key areas such as *fighting ability* and *armour*. The following is the stat line for a basic human soldier armed with a hand weapon, a shield, and light armour.

Human Soldier									
A	M	F	S	D	CD	H	Pts	Special	Base
5	6	2	0	9	1	1	12	Shielding (1)	25 x 25
Equipment: Hand Weapon, Shield, Light Armour									

Each stat is explained below:

- **Activation (A):** The figure's training and morale. This stat is used whenever you wish to activate the figure or when the figure must make a morale test.
- **Move (M):** The figure's speed in battle situations.
- **Fight (F):** The figure's skill or natural talent in hand-to-hand combat.
- **Shoot (S):** The figure's skill or natural talent with missile weapons, such as bows and slings.
- **Defence (D):** The figure's natural toughness and/or armour.
- **Combat Dice (CD):** The number of dice you roll for this figure in a melee combat or when making a shooting attack.
- **Health (H):** The amount of damage a figure can sustain before it must be removed from the table as a casualty. This number is 1 for most human-sized creatures.



- **Points (Pts):** The figure's overall *value* in an army. This number reflects the cost when selecting this figure for your army and the worth of the figure when determining battle outcomes according to casualties/point values.
- **Special:** Any special abilities the figure possesses that are not already represented by any other stat (see *Appendix A: Special Abilities*, page 166, for a full list and explanations of each special ability).
- **Base:** The figure's base size in millimetres (mm).
- **Equipment:** The basic fighting equipment the figure carries, including weapons, armour, and shields. All costs for a figure's equipment are already worked into their stats; however, it is necessary to note which figures carry missile weapons, such as bows or slings, as only these figures may make shooting attacks. Note that *hand weapon* or *two-handed weapon* can refer to any type of weapon and can be represented by swords, axes, clubs, or flails on a model. Spears are listed separately, as these figures generally have the special ability *Brace*.

The exact meaning of each stat and a figure's corresponding number will become clear as you read through the rules. For now, it is enough to know that in general, the higher the stat, the better. For example, a figure with a higher Fight stat is better in hand-to-hand combat than one with a lower Fight stat. The one exception to this is the Activation stat, where a lower number is better.

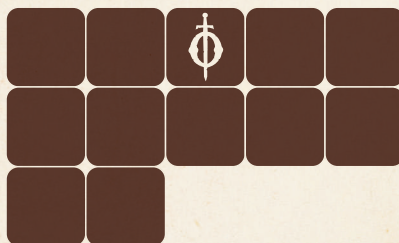


Units

During the game, figures are organized into units. A unit consists of a group of figures with identical stats that move and fight in formation. The exact number of figures and the formation of the unit depends on the base size of the figures.

UNIT SIZES

- **25 x 25mm:** Units mounted on this size of base can consist of 1–20 figures. The figures must be organized into rows (ranks) of five, with any leftover figures forming the back rank. A full unit of 20 would be a block with four ranks of five figures each. A unit of 13 would be two ranks of five, with one rank of three at the back.
- **25 x 50mm:** Cavalry generally use this base size. Units mounted on this size of base can consist of 1–10 figures. Again, the figures must be organized into ranks of five, with any leftover figures forming the back rank. The maximum number of figures in a unit of this size is two ranks of five figures each.
- **50 x 50mm:** Larger creatures, such as trolls, generally use this base size. Units mounted on this size of base can contain 1–3 figures and must be organized into one rank.
- **50 x 100mm:** Only the largest of monsters, such as dragons, use this base size. Such figures tend to fight as units-of-one.
- **Mixed:** A few units, such as artillery, may contain figures with different base sizes. In such cases, the unit has specific rules for arranging the figures.



The above diagram shows the correct organization for a unit of 12 figures mounted on 25 x 25mm bases, including the position of the officer.

THE OFFICER

You must designate one figure in each unit as the *officer*. The officer must be placed in the centre of the front rank, or in one of the two centre spots in the case of a unit with only 2 or 4 figures. The officer has no special abilities in the basic game, but is important for determining line of sight and position when units move into combat with enemy units. The officer must always be the last figure removed from a unit.

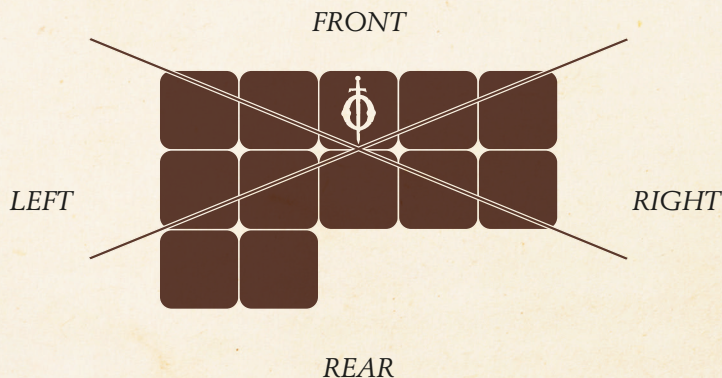
Most players like their officer to stand out from the rest of the unit in some way, by having it point forward, hold a banner, or just hold its sword aloft. So long as it is clear to both players which figure is the officer, the specifics are not important.

UNITS-OF-ONE

Occasionally, you may have a unit that consists of a single figure. This is typically because the figure is a powerful creature or spellcaster; however, it could also occur if casualties leave a single figure in a unit alive. Units-of-one often have special rules that apply only to them. These are elaborated on later.

FACINGS

All units in the game have *facings*. That is to say, each unit has a defined front, rear, and right and left flanks. To determine these facings, draw an imaginary X through the corners of the unit, as seen in Diagram 2. Only consider full ranks (complete rows of figures) when drawing this X. The area at the top of the X, which all figures in the unit are facing, is the front arc. The bottom area, directly to the figures' backs, is the rear arc. The other two facings are called the left flank and right flank, respectively. These facings are often important for combat and shooting.



The above diagram shows how to determine a unit's facings. Note that the X is drawn using only complete ranks. The incomplete back rank is not used in this determination.



Line of Sight

Line of sight is used to determine whether a unit can see an enemy unit. A unit must have line of sight to an opposing unit to shoot at it, cast a spell on it, or move into combat with it. If the opposing unit is a unit-of-one, this is simple to determine. Just draw an imaginary line from any point on the base of the attacking unit's officer to any point on the base of the opposing figure. If this line stays within the attacking unit's front arc and does not pass through any other units or blocking terrain, then the unit has line of sight. Other figures in an officer's unit never block the officer's line of sight.

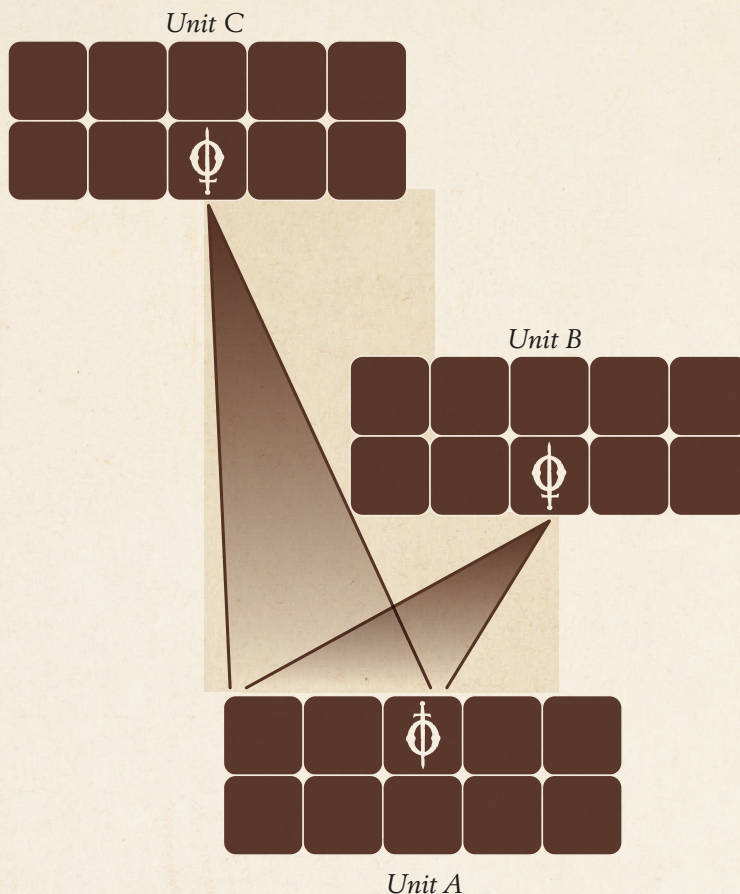
It is slightly more complicated to determine line of sight to an opposing unit that contains multiple figures. In this case, you must be able to draw an uninterrupted line from any point on the base of the officer in your unit to any point on the base of at least half the figures (rounded up) that compose one facing of the opposing unit, and the line must stay within the attacking unit's front arc. A unit may only claim line of sight to the flank of an opposing unit if the officer can draw line of sight to the flank of a figure in that unit.

For example, if you are trying to determine whether your unit has line of sight to a unit of 10 dwarf warriors, you must be able to draw a line of sight from the base of your unit's officer to any point on the base of at least 3 dwarves in the front or rear ranks, or 1 dwarf on either the left or right flank.

Note that terrain only blocks line of sight if it completely obscures the figures in a unit; otherwise line of sight may be drawn through it. Only units with the special ability *Large* block line of sight to or from other *Large* units. Only units with the special ability *Enormous* block line of sight to or from other *Enormous* units.

Players can check for line of sight at any time during a game.





In this example, Unit A can draw line of sight to both Units B and C. Units B and C can draw line of sight to unit A, as shown by the indicators in the diagram. Unit B cannot draw line of sight to Unit C, because it is not within its front arc.

Setting the Table

Ideally, players agree to place terrain on the table in a mutually appealing manner because they find it aesthetically pleasing and believe it will make for a tactically interesting game. If you are both happy with the set-up, no further rules are necessary.

If you cannot agree on the setup, choose 1–3 pieces of available terrain each and roll a die. Starting with the player who rolls highest, take turns placing your chosen terrain on the table. Reduce the maximum amount of terrain to 2 pieces each if using a 4' x 4' or smaller table.

After setting up the terrain, roll again; the player who rolls highest chooses from which table edge they will deploy their army. Starting with that player, take turns placing one unit at a time on the table. You may place each unit anywhere within 8" of your starting table edge and at least 1" from any other unit.

Once all units are on the table, you may start the first turn.

The Turn

Games of *Oathmark* are divided into *turns*. During each turn, both players roll for initiative, then activate their units in turn and take actions with those units, such as moving, manoeuvring, and shooting. Once all units have activated and taken their actions, the turn ends. Unless the game is over, you immediately start a new turn.

Initiative

At the start of every turn, both players roll two dice to determine *initiative*. Whichever player has the highest result on a single die wins the initiative. If your highest results are tied, the player with the highest result on their second die wins the initiative. If you roll the same result on both dice, roll again.

For example, if Player A rolls an 8 and a 3 and Player B rolls a 7 and a 5, then Player A wins the initiative, as 8 is the highest result. If Player A rolls a 7 and a 3 and Player B rolls a 7 and a 5, then Player B wins the initiative, as the 7s tie and the 5 beats the 3.

The player who wins the initiative is known as the *primary* player for that turn. The other player is known as the *secondary* player.





MULTIPLAYER GAMES

If more than two players are involved in a battle, very little changes, but there are a couple of options:

Option 1: Alliances

In this set-up, the players are divided into two forces. Allied players should decide (by agreement or die roll) which one of them will be the primary player for their side, and then that player rolls for initiative as normal. This establishes the primary and secondary sides for the turn. The primary side's primary player activates a unit first, then the secondary side's primary player, then the primary side's secondary player, and so on.

Option 2: Chaos

In this set-up, all the players are in it for themselves, with no (formal) alliances. This approach may also be used to add more uncertainty and fog of war to a battle with two clearly defined sides. Each player rolls for initiative as normal and activation is carried out in that order, essentially adding a third or fourth (or however many are needed) player after the standard primary and secondary player roles. It is recommended to have some numbered tokens or similar that can be passed around the players to identify the order of play.





Activation

Once initiative is determined, the primary player nominates one of their units and makes an *activation* roll to see how well the unit responds to the current battle situation. To do so, the player rolls two dice. If the result of either die is equal to or greater than the unit's Activation stat, the unit fully activates and may immediately take any allowable action(s). If the results of both dice are less than the unit's Activation stat, the unit is struggling to maintain discipline in the ranks and may only take a *simple action*, as defined below.

Once the primary player activates a unit and the unit takes its actions, the secondary player nominates a unit and follows the same process. The players take turns activating units in this way until one player has activated all their units, at which point the remaining player activates all their remaining units, one at a time. After all units have activated and taken their actions, the turn ends. Assuming the game has not ended, the players immediately start a new turn.

During the turn, it is important to keep track of which units have already activated. You may wish to indicate these units by placing a marker next to them, such as a small die or gemstone. Otherwise, one suggestion is to turn the model furthest to the right on the back row of the unit backwards to note that the unit has activated. Note that this system does not work for units-of-one.

Finally, any unit engaged in combat during a turn is considered activated. Thus, if a unit is attacked by another unit before it has a chance to activate, it does not get the chance to activate in that turn. For this reason, it is often important to seize the initiative and strike first.

FORWARD UNTO BATTLE (OPTIONAL RULE)

The activation roll is one of the key components of *Oathmark*; it represents command and control amidst the confusion of battle. It also makes for tense game moments, when you are unsure whether your unit will launch an attack when it is most needed. That said, at the beginning of the game, when both armies are generally just advancing toward one another, activation rolls can slow the game down and provide no real gain in fun or drama. This is especially true if you are playing on a large table using only a few units. In such situations, if both players agree to do so before the game begins, use this optional rule.

On the first turn of the game, you may activate each unit without making an activation roll. If you do so, this unit may only perform movement and manoeuvre actions; it may not attack or move into contact with an enemy unit. If you want to move a unit into contact with an enemy unit, shoot, or use any other special abilities, you must first make an activation roll, as usual.



Actions

Once activated, a unit may take up to two *actions*. There are a few exceptions, which are explained later. A unit may perform any of the actions listed below, in any order you choose. It is perfectly acceptable for a unit to move, then manoeuvre; or to shoot, then move. Some units have access to *special abilities* that apply only to that unit. Details about using such abilities as actions are provided later (see page 31). Also, while every unit must activate on each turn (unless it was already involved in combat), it does not *have* to take all, or any, of its available actions.

MOVE

Once activated, a unit may spend an action to *move* directly forward, up to a distance equal to its Move stat in inches. For example, a unit of human soldiers may spend an action and move forward 6" in a straight line. Alternatively, a unit may spend the action to move up to half its Move stat (3" in the case of the human infantry example) directly backwards or to either side. If you choose to use both of a unit's actions to move, its second move action is at half its Move stat (round down). Thus, in one activation, the human infantry could move forward 9", move backward 4.5", or even move forward 6" and then move 1.5" to the right.

Units may move through other friendly units, provided they are completely separated from that unit by the end of the activation and they do not move into

contact with an enemy unit. If a move action takes the unit into contact with an enemy unit, this is called a *move into combat*, which is explained in the Combat section. A unit may only move into combat by moving forward, not backwards or to either side.

Obstructions

Moving is simple while a unit is advancing across a completely flat battlefield; but, it gets slightly more complex when there are areas of forest, muddy ground, or ancient ruins in the way. For game purposes, all areas of terrain are divided into three categories, each of which has slightly different rules. Players should discuss all terrain on the table before the game begins, to make sure they agree on which terrain elements belong to which category.

Rough Ground

Rough ground includes any kind of terrain that makes the ground uneven or difficult to walk across, but otherwise offers no major obstacle. The most common forms of rough ground are low hills, fields of rock or mud, and bodies of shallow water. When moving through rough ground, all ground a unit covers counts double for the purposes of determining total movement. Thus, human infantry in a bog could spend an action and advance 2" through the bog (which counts as 4") and then move the remaining 2" (totalling their Move stat of 6") once outside the bog. Rough ground also affects manoeuvres, as seen below.

Obstacles

Obstacles are terrain features that units cannot simply march over or through, but must either climb or move around. The most common obstacles are man-made structures, such as walls and buildings; steep rises in the terrain, such as cliff faces; or bodies of water too deep to ford. Before the game starts, players should designate all obstacles as either *impassable* or *climbable*.

Impassable obstacles are terrain features that are just too significant to move over during the game. This applies to deep rivers or steep terrain features over 3" long or 1" high. Obstacles smaller than this cause no major impediment, and it is assumed a unit flows around or over them during its move action, provided the unit does not end its move action on top of the obstacle.

Some impassable obstacles may include passable areas, such as bridges over rivers, a staircase or ladder up a wall, or a narrow defile through cliffs. In this case, a unit may cross the obstacle without penalty to its movement. It does not matter if the specific piece of terrain is smaller than the unit. If the unit has enough movement to reach the other side of the obstacle during its activation, it can make the move.

A unit may flow around an impassable obstacle if there is open ground to either side of the obstacle, provided the officer has a clear path through the open and no figure in the unit ends the activation on top of the terrain.

Climbable obstacles are generally low walls or rises in the ground. A unit may move onto and over these obstacles; all vertical distance a unit covers counts double for the purposes of determining total movement. Thus, a unit that climbs a 1" wall uses 2" of its total movement. Alternatively, a unit can flow around the obstacle, as explained above for impassable obstacles, with no penalty to its movement.

Woods and Large Ruins

Woods are one of the most common types of terrain on wargame tables. Usually, woods are represented by a large base containing three or more trees. The trees are representative; for the purposes of these rules, the base upon which the trees sit delineates the terrain.

A unit may neither draw line of sight through woods nor fire over woods, even if it has the special ability *Indirect Fire*. Units may move through woods, though woods are considered rough ground. Any artillery unit or unit with figures mounted on horses or wolves must make an immediate *morale test* upon entering woods (see *Morale*, page 50).

A unit is considered *in the woods* if any part of any of the unit's figures are touching the terrain (it is not necessary to try to squeeze your models amongst the trees). Once a unit is in the woods, the woods no longer block line of sight to or from that unit.

A unit in the woods counts as being in light cover whenever it is the target of a shooting attack; however, it receives no such bonus when enemies move into combat with it. If a unit containing an artillery piece – or figures mounted on horses or wolves – moves into combat with a unit in the woods, it must first make a *morale test* (see *Morale*, page 50). Unless this test results in the unit being *Broken* (see *Morale: Disordered*, page 51) it must then fight a round of combat.

The rules for woods can also be used for *large ruins* – that is, any ruined building larger than a small hovel – with the exception that a unit with the special ability *Indirect Fire* can use this to fire over large ruins.

Movement Off The Table

Any unit may move off the table simply by having enough movement to reach the edge. Such units are removed from the game and may not return. All figures in this unit count as *killed* for purposes of calculating victory points, unless a scenario specifically states otherwise.

MANOEUVRE

Units can change the direction they are facing by using an action to *manoeuvre*. There are three ways to manoeuvre: *pivot*, *wheel*, and *about-face*, all of which are explained in the following pages.

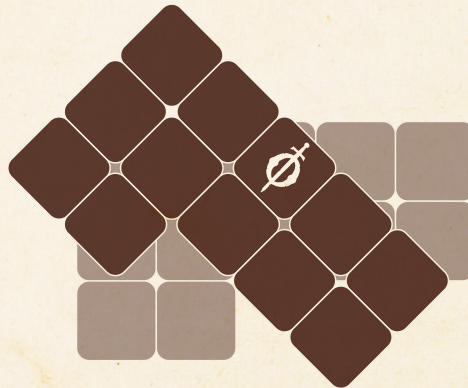
- No unit may make more than one manoeuvre per activation.
- A unit may move over other friendly units or obstacles while making a manoeuvre, provided the units and/or obstacles are fully separated by the end of the unit's activation.
- If a unit makes a manoeuvre that begins or ends in rough ground, its activation ends immediately after the manoeuvre is completed, even if the unit has actions remaining.
- A unit may not make a manoeuvre that causes it to move into contact with an enemy unit.

Note that manoeuvres do not count as a move action. Thus, a unit may make a full move action and then manoeuvre, or vice-versa.

Pivot

To *pivot*, simply take the unit's officer and turn the figure so it faces the desired direction; then, reform the unit around it. Note that the officer does not change its actual location on the table during this manoeuvre, just its facing.

A unit-of-one that has not activated during the current turn may pivot at any point, including during other units' activations. This is a special *free* action and does not count as a manoeuvre. Once the unit-of-one activates in the current turn, it may no longer make this free manoeuvre.

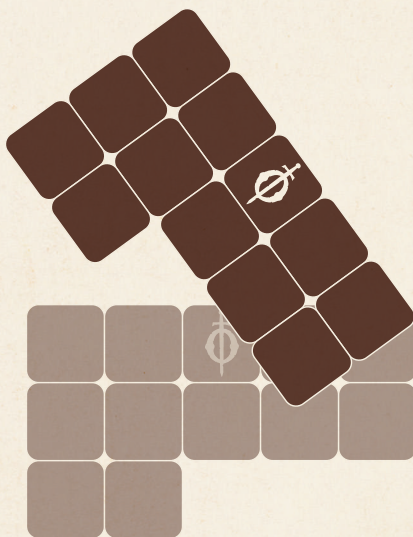


When pivoting, the key point is that the unit's officer never changes its location on the table, only its facing.

Wheel

During a *wheel*, a unit changes direction by swinging like a door, with one corner of the unit acting as a hinge. To wheel, nominate one figure in the unit that is on one end of either the front rank or the rearmost full rank. The corner of that figure that is not in contact with any other figures in the unit becomes the *fixed pivot point**. You may now move that figure in any way you choose, so long as that figure's pivot corner remains in the same location. You then reform the rest of the unit around that figure, so all figures are in the same relative position to the nominated figure as they were before the manoeuvre.

*Note that in situations where there is an incomplete rear rank, it is possible for the pivot corner to be in contact with another figure in the unit.



When wheeling, a unit is allowed to swing in either direction from the pivot point.

About-Face

To perform an *about-face* manoeuvre, simply turn every figure in the unit 180 degrees. If the newly formed front rank is below the maximum number of figures allowed, take as many figures as possible from the new rear rank and transfer them to the front rank, until the front rank is at its maximum allowed number of figures. Finally, if the officer is currently in an illegal position, swap the positions of the officer and any figure in a legal officer position.

SHOOT

A unit armed with missile weapons may spend one action to *shoot* at an enemy unit. This is explained fully in the Shooting Attacks section (see page 45). A unit may never perform more than one shooting attack per activation.



SPECIAL ABILITIES

Units may have *special abilities*; these are listed in that unit's description and explained in *Appendix A: Special Abilities* (see page 166). Some of these special abilities may require the use of an action, for example Fire Breath, while others do not. Some scenarios may also allow units to use specific special abilities.

SIMPLE ACTIONS

A unit that fails its activation roll may only take one *simple action* during its activation. Simple actions include manoeuvres, move actions (provided the move does not take the unit into contact with an enemy unit), and shooting attacks. If the unit makes a shooting attack as a simple action, it suffers a penalty as though it already moved during the activation (see the Shooting Attacks section, page 45).







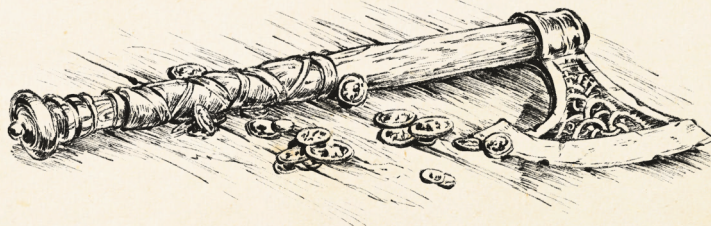
Combat

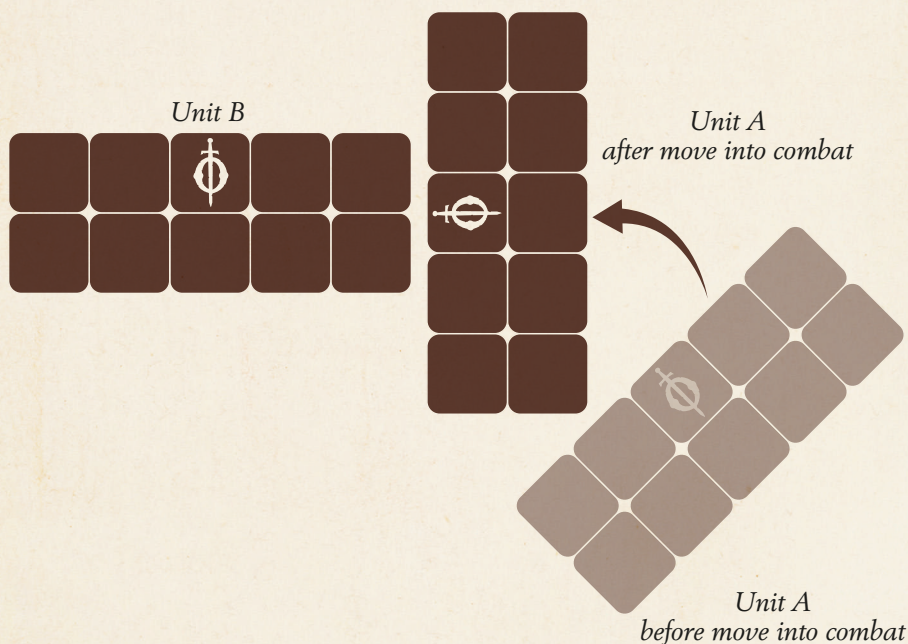
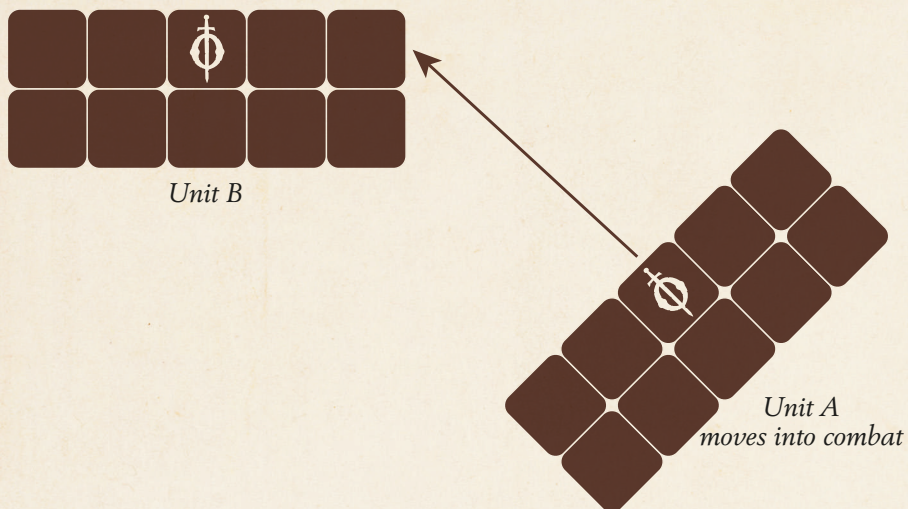
Melee combat occurs whenever any part of a unit moves into contact with any part of an enemy unit. This is called a *move into combat*. To move into combat, a unit must have line of sight to the enemy unit before taking its move action. Additionally, the attacking unit may not move through any friendly units. Unless both of these conditions are met, a unit can only move to within 1" of an enemy. A unit may not move into combat with an enemy unit while making a manoeuvre.

Once your unit moves into combat, you must immediately place it flush with the enemy unit's facing contacted by the attacking unit's officer. This alignment does not require any of the attacking unit's movement value to take place. If the unit made a move into combat against its opponent's front arc, align the officer of the attacking unit with the officer of the enemy unit, or as near to that point as possible without moving into contact with any other units. If the unit made a move into combat on its opponent's flank, align the officer of the attacking unit with the centre point of that flank, or as near to that point as possible without moving into contact with another unit.

In rare cases, it may be necessary to move a unit that is not involved in the combat slightly to make room. In this case, move that unit directly backwards until it is at least 1" away from the currently active unit.

When all movement is complete, you immediately fight a *round of combat*. Once the round of combat concludes, the active unit is considered to have finished its activation, even if it has actions remaining.





In this example, Unit A wants to move into combat with Unit B. Since Unit B is within Unit A's line of sight, this is a legal move. Unit A moves forward until the two units make contact. Since the majority of Unit A's officer is in Unit B's right flank, Unit A is placed flush with Unit B so that Unit A's officer is centred on Unit B's right flank.

ROUND OF COMBAT

During a *round of combat*, both players roll their Combat Dice and attempt to inflict casualties on the opposing unit.

1. Determine Combat Dice

First, both players must determine how many Combat Dice to roll in the round. For units that are facing each other, simply take the Combat Dice stat for one figure in the unit and multiply it by the number of figures in the front rank, to a maximum of 5.

Units fighting an enemy at their flank or to their rear determine Combat Dice slightly differently. In this case, take the Combat Dice stat for one figure and multiply it by the number of complete ranks in the unit. For example, a unit of 15 dwarf infantry defending its flank or rear rolls 3 Combat Dice.

A unit involved in a combat always receives at least 1 Combat Die, even if other factors would normally reduce this to 0 or below. For example, a unit is attacked in the flank or rear and consists of one incomplete rank. This unit would generate 1 Combat Die.

If the non-active unit engaged in the combat has the special ability *Shielding*, the player must choose whether to use it at this point. For each level of *Shielding* a unit possesses, it may discard one of its own Combat Dice to force the enemy unit to also discard one die (to a minimum of 1 Combat Die). The *Shielding* ability is used after all other factors for determining Combat Dice are considered. A unit may not use *Shielding* if the attack targets its flank or rear, or if it only has one Combat Die.



2. Calculate Target Number

Each player now calculates their Target Number (the number they must meet or exceed to score hits) by subtracting their Fight stat from their opponent's Defence stat. They must factor in any relevant modifiers for their unit listed in the *Combat Modifier Table* below, and add in any modifiers gained from a unit's special ability, such as Charge. All modifiers are cumulative.

Combat Modifier Table	
Situation	Modifier to Target Number
Full ranks	-1 for each full rank after the first*
Attacking flank or rear	-1
Non-active unit has already activated this turn	+1
Defending rear arc	+1
Unit is Disordered	+1
Unit is fighting from a lower elevation	+1
Unit moved into combat with an enemy behind defensive fortifications.	+1
* Only applies when fighting an enemy in the front arc. Bonus does not apply when fighting enemies to the flank or rear.	







3. Roll Combat Dice

Both players roll all their Combat Dice simultaneously. If the active unit possesses the special ability *Wild Charge*, the player may choose to re-roll a single Combat Die. If they use this option, their opponent may also re-roll any single Combat Die (see page 172 for more on Wild Charge).

4. Determine Hits

Each player examines their Combat Dice to determine whether they scored any hits, and if so, how many. A hit is achieved by a roll equal to or greater than the required Target Number. Compare the result of each die to the *Hit Determination Table* below.

Hit Determination Table	
Die Roll	Number of Hits Scored
Equals or exceeds Target Number	1
Equals or exceeds Target Number +5	2
Equals or exceeds Target Number +10	3

5. Apply Hits and Remove Casualties

Each hit a unit scores causes 1 point of damage to their opponent's Health. To apply damage, simply remove figures from the damaged unit until the amount of Health from the removed figures equals the number of hits taken. If a unit of human archers takes 3 hits, remove 3 figures from the unit. If a unit consists of figures with Health greater than 1, the damage may not be enough to remove a full figure, or there may be hits remaining after removing figures. In this case, simply put a small die next to the unit to mark the number of remaining hits. These are added the next time the unit suffers damage.

Players should always remove figures from the unit's back rank, regardless of the direction of the attack. Remember, the officer should always be the last figure removed. If a unit consists of only one rank, remove figures from either end so the officer remains in the middle of the unit. If the unit has only one rank and takes one or three casualties, making it impossible to keep the officer in the exact middle, the player causing the casualties may decide which end of the rank takes this odd casualty.



6. Morale Test

If a unit takes casualties, it must make a *morale test* (see *Morale*, page 50).

7. Pushback

At the end of a round of combat, the player controlling the unit that scores the most hits must choose to leave the enemy unit where it is and move their own unit back 1" or push the enemy unit back either 1" or 6". This *pushback* must take place directly away from the other unit and may cause an enemy to move into or through rough ground. However, the pushback may *not* push the unit over an obstacle or off the table. In such cases where this would occur, move the unit as far as possible but stop when it reaches the obstacle or table edge. If the pushback moves the unit into another unit – friend or foe – move that unit back (in the direction of its rear facing) the minimum distance required to remain at least 1" away from the unit that is moving into it. If a unit reaches a table edge due to pushback, they stop immediately on the edge even if this would lead to them being closer than 1" to another unit. Note that this can cause a string of units to move as they scramble to get out of each other's way.

If units score the same number of hits, they both move backward 1", causing any other units to move as described above.



ROUND OF COMBAT EXAMPLE

A unit of 20 human soldiers spends an action to move into combat with the front arc of a unit of 10 dwarf soldiers. The figures have the following stats:

Human Soldier									
A	M	F	S	D	CD	H	Pts	Special	Base
5	6	2	0	9	1	1	12	Shielding (1)	25 x 25
Equipment: Hand Weapon, Shield, Light Armour									

Dwarf Soldier									
A	M	F	S	D	CD	H	Pts	Special	Base
4	5	2	0	10	1	1	15	Shielding (1)	25 x 25
Equipment: Hand Weapon, Shield, Light Armour									

Because both units have more than 5 figures, each player rolls 5 Combat Dice. The dwarves are the non-active unit and have the special ability *Shielding*; therefore, their player could choose to force both units to discard one die, leaving both players with 4 Combat Dice. However, in this case, the player decides not to use this ability.

The human infantry has a Target Number of 5 (Dwarf Defence 10, -2 for Human Fight, -3 for additional ranks). The dwarf soldiers have a Target Number of 6 (Human Defence 9, -2 for Dwarf Fight, -1 for an additional rank).

Both players roll their dice. The human infantry's results are 1, 3, 6, 8, and 10. These results score 4 hits (one each for the 6 and the 8, and two for the 10, as it exceeds the TN by 5). The dwarf soldiers' results are 2, 6, 6, 8, and 9. These results also score 4 hits (one each for the two 6s, the 8, and the 9). Since both units are composed of figures with 1 Health each, each player must remove four figures from their unit's rear rank.

Both units must now make morale tests. The humans suffer a -3 penalty (-4 for casualties, +1 for having at least 2 complete ranks), while the dwarves suffer a -4 penalty (-4 for casualties).

Because the units scored the same number of hits, both units move back 1".

TARGET NUMBERS GREATER THAN 10

While rare, there are instances in which a unit may have a Target Number greater than 10 for melee combat or shooting attacks. In such cases, roll Combat Dice as usual; ignore any results of less than 10 and re-roll all results of 10. Any of these re-rolled dice with a result of 8 or greater inflict 1 hit on the enemy. These numbers remain constant whether the actual Target Number is 11, 19, or greater.

When using the Champion Die (see Advanced Rules, page 61) follow the same rules for Target Numbers greater than 10. The Champion Die still adds +1 Hit if it rolls a 10 and then an 8 or higher; however, it can only apply the hits directly to a character (such as a champion or spellcaster) if it rolls a 10 followed by another 10.

COMBAT AGAINST UNITS IN DEFENSIVE WORKS

Defensive works include any solid cover wide enough to provide cover to the entire unit, such as a wall, defensive stakes, or earthworks. Note that woods do not count as defensive works, but ruins probably do (discuss this with your opponent before you start a game).

Enemy units may still move into combat against a unit behind defensive works. Simply move the attacking unit into position on the other side of the defensive work and fight a round of combat, as usual. The attacking unit may only choose to push the opposing unit back if the opposing unit's casualties force them to make a morale test and the roll fails. In such cases, the attacking unit may push the enemy unit back 1" or 6" as normal. You must also move any other units that are in the way, just as with regular combat.



Shooting Attacks

Shooting attacks work in much the same way as melee combat, except that only the player with the attacking unit rolls Combat Dice. To perform a shooting attack, follow the numbered steps below, in order.

1. Check Line of Sight, Range, and Priority

A unit can only shoot at an enemy unit it can see, so you must first check line of sight. If the unit attempting a shooting attack does not have line of sight, it cannot attack and must perform some other action, instead. Remember, you must draw line of sight completely through a unit's front arc. The target unit must also be within *range* of the attacking unit's weapons. Each weapon's range is listed below.

Units may only shoot at the closest enemy unit within their front firing arc to which they have line of sight, unless they possess the special abilities *Aimed Fire* or *Indirect Fire* (see *Appendix A: Special Abilities*, pages 166 and 167). Exceptions are that they may shoot at a unit with the special ability *Large* if they are the closest unit in the front arc and line of sight with *Large*, or at a unit with the special ability *Enormous* if they are the closest unit in the front arc and line of sight with *Enormous*.

Missile Weapons and Artillery Range Table

Weapon	Maximum Range
Bow	20"
Elf Bow	22"
Sling	12"
Light Catapult	32"
Heavy Catapult	40"
Ballista	30"
Fire Breath	12"

2. Determine Combat Dice

The player making a shooting attack must determine the number of Combat Dice they can roll. Again, simply take the Combat Dice stat for the attacking unit and multiply it by the number of figures in the front rank (to a maximum of 5). If the enemy unit has the special ability *Shielding*, subtract their level of Shielding from the total Combat Dice after all other determinations are made (to a minimum of 1).

3. Determine Target Number

Determine the Target Number by subtracting the attacker's Shoot stat from the target's Defence stat and including any modifiers from the *Shooting Modifier Table* below.

Shooting Modifier Table	
Situation	Modifier to Target Number
Full ranks in unit	-1 for each full rank after the first
Used an action this turn prior to its shooting action	+1
Unit is Disordered	+1
Target is in light cover (bushes, trees, low walls)	+1
Target is in heavy cover (fortifications)	+2

COVER

Cover is any kind of terrain feature that partially blocks line of sight and protects a unit from shooting attacks. A unit is only in cover if they are standing directly behind the terrain feature that the shooting unit must draw line of sight through to shoot them.

Light cover includes all types of vegetation, low stone walls, or hastily constructed barricades. Heavy cover applies only to purposely built, permanent defensive works – such as heavy earthen walls, castles walls, or palisades.

4. Roll Combat Dice

The player with the attacking unit rolls their Combat Dice.

5. Determine Hits

The player examines their Combat Dice to determine whether they scored any hits, and if so, how many. A hit is achieved by a roll equal to or greater than the required Target Number. Compare the result of each die to the *Hit Determination Table* below. Note that this is the same table used in melee combat.

Hit Determination Table	
Die Result	Number of Hits Scored
Equals or exceeds Target Number	1
Equals or exceeds Target Number +5	2
Equals or exceeds Target Number +10	3

6. Apply Hits and Remove Casualties

Each hit causes 1 point of damage to the opponent's Health. To apply damage, simply remove figures from the damaged unit until the amount of Health from the removed figures equals the number of hits taken. If a unit of human archers takes 3 hits, remove 3 figures from the unit. If a unit consists of figures with Health greater than 1, the damage may not be enough to remove a full figure, or there may be hits remaining after removing figures. In this case, simply put a small die next to the unit to mark the number of remaining hits. These are added back in the next time the unit suffers damage.

Players should always remove figures from the unit's rear rank, regardless of the direction of the attack. Remember, the officer should always be the last figure removed. If a unit consists of only one rank, remove figures from either end so the officer remains in the middle of the unit. If the unit has only one rank and takes one or three casualties, making it impossible to keep the officer in the exact middle, the player causing the casualties may decide which end of the rank takes this odd casualty.

7. Morale Test

If the target unit takes casualties, it must make a *morale test* (see Morale, page 50).

SHOOTING ATTACK EXAMPLE

A unit of 20 human archers spends an action to make a shooting attack at a unit of 10 dwarf soldiers.

Human Archer									
A	M	F	S	D	CD	H	Pts	Special	Base
5	6	0	2	9	1	1	12	None	25 x 25
Equipment: Hand Weapon, Bow, Light Armour									

Dwarf Soldier									
A	M	F	S	D	CD	H	Pts	Special	Base
4	5	2	0	10	1	1	15	Shielding (1)	25 x 25
Equipment: Hand Weapon, Shield, Light Armour									

The player with the unit of human archers starts by making sure they have line of sight and range. The archers can draw a straight line from the base of their officer to the bases of three figures in the dwarf soldiers' front rank. Additionally, the unit of dwarf soldiers is 16" away, so it is within the 20" maximum range of the archers' bows. Thus, the attacking unit has line of sight and range. The dwarf soldiers are standing behind a low hedge. This does not block line of sight, but it does provide light cover, which becomes important when calculating the Target Number.

Next, the player determines how many Combat Dice they roll by multiplying the human archers' CD (1), by the number of figures in the unit's front rank. The front rank is full, so the result is 5 – this means they get to roll the maximum of 5 dice. However, the dwarf soldiers have Shielding (1), which reduces the archers' total Combat Dice from 5 to 4. The player then subtracts their Shoot stat (2) from the dwarf soldiers' Defence stat (10) to determine their Target Number (8). The human archers have four full ranks of archers, so they get an additional bonus of -3 to their Target Number; however, as mentioned above, the dwarf soldiers have light cover, which adds another +1 modifier. So, the human archers' final Target Number is 6.

The player with the archers rolls their 4 Combat Dice, resulting in a 3, 5, 8, and 10. These results generate a total of 2 hits (1 each for the 8 and 10), so the dwarf soldiers must remove two figures from their unit. The dwarf soldiers must now make a morale test with a -1 penalty (-2 for taking two casualties, but +1 since the morale test was generated by a shooting attack. Because they took two casualties, the dwarf soldiers can no longer claim the +1 bonus for having at least 2 complete ranks).





Morale

The stresses of battle and the horror of watching comrades die can often prove too much for even the most hardened warriors. In game terms, this is represented by a unit's *morale*. Whenever a unit is called upon to make a *morale test*, its player rolls two dice and compares the results to the unit's Activation stat. If the unit must make the morale test because it took casualties, refer to the *Morale Test Modifier Table* below for modifiers to this roll. If either die result is equal to or greater than the unit's Activation stat (plus or minus any modifiers), the unit passes the morale test and nothing further happens. Note that any result of 10 is an automatic success, no matter the actual number required. If the unit fails the test, it becomes *Disordered*. Mark that a unit is Disordered by placing a token or marker next to it, or by turning the unit's officer so that he faces backwards – whichever you prefer.

Morale Test Modifier Table	
Situation	Roll Modifier
Number of casualties suffered	-1 for each casualty
Unit is Disordered	-1
Unit contains less than 1 full rank	-1
Unit contains at least 2 complete ranks (for figures with 25 x 25mm bases)	+1
Unit contains at least 1 complete rank (for figures with 25 x 50mm, or 50 x 50mm bases)	+1
Morale test is due to a shooting attack (except artillery)	+1

MORALE TESTS FOR UNITS-OF-ONE

Units-of-one must make a morale test every time they lose a point of Health, and they suffer all the same penalties as other units if they fail. There are never any modifiers to these tests.

DISORDERED UNITS

When a unit is *Disordered*, it receives -1 to all activation rolls. If a Disordered unit fails its activation roll, it remains Disordered. If it succeeds at its activation roll, it rallies and is no longer Disordered. Whether it rallies or not, it may take only one simple action during its current activation.

Disordered units suffer +1 to their Target Numbers, as seen on the Combat Modifier Table and the Shooting Modifier Table; further, they receive -1 to all morale tests.

A Disordered unit that fails a morale test becomes *Broken*. Immediately remove all figures in this unit from the table, as they flee the battlefield. These figures count as *killed*.

CASCADING PANIC

Once one unit in an army panics, it can set off a chain-reaction and cause an army to quickly disintegrate. To represent this in-game, any unit of the same army within 8" of a unit that becomes Broken, must also make a morale test. There are never any modifiers to such a test. If a unit fails this test it becomes Disordered. However, if the unit was already Disordered and fails this test it becomes Broken. If a unit is Broken in this manner all other units in the same army that are within 8" of the newly broken unit and have not already tested for *Cascading Panic* during this activation must do so.

This rule also comes into effect if a *king*, *prince*, or *general* is killed (see Advanced Rules, page 64). Any unit in the same army that is within 8" of the unit containing the slain figure must make a morale test. The unit that contains the slain figure must already make a morale test due to casualties and does not have to make another for Cascading Panic.



Ending the Game

There are several ways in which a game of *Oathmark* can end. The most simple and common way is that only one army has units remaining on the battlefield. In such a case, the game immediately ends, and the player with units remaining on the table is the winner.

Most scenarios give specific *victory conditions*, such as securing an objective or destroying an enemy's arms store, etc. In these cases, the scenario explains how and when the game ends and how the winner is determined.

Finally, either player can – at any point during the game – concede. However, unless it is quite clear to both players that one player's position is utterly hopeless, it is generally considered poor form to concede just because the battle has temporarily turned against you.









|| ADVANCED RULES ||

After you play a game or two of *Oathmark* and have a good grasp on the basic rules, you may want to add greater complexity, variety, and tactical nuance to your games. These advanced rules give you the option to add characters, monsters, artillery, and spellcasters to your army, and increase the role your officer figures play during the game. If you are new to wargaming, it is advisable to add these elements to your games one at a time, so you become comfortable with each new set of rules before moving onto the next. If you jump right in with an army containing a king, a dragon, and a powerful wizard all at the same time, you may quickly become overwhelmed and frustrated. Remember, there is no rush; frankly, it is more fun to build your army up over time, anyway.



Characters

Characters are unique individuals in your army. They can be generals, spellcasters, champions, or even the king himself! Characters can play three roles in your army: a *commander* helps with command, control, and morale; a *champion* is a legendary fighter; and a *spellcaster* uses magic to aid the army. A few characters fulfil multiple roles.

While it is possible for a character to operate as a unit-of-one, this is rarely the most tactically wise decision. Instead, most players field their characters (except for spellcasters) as part of a unit, taking over the role and position of the unit's officer. The character counts as a figure for determining the maximum number of figures in the unit. A full unit of human soldiers commanded by a general consists of 1 general and 19 human soldiers. If a character starts the game as part of a unit, it must remain in that unit for the game's duration. A character that starts the game as a unit-of-one must remain a unit-of-one for the game's duration.

As part of a unit, a character gains any special abilities other figures in the unit possess. For example, if a human king is part of a unit of human rangers, the king gains the special ability *Nimble*. Note that the reverse is not true – the other figures in the unit do not gain the character's special abilities. A unit may never contain more than one character, and a character may only join a unit if it has the same base size as the other figures in the unit. A unit containing a character must also adopt the Move stat of the figure with the lowest Move stat in the unit.

You may decide to name your characters. While it is not necessary to do so, it can go a long way to developing your army's story and increasing your attachment to your army and your joy when marching it across the table.

CHARACTERS AND WEAPONS

While all characters are listed with specific equipment, usually a hand weapon and shield, players are free to arm their characters however they wish. This does not change a figure's stats or Special Abilities in any way. So, it is perfectly acceptable to give your champion a two-handed axe, two swords, or a giant flail. Character figures are rarely attached to units of archers or slingers but, if they are, they may also carry a missile weapon. In this case, the figure can never use the missile weapon while acting as a unit-of-one, but will contribute 1 Combat Die to any shooting attack made by the unit it is attached to, subject to the usual maximums.

CHARACTERS IN COMBAT

A character in a unit generally fights as part of that unit. The character may contribute Combat Dice to the unit's total (though the maximum remains 5), but the unit uses the Fight and Defence stats of the other figures in the unit and ignores those of the character.

Alternatively, a player may declare that the character is fighting alone. In this case, use only the character's stats, including only their Combat Dice, and ignore the rest of the unit's stats. When using this option, the character never receives a bonus for additional ranks.

Like officers, characters must always be the last casualty in a unit; therefore, even when using the option in which the character fights alone, players must apply all damage to the rank and file soldiers, first. There is one exception, which is explained in the Champions section below.

COMMANDERS

If a character has the special ability *Command (X)*, it is a commander and is subject to two special rules. First, whenever you make an activation roll or morale test for any friendly unit that contains a figure within 6" of the unit that contains a commander, that unit may roll one extra die (note that the units must be within 6" of one another, not the actual commander). Thus, a unit that normally rolls 2 dice for an activation roll or a morale test may roll 3 dice, instead. This includes the unit that contains the character. You may never roll more than 3 dice for an activation roll or morale test, even if a unit is within range of multiple commanders or is subject to other special rules.

Additionally, if you successfully activate the unit containing the commander, you may immediately attempt to activate another unit that contains a figure within 6" of the unit with the commander that was just activated. If the character has *Command (2)*, you may attempt to activate 2 additional units after activating the commander's unit. If these activation rolls fail, the additional units may only take a simple action, as usual. After making all possible activation rolls, you may then activate the units in whatever order you choose.

A player may only use the Command ability of a character in the first unit they attempt to activate, even if they use the Command ability to activate another unit that contains a character with Command. Essentially, you cannot use multiple figures with Command to activate a string of units all at the same time. Unless the other player has already activated all of their units, a player may not activate more than 3 units at the same time.

If a character with the special ability Command joins a unit of figures with a lower Activation stat, the unit must use the character's higher Activation stat. For example, if a goblin king joins a unit of elf spearmen, the unit now has an Activation stat of 6 (the goblin king's stat), instead of 3 (the usual Activation stat for elf spearmen).





Command Example

Player A's army has a unit of human warriors that contains a king with Command (2), a unit of elf spearmen, and a unit of human archers. The units of spearmen and archers have figures within 6" of the unit that contains the king. Player A makes an activation roll for their unit of human warriors. They roll 3 dice (+1 bonus because of the king), and the results are 3, 5, and 7. The unit successfully activates. Now, before taking any actions with the activated unit, Player A can attempt to activate the other two units, as well. They make an activation roll for the unit of elf spearmen, again rolling 3 dice; this time the results are 1, 1, and 2. The elves fail their activation roll and may only take a simple action. Regardless, Player A may still make an activation roll for the unit of human archers. This time, the results are 5, 8, and 10. The archers also successfully activate.

Player A may now choose which unit activates first. They decide to activate the archers first; the archers Shoot at an enemy unit, and then Move to one side. They then activate the unit of human infantry with the king, who Move forward. Finally, they activate the unit of Elf spearmen, who take their simple action to perform a wheel Manoeuvre.

CHAMPIONS

Champions are warriors of legendary skill whose presence in battle can mean the difference between victory and defeat. They always fight at the front of their units, tearing their way through enemy warriors.

A champion may only join a unit of figures that are the same race as the champion. So, a dwarf champion may only join other dwarf units.

When a champion is part of a unit, it takes the place of the officer. Further, when a unit with a champion is in combat, the player always replaces one of their Combat Dice with the Champion Die. Champions that fight as a unit-of-one also replace one of their Combat Dice with the Champion Die. Note that an opposing player may never use Shielding to remove the Champion Die.

During combat, players calculate their total Combat Dice and Target Numbers in the usual way. However, after they roll the dice, if the Champion Die equals or beats the Target Number, it does +1 hit. Thus, if the Champion Die would score 1 hit as a normal Combat Die, it instead scores 2 hits. Additionally, if the Champion Die result is 10, the player who rolled it must make a choice. They can either apply all hits to the enemy unit, as usual (including the +1 hit for the Champion Die), or they can apply all hits generated by the Champion Die directly to the opposing unit's officer (or character, if a character is serving as an officer). In such a situation, the player must apply all hits generated by the Champion Die – including the +1 – to the enemy officer. If this results in more damage than the enemy officer can sustain, any extra hits are lost.

If the player chooses to apply the hits from the Champion Die to the unit, complete the combat as usual. If the player chooses to apply the hits to the officer, apply these hits first, then proceed with the rest of the combat.



Champion Example

A unit that contains 19 human soldiers and 1 champion spends an action to move into combat with a unit of 9 dwarf soldiers and 1 champion. Since both units have more than 5 figures and a champion, both players receive 5 Combat Dice, one of which they replace with the Champion Die. However, since the dwarves are the non-active unit, they choose to use Shielding, which reduces both sides to 4 Combat Dice (including the 1 Champion Die).

The human soldiers have a Target Number of 5 (Dwarf Defence of 10, -2 for Human Fight, -3 for additional ranks). The dwarves have a Target Number of 6 (Human Defence of 9, -2 for Dwarf Fight, -1 for an additional rank). The player with the human unit rolls a 2, 6, and 7 on their combat dice and a 10 on the Champion Die. The player with the dwarf unit rolls a 3, 4, and 8 on their combat dice and an 8 on the Champion Die.

The human unit scores 2 hits (for the 6 and 7), plus another 3 hits with the Champion Die (2 hits for the result of 10, as it beats the TN by 5, +1 because it is the Champion Die). The dwarves score 1 hit (for the 8), plus another 2 hits with the Champion Die (1 hit for the result of 8, +1 because it is the Champion Die). Since the player with the human unit rolled a 10 on their Champion Die, they must decide whether to strike with 5 hits against the enemy unit, or use the 3 hits from the Champion Die to strike directly at the enemy champion. The player decides to strike at the enemy champion. The champion immediately suffers 3 damage, which kills it. The player must then remove two additional dwarf figures for the other two hits. On the other side, the dwarf unit made 3 total hits, so 3 human soldiers are also removed.

Both sides must now make morale tests. The human unit has a -2 modifier (-3 for casualties +1 for having at least 2 complete ranks). The dwarf unit has a -3 modifier because they suffered 3 casualties; however, their player rolls only 1 die for their morale test, as explained in Death of an Officer, below.

Although both units suffered the same number of casualties, the human unit scored more hits originally; thus, their player gets to choose whether to push the dwarf unit back or step back themselves.





DEATH OF AN OFFICER

When using the basic rules, it is impossible for a unit to lose its officer during play, as the officer is always the last figure removed from a unit. However, when using Advanced Rules, an opposing champion can kill an officer – or a character that is acting as a unit's officer.

Players roll only 1 die during morale tests and activation rolls for units without an officer, unless the unit is within 6" of a friendly unit that contains a character with the Command ability, in which case they roll 2 dice. This includes the morale test generated by a melee or shooting attack in which an officer is killed.

A player in control of a unit in which an officer or character is killed should nominate a new figure to serve as the *temporary officer* for the unit. The figure should be in the centre of the front rank of the unit, or as near the centre as possible, and is used for all movement and line of sight purposes going forward. The temporary officer is always the last figure removed from a unit. It cannot be killed by a champion, as there is no special effect for killing a temporary officer. Despite this new temporary officer, the player continues to roll 1 die during morale tests and activation rolls for this unit for the rest of the game. A unit may only suffer one *Death of an Officer* result per game.

SPELLCASTERS

Spellcasters are characters that have the *Spellcaster (X)* ability. They follow all the rules for characters stated above, but they are generally more effective when operating as units-of-one.

Before you begin a game, select a number of spells equal to your spellcaster's ability from the list for their race or the *General Spell List* in *Appendix B: Spells* (see page 173). Each spell listing explains what the spell does and when and how a spellcaster can use it. It also contains a Casting Number in parentheses after the spell name (CNX).

Whenever you activate a spellcaster, you may spend an action to attempt to cast a spell. Simply choose one of the spells you selected before the battle and roll dice equal to the spellcaster's level. If any results on the dice are equal to or greater than the spell's Casting Number, the spell is successfully cast. Immediately resolve the spell's effects. If all dice results are less than the spell's Casting Number, the spell fails and the action is lost.

A spellcaster may only attempt to cast 1 spell per activation; further, they may never attempt to cast a spell if they are within 2" of an enemy unit.



Splitting and Joining Units

You may spend an action to *split* any unit that contains an officer and more than five figures into two units. To split a unit, leave the front rank and any additional figures you wish to remain a part of the unit in place. Then move the rest of the figures backward so that no figure in the new unit is within 1" of the original unit. Then, reorganize the new unit so that its front rank contains five figures, or as near to five as is possible. A unit may only split if there is room to do so without moving into contact with any other units. Immediately nominate a temporary officer for the new unit and only roll 1 die for activation rolls and morale tests in the same way you would for a unit that suffers Death of an Officer (see page 64).

Immediately after the unit splits, the unit with the original officer may take any remaining actions it has available. The new unit with the temporary officer may take no further actions during this activation.

A unit that contains creatures on 50mm bases may also split. In this case, you move the number of figures desired 1" away from the other figures in the unit, but may move them to either side, instead of backward. All other rules for splitting units apply as usual.

If you move a unit into contact with another friendly unit that contains figures of the exact same type, the units may join. To join two units, take as many figures as you want from one unit and add them to the back rank of the other unit. There must be adequate room to perform this movement without having to move any other units. Joining two units may never produce a unit larger than the maximum allowed for that base size. A unit may only ever contain one officer; if one unit completely joins another (so only one larger unit remains), the officer for the unit that remained in position remains the officer. The other officer, in effect, becomes a regular figure in the unit. The one exception to this is if either unit contains a character, the character becomes the officer of the new unit. Two units that each contain a character may not join.

Once two units join together, all units involved in the joining are considered to have completed their activation for the turn.

Units may never split or join if there is an enemy unit within 2" of any unit involved in the splitting or joining.



Monsters

Monster is a catch-all term for creatures that can only fight independently during a battle. The term does not necessarily imply size or ferocity, as a monster refers to anything from a giant serpent, such as a *knucker*, to a trickster fairy, like a *bodach*. In battle, monsters always operate as a unit-of-one; they can never be part of a unit. Monsters never receive any benefits from figures with the Command special ability, and they cannot be activated along with other units because of Command. Almost all monsters have special abilities that help define their place on the battlefield. Monsters always roll the Champion Die as one of their Combat Dice.

Artillery

Artillery, such as catapults and ballistae, are large mechanical devices used for hurling heavy objects at the enemy. Because an artillery unit consists of both the actual artillery piece and the crew needed to operate it, it follows several special rules. Artillery units always contain a fixed number of figures, which is determined by the type of artillery piece. For example, a dwarf heavy catapult unit always consists of one catapult and 4 crew figures, while an elf ballista unit always consists of one ballista and two crew figures. Characters can never join an artillery unit. The stats listed for an artillery unit are the crew's stats, except for the Shoot stat, which is a combination of the unit's skill and the weapon's power.

An artillery unit may never Move and Shoot during the same activation, though it may Manoeuvre and Shoot.

When firing, the artillery unit follows the usual rules for a shooting attack, with a few exceptions. The number of Combat Dice a player rolls in an artillery attack is equal to the number of ranks (full or partial) in the target unit +1 (to a maximum of 5). Thus, a player with an elf ballista firing on a unit of 8 dwarf warriors rolls 3 combat dice (1 for the full rank, 1 for the partial rank, +1). Add an additional +1 Combat Die to this total if the target unit contains creatures with the special ability *Large*, or +2 Combat Dice if it contains creatures with the special ability *Enormous*. Also add +2 Combat Dice if the attacking unit is firing on a unit's flank (note that this bonus does not apply to units-of-one).

Artillery Modifier Table

Modifier	Additional Combat Dice
Artillery bonus (always applied)	+1
Per enemy unit rank (full or partial)	+1
Enemy unit is <i>Large</i>	+1
Enemy unit is <i>Enormous</i>	+2
Shooting an enemy unit's flank or rear	+2

For example, a player with an elf ballista firing on a unit of 12 dwarf soldiers rolls 4 Combat Dice; 1 each for the dwarf unit's 2 full ranks, 1 for the partial rank, +1. They roll +2 Combat Dice (but cannot exceed the maximum of 5) if the ballista unit fires on the soldiers' flank. If the ballista fires on a unit of 2 ogres, the player rolls 3 Combat Dice; 1 for the ogres' single rank, 1 because they are *Large*, +1. Artillery always rolls the Champion Die. An opponent cannot use Shielding against a shooting attack from artillery.

Apply the usual modifiers to a shooting attack if the target is in cover. Artillery is nearly useless at firing at individual figures and suffers +5 to its Target Number when firing at units-of-one, unless the target is *Large* or *Enormous*.

When firing an artillery piece at another artillery piece, treat the target unit as having one rank, but the special ability *Large* (so the artillery piece always has 3 Combat Dice: +1 for one rank, +1 for *Large*, and the additional +1). Assign all damage inflicted to the crew in the unit. Firing on the flank or rear of an artillery piece gives no bonus.

When placing an artillery unit on the table, treat the artillery piece model as the unit's officer for such things as determining line of sight and Move actions. Place all crew figures in contact with the artillery piece; the exact placement is up to the player. If a unit makes a move into combat with an artillery unit (or, rarely, if the artillery unit itself makes a move into combat) immediately place all crew figures in a line, with the artillery piece in the middle or as close to the middle as possible. Artillery units never have more than one rank. When determining the number of Combat Dice for the unit, count only those contributed by the crew (the artillery piece itself contributes nothing). If the crew are all killed, or if the unit becomes *Broken*, remove the artillery piece from the table, as well.

Magic Items

Among each race are those who combine the mastery of magic with a mastery of craftsmanship, creating items imbued with magic powers. Most commonly, they create weapons that strike harder, shoot farther, or cause more grievous wounds than everyday weapons. Some, however, focus on items that aid spellcasters, such as magic wands and staves. Due to their rare nature, only characters can carry magic items.

You can find a full list of such items in *Appendix C: Magic Items* (see page 182). Each item's description states who can use it, how many points it costs to put it into play, and what powers or bonuses it grants to the wielder.



Strange and Catastrophic Events (Optional Rule)

Battles fought in the Marches are often wild, chaotic affairs; victory or defeat can hang on the smallest of details. Sometimes, despite a king or general's best planning, something unexpected occurs that throws a unit or an army into disarray and hands the initiative to the enemy. The following rules are included for players who want to add a bit more unpredictability to their games and increase the cinematic, narrative quality.

When making an initiative roll, if a player rolls doubles (both initiative dice show the same result), a *Strange Event* occurs. The player compares the number they rolled to the *Strange Events Table* opposite and the effects apply immediately, before they take any other actions that turn.

If both players roll a set of doubles, both generate a Strange Event. Apply the effects of these Strange Events in initiative order.

Though rare, if both players roll identical sets of doubles (all four initiative dice show the same result) a *Catastrophic Event* occurs. Compare the number to the *Catastrophic Events Table* and apply the effects immediately. Players then re-roll, ignoring any further doubles, to determine initiative order.

Strange Events Table

Dice Results	Event
1	Sniper. Select one enemy unit. The officer in that unit immediately loses one point of Health. If this figure only has one Health, it is slain, and the unit must immediately apply the rules for Death of an Officer. Apart from this, no other morale tests are caused by this event.
2	Conflicting Reports. Select one enemy unit with the special ability Command. For the rest of the turn, treat this unit as though it does not have this ability. Alternatively, if no enemy unit has Command, select one enemy unit. This unit has +3 to their Activation stat (to a maximum of 10) for the rest of the turn, for the purposes of making activation rolls only (the penalty does not apply to morale tests).
3	Bad Food. One of your spies successfully infiltrated the enemy camp before the battle and managed to poison the last meal one unit ate. Select one enemy unit and increase its Activation stat by +2 for the remainder of the game.
4	Strange Apparition. A horrific, phantasmal image appears on the battlefield. Choose any point on the table. All units within 3" of the chosen point must make an immediate morale test.
5	Ancient Oathmark. One of your units discovers an ancient oathmark on a fallen stone. The oathmark was made to your current king's ancestor. Place an oathmark on the table within 6" of one of your units. All of your units receive +1 to all morale tests while they are within 6" of this oathmark. If an enemy unit moves into contact with this oathmark, the oathmark is destroyed and removed from the table.
6	Hornet's Nest. While marching across the field, some unlucky soldier stepped on a hornet's nest; now, his unit is enveloped in a swarm of stinging insects. Choose one unit; that unit is now Disordered. This has no effect on a unit that is already Disordered.
7	Ancient Treasure. A character in your army stumbles across a hidden treasure. Choose any one magic item from the list in <i>Appendix C: Magic Items</i> and give it to one of your characters.
8	Heroic Charge. One of your officers gives a stirring speech that sends the troops into a frenzy. The first time one of your units moves into combat with an enemy unit during this activation, your unit receives +2 to its Fight stat.
9	Blessings of the Ancestors. Every unit in your army counts as having one additional level of Shielding this turn. Thus, a unit without Shielding counts as having Shielding (1), a unit with Shielding (1) counts as having Shielding (2), etc.
10	A Hero is Born! Select one unit of figures on 25 x 25mm bases that does not contain a character. Replace the unit's officer with a champion of the same race.

OATHMARKS

To put it simply, an oathmark is a physical representation of an individual or a group's (a kingdom/ nation/town etc.) loyalty to a specific leader or faction. This may take the form of a statue, standing stone, runic marker, flag, or any other display of allegiance that can be thought of.

If, during a game, an oathmark is required on the board, its base should be no larger than 6" x 6".

Catastrophic Events Table	
Dice Results	Event
1	Meteor Shower. Fire suddenly rains down on the battlefield. Roll one die for each unit and subtract 5 from the result. If the result is a positive number, the unit immediately loses that many points of Health. Any unit that suffers casualties from the meteor shower must make a morale test.
2	Fissure. The earth trembles and splits. The primary player chooses any point on the battlefield. Then, the secondary player also chooses a point, at least 12" from the first point. A giant fissure opens in the earth between these two chosen points. Mark this line somehow. Players must make immediate activation rolls with a -2 modifier for each of their units that has at least one figure on this line. If successful, move the unit the least distance possible so it is no longer on the line. If the player fails an activation roll, they must remove a number of figures from the unit equal to the amount by which the roll failed (reading only the highest die result) and count them as casualties. If any figures remain in the unit, move it the least distance possible so it is no longer on the line. All units on the line automatically become Disordered, if they were not already Disordered. For the rest of the game, this line counts as rough ground, but there is no more danger of figures falling into the crevice.
3	Cursed Ground. The current battle is on the site of ancient massacre; the unquiet spirits of the dead still haunt the place, looking to extract revenge. For the remainder of the game, whenever any unit takes damage, double the amount of damage taken. Thus, if a unit takes 3 hits, it suffers 6 damage instead of 3.
4	Dragon Battle. A pair of dragons chooses this time and place to battle to the death. The primary player places a dragon in one corner of the table. The secondary player places a dragon in the opposite corner. Each player controls the dragon they placed, and the dragon counts as a unit in their army, for all intents and purposes.
5	Dark Sun. A great darkness slowly creeps across the sun, casting the world into shadow. For the remainder of the game, all morale tests suffer a -2 modifier. Additionally, the maximum distance for line of sight is 12".
6	Mystical Storm. A strange wind is blowing, and it is filled with streaks of light. At the beginning of each turn, (including this one) after rolling initiative dice, each player selects one spell from the list of General Spells in <i>Appendix B: Spells</i> . This spell is automatically cast. Players may nominate any of their figures to serve as the spellcaster for the purposes of determining line of sight.
7	The Land is Alive! Each player places one giant on the table within any natural terrain piece (i.e. trees, rivers, rocks, etc.). Each player controls the giant they place; it follows all the standard rules as a unit in their army, except it has an Activation stat of 5 (instead of the usual 7).
8	Plague of Locusts. A massive swarm of insects sweeps over the battlefield. For the remainder of the game, all units receive +2 to their Activation stat (to a maximum of 10) and lose any Shielding or Command they possess. All shooting attacks add +3 to the Target Number and the maximum line of sight is 10".

9	Volcanic Eruption. The earth trembles, and huge jets of molten lava erupt from the ground like geysers. Each player selects up to 3 enemy units. These units suffer an immediate attack (5 Combat Dice, Fight 8). The units may not use Shielding against this attack. The players must make morale tests, as usual, after these attacks. At the start of each turn after this one, each player may select one enemy unit to suffer this same attack.
10	The Mark of Death. A black sign appears in the sky, marking the doom of heroes. For the remainder of the game, apply all damage a unit takes to any character in the unit, first. Damage only applies to the rest of the unit after the character is killed. If a unit does not contain a character, this applies to the unit's officer, instead.







|| BUILDING AN ARMY ||

There are two methods for choosing your *Oathmark* army. The first is to agree on a *total point value* with your opponent, choose one of the four main races, and spend your points to purchase units from the Terrain List for that race. This is the quick and easy method, and it works well if you are just getting started, want a one-off game, or want to keep your army completely themed around one race. The downside to this method is that you cannot use the Campaign Rules presented in the next chapter for such armies, and they do not accurately represent most of the armies in the Marches. Kingdoms in the Marches are generally loose collections of cities, towns, and villages composed of many different races, and their armies draw from all available resources when they go to war. Therefore, when building anything other than a basic army, it is important to first create your kingdom.



Create a Kingdom

The first step in creating your kingdom is to locate the *Kingdom Sheet* found at the back of this book (or download a copy from the *Osprey Games* website). At the top of the sheet, there are spaces to write the name of your kingdom and its current ruler. These have no direct bearing on the game, but they can go a long way toward envisioning your realm.

The part of the Kingdom Sheet we are concerned with here is the set of five concentric circles in the middle. These circles, which are divided into regions and territories, are used to plot out the different types of terrain found in your kingdom, including great cities, mountains, dark forests, etc. It is not a map, as such, but more of a visual guide to the kingdom based on how far certain territories are from the seat of power.

The area within the innermost circle is *Region 1* and contains one territory. The area between the second circle and the first is *Region 2* and contains two territories. *Region 3* contains 3 territories, and *Region 4* contains 4 territories. *Region 5* represents the borderlands on the edge of your kingdom and is not used when creating a kingdom; it comes into play later in the Campaign Rules section.

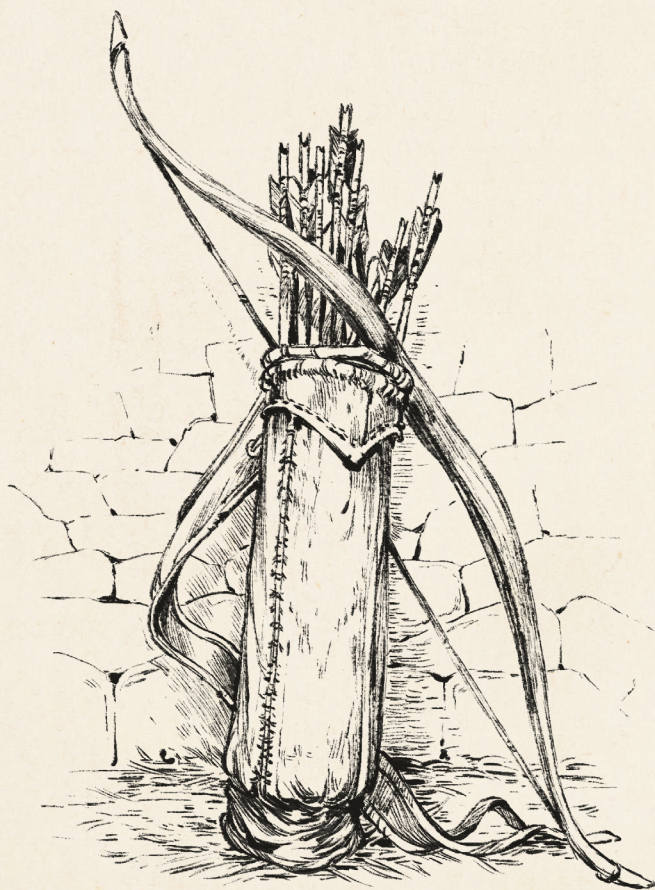
As you create your kingdom, you choose one type of terrain for each of the territories within the first four regions. The terrain you choose gives you access to specific types of troops, which you can later use to assemble an army for a specific game or campaign.

When building your kingdom, you must first decide whether your capital is a Human, an Elf, a Dwarf, a Goblin, or an Orc City. Your choice of capital determines the race of your king and/or royal family and has a strong influence on the make-up of any army you assemble. Still, any kingdom can include any territory, so it is possible to gain access to any unit in the game you want to play, no matter which capital you choose. You may find, however, that you do not have room in your kingdom for all the different territories you want to include.

Once you choose your capital, consult the Terrain Lists for each of the races and decide on a terrain type for each of your territories in Region 2. Each terrain type lists the figures to which it gives the kingdom access when constructing an army. The number in parentheses after the name of each terrain type refers to the rarity of the terrain type; it determines where you can place the terrain in your kingdom. You may select any terrain with a rarity of (2) or less from the Terrain List that includes your capital city, or any terrain with a rarity of (1) from one of the other Terrain Lists. For example, if your capital is a Dwarf City, you can choose any of the terrain types with a rarity of (2) on the Dwarf Terrain List (such as Forges, Mountain Passes, or Lumber Yards), or any of the terrain types with a rarity of (1) from the Human Terrain, Elf Terrain, or Goblin and Orc Terrain Lists.

Next, choose the terrain for the three territories in Region 3. This is much like choosing your terrain for Region 2, except you have more choices for Region 3, because you may now choose any terrain with a rarity of (3) or less from the Terrain List that includes your capital city, or any terrain with a rarity of (2) or less from the other Terrain Lists.

Finally, choose the terrain types for the four territories in Region 4. You may choose any of the terrain types listed on any Terrain List for these territories, with no limitations.



DWARF TERRAIN LIST

Dwarf Terrain List Table	
Terrain Type	Units Available
Dwarf City (1)	1 Dwarf King* or 1 Dwarf Prince*, 1 Dwarf General** or 2 Dwarf Captains, 1 Dwarf Champion, 1 Dwarf Spellcaster Level 1 or 2, Dwarf Soldier, Dwarf Spearman, Dwarf Archer, Dwarf Militia
Forges (2)	1 Dwarf Champion, Dwarf Warrior, Dwarf Linebreaker
Mountain Passes (2)	Dwarf Border Guard
Lumber Yard (2)	2 Dwarf Light or Heavy Catapults
Hermitages (3)	1 Dwarf Spellcaster Level 1, 2, 3, 4, or 5
Snow-capped Mountains (3)	2 Indrik
Tarns (3)	2 Eachy
Moors (3)	2 Barghest
* You only have access to these units if your capital is this terrain type.	
** No army may contain more than one general.	



HUMAN TERRAIN LIST

Human Terrain List Table	
Terrain Type	Units Available
Human City (1)	1 Human King* or 1 Human Prince*, 1 Human General** or 2 Human Captains, 1 Human Champion, 1 Human Spellcaster Level 1 or 2, Human Soldier, Human Spearman, Human Archer, Human Militia
Iron Mines (2)	1 Human Champion, Human Warrior, Human Linebreaker
Barrens (2)	Human Ranger, Human Mounted Ranger
Plains (2)	Human Cavalry, Human Heavy Cavalry
Timber Mills (2)	2 Human Light or Heavy Catapults
Monastery (3)	1 Human Spellcaster Level 1, 2, 3, 4, or 5
Rough Hills (3)	6 Ogres or 6 Ogre Linebreakers
Sea Caves (3)	1 Buggane
Rocky Mountains (3)	1 Giant
* You only have access to these units if your capital is this terrain type.	
** No army may contain more than one general.	



ELF TERRAIN LIST

Elf Terrain List Table	
Terrain Type	Units Available
Elf City (1)	1 Elf King* or 1 Elf Prince*, 1 Elf General** or 2 Elf Captains, 1 Elf Champion, 1 Elf Spellcaster Level 1 or 2, Elf Soldier, Elf Spearman, Elf Archer
Silver Mines (2)	1 Elf Champion, Elf Warrior, Elf Linebreaker
Forests (2)	Elf Ranger, Elf Pathguard
Grasslands (2)	Elf Mounted Ranger, Elf Cavalry
Kennels (3)	Elf Hunt Master
Towers (3)	1 Elf Spellcaster Level 1, 2, 3, 4, or 5
Outposts (3)	2 Elf Ballistae
Hill Caves (3)	1 Lindwurm
Dark Forests (3)	6 Giant Spiders or 6 Wolver
* You only have access to these units if your capital is this terrain type.	
** No army may contain more than one general.	

GOBLIN AND ORC TERRAIN LIST

Goblin and Orc Terrain List Table	
Terrain Type	Units Available
Goblin City (1)	1 Goblin King* or 1 Goblin Advisor*, 1 Goblin General** or 2 Goblin Captains, 1 Goblin Champion, 1 Goblin Spellcaster Level 1 or 2, Goblin Soldier, Goblin Spearman, Goblin Archer
Orc City (1)	1 Orc King* or 1 Orc Prince*, 1 Orc General** or 2 Orc Captains, 1 Orc Champion, 1 Orc Spellcaster Level 1 or 2, Orc Soldier, Orc Spearman, Orc Archer
Smithies (2)	1 Orc Champion or 1 Goblin Champion, Orc Warrior, Orc Linebreaker
Slave Camps (2)	Goblin Slave, Goblin Slave Slinger
Dark Hills (2)	Wolf, Goblin Wolf Rider, Goblin Wolf Rider Scout
Ruined Villages (2)	2 Goblin Light Catapults or 2 Orc Heavy Catapults
Dungeons (3)	1 Goblin Spellcaster Level 1, 2, 3, 4, or 5 or 1 Orc Spellcaster Level 1, 2, 3, 4, or 5
Rivers (3)	6 Trolls
Poisonous Swamps (3)	1 Knucker
* You only have access to these units if your capital is this terrain type.	
** No army may contain more than one general.	

UNALIGNED TERRAIN LIST

Unaligned Terrain List Table	
Terrain Type	Units Available
Ancient Ruins (3)	20 Gargoyles
Glade (3)	1 Bodach
High Fells (3)	1 Dragon
Caverns (3)	2 Surmas

Each territory that is part of your kingdom grants you access to certain figures when you assemble your army. Some territories grant you access to an infinite number of a specific type of figure, whereas others are limited. If a figure type on the Terrain List has a number before it, this indicates the maximum number of that type of figure to which this terrain gives you access. For example, if you have one piece of *Rivers* terrain in your kingdom, your army may contain up to 6 trolls. If you have two pieces of *Rivers* terrain in your kingdom, your army could contain up to 12 trolls. If a figure type on the Terrain List does not have a number before it, then the terrain grants you access to as many of that figure type as you can afford. For example, if you have *Slave Camps* in your kingdom, you may purchase as many orc and goblin slaves as you can afford. There is, however, a 4-unit limit for any one figure type in any army you assemble (see *Assembling an Army: Unit Limit*, page 83).

Essentially, in creating your kingdom, you also generate a list of available figures from which you can assemble your army. Thus, whenever you assemble an army for a game, you already know which figures you can potentially field.



Assemble an Army

Now that you have a kingdom from which to muster units, you can begin to assemble an army. Every game you play has a fixed number of points you can spend to purchase figures for your army. For a one-off game, you might just agree with your opponent to play a 1,000-point game. In this case, you and your opponent each get 1,000 points to purchase any figures you want to field in the game (provided your kingdom grants you access to those figures). However, in specific scenarios and campaign games, the number of points each player can purchase may be fixed; and, on occasion, one player may even have more points than the other. In such cases, the point inequality tends to offset any inherent advantage the scenario provides to one player. The point system exists to facilitate a balanced game, in which both players have an equal chance to win based on the figures on the table.

The *Army Point Value Suggestion Table* below contains suggested point values for different games.

Army Point Value Suggestion Table	
Game Type	Suggested Point Value
Quick beginner game, using 1–2 boxes of Oathmark figures	550 pts
Standard game with several Large units and several character figures and/or monsters	2,500 pts
Large game with many Large units and characters and monsters with high point values	4,000 pts
Epic clash between massive armies, including numerous characters and monsters	6,500 pts

UNIT LIMIT

While your kingdom may grant you access to unlimited numbers of certain figures, your army may never contain more than four units composed of primarily the same type of figures. So, you can have four units of human soldiers and two units of human spearmen, but you cannot have five units of human soldiers. This does not carry across races within an army, so your force may have four units of human soldiers and four units of elf soldiers without breaking the four unit limit. For figures on 25 x 25mm bases, this means an army can contain – at maximum – 80 of the same figure, divided into four units of 20 figures each.

Figure Lists

The following *Figure Lists* are organized by race. They give a brief description of each figure in *Oathmark*, followed by all important stats, special abilities, and options for that figure.





DWARF LIST

Dwarf King

Terrain: Capital Dwarf City

As a rule, dwarves form patriarchal societies, where males dominate the political scene. There are some famous dwarf queens, but they are few and far-between. When a king dies, a council of elder dwarves gathers and draws from a list of approved candidates within the royal family to vote on a new king. This system tends to ensure that most dwarf kings are well into their last century of life and are at least two hundred years old.

Dwarf King									
A	M	F	S	D	CD	H	Pts	Special	Base
4	5	4	0	11	3	3	322	Command (2), Champion, Shielding (1), Magic Items	25 x 25
Equipment: Hand Weapon, Shield, Heavy Armour									

Dwarf Prince

Terrain: Capital Dwarf City

In dwarf society, any male member of the royal family who is an approved candidate for king is given the title *prince*. The direct relationship between the prince and the king is irrelevant. Thus, it is possible to have two dwarf princes from the same kingdom who are only tangentially related. An unfortunate side-effect of this is that dwarf politics are especially nasty, especially when the death of the current king appears imminent.

Dwarf Prince									
A	M	F	S	D	CD	H	Pts	Special	Base
4	5	3	0	11	2	2	165	Command (1), Champion, Shielding (1), Magic Items	25 x 25
Equipment: Hand Weapon, Shield, Heavy Armour									



Dwarf General

Terrain: Dwarf City

Dwarf generals nearly always earn their position based on merit alone. Dwarves take war far too seriously to allow politics to play much of a hand in the appointment of war leaders. Dwarf generals tend to be older dwarves who have served at all levels of the army, in a variety of units, and who are veterans of numerous campaigns.

Dwarf General									
A	M	F	S	D	CD	H	Pts	Special	Base
4	5	3	0	11	1	2	293	Command (2), Shielding (1), Magic Items	25 x 25
Equipment: Hand Weapon, Shield, Heavy Armour									

Dwarf Captain

Terrain: Dwarf City

Like dwarf generals, dwarf captains earn their position of authority within an army through their performance in previous battles. They may not be as experienced as generals, but they are *dependable*, which is one of the highest compliments in dwarf society.

Dwarf Captain									
A	M	F	S	D	CD	H	Pts	Special	Base
4	5	3	0	11	1	1	150	Command (1), Shielding (1), Magic Items	25 x 25
Equipment: Hand Weapon, Shield, Heavy Armour									

Dwarf Champion

Terrain: Dwarf City, Forges

Considered too wild or narrowly focused to be command material, dwarf champions are fearsome fighters who delight in the chaos and bloodshed of battle. Dwarf champions base their honour and pride on being at the forefront of any battle.

Dwarf Champion									
A	M	F	S	D	CD	H	Pts	Special	Base
4	5	4	0	11	3	1	62	Champion, Shielding (1), Magic Items	25 x 25
Equipment: Hand Weapon, Shield, Heavy Armour									

Dwarf Spellcaster

Terrain: Dwarf City (Levels 1–2), Hermitages (Levels 1–5)

Known as wizards, rune-workers, and hermits, dwarf spellcasters generally withdraw from mainstream society to focus exclusively on their magic. They tend to live alone in caves, often in extremely remote or inaccessible places, such as small islands or cliff-faces, or even behind waterfalls. While they are often reluctant to leave their isolation, dwarf spellcasters are loyal subjects and always heed the call when their king summons.

Dwarf Spellcaster											
Lvl	A	M	F	S	D	CD	H	Pts	Special	Base	
1	4	5	2	0	9	3	2	30	Spellcaster (1), Shielding (1), Fire Over, Magic Items	25 x 25	
2	4	5	2	0	9	3	2	60	Spellcaster (2), Shielding (1), Fire Over, Magic Items	25 x 25	
3	4	5	2	0	9	3	2	110	Spellcaster (3), Shielding (2), Fire Over, Magic Items	25 x 25	
4	4	5	2	0	9	3	3	200	Spellcaster (4), Shielding (2), Fire Over, Magic Items	25 x 25	
5	4	5	2	0	9	3	3	270	Spellcaster (5), Champion, Shielding (2), Fire Over, Magic Items	25 x 25	
Equipment: Hand Weapon											

Dwarf Soldier

Terrain: Dwarf City

Renowned for their loyalty, fortitude, and determination, dwarf soldiers have formed the centre of numerous battle lines throughout the ages. Although dwarf soldiers are slower than other races' foot-troops, once they are in position and fighting on the defensive, they provide strong anchors for any situation.

Dwarf Soldier									
A	M	F	S	D	CD	H	Pts	Special	Base
4	5	2	0	10	1	1	15	Shielding (1)	25 x 25
Equipment: Hand Weapon, Shield, Light Armour									

Dwarf Spearman

Terrain: Dwarf City

With their short reach, dwarves have a natural disadvantage compared to most other races. One way they compensate for this is through their frequent use of spears. Units of spearmen are especially common on the edges of dwarf battle lines, where flanking attacks from cavalry are a greater threat.

Dwarf Spearman									
A	M	F	S	D	CD	H	Pts	Special	Base
4	5	2	0	10	1	1	16	Shielding (1), Brace	25 x 25
Equipment: Spear, Shield, Light Armour									

Dwarf Archer

Terrain: Dwarf City

While dwarves do not possess the natural affinity for bows that elves do, they make up for what they lack in raw talent with constant practice and drill. When positioned behind a strong line of soldiers and spearmen, dwarf archers are more than capable of picking an attacking force to pieces.

Dwarf Archer									
A	M	F	S	D	CD	H	Pts	Special	Base
4	5	0	2	10	1	1	15	Fire Over	25 x 25
Equipment: Hand Weapon, Bow, Light Armour									

Dwarf Warrior

Terrain: Forges

When dwarf soldiers or spearmen prove themselves in several battles, they are usually offered the chance to join the warriors' rank. These veterans are equipped with heavier armour and expected to hold the line against any threatening force or creature. Dwarf champions usually accompany units of warriors or linebreakers.

Dwarf Warrior									
A	M	F	S	D	CD	H	Pts	Special	Base
4	4	2	0	11	1	1	17	Shielding (1)	25 x 25
Equipment: Hand Weapon, Shield, Heavy Armour									



Dwarf Linebreaker

Terrain: Forges

Dwarf soldiers who prove more aggressive than others or possess a natural aptitude with two-handed weapons are often promoted to the rank of linebreaker. These are the dwarf shock-troops, which are used for breaking formations or taking down large monsters.

Dwarf Linebreaker									
A	M	F	S	D	CD	H	Pts	Special	Base
4	4	3	0	11	1	1	20	None	25 x 25
Equipment: Two-Handed Weapon, Heavy Armour									

Dwarf Border Guard

Terrain: Mountain Passes

Since cavalry is often useless in the rocky domains most dwarves call home, border guards are their main scouting and reconnaissance forces. These fighters, who are hearty even by dwarf standards, are used to living outside on exposed mountains, where they must hunt their own food to survive. Thus, they are well-practiced with a bow and experts at moving quickly through rough terrain.

Dwarf Border Guard									
A	M	F	S	D	CD	H	Pts	Special	Base
4	5	0	2	9	1	1	17	Nimble, Aimed Fire	25 x 25
Equipment: Hand Weapon, Bow									

Dwarf Militia

Terrain: Dwarf City

Despite what many believe, not all dwarves train to be soldiers. Many are craftsmen, artisans, and merchants. However, even these specialists usually have some combat training and, in times of desperate need, they are called to form units of militia. While they are not as reliable as fully trained soldiers, a unit of dwarf militia is still a tough nut to crack.

Dwarf Militia									
A	M	F	S	D	CD	H	Pts	Special	Base
5	5	3	0	9	1	1	14	None	25 x 25
Equipment: Two-Handed Weapon									



Dwarf Light Catapult

Terrain: Lumber Yard

These catapults are designed to be quickly broken down, and the pieces easily strapped to the backs of donkeys or mountain goats. This way, they can keep up with an army on the march and deploy quickly for pitched battle, or be carried up to higher points to allow better fields of fire.

Dwarf Light Catapult									
A	M	F	S	D	CD	H	Pts	Special	Base
4	3	2	3	9	1	1	120	Artillery, Crew (3), Indirect Fire, Shielding (1)	100 x 50
Equipment: Hand Weapon									

Dwarf Heavy Catapult

Terrain: Lumber Yard

In the rare instances these large siege-engines travel with armies, they are usually set on wheels and pulled by horses or oxen. More often, engineers construct them on the spot to use for a specific battle, especially when attacking a fortified position.

Dwarf Heavy Catapult									
A	M	F	S	D	CD	H	Pts	Special	Base
4	2	2	4	9	1	1	140	Artillery, Crew (4), Indirect Fire, Shielding (1)	100 x 50
Equipment: Hand Weapon									

Indrik

Terrain: Snow-capped Mountains

Indrik are a species of highly intelligent woolly rhinoceros that live in the high mountains. Typically, they form nomadic packs, with 10–30 individuals in each pack. If Indrik are captured when young or, rarely, bred in captivity, they can be trained to serve in battle. Smarter than dogs, but just as loyal to their masters, Indrik are potent weapons – especially when they charge an open flank.

Indrik									
A	M	F	S	D	CD	H	Pts	Special	Base
6	6	2	0	12	4	5	160	Monster, Shielding (1), Charge (3), Brace, Large, Courage (1)	50 x 50
Equipment: None									

Eachy

Terrain: Tarns

Eachy are large, gangly humanoid creatures that live in small family groups, usually near high mountain tarns or ghylls. The largest eachy grow to about 12' tall, although about 10' is more common for adult males. All eachy feature long talons on their fingers, which can easily tear through the links in mail armour. Eachy are hideous by the standards of most races and can be quite terrifying when angry. They heal extremely quickly; it is usually necessary to concentrate fire on them to bring them down. Eachy recognize no rulers or masters, but can be hired or bribed to join an army – at least for a short period.

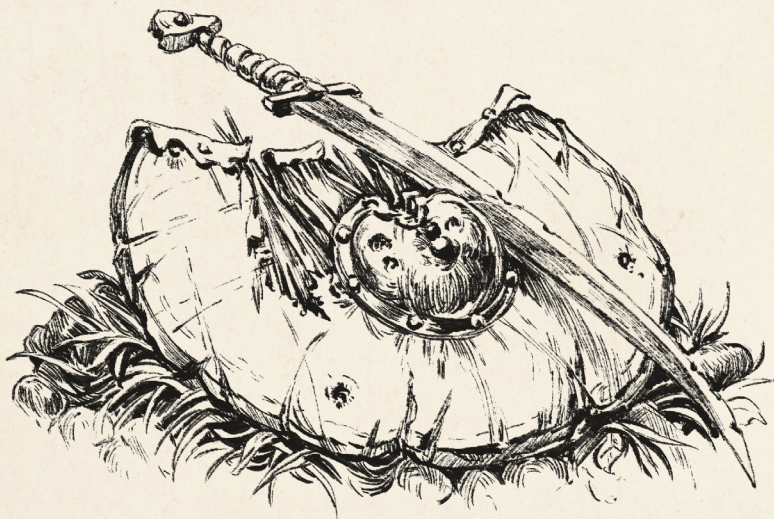
Eachy									
A	M	F	S	D	CD	H	Pts	Special	Base
7	5	4	0	12	3	5	120	Monster, Regenerate (1), Horrific, Waterwalk, Large, Courage (2)	50 x 50
Equipment: None									

Barghest

Terrain: Moors

These giant black dogs, nearly the size of a warhorse, are thought to live and hunt in the desolate moors. Barghests are semi-ethereal beings, in that they can vanish and reappear at will. It is not clear whether barghest are intelligent creatures; but, some kings manage to field a few in their armies, using magic.

Barghest									
A	M	F	S	D	CD	H	Pts	Special	Base
4	8	3	0	11	4	4	200	Monster, Shielding (1), Wild Charge (1), Discorporate, Horrific, Large	50 x 50
Equipment: None									





HUMAN LIST

Human King

Terrain: Capital Human City

Although there are numerous exceptions, most human royal families operate under a strict system of primogeniture, where the oldest living son inherits the crown. While this system promotes long-term political stability, it also means the nature and ability of any given monarch is pretty much up to chance.

Human King									
A	M	F	S	D	CD	H	Pts	Special	Base
5	6	4	0	10	3	3	279	Command (2), Champion, Shielding (1), Magic Items	25 x 25
Equipment: Hand Weapon, Shield, Heavy Armour									
Option: Horse +40pts, change stats to M8, D13, Base 25 x 50									

Human Prince

Terrain: Capital Human City

Any legitimate son born to the king is given the title of prince. Only the eldest can inherit the throne; however, in the violent lands of the Marches, deaths in battle or from political assassination ensure many second- and third-born sons take the crown. It is also possible for more than one generation of princes to exist at the same time, in cases where second- and third-born sons outlive their father and continue to serve their brother, the new king. Often, these *brother princes* serve as army commanders.

Human Prince									
A	M	F	S	D	CD	H	Pts	Special	Base
5	6	3	0	10	2	2	145	Command (1), Champion, Shielding (1), Magic Items	25 x 25
Equipment: Hand Weapon, Shield, Heavy Armour									
Option: Horse +30pts, change stats to M8, D13, Base 25 x 50									

Human General

Terrain: Human City

Human generals are a diverse lot. Some are veteran warriors who proved themselves on the battlefield, others are political appointees, and still others are essentially hired swords – brought in to train inexperienced armies. Because of these differing backgrounds, human generals have many different command styles. Some lead by example, some through loyalty, and some through fear.

Human General										
A	M	F	S	D	CD	H	Pts	Special	Base	
5	6	3	0	10	1	2	260	Command (2), Shielding (1), Magic Items	25 x 25	
Equipment: Hand Weapon, Shield, Heavy Armour										
Option: Horse +30pts, change stats to M8, D13, Base 25 x 50										



Human Captain

Terrain: Human City

Unlike the generals above them, human captains are nearly always veteran soldiers who earned their way up through the ranks. While a noble son occasionally gains an appointment as a captain, they usually find it an inglorious position and soon quit. Thus, human units often benefit from strong leadership at the lower ranks, even if their commanders let them down.

Human Captain									
A	M	F	S	D	CD	H	Pts	Special	Base
5	6	3	0	10	1	1	133	Command (1), Shielding (1), Magic Items	25 x 25
Equipment: Hand Weapon, Shield, Heavy Armour									
Option: Horse +20pts, change stats to M8, D13, Base 25 x 50.									

Human Champion

Terrain: Human City, Iron Mine

There is no template for human champions – they might be valiant knights, berserk wild men, or calculating duellists. The one thing they have in common is that they are deadly on the battlefield. It takes a brave commander to lead his troops against a unit that contains one of these deadly fighters.

Human Champion									
A	M	F	S	D	CD	H	Pts	Special	Base
5	6	4	0	10	3	1	51	Champion, Shielding (1), Magic Items	25 x 25
Equipment: Hand Weapon, Shield, Heavy Armour									
Option: Horse +20pts, change stats to M8, D13, Base 25 x 50.									



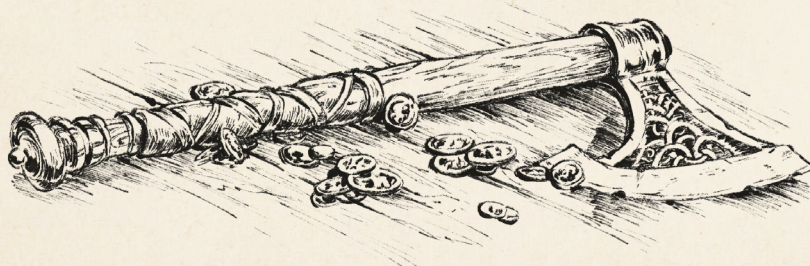
Human Spellcaster

Terrain: Human City (Levels 1–2), Monastery (Levels 1–5)

Unlike spellcasters from most other races, human spellcasters tend to congregate together in groups called *cells*. A cell can consist of as few as 3 or 4 *brothers* based in a few small rooms in a castle, or upwards of 300 members that form their own community in a walled town. Regardless of their exact nature, each cell recognizes a duty to their king and sends representatives whenever he calls on them, including when armies march for battle.

Human spellcasters are often famous writers and readers, and most of their magic is recorded in great grimoires or books of magic. Many monasteries are noted for their expansive libraries of such volumes.

Human Spellcaster										
Lvl	A	M	F	S	D	CD	H	Pts	Special	Base
1	5	6	2	0	8	3	2	50	Spellcaster (1), Shielding (1), Fire Over, Magic Items	25 x 25
2	5	6	2	0	8	3	2	100	Spellcaster (2), Shielding (1), Fire Over, Magic Items	25 x 25
3	5	6	2	0	8	3	2	200	Spellcaster (3), Shielding (2), Fire Over, Magic Items	25 x 25
4	5	6	2	0	8	3	3	300	Spellcaster (4), Shielding (2), Fire Over, Magic Items	25 x 25
5	5	6	2	0	8	3	3	400	Spellcaster (5), Champion, Shielding (2), Fire Over, Magic Items	25 x 25
Equipment: Hand Weapon										
Option: Horse +20pts for level 1, +30pts for levels 2–3, and +40pts for levels 4–5, change stats to M8, D11, Base 25 x 50.										



Human Soldier

Terrain: Human City

Faster than dwarves, more reliable than orcs and goblins, and more numerous than elves, human soldiers form the core of many armies in the Marches. While units of human soldiers are unlikely to win a battle on their own, they are perfect for holding positions or supporting other, heavier-hitting units.

Human Soldier									
A	M	F	S	D	CD	H	Pts	Special	Base
5	6	2	0	9	1	1	12	Shielding (1)	25 x 25
Equipment: Hand Weapon, Shield, Light Armour									

Human Spearman

Terrain: Human City

Humans tend to rely on the spear as their main weapon when fighting on the defensive. Not only is it useful to fend off cavalry, it also works well against more aggressive enemies, such as orcs.

Human Spearman									
A	M	F	S	D	CD	H	Pts	Special	Base
5	6	2	0	9	1	1	13	Shielding (1), Brace	25 x 25
Equipment: Spear, Shield, Light Armour									



Human Archer

Terrain: Human City

Humans who show a great aptitude for archery are usually invited to join a rangers' unit; the rest are lumped together into units of archers. These archers learn to fire in volleys, their lack of individual skill hidden behind the volume of arrows they fire against their foes.

Human Archer									
A	M	F	S	D	CD	H	Pts	Special	Base
5	6	0	2	9	1	1	12	Fire Over	25 x 25
Equipment: Hand Weapon, Bow, Light Armour									

Human Warrior

Terrain: Iron Mines

When human soldiers prove themselves in battle, they are often promoted to the rank of warrior. These fighters receive additional training and heavier armour. In return, they are expected to face tougher foes and serve as anchor points for the battle line.

Human Warrior									
A	M	F	S	D	CD	H	Pts	Special	Base
5	5	2	0	10	1	1	14	Shielding (1)	25 x 25
Equipment: Hand Weapon, Shield, Heavy Armour									

Human Linebreaker

Terrain: Iron Mines

Usually, humans rely on heavy cavalry for their shock-troops; but, when these are unavailable – or when the terrain does not suit horses – the linebreakers must bring the fight to the enemy. Equipped with heavy armour and large, double-handed weapons, they can punch through anyone's line infantry.

Human Linebreaker									
A	M	F	S	D	CD	H	Pts	Special	Base
5	5	3	0	10	1	1	17	None	25 x 25
Equipment: Two-Handed Weapon, Heavy Armour									

Human Militia

Terrain: Human City

Kingdoms call up militia units in times of desperate need. Usually, these units contain older men who once trained as soldiers, but now pursue other professions. While they possess some skill at arms, their lack of recent training makes them less reliable on the battlefield.

Human Militia									
A	M	F	S	D	CD	H	Pts	Special	Base
6	6	2	0	8	1	1	9	Shielding (1)	25 x 25
Equipment: Hand Weapon, Shield									

Human Ranger

Terrain: Barrens

The abilities to hunt, track, move silently, and shoot with a bow are highly prized among the people who live in the hard, barren lands. These same skills make them useful scouts, raiders, and ambushers, especially for armies that move and fight over rough or broken terrain.

Human Ranger									
A	M	F	S	D	CD	H	Pts	Special	Base
5	6	0	2	8	1	1	14	Nimble, Aimed Fire	25 x 25
Equipment: Hand Weapon, Bow									

Human Mounted Ranger

Terrain: Barrens

These mounted archers prove their worth by harassing enemy units with long-range missile fire, threatening the flanks of weakened foes, and joining in the pursuit of broken armies. Although they are fragile if forced into combat, when employed correctly, they are difficult to catch.

Human Mounted Rangers									
A	M	F	S	D	CD	H	Pts	Special	Base
5	8	1	2	10	2	1	24	Aimed Fire	25 x 50
Equipment: Hand Weapon, Bow									



Human Cavalry

Terrain: Plains

The ability to ride a horse is essential to life in most human settlements in the plains; thus, it is not difficult to recruit light cavalry elements. Although they lack the staying power of their heavy cavalry counterparts, they also cost less; yet, they are still a fearsome attack unit.

Human Cavalry									
A	M	F	S	D	CD	H	Pts	Special	Base
5	8	3	0	12	2	1	45	Charge (3), Shielding (1)	25 x 50
Equipment: Hand Weapon, Shield, Light Armour									

Human Heavy Cavalry

Terrain: Plains

The most feared human military units, heavy cavalry ride large, powerful warhorses, wear heavy armour, and equip themselves with long lances or spears. These cavalymen are the pride of the army in many kingdoms – the unit every young soldier aspires to join. These units are also expensive to maintain; thus, they are usually only fielded in small numbers.

Human Heavy Cavalry										
A	M	F	S	D	CD	H	Pts	Special	Base	
5	8	3	0	13	2	1	50	Charge (3), Shielding (1)	25 x 50	
Equipment: Hand Weapon, Shield, Heavy Armour										





Human Light Catapult

Terrain: Timber Mills

These small artillery pieces are designed to be disassembled and carried in wagons; they can give any army a tactical edge by forcing the enemy to take the offensive. While their light nature means their use against large monsters is limited, they are perfect for picking away at infantry units and disrupting cavalry charges.

Human Light Catapult									
A	M	F	S	D	CD	H	Pts	Special	Base
5	3	2	3	8	1	1	90	Artillery, Crew (3), Indirect Fire, Shielding (1)	100 x 50
Equipment: Hand Weapon									





Human Heavy Catapult

Terrain: Timber Mills

Armies often travel with a siege train when they are likely to attack fixed fortifications or face monstrous foes. This long line of wagons includes all necessary pieces to assemble heavy catapults where the enemy is likely to join them in battle. Although they are destructive and dangerous, heavy catapults are very difficult to move or reposition, once in place.

Human Heavy Catapult									
A	M	F	S	D	CD	H	Pts	Special	Base
5	2	2	4	8	1	1	120	Artillery, Crew (4), Indirect Fire, Shielding (1)	100 x 50
Equipment: Hand Weapon									

Ogre

Terrain: Rough Hills

While ogres are generally brutish, slow-witted, and quick to anger, they are also fiercely loyal and possess great stores of mirth. Because of this, they tend to get along with humans better than any of the other major races. Most ogres seem to enjoy battle and the army life; thus, they are generally easy to recruit. Human armies often use small units of ogres to smash through an enemy's centre when no better option is available; alternatively, they hold the ogres back as a reserve to exploit any breakthroughs in the enemy line.

Ogre									
A	M	F	S	D	CD	H	Pts	Special	Base
7	6	3	0	11	3	3	40	Champion, Charge (1), Shielding (1), Courage (2), Large	50 x 50
Equipment: Hand Weapon, Shield, Light Armour									

Ogre Linebreaker

Terrain: Rough Hills

Leaders often equip ogres with massive two-handed clubs, axes, or hammers when they expect to face especially tough opposition, such as large monsters or heavy cavalry. Most ogres like nothing better than a really big club they can use to smash through armour or tough hide.

Ogre Linebreaker									
A	M	F	S	D	CD	H	Pts	Special	Base
7	6	4	0	11	3	3	45	Champion, Charge (1), Courage (2), Large	50 x 50
Equipment: Two-Handed Weapon, Light Armour									

Buggane

Terrain: Sea Caves

These large, shaggy ogre-like beings tend to live near the sea, often in isolated caves. Most buggane live alone, and their exact breeding habits and family practices are mostly unknown. Buggane are highly intelligent creatures that possess inherent magical abilities. Buggane can often be convinced to join an army in battle, especially if they see their own home is threatened.

When choosing spells, a buggane may select from the Human, Elf, and General Spell Lists.

Buggane									
A	M	F	S	D	CD	H	Pts	Special	Base
4	6	3	0	11	3	5	450	Monster, Shielding (2), Charge (1), Spellcaster (3), Large	50 x 50
Equipment: Hand Weapon									

Giant

Terrain: Rocky Mountains

Although they are basically humanoid, giants tend to stand anywhere between 18' and 24' tall. While they possess rudimentary language skills and tool-making abilities, they are, as a rule, somewhat dim. Most giants spend much of their lives gathering food and eating, as they must consume huge amounts of food to support their large bodies. Giants can often be convinced to join an army purely through the promise of a constant food supply. In battle, these monsters are truly fearsome creatures; few units can stand before them for long.

Giant									
A	M	F	S	D	CD	H	Pts	Special	Base
7	7	6	0	13	5	12	350	Monster, Charge (1) Wild Charge, Horrific, Courage (1)	100 x 50
Equipment: Hand Weapon									



ELF LIST

Elf King or Queen

Terrain: Capital Elf City

Because elves live extremely long lives, their kings and queens are rarely part of a long dynasty of rulers; instead, they are likely to be adventurers who set off with a group of like-minded companions to establish their own kingdom. Unlike the other major races, elf rulers are just as likely to be female as male; in fact, queens might be slightly more common than kings. Either way, elf rulers are expected to be scholars, judges, statesmen, and warriors, and to lead their armies on the field of battle, if necessary.

Elf King or Queen									
A	M	F	S	D	CD	H	Pts	Special	Base
3	6	5	0	10	3	3	356	Command (2), Champion, Shielding (1), Magic Items	25 x 25
Equipment: Hand Weapon, Shield, Heavy Armour									
Option: Horse +40pts, change stats to M8, D12, Base 25 x 50.									



Elf Prince or Princess

Terrain: Capital Elf City

Any child of the current elf monarch is named a prince or princess; however, because elves are functionally immortal, these children have little to no expectation of ever inheriting the kingdom. If they desire rulership, they are expected to go out and find (or conquer) their own kingdoms. Many princes and princesses are content to remain with their parents, serving as army leaders and diplomats.

Elf Prince or Princess										
A	M	F	S	D	CD	H	Pts	Special	Base	
3	6	4	0	10	2	2	189	Command (1), Champion, Shielding (1), Magic Items	25 x 25	
Equipment: Hand Weapon, Shield, Heavy Armour										
Options: Horse +30pts, change stats to M8, D12, Base 25 x 50.										



Elf General

Terrain: Elf City

With their centuries of battle experience, elf generals are highly sought after by rulers of all races. As practitioners of strategy and tactics, there are few situations they have not encountered before; thus, they are rarely fazed when new situations arise, or the battle temporarily turns against them. Elves are usually capable of seeing the bigger picture and are more than happy to play the long game to defeat their enemies – a trait not commonly found among the leaders of shorter-lived races.

Elf General									
A	M	F	S	D	CD	H	Pts	Special	Base
3	6	4	0	10	1	2	329	Command (2), Shielding (1), Magic Items	25 x 25
Equipment: Hand Weapon, Shield, Heavy Armour									
Options: Horse +30pts, change stats to M8, D12, Base 25 x 50.									

Elf Captain

Terrain: Elf City

Elves who long for advancement in a military career often sell their services to human or dwarf kings, where their centuries of experience tend to be held in high regard. While they are not as hardened as elf generals, these captains often serve as steady, rallying figures in the chaos of battle.

Elf Captain									
A	M	F	S	D	CD	H	Pts	Special	Base
3	6	4	0	10	1	1	174	Command (1), Shielding (1), Magic Items	25 x 25
Equipment: Hand Weapon, Shield, Heavy Armour									
Options: Horse +20pts, change stats to M8, D12, Base 25 x 50.									

Elf Champion

Terrain: Elf City, Silver Mines

Unlike the fury that orc, dwarf, and human champions often display, the greatest elf warriors tend to be cold and precise – almost methodical – when they kill. They move through the chaos of battle with a dancer's grace – no movement wasted; each blow a killing strike.

Elf Champion									
A	M	F	S	D	CD	H	Pts	Special	Base
3	6	5	0	10	3	1	74	Champion, Magic Items	25 x 25
Equipment: Hand Weapon, Shield, Heavy Armour									
Options: Horse +20pts, change stats to M8, D12, Base 25 x 50.									

Elf Spellcaster

Terrain: Elf City (Levels 1–2), Towers (Levels 1–5)

According to elf scholars, the elves were the first to discover the ways of magic; thus, the magic all other races practice is a shadowy fragment of the *true ways*. Despite their arrogance, most races agree that elves produce the greatest of all spellcasters. Elves think nothing of spending decades locked away in their high towers, shielded by powerful illusions, researching and practicing some minor aspect of magic. Although these wizards are feared on the battlefield, it can be difficult for any ruler – no matter how powerful – to lure them out of their towers to fight.

Elf Spellcaster										
Lvl	A	M	F	S	D	CD	H	Pts	Special	Base
1	3	6	3	0	8	3	2	60	Spellcaster (1), Shielding (1), Fire Over, Magic Items	25 x 25
2	3	6	3	0	8	3	2	130	Spellcaster (2), Shielding (1), Fire Over, Magic Items	25 x 25
3	3	6	3	0	8	3	2	240	Spellcaster (3), Shielding (2), Fire Over, Magic Items	25 x 25
4	3	6	3	0	8	3	3	350	Spellcaster (4), Shielding (2), Fire Over, Magic Items	25 x 25
5	3	6	3	0	8	3	3	490	Spellcaster (5), Champion, Shielding (2), Fire Over, Magic Items	25 x 25
Equipment: Hand Weapon										
Option: Horse +20pts for level 1, +30pts for levels 2–3, and +40pts for levels 4–5, change stats to M8, D11, Base 25 x 50.										



Elf Soldier

Terrain: Elf City

If kings had their way, their armies would be composed almost entirely of elf soldiers. They are the best disciplined, most highly-skilled soldiers among the major races. Unfortunately, they are also comparatively rare. Because they live long lives, elves also have very low birth rates, which means there are never as many elves as there are humans or dwarves.

Elf Soldier									
A	M	F	S	D	CD	H	Pts	Special	Base
3	6	3	0	9	1	1	20	Shielding (1)	25 x 25
Equipment: Hand Weapon, Shield, Light Armour									

Elf Spearman

Terrain: Elf City

Many poems are written about the elves and their glittering spears; the elves certainly wield them to more deadly effect than anyone else. Even orcs occasionally think twice before charging an elf phalanx.

Elf Spearman									
A	M	F	S	D	CD	H	Pts	Special	Base
3	6	3	0	9	1	1	22	Shielding (1), Brace	25 x 25
Equipment: Spear, Shield, Light Armour									

Elf Archer

Terrain: Elf City

For all their songs about spears and shining mail, it is the bow elves love most – and they are the undisputed masters of its use. Elf archers are skilled bowmen, and while they often fire in volleys, they are just as capable of choosing an individual target and firing at will.

Elf Archer									
A	M	F	S	D	CD	H	Pts	Special	Base
3	6	1	3	9	1	1	24	Fire Over, Aimed Fire	25 x 25
Equipment: Hand Weapon, Elf Bow, Light Armour									

Elf Warrior

Terrain: Silver Mine

Equipped with mail fashioned from rare metals and swords sharpened to a razor's edge, elf warriors are rightly feared on the battlefield. They are the ultimate elite infantry; it is their careful deployment and use that decide a battle's outcome.

Elf Warrior									
A	M	F	S	D	CD	H	Pts	Special	Base
3	5	3	0	10	1	1	26	Shielding (1)	25 x 25
Equipment: Hand Weapon, Shield, Heavy Armour									

Elf Linebreaker

Terrain: Silver Mine

Elves are generally known for their agility and finesse, not their brute power. However, a few units – often ceremonial guard – are equipped with heavy axes and gigantic swords, ensuring they can bring down anything they may encounter.

Elf Linebreaker									
A	M	F	S	D	CD	H	Pts	Special	Base
3	5	4	0	10	1	1	30	None	25 x 25
Equipment: Two-Handed Weapon, Heavy Armour									

Elf Ranger

Terrain: Forest

Masters of camouflage, quiet movement, and trap setting, elf rangers are the perfect light infantry for scouting, ambushes, and harassing the enemy. Add in their bow skills and they are a useful and deadly addition to any army.

Elf Ranger									
A	M	F	S	D	CD	H	Pts	Special	Base
3	6	1	3	8	1	1	25	Nimble, Aimed Fire	25 x 25
Equipment: Hand Weapon, Elf bow									





Elf Pathguard

Terrain: Forest

Trained in many of the same disciplines as elf rangers, pathguards often accompany rangers on raids and ambushes, to provide a bit more fighting power. Pathguards also serve as guardians of secret locations.

Elf Pathguard									
A	M	F	S	D	CD	H	Pts	Special	Base
3	6	3	0	8	1	1	22	Shielding (1), Nimble	25 x 25
Equipment: Hand Weapon, Shield									

Elf Cavalry

Terrain: Grasslands

Few elves enjoy living on the open, grassy plains; but, those that do are masters of horsemanship. Swift riders and deadly with a lance, these elves often swing around an army's flanks and attack from unexpected angles, their charges nearly unstoppable.

Elf Cavalry									
A	M	F	S	D	CD	H	Pts	Special	Base
3	8	4	0	12	2	1	70	Charge (3), Shielding (1)	25 x 50
Equipment: Hand Weapon, Shield, Light Armour									



Elf Mounted Ranger

Terrain: Grasslands

Many a battle is lost before the sides ever meet in melee combat because of mounted elf rangers. They slowly whittle away at both the numbers and the morale of any enemy force by riding into bow range, loosing a volley, and then scampering out of range again before the enemy can return fire.

Elf Mounted Ranger									
A	M	F	S	D	CD	H	Pts	Special	Base
3	8	2	3	10	1	1	55	Aimed Fire	25 x 50
Equipment: Hand Weapon, Elf Bow									

Elf Hunt Master

Terrain: Kennels

Elves have a special affinity with animals; they are the only major race that manages to use dogs in organized battle. Packs of hounds, specially bred for war and directed by swift elf hunt masters, can easily throw an enemy line into chaos.

A hunt master unit consists of a number of dogs with one elf hunt master as its officer. All models in the unit use the stat line below. Characters may never join a hunt master unit.

Elf Hunt Master									
A	M	F	S	D	CD	H	Pts	Special	Base
3	8	2	0	8	1	1	20	Nimble	25 x 25
Equipment: Hunt Master: Hand Weapon; Dogs: None									



Elf Ballista

Terrain: Outposts

Elves typically shun the use of catapults, often describing them as inelegant, clumsy, and random. Instead, they traditionally use direct-firing ballistae to bring down large enemies. These ballistae are essentially giant bows, mounted horizontally on stands. They fire large, heavy arrows – like spears or harpoons – the force of which can pierce through several ranks of enemy troops or the toughest monster hide.

Elf Ballista									
A	M	F	S	D	CD	H	Pts	Special	Base
3	3	3	4	8	1	1	120	Artillery, Aimed Fire, Crew (2), Shielding (1)	50 x 50
Equipment: Hand Weapon									

Lindwurm

Terrain: Hill Caves

These rare, winged serpents live in small family groups in lonely hill caves – emerging every so often to hunt for goats and deer. Sometimes called *wyverns*, Lindwurms feature a pair of hind legs and a pair of wings with three fingers at the tops. Although they are not quite as intelligent as the major races, they are considered thoughtful beasts; the elves have developed limited communication with them. They can sometimes be coaxed into joining an army, at least for a specific battle or two.

Lindwurm									
A	M	F	S	D	CD	H	Pts	Special	Base
3	8	5	0	12	5	8	500	Monster, Horrific, Shielding (2), Flying, Enormous	100 x 50
Equipment: None									

Giant Spider

Terrain: Dark Forest

Many sinister things grow in the dark forests, but the ones people fear most are the giant spiders that spin their webs amongst the gnarled and twisted trees. Only the elves, and in rare cases goblins, can establish any kind of communication with these creatures, which are generally only interested in feeding. Still, if they can be convinced that particularly juicy meats are available, they can sometimes be coaxed out of their forests onto the battlefield.

Giant Spider									
A	M	F	S	D	CD	H	Pts	Special	Base
5	5	3	0	11	3	3	48	Horrific, Shielding (1), Nimble	50 x 50
Equipment: None									

Wulver

Terrain: Dark Forest

Often mistaken for werewolves, wulvers are a non-shape-shifting race of creatures that resemble massive, bipedal wolves or dogs. They are secretive, violent, and generally nocturnal; although they are perfectly capable of operating in daylight. Wulvers are probably most famous for their rapid healing. During a fight, they like to surround their foes and slowly pick them apart; they do not fear small wounds that quickly heal while the rest of the pack keeps their prey busy. From time to time, small groups of wulvers join an army, although their motivation for doing so is often obscure.

Wulver									
A	M	F	S	D	CD	H	Pts	Special	Base
5	7	3	0	10	3	3	80	Horrific, Charge (2), Wild Charge, Nimble, Regenerate	50 x 50
Equipment: None									

GOBLIN AND ORC LIST

Goblin King

Terrain: Capital Goblin City

Goblins do not have royal families; they do not even have families in the same sense as most other major races. Goblins are born and raised in communal broods, and they form no specific attachment to their mothers, fathers, or siblings. Additionally, *kingship*, such as it exists among goblins, is mostly about political manoeuvring, deceit, and assassination. Any way in which a goblin can rise to the top is considered a legitimate path to power, and there is never any discussion of morals or ethics. Once in power, a goblin king spends most of his time trying to stay one step ahead of his enemies; thus, it is only the truly great goblin kings that can organize large armies for offensive operations.

Goblin King									
A	M	F	S	D	CD	H	Pts	Special	Base
6	6	3	0	10	3	3	245	Command (2), Champion, Shielding (1), Charge (1), Magic Items	25 x 25
Equipment: Hand Weapon, Shield, Heavy Armour									
Options: Wolf Mount +40pts, change stats to M8, D12, Base 25 x 50									

Goblin Advisor

Terrain: Capital Goblin City

Goblins do not use the term *prince*, and do not ascribe any special importance to the children of a king. There are so many, it would be pointless. Instead of princes, a goblin king has his chosen advisors – the servants that are key to maintaining his power. In the event of a king's death, these servants have a significant head-start in the scramble for power.

Goblin Advisor									
A	M	F	S	D	CD	H	Pts	Special	Base
6	6	2	0	10	2	2	124	Command (1), Champion, Shielding (1), Charge (1), Magic Items	25 x 25
Equipment: Hand Weapon, Shield, Heavy Armour									
Options: Wolf Mount +30pts, change stats to M8, D12, Base 25 x 50									

Goblin General

Terrain: Goblin City

Not all goblins are concerned with political machinations; some prefer straight up battle and blood-letting. Goblin generals are usually selected for their blood-thirsty nature; after all, only the most vicious and violent can keep other goblins in line. While rarely noted for their strategic prowess, successful goblin generals display a cruel cunning and can often identify and exploit an enemy army's weaknesses.

Goblin General									
A	M	F	S	D	CD	H	Pts	Special	Base
6	6	2	0	10	1	2	227	Command (2), Shielding (1), Charge (1)	25 x 25
Equipment: Hand Weapon, Shield, Heavy Armour									
Options: Wolf Mount +30pts, change stats to M8, D12, Base 25 x 50									



Goblin Captain

Terrain: Goblin City

While other races tend to speak of goblins in terms of herds that seem to act more out of mass consensus than from a specific plan, even goblins have their leaders. At lower levels, goblin captains are charged with keeping their easily-distracted units moving toward their main objective. They often use a whip to accomplish this.

Goblin Captain									
A	M	F	S	D	CD	H	Pts	Special	Base
6	6	2	0	10	1	1	114	Command (1), Shielding (1), Charge (1)	25 x 25
Equipment: Hand Weapon, Shield, Heavy Armour									
Options: Wolf Mount +20pts, change stats to M8, D12, Base 25 x 50									

Goblin Champion

Terrain: Goblin City, Smithies

A disproportionate percentage of the casualties inflicted by goblin armies on an opposing army come from a few of the biggest, strongest, and most brutal goblins. Goblin champions fight at the front of units, unconcerned about the fate of their supposed allies around them. They live to kill; they will happily decapitate the soldier next to them if it means landing a blow on the enemy.

Goblin Champion									
A	M	F	S	D	CD	H	Pts	Special	Base
6	6	3	0	10	3	1	37	Champion, Shielding (1), Charge (1)	25 x 25
Equipment: Hand Weapon, Shield, Heavy Armour									
Options: Wolf Mount +20pts, change stats to M8, D12, Base 25 x 50									



Goblin Spellcaster

Terrain: Goblin City (Levels 1–2), Dungeons (Levels 1 –5)

Most goblin magic is alchemical in nature and involves careful mixing, blending, and stewing of strange ingredients. When called upon to join a battle, goblin spellcasters usually come equipped with numerous jars, flasks, and pouches filled with powders they can use to make their magic in the field.

Goblin Spellcaster										
Lvl	A	M	F	S	D	CD	H	Pts	Special	Base
1	6	6	1	0	8	3	2	40	Spellcaster (1), Shielding (1), Charge (1), Fire Over, Magic Items	25 x 25
2	6	6	1	0	8	3	2	80	Spellcaster (2), Shielding (1), Charge (1), Fire Over, Magic Items	25 x 25
3	6	6	1	0	8	3	2	180	Spellcaster (3), Shielding (2), Charge (1), Fire Over, Magic Items	25 x 25
4	6	6	1	0	8	3	3	260	Spellcaster (4), Shielding (2), Charge (1), Fire Over, Magic Items	25 x 25
5	6	6	1	0	8	3	3	340	Spellcaster (5), Champion, Shielding (2), Charge (1), Fire Over, Magic Items	25 x 25
Equipment: Hand Weapon										
Option: Wolf Mount Level 1 +20pts, Level 2–3 +30pts, and Level 4–5 +40pts, change stats to M8, D10, Base 25 x 50										

Goblin Soldier

Terrain: Goblin City

Goblins are some of the weakest, least reliable, and most ill-disciplined soldiers you can find; but, what they lack in quality, they make up for in quantity. Many a battle is won because a seemingly endless horde of goblin soldiers wears down the enemy or holds them in place long enough for stronger units to push back their flanks.

Goblin Soldier									
A	M	F	S	D	CD	H	Pts	Special	Base
6	6	1	0	9	1	1	10	Charge (1), Shielding (1)	25 x 25
Equipment: Hand Weapon, Shield, Light Armour									

Goblin Spearman

Terrain: Goblin City

As terrible as goblins are at offence, they are even worse when it comes to defence. Most goblins prefer to attack or run away. This natural tendency can be somewhat offset by equipping them with spears.

Goblin Spearman									
A	M	F	S	D	CD	H	Pts	Special	Base
6	6	1	0	9	1	1	11	Charge (1), Shielding (1), Brace	25 x 25
Equipment: Spear, Shield, Light Armour									

Goblin Archer

Terrain: Goblin City

While goblins have no natural affinity with bows, they can be taught to send an arrow in the correct general direction – the idea being that if enough arrows are launched, at least a few must find their mark. Goblins that show less aggressive tendencies often become archers.

Goblin Archer										
A	M	F	S	D	CD	H	Pts	Special	Base	
6	6	0	1	9	1	1	10	Fire Over	25 x 25	
Equipment: Hand Weapon, Bow, Light Armour										

Goblin Slave

Terrain: Slave Camps

For most races, letting units of slaves loose on a battlefield would be akin to providing reinforcements for their enemy. In the case of goblins, however, slaves maintain some strange sense of loyalty to their enslavers; they fight and die nearly as willingly as other soldiers. Despite this, goblins do not bother to equip their slave units with more than rudimentary weapons, as they do not expect them to last long.

Goblin Slave										
A	M	F	S	D	CD	H	Pts	Special	Base	
7	6	0	0	8	1	1	6	Charge (1)	25 x 25	
* Equipment: Hand Weapon										



Goblin Slave Slinger

Terrain: Slave Camps

Goblins slaves that can demonstrate an aptitude with a sling are sometimes allowed to join units of slingers, where they have a slightly longer life-expectancy. These slingers are not terribly effective, but they can at least harass the enemy and sometimes distract them from more important issues.

Goblin Slave Slinger

A	M	F	S	D	CD	H	Pts	Special	Base
7	6	0	0	8	1	1	6		25 x 25
Equipment: Hand Weapon, Sling									

Orc King

Terrain: Orc Capital City

More commonly called warlords or chieftains, orc kings gain rulership through strength alone. They rule because they can kill anyone who opposes them. It is a brutal, but honest, system that ensures a temporary level of stability. That said, orc warlords nearly always look outward; they are more interested in capturing new territories to expand their lands than administering the territories they already possess. The best orc kings tend to use underlings from other races to run the day-to-day affairs in their kingdom so they are free to focus on further conquests.

Orc King									
A	M	F	S	D	CD	H	Pts	Special	Base
6	6	4	0	10	3	3	279	Command (2), Champion, Shielding (1), Charge (1), Wild Charge, Magic Items	25 x 25
Equipment: Hand Weapon, Shield, Heavy Armour									
Options: Wolf Mount +40pts, change stats to M8, D12, Base 25 x 50									

Orc Prince

Terrain: Capital Orc City

Rarely do orcs use the term *prince*; and when they do, it is nothing more than a self-bestowed honorific. These orcs form an orc warlord's inner circle. They are loyal (or as loyal as orcs can be) and strong, and they do not hesitate to strike down any that might oppose or seek to supplant their warlord. That said, should their king be struck down in battle, the orc princes are the first to claim possession of the newly vacant throne.

Orc Prince									
A	M	F	S	D	CD	H	Pts	Special	Base
6	6	3	0	10	2	2	145	Command (1), Champion, Shielding (1), Charge (1), Wild Charge, Magic Items	25 x 25
Equipment: Hand Weapon, Shield, Heavy Armour									
Options: Wolf Mount +30pts, change stats to M8, D12, Base 25 x 50									

Orc General

Terrain: Orc City

Though orcs are not known for their charismatic leaders, they do exist. Orcs tend to prize strength in battle over any other skill; still, certain orcs practice violence with more flair than others and can convince others that their strategy for slaughter is the preferred method. These are the generals that lead orcs to battle.

Orc General									
A	M	F	S	D	CD	H	Pts	Special	Base
6	6	3	0	10	1	2	260	Command (2), Shielding (1), Charge (1), Wild Charge, Magic Items	25 x 25
Equipment: Hand Weapon, Shield, Heavy Armour									
Options: Wolf Mount +30pts, change stats to M8, D12, Base 25 x 50									

Orc Captain

Terrain: Orc City

When charisma fails (or does not exist) orcs turn to the whip to achieve compliance. Orc captains are never *popular* like orc generals, but they are feared; and fear works just as well to keep the troops in line, at least for the short term.

Orc Captain									
A	M	F	S	D	CD	H	Pts	Special	Base
6	6	3	0	10	1	1	133	Command (1), Shielding (1), Charge (1), Wild Charge, Magic Items	25 x 25
Equipment: Hand Weapon, Shield, Heavy Armour									
Options: Wolf Mount +20pts, change stats to M8, D12, Base 25 x 50									





Orc Champion

Terrain: Orc City, Smithies

Some orcs, despite their size and fierceness, harbour no ambition other than the glories of battle. These mighty champions stand at the forefront of the army, where they have the most opportunities to employ their death-dealing skills.

Orc Champion									
A	M	F	S	D	CD	H	Pts	Special	Base
6	6	4	0	10	3	1	49	Champion, Shielding (1), Charge (1), Wild Charge, Magic Items	25 x 25
Equipment: Hand Weapon, Shield, Heavy Armour									
Options: Wolf Mount +20pts, change stats to M8, D12, Base 25 x 50									

Orc Spellcaster

Terrain: Orc City (Levels 1–2), Dungeons (Levels 1–5)

Sometimes called wizards, shamans, or priests, orc spellcasters universally practice blood magic. This form of magic, which is shunned by most other races, draws on the mystic energy that flows inside all living creatures. Releasing the blood allows orc spellcasters to release this energy and shape it to suit their own purposes. While orcs can use their own blood from a quick cut for minor spells, more powerful spells require more blood than most orcs are willing to give up themselves.

Orc Spellcaster										
Lvl	A	M	F	S	D	CD	H	Pts	Special	Base
1	6	6	1	0	9	3	2	50	Spellcaster (1), Shielding (1), Charge (1), Wild Charge, Fire Over, Magic Items	25 x 25
2	6	6	1	0	9	3	2	100	Spellcaster (2), Shielding (1), Charge (1), Wild Charge, Fire Over, Magic Items	25 x 25
3	6	6	1	0	9	3	2	200	Spellcaster (3), Shielding (2), Charge (1), Wild Charge, Fire Over, Magic Items	25 x 25
4	6	6	1	0	9	3	3	300	Spellcaster (4), Shielding (2), Charge (1), Wild Charge, Fire Over, Magic Items	25 x 25
5	6	6	1	0	9	3	3	400	Spellcaster (5), Champion, Shielding (2), Charge (1), Wild Charge, Fire Over, Magic Items	25 x 25
Equipment: Hand Weapon										
Option: Wolf Mount Level 1 +20pts, Level 2–3 +30pts, and Level 4–5 +40pts, change stats to M8, D11, Base 25 x 50.										

Orc Soldier

Terrain: Orc City

Unruly, bad-tempered, and somewhat unreliable, orc soldiers make up for their flaws with their often-devastating charges. When on the offensive, orc soldiers are a match for those of any other race. However, when it comes to holding a position or defending a garrison, orcs make poor troops. It is up to the army commander to know when and how to use these troops for maximum effectiveness.

Orc Soldier									
A	M	F	S	D	CD	H	Pts	Special	Base
6	6	2	0	9	1	1	13	Charge (1), Wild Charge (1), Shielding (1)	25 x 25
Equipment: Hand Weapon, Shield, Light Armour									

Orc Spearman

Terrain: Orc City

Spears do not typically fit with orc combat mentality; most would rather fight with shorter weapons such as scimitars and hand-axes. However, some commanders equip orcs with spears to try and offset some of their defensive handicap. Results are varied.

Orc Spearman									
A	M	F	S	D	CD	H	Pts	Special	Base
6	6	2	0	9	1	1	14	Charge (1), Wild Charge, Shielding (1), Brace	25 x 25
Equipment: Spear, Shield, Light Armour									

Orc Archer

Terrain: Orc City

More so than their goblin cousins, orcs have no natural affinity with bows. Orcs would rather take on their foes face-to-face, where they can smell the fear and blood, than sit back and shoot from a distance. Still, years of forced training produce passable orc archers that can hold their own on the battlefield.

Orc Archer									
A	M	F	S	D	CD	H	Pts	Special	Base
6	6	0	2	9	1	1	14	Charge (1), Wild Charge, Fire Over	25 x 25
Equipment: Hand Weapon, Bow, Light Armour									

Orc Warrior

Terrain: Smithies

The biggest, most aggressive orcs are grouped together in units of warriors; and they have the best armour and weapons available. Orc warriors make powerful shock-troops; thus, they often hold back and counterattack when an enemy overstretches their line.

Orc Warrior									
A	M	F	S	D	CD	H	Pts	Special	Base
6	5	3	0	10	1	1	15	Charge (1), Wild Charge, Shielding (1)	25 x 25
Equipment: Hand Weapon, Shield, Heavy Armour									

Orc Linebreaker

Terrain: Smithies

Orc warriors who prove themselves reliable are often allowed to join the linebreakers – the most aggressive orc field units – whose job is to punch through the enemy line. Casualties among these units are invariably high.

Orc Linebreaker									
A	M	F	S	D	CD	H	Pts	Special	Base
6	5	4	0	10	1	1	18	Charge (1), Wild Charge	25 x 25
Equipment: Two-Handed Weapon, Heavy Armour									



Wolf

Terrain: Dark Hills

The large, grey-black wolves that haunt the dark hills of the Marches have long been friends with goblins, who share a similar mentality when it comes to survival in a harsh world. These wolves are highly intelligent; they are capable of complex communication with each other and simple communication with any of the major races. Often, these wolves can be convinced to join an army, where their speed and natural inclinations make them a perfect flanking force.

Wolf									
A	M	F	S	D	CD	H	Pts	Special	Base
6	8	1	0	8	1	1	12	Charge (1)	25 x 50
Equipment: None									

Goblin Wolf Rider

Terrain: Dark Hills

Occasionally, a wolf pack agrees to a long-term alliance with a group of goblins. When this happens, the largest wolves often agree to serve as mounts for the goblins. These wolves are smart enough to realize that they are stronger when they work together; and the stronger the group, the more meat for everyone. The goblin riders usually fight with swords or a short, stabbing spear.

Goblin Wolf Rider									
A	M	F	S	D	CD	H	Pts	Special	Base
6	8	2	0	11	2	1	20	Charge (2), Shielding (1)	25 x 50
Equipment: Hand Weapon, Shield, Light Armour									

Goblin Wolf Rider Scout

Terrain: Dark Hills

Because they move quickly – even through difficult terrain – and are generally stealthy, goblins mounted on wolves make excellent scouts. Usually, they move ahead of the army, watching for potential ambushes and trying to locate the enemy's main army. During battle, these scouts tend to hang around the flanks to provide harassing fire; though they may also attempt to get behind enemy lines to attack artillery or supply trains.

Goblin Wolf Rider Scout									
A	M	F	S	D	CD	H	Pts	Special	Base
6	8	1	1	11	2	1	24	Charge (1), Aimed Fire	25 x 50
Equipment: Hand Weapon, Bow, Light Armour									



Goblin Light Catapult

Terrain: Ruined Villages

Goblins are not the best mechanics, but they can – when pressed – produce usable artillery. More often, they hire engineers (or force prisoners) to build the machines for them. Once the artillery exists, goblins are quite capable of using the weapon to cause death and destruction. Because of their size, goblins generally favour smaller catapults and leave the larger varieties to others.

Goblin Light Catapult									
A	M	F	S	D	CD	H	Pts	Special	Base
6	3	1	3	8	1	1	80	Artillery, Crew (3), Indirect Fire, Shielding (1), Charge (1)	100 x 50
Equipment: Hand Weapon									

Orc Heavy Catapult

Terrain: Ruined Villages

While orcs generally favour close-up combat, they also take great delight in hurling large rocks and smashing things to a pulp. In fact, from an orc perspective, the bigger the rock the better – even if it means some loss of accuracy. For this reason, orcs make decent engineers; they even hold competitions to see whose machine can hurl the largest rock the farthest.

Orc Heavy Catapult									
A	M	F	S	D	CD	H	Pts	Special	Base
6	2	3	4	9	1	1	120	Artillery, Crew (4), Indirect Fire, Shielding (1), Charge (1), Wild Charge	100 x 50
Equipment: Hand Weapon, Light Armour									





Troll

Terrain: Rivers

Trolls are large, ungainly, scaly, and vaguely-humanoid creatures that live in and near water. They are not truly amphibious, but they can hold their breath underwater for extended periods of time. They are usually found near rivers, often sheltering in nearby caves, or in caves that feature underground rivers. Trolls possess only rudimentary intelligence, but it is enough to achieve basic communication. Some kings and warlords can convince trolls to join their armies, assuming their couriers can deliver their message before being devoured.

Troll									
A	M	F	S	D	CD	H	Pts	Special	Base
6	6	4	0	10	3	3	65	Champion, Shielding (1), Charge (2), Wild Charge, Horrific, Water Walk, Large	50 x 50
Equipment: None									

Knucker

Terrain: Poisonous Swamps

Knuckers are giant, limbless, amphibious serpents that inhabit bogs and swamps. Capable of growing up to fifty-feet long, they spend most of their time floating just below the water's surface, waiting patiently for prey to wander along. Along with their size, strength, and horrific appearance, knuckers also have poisonous breath, which they use to disable their prey before they strike the killing blow. While knuckers recognize no allegiance to anyone or anything, they are malicious creatures who delight in the opportunity to cause death and suffering; they may, therefore, join with armies for the sheer pleasure of killing.

Knucker									
A	M	F	S	D	CD	H	Pts	Special	Base
6	6	6	0	13	5	8	500	Monster, Horrific, Poisonous Breath, Water Walk, Courage (3), Enormous	100 x 50
Equipment: None									

UNALIGNED CREATURE LIST

Gargoyle

Terrain: Ancient Ruins

Little is known about these small, winged humanoids. Some say they are a race like any other; others claim they were originally magical constructions that broke their bonds and established themselves in small tribes. Most often, gargoyles live in the ruins of once great cities or castles, flying silently between the broken towers and hunting rats and other vermin. Gargoyles never consider themselves part of any nation, and they react violently to anyone who assumes any kind of control over them. However, they can sometimes be convinced to fight, if they believe their freedom might be threatened.

Gargoyle									
A	M	F	S	D	CD	H	Pts	Special	Base
5	6	2	0	10	1	1	24	Flying	25 x 25
Equipment: Hand Weapon or None									

Bodach

Terrain: Glade

Not much can be said with certainty about Bodachs. They are fey creatures that exist simultaneously in this world and another; and they are tied to specific territories, in which they wield considerable powers. Generally, bodachs appear as old men; but, they can take on other forms, if they wish. Bodachs tend to fight only when they feel that their land is threatened.

Bodachs can draw their spells from any Spell list.

Bodach									
A	M	F	S	D	CD	H	Pts	Special	Base
2	6	1	0	10	2	3	400	Monster, Shielding (2), Spellcaster (4), Discorporate	25 x 25
Equipment: None									



Dragon

Terrain: High Fells

Of all the inhabitants of the Marches, none are as powerful or as feared as dragons. These rare creatures, which generally abide in caves near the top of the highest peaks, rarely concern themselves with the petty politics of other races. That said, dragons' personalities and mores vary as wildly as those of humans, and a person may be able to bargain with them or convince them to help a king or lord in battle, as long as there is something in it for the dragon.

Dragon										
A	M	F	S	D	CD	H	Pts	Special	Base	
2	6	8	3	14	5	12	700	Monster, Charge (2), Wild Charge, Horrific, Shielding (2), Fire Breath, Enormous	100 x 50	
Equipment: None										
Options: Wings (+100 points), gains special ability Flying										

Surma

Terrain: Caverns

Surmas are bulky, six-legged reptiles about the size of a bull; they are usually found in deep, dark caverns. Surmas do not like sunlight, and although it causes them no actual handicap, they tend to avoid it when possible. Recognizing no allegiance, but possessing a keen intelligence, surmas might join an army – although their reasons are usually obscure. In any case, most kings happily accept such an ally, as surmas are feared on the battlefield – partly for their horrific appearance, but also because of their mystical gaze which can root people to the spot.

Surma									
A	M	F	S	D	CD	H	Pts	Special	Base
4	6	6	0	12	4	6	240	Monster, Horrific, Brace, Shielding (2), Stone Gaze, Large	50 x 50
Equipment: None									







|| THE CAMPAIGN ||

For some players, *Oathmark* is most enjoyable when played as a series of disconnected, one-off battles where they can test out different army formations and different tactics without worrying too much about the actual outcomes of those battles. Other players, however, want to connect all their battles together to form their kingdom's story. This is known as a *campaign*. This chapter presents rules for playing a campaign, during which players have the chance to expand their kingdoms, recruit new types of units into their armies, and occupy territory in opposing kingdoms. These rules are designed for two players, but with slight modifications, you could use them for a campaign featuring three, four, or even more players.



Principles of War

To participate in an *Oathmark* campaign, you must first create your kingdom using the rules presented in the previous chapter. Then, you play a series of *campaign turns* with your opponent(s). Each campaign turn features the following phases:

1. Determine the battle type
2. Muster your army
3. Select a scenario
4. Fight the battle
5. Record the results

DETERMINE THE BATTLE TYPE

To begin each campaign turn, both you and your opponent roll one die. Whoever has the highest result takes on the role of the attacker in the coming battle. Compare the winning roll to the Battle Table below to see which type of battle your armies will fight. If you both roll the same number, whoever won the last battle is the attacker (if a tie occurs on the first roll of the campaign, simply re-roll).

Each battle type is explained below.

Battle Table	
Roll	Battle Type
1	Deep Strike
2-3	Invasion
4-5	Border Strike
6-7	Border Clash
8-9	Territorial Dispute
10	Punitive Expedition

Deep Strike

The attacker may attack any territory in the opponent's kingdom except the capital (unless the capital is the only remaining unoccupied territory in the kingdom). If the attacker wins the battle, their army occupies the territory they attacked. If the defender wins the battle, they may free any one territory in their kingdom that is currently occupied.

Invasion

The attacker may attack any territory in the opponent's kingdom that has an open border or that borders an occupied territory. If the attacker wins the battle, their army occupies the territory they attacked. If the defender wins the battle, they may free any one territory in their kingdom that is currently occupied.

Border Strike

The attacker may attack any territory in the opponent's kingdom that has an open border. If the attacker wins the battle, their army occupies the territory they attacked. If the defender wins the battle, they may free any one territory in their kingdom that is currently occupied. If the defender has no remaining territories with open borders, change this result to an Invasion.



Border Clash

Whoever wins the battle may choose to occupy one territory of their opponent's kingdom that has an open border. If there are no territories with open borders, they may occupy a territory with an occupied border, instead.

Territorial Dispute

Whoever wins this battle may choose one new territory from the Territory List and add it to their kingdom in one of the open slots in Region 5. If their kingdom has no remaining open slots in Region 5, they may instead replace any of the territories in Region 5 with a new territory of their choosing.

Punitive Expedition

Whoever wins this battle may choose any one region in their opponent's kingdom, except the capital city. That region counts as *occupied* for the next campaign turn. After that turn, the region returns to the opponent's control, unless another result causes it to become occupied again.



A NOTE ABOUT BORDERS

Open Borders – All Region 5 territories have open borders. All Region 4 territories have open borders, unless the kingdom controls territories in both adjacent Region 5 territories. Territories in Regions 1–3 never have open borders.

Occupied Borders – Any territory on the Kingdom Sheet that is adjacent to an occupied territory has an occupied border.

MUSTER YOUR ARMY

Once you determine what battle type to play, you need to muster your armies. At this point, the attacking player names a point value and both players assemble an army with that point value to prepare for the coming battle. You may assemble your army as usual, using the rules presented in the previous chapter, with one addition. Any figures you draw from an enemy-occupied territory to include in your army suffer a +1 penalty to their Activation stat.

For example, if you want to add 6 Ogres to your army, but the only Rough Hills territory in your kingdom is currently occupied, your Ogres' Activation stat is 7 instead of 6 for the coming battle. However, if your kingdom includes 2 Rough Hills territories, only one of which is occupied, you can include up to 6 Ogres in your army without the Activation stat penalty.

Thus, while occupied territory never means you cannot use specific figures in your army, it does mean that the quality of some figures may be lessened. It also means that as more and more of your kingdom becomes occupied, your army suffers a drop in quality.



SELECT A SCENARIO

If you and your opponent agree simply select one from this book or any of the supplement books, or play a scenario of your own creation. If you cannot agree on a scenario, roll a die on the scenario table below to determine which scenario to play. These scenarios are fully explained at the end of this chapter.

Scenario Table	
Die Result	Scenario
1-2	Pitched Battle
3-4	Oathmarks
5-6	Bridge the River
7-8	Chance Engagement
9-10	Wind and Rain

FIGHT THE BATTLE

Now that you have determined what battle type you are fighting, selected your armies, and selected a scenario, you are ready to fight the battle using all the rules presented in the earlier chapters. However, you must also take note of any special rules for the given scenario. Each scenario has its own victory conditions for determining the battle's winner and loser.



RECORD THE RESULTS

After the battle, whoever wins must make a choice based on the battle type you fought. Some battle types allow you to select a new territory to add to your kingdom. Others allow you to occupy a territory in your enemy's kingdom. To do this, the winning player simply nominates a legal territory in their opponent's kingdom. The other player must make a note on their Kingdom Sheet that this territory is now occupied, as this could affect their army in future games. Finally, some battles allow you to free one of your territories from occupation. To do this, the player simply erases the occupation note on a territory of their choice. If you have no occupied territories when given the option to free a territory, you may instead select a new territory to add to an open Region 5 space in your kingdom. If all your Region 5 spaces are filled, you receive no additional bonus from the victory.

If your capital city is occupied at the end of a campaign turn, your kingdom falls and you lose the campaign. Alternatively, at the end of any campaign turn, you may admit defeat and concede the campaign. Either way, your ruler must raise an oathmark to the conqueror.



Scenarios

PITCHED BATTLE

Both sides drew their battle lines and went through the formalities of battle. Calls for surrender were given and refused. The generals exchange tokens of remembrance and give oaths to mourn their fallen foes. Now, it is time for battle.

Set-Up

Each player may place 1–3 small terrain pieces, including hills, rocks, small woods, small buildings, areas of mud or swamp, fields of crops, short sections of wall, etc. anywhere on the table they wish.

After setting up the terrain, roll a die; the player who rolls highest chooses from which table edge they will deploy their army. Starting with that player, take turns placing one unit at a time on the table. You may place each unit anywhere within 8" of your starting table edge and at least 1" from any other unit.

Once all units are on the table, you may start the first turn.

Special Rules

None.

Outcome

The game ends after turn 8 is completed. Players add up the total point value of all figures removed as casualties from their army. The army with the lowest point value of casualties is the winner.



OATHMARKS

The attacking army moves into territory that contains several sacred oathmarks. These may be modern statements of loyalty or ancient monuments of allegiances past. Either way, destroying these oathmarks would make a powerful statement....

Set-Up

Before players place their armies, place 3 oathmarks on the table. Use whatever you like to represent these, such as standing stones, ancient trees, marble monuments, etc. Place one oathmark in the exact centre of the table; then place one oathmark 12" away from each corner of the defending player's table edge (i.e. one of the two remaining oathmarks should go in each corner), on a line that runs toward the centre of the table. This means that each of the corner oathmarks are 12" away from the side table edges as well as the defender's table edge.

Each player may then place 1–3 additional small terrain pieces, including hills, rocks, small woods, small buildings, areas of mud or swamp, fields of crops, short sections of wall, etc.

Before placing any other units on the table, the defending player must place 2 units within 6" of the central oathmark. Set up all other units as usual.

Special Rules

If an attacking unit containing at least 5 figures (or 2 figures on 50mm bases, or 1 figure on a 50 x 100mm base) activates while any figures in the unit are within 1" of an oathmark, and there is no enemy unit within 5" of that unit or the oathmark, then the oathmark is automatically destroyed.

All defending units within 6" of an oathmark gain +1 to all morale test rolls.

This scenario ends after the 8th turn.

Outcome

The attacking player wins the battle if they destroy 2 oathmarks. The defending player wins if at least 2 oathmarks still stand at the end of turn 8.

OATHMARKS

To put it simply, an oathmark is a physical representation of an individual or a group's (a kingdom/ nation/town etc.) loyalty to a specific leader or faction. This may take the form of a statue, standing stone, runic marker, flag, or any other display of allegiance that can be thought of.

If, during a game, an oathmark is required on the board, its base should be no larger than 6" x 6".





BRIDGE THE RIVER

The attacking army moves into a region partially protected by a wide river that has few places to cross over. Both armies race toward the main bridge. If the attackers can establish a bridgehead before the defenders can bring up reinforcements, it will go a long way to ensuring a successful campaign.

Set-Up

Place a river across the middle of the table, so that it basically cuts the table in half, lengthwise. Place a bridge in the direct centre of the river. About 16" from the bridge, mark two fords in the river – one on each side of the bridge.

Each player may then place 1–2 additional small terrain pieces, including hills, rocks, small woods, small buildings, areas of mud or swamp, fields of crops, short sections of wall, etc.

Before placing any other units on the table, the defending player must place 1 unit within 6" of the bridge or either ford. Set up all other units as usual.

Special Rules

The river counts as impassable terrain for all units that do not have the special abilities *Flying* or *Waterwalk*. Units can move across the bridge as though it were open terrain. A unit that moves adjacent to a ford must end its current move action immediately. Afterward, the unit may move across the ford, which counts as rough ground, as usual.

This scenario lasts a maximum of 8 turns.

Outcome

If, at the end of any turn, the attacking player has more figures on the defender's side of the river than the defender does, the attacking player wins. If they do not accomplish this by the end of turn 8, the defender wins. Do not count figures with the *Flying* special ability when making this determination.



CHANCE ENGAGEMENT

Your scouts failed you. While advancing to meet the enemy, your front units ran directly into the enemy force. The only saving grace is that the enemy appears no more prepared for this battle than you. It is likely to come down to which army can deploy their units and get in position to strike first.

Set-Up

Each player may place 1–3 small terrain pieces, including hills, rocks, small woods, small buildings, areas of mud or swamp, fields of crops, short sections of wall, etc., anywhere on the table they wish.

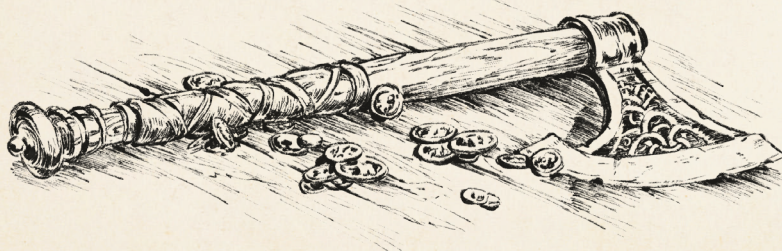
Each player then selects 3 units from their army and deploys them following the usual rules. The remainder of each player's army begins the game off the table.

Special Rules

At any point during a player's turn, they may attempt to activate one of their units that is not on the table. If successful, they may place this unit anywhere along their starting table edge and take one additional action. However, if this is a Move action, they count as already having taken one Move action that turn. Players may make a maximum of three attempts per turn to activate their units that are not on the table.

Outcome

If, at the end of any turn up to and including turn 10, the attacking player has 4 or more units within 12" of the defender's table edge, they win. Only units that contain 5 or more figures (or 2 figures on 50mm bases, or 1 figure on a 50 x 100mm base) count, do not count units with the *Flying* special ability. If the attacker does not achieve this by the end of turn 10, the defender wins.



WIND AND RAIN

Black skies roll overhead as the two armies face one another across the field. The first drops begin to fall just as the battle horns sound the advance. By the time the first arrows are fired, the wind is strong enough to pull them off-course and the grassy field has turned to mud.

Set-Up

Each player may place 1–3 small terrain pieces, including hills, rocks, small woods, small buildings, areas of mud or swamp, fields of crops, short sections of wall, etc., anywhere on the table they wish.

Players then place their armies on the table, as usual.

Special Rules

The longer the battle rages, the more intense the storm grows. Apply the following modifiers, depending on the game turn:

Storm Table	
Turn	Modifier
1–2	All shooting attacks suffer a +1 modifier to their Target Number.
3–4	All shooting attacks suffer a +2 modifier to their Target Number. All units suffer -1 to their activation rolls.
5–6	All shooting attacks suffer a +3 modifier to their Target Number. All units suffer -1 to their activation rolls. The entire table counts as rough ground.
7–8	All shooting attacks suffer a +4 modifier to their Target Number. All units suffer -1 to their activation rolls. The entire table counts as rough ground. Any unit with two (or more) results of 1 for their activation roll is struck by lightning and suffers -1 Health.

Outcome

The game ends after turn 8. Both players add up the total point value of all their figures removed as casualties. The side with the lowest point value of casualties is the winner.





APPENDIX A: SPECIAL ABILITIES

Aimed Fire

A unit that contains figures with this ability can fire at any enemy unit within range and line of sight, even if it is not the closest enemy unit.

Artillery

Figures with this ability belong to a unit that consists of an artillery piece and crew. Such units may not move and shoot in the same activation, though they may manoeuvre and shoot.

Brace

If a unit that has figures with the special ability Charge moves into combat with a unit that has figures with the special ability Brace, the moving unit loses one level of Charge.

Champion

If a unit with a champion engages in melee combat, the player rolls the Champion Die as one of their Combat Dice.

Charge (X)

The unit receives -1 to its Target Number for each level (X) of Charge for any combat that occurs during the unit's activation.

Command (X)

A unit containing a figure with the special ability Command allows its player to roll 3 dice for activation rolls and morale tests – for that unit and for any unit within 6" of that unit. Additionally, if the unit containing the figure with Command activates, the player can attempt to activate X additional units at the same time.

Courage (X)

A figure with Courage adds its level (X) to all morale test results for the unit.

Crew (X)

This is the number of individual crew included with an artillery piece in a unit with the special ability Artillery.

Discorporate

If the activation roll is successful for a unit containing figures with this ability, the unit may teleport to any other point on the table within 12", instead of taking any other actions during its activation. This teleport action may not result in the unit being closer than 2" to any enemy unit. The unit may be placed facing any direction at the end of the teleport action.

Enormous

This figure is truly massive, compared to a human or orc. Enormous figures are almost always units-of-one. This trait affects the unit's line of sight, as well as how many Combat Dice artillery units roll when firing against it.

Fire Breath

Once per activation, this figure may use an action to make a Fire Breath shooting attack with a maximum range of 12". The controlling player rolls 5 Combat Dice, including the Champion Die. This attack uses the figure's normal Shoot stat. The target may not use Shielding against this attack. The target must make a morale test after this attack, even if they do not suffer casualties, unless they would not normally have to make a morale test even if they did suffer casualties.

Fire Over

When making a shooting attack or casting a spell, this figure can draw line of sight through one unit in the same army, provided at least one model in that unit is within 3" and the unit contains no Large or Enormous models.

Flying

This figure ignores all movement penalties for terrain. These creatures can even move over impassable terrain and other units provided they can complete their movement without being in contact with them (unless of course, they are moving into combat).

Horrific

If an enemy unit must make a morale test after a round of combat with a unit containing Horrific figures, its controlling player rolls one die less than usual for that test (to a minimum of 1).

Indirect Fire

A unit containing figures with this ability may make a shooting attack at a unit to which it cannot draw line of sight, provided at least one other friendly unit *can* draw line of sight to the target. A unit suffers a +1 penalty to its Target Number for all shooting attacks when using this ability. Further, units containing figures with Indirect Fire do not have to fire at the closest unit, and can fire over all units between it and the target.

Large

This creature is significantly larger than any figures from the core races. Its size affects its line of sight, as well as how many Combat Dice artillery receive when firing at it.

Magic Items

This figure may carry magic items.

Monster

Monsters are always units-of-one. They never receive any benefits from figures with Command, and they cannot be activated along with other units because of Command. Monsters always roll the Champion Die as one of their combat dice.

Nimble

A unit containing a figure with this ability never suffers movement penalties for moving through rough ground.

Poisonous Breath

Once per activation, a unit containing a figure with this ability may spend an action to breathe poison on any unit within 12" to which it has line of sight. The target unit's player must immediately roll 5 dice and take 1 hit for each result lower than the attacking unit's Activation stat. The target unit also receives -1 Fight for the rest of the turn. Casualties caused by this attack do not trigger morale tests.

Shielding (X)

During combat, a unit containing figures with Shielding may choose to sacrifice one Combat Die for each level of Shielding it possesses (X), thus forcing the enemy unit to discard an equal number of Combat Dice. Shielding deductions are made after all other factors determining Combat Dice are considered, and they may never lower a unit's Combat Dice below 1. Shielding may only be used by a unit that is not currently active – in other words, the unit initiating the combat cannot use Shielding. Units may not use Shielding during an attack to the unit's flank or rear.

Additionally, if a unit containing figures with Shielding is the target of a shooting attack to any facing except its rear, it may use Shielding to reduce the number of Combat Dice the attacking unit can roll against it by 1 for each level of Shielding it possesses. Again, this cannot reduce the number of Combat Dice below 1. Units cannot use Shielding against shooting attacks from artillery. A unit never has to discard its Champion Die due to Shielding.

Spellcaster (X)

This figure knows a number of spells equal to its spellcaster level (X). Players must choose these spells before the start of each game. Whenever a spellcaster attempts to cast a spell, the player rolls dice equal to the spellcaster's level (X).

Stone Gaze

Whenever a unit containing this figure is activated, even if it fails its activation roll, choose an enemy unit within 12" and line of sight. That unit must roll one die. If the result is lower than the unit's Activation stat, it takes 1 hit. This ability is automatic and does not take an action to use.

Regenerate (X)

Whenever this figure is activated, it gains back Health equal to its regeneration level (X). This ability can never take the figure above its starting Health.



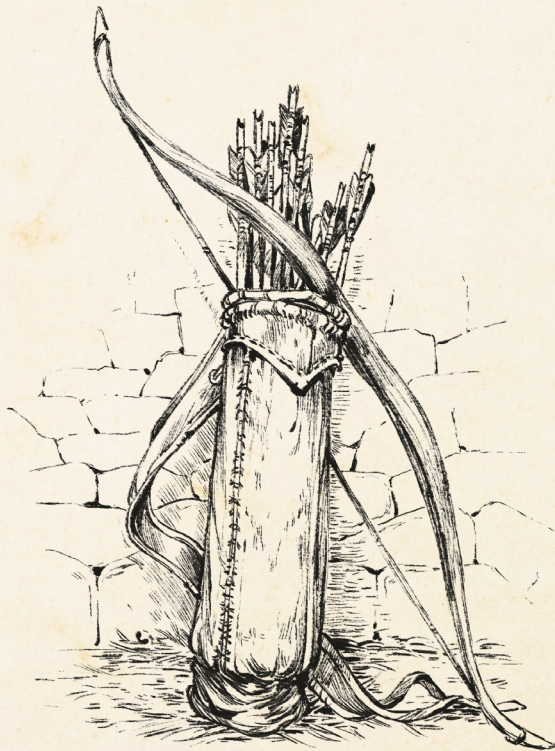


Waterwalk

A unit containing a figure with this ability does not suffer any movement penalties for moving through water.

Wild Charge

When a unit containing this figure is active and engaged in combat, it may use Wild Charge to re-roll any one Combat Die. The controlling player may make this decision after rolling, and may choose which die to re-roll, including the Champion Die. If a player decides to use this ability, their opponent may also choose to re-roll one Combat Die of their choosing.





|| APPENDIX B: SPELLS ||

Every spellcaster knows a number of spells equal to their spellcaster level (X). Before the game begins, players must choose their spellcasters' spells from the list of General Spells or the list of spells for each spellcaster's race (or a combination of the two). So, an elf wizard with Spellcaster (5) could choose 3 spells from the list of General Spells and 2 spells from the list of Elf Spells, but cannot choose any spells from the Dwarf, Human, or Goblin and Orc Spells. Spellcasters may attempt to cast all their spells as many times during a game as desired; however, they may only make one casting attempt per activation, and each unit may only receive a benefit or penalty once from each specific spell at any given time. So, a unit may gain the benefits of having *Courage* and *Fleetfeet* cast on it, but a second casting of *Fleetfeet* on the same unit, even from another spellcaster, has no effect.

All spell effects last until the end of the game, unless otherwise stated.

All spells require line of sight to the target, unless otherwise stated.

The Casting Number for each spell is listed in parentheses after the spell's name (CNX).

GENERAL SPELLS

Courage (CN6)

The spellcaster may cast this spell on any friendly unit. This unit gains the special ability *Courage* (1). If the unit already has this special ability, increase the level by one (*Courage* (1) becomes *Courage* (2), *Courage* (2) becomes *Courage* (3), etc.).

Crushing Blow (CN7)

The spellcaster may cast this spell on a single figure within 18". The figure receives +1 Combat Die.

Dispel (CN8)

The spellcaster may cast this spell on any unit. All ongoing effects from all spells cast on the target unit or figure are cancelled. This spell has no effect on spells that have a one-off effect, such as *Heal*.

Fireball (CN7)

The spellcaster may cast this spell on any unit. Immediately make a Shoot 4, Combat Dice 3 shooting attack against that unit.

Fleetfeet (CN5)

The spellcaster may cast this spell on any friendly unit. All figures in that unit receive +2 to their Move stat for the remainder of the game.

Heal (CN6)

The spellcaster may cast this spell on a single figure within 18" (the figure does not have to be within line of sight). That figure regains 2 Health (to their maximum Health). A figure may not have *Heal* cast on it more than once per game.

Looking Glass (CN7)

Place a marker anywhere within the spellcaster's line of sight. For the remainder of the game, the spellcaster who cast this spell may draw line of sight from the marker instead of their figure.

Mystic Shield (CN5)

The spellcaster may cast this spell on any friendly unit. All figures in that unit receive Shielding (1). This spell may not be cast on a unit that already has Shielding.

Shift (CN5)

The spellcaster may cast this spell on any friendly unit. That unit may immediately perform one manoeuvre, subject to the usual rules for manoeuvres.

Smoke (CN6)

Place a line of smoke up to 10" long, 1" thick, and 2" high on the table. The entire line must be within the spellcaster's line of sight. This smoke blocks line of sight. At the end of each turn, roll one die. If the result is a 10, remove the smoke.

DWARF SPELLS

Brace (CN6)

The spellcaster may cast this spell on any friendly unit. That unit gains the special ability Brace.

Explosive Ammunition (CN5)

The spellcaster may cast this spell on any friendly artillery unit. The next time that unit makes a shooting attack, it receives +1 to its Shoot stat and +2 Combat Dice.

Fortress (CN7)

The spellcaster may cast this spell on any friendly unit. This unit has Shielding (3) until the next time it moves.

Gathering of Crows (CN4)

The spellcaster may cast this spell on any unit. That unit has Shielding (2) whenever it is the target of a shooting attack.

Lightning Bolt (CN8)

The spellcaster may cast this spell on any unit. Immediately make a Shoot 6, Combat Dice 1 shooting attack against that unit using the Champion Die.

Resolute (CN7)

The spellcaster may cast this spell on any friendly unit that is Disordered. That unit is no longer Disordered.

Stoneheart (CN8)

The spellcaster may cast this spell on any friendly unit. All figures in that unit receive +1 Defence.

Sunder (CN7)

The spellcaster may cast this spell on any unit. That unit loses one level of Shielding. (For example, a unit with Shielding (2) now has Shielding (1), and a unit with Shielding (1) loses their Shielding ability altogether.)



ELF SPELLS

Confound (CN9)

The spellcaster may cast this spell on any unit. That unit's controlling player must immediately roll 1 die. If the result is lower than the unit's Activation stat, it receives no actions the next time it makes an activation roll.

Earthlines (CN6)

Spellcasters may only cast this spell on themselves. For the remainder of the game, the spellcaster may roll one extra die when casting a spell, to a maximum of 5. (For example, a Spellcaster (3) would roll 4 dice.)

Fool's Gold (CN8)

The spellcaster may cast this spell on any unit. That unit must make an immediate activation roll. If it fails, the spellcaster may cause the unit to perform one manoeuvre, subject to the usual rules for manoeuvres.

Glamour (CN9)

The spellcaster may cast this spell on any friendly unit. Immediately move that unit anywhere on the table so that at least one figure in the unit is still within the spellcaster's line of sight. The unit may be placed facing any direction. If this unit has not already activated this turn, it receives no actions the next time it makes an activation roll.

Pathfinder (CN7)

The spellcaster may cast this spell on any unit. All figures in that unit gain the special ability Nimble. The spellcaster may not cast this spell on a unit that already has the special ability Nimble.

Phase (CN7)

The spellcaster may cast this spell on any friendly unit. The next time that unit activates, it may ignore any movement penalties for any type of terrain, including moving through impassable terrain (so long as the unit does not end its activation inside a terrain piece).

Trueflight (CN7)

The spellcaster may cast this spell on any friendly unit. All figures in that unit receive +1 to their Shoot stat.

Truesight (CN8)

The spellcaster may cast this spell on any friendly unit. That unit ignores the first friendly unit when drawing line of sight. (Essentially, the unit can see *through* one friendly unit.)

HUMAN SPELLS

Afflict (CN6)

The spellcaster may cast this spell on any enemy unit. All figures in that unit suffer -1 to their Shoot stat.

Bells of Doom (CN10)

For the rest of the turn, every unit on the table rolls one less die for their activation roll.

Blade Mastery (CN8)

The spellcaster may cast this spell on any friendly unit. All figures in that unit receive +1 to their Fight stat.

Lifebane (CN10)

The spellcaster may cast this spell on any unit. That unit takes 1 damage. If this causes the unit to suffer a casualty, it does not have to make a morale test.

Mud (CN7)

The spellcaster's controlling player may place an area of mud up to 6" long and 2" wide anywhere that is completely within line of sight but is not closer than 1" to any unit. This mud lasts until the end of the game and may not be dispelled.

Seize the Initiative (CN8)

As long as the spellcaster who cast this spell remains on the table, their army may roll 4 dice to determine initiative, instead of the usual 2 (choose which 2 dice count for determining Strange and Catastrophic Events before rolling).

Sunblind (CN7)

The spellcaster may cast this spell on any unit. That unit may not make a shooting attack during its next activation.

Stolen March (CN7)

The spellcaster may cast this spell on any friendly unit. That unit may immediately make one Move action (using its full Move stat). The unit may not move into combat with this action.



GOBLIN AND ORC SPELLS

Battlerage (CN9)

The spellcaster may cast this spell on a unit. The officer in that unit gains the special ability Champion. This spell has no effect on units in which a character already has the special ability Champion.

Fury (CN6)

The spellcaster may cast this spell on a friendly unit. All figures in that unit receive the special ability Wild Charge. This spell has no effect on units in which the figures already have the special ability Wild Charge.

Horrify (CN9)

The spellcaster may cast this spell on any unit. That unit gains the special ability Horrific.

Immolate (CN9)

The spellcaster may cast this spell on any friendly unit within 4" of an enemy unit. Remove one figure as a casualty from the friendly unit (you never need to make a morale test because of this casualty). Make an immediate Shoot 4, Combat Dice 4, shooting attack against one enemy unit within 4" of the unit that suffered the casualty.

Poison Cloud (CN9)

The spellcaster may cast this spell on any unit. The target unit's player must immediately roll 5 dice and take 1 hit for each result lower than the unit's Activation stat. The target unit also receives -1 to its Fight stat for the rest of the turn. Casualties caused by this attack do not trigger morale tests.

Rain of Knives (CN7)

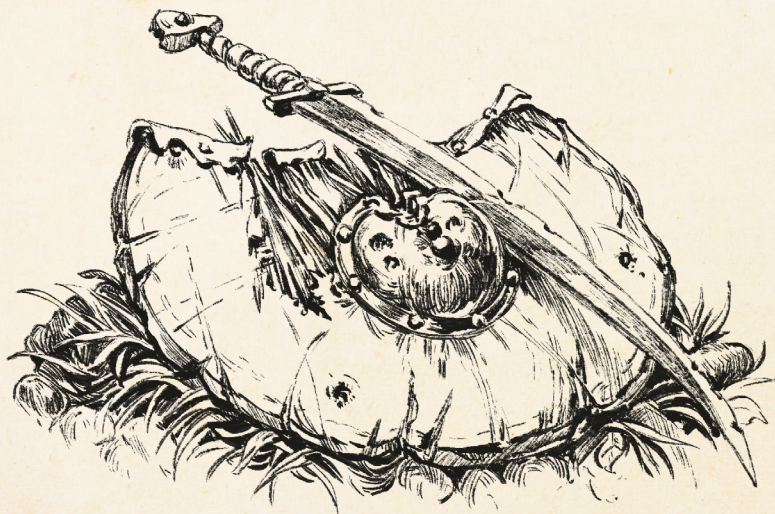
The spellcaster may cast this spell on any unit. Immediately make a Shoot 0, Combat Dice 5, shooting attack against that unit.

Fear (CN6)

The spellcaster may cast this spell on any unit that is not currently Disordered. That unit must make an immediate morale test.

Weakness (CN8)

The spellcaster may cast this spell on any unit. That unit suffers -1 to their Fight stat.







|| APPENDIX C: || || MAGIC ITEMS ||

If you and your opponent agree, you may include magic items in your armies. To purchase a magic item, you must simply pay the listed point cost and assign the item to a figure in your army that has the special ability *Magic Items*. Most magic items are only useful to specific figures, such as champions or spellcasters.

Armour of Starsilver (50 points)

Roll a die for each point of damage taken by a figure wearing this armour. If the result is 7 or higher, ignore that point of damage.

Banner of Courage (60 points)

All figures in a unit in which a figure carries this banner gain the special ability Courage (1). If they already have Courage, increase their Courage level by one. For example, a unit with Courage (1) now has Courage (2).

Boots of Striding (30 points)

A figure that wears these boots gains the special ability Nimble.

Crown of Regeneration (50 points)

A figure that wears this crown gains the special ability Regeneration (1). This is not cumulative with other sources of Regeneration.

Cloak of Discorporation (100 points)

A figure that wears this cloak gains the special ability Discorporate.

Golden String Bow (50 points)

If a figure with the special ability Champion carries this bow, its player may roll the Champion Die any time the figure, or the figure's unit, makes a shooting attack. This is an exception to the normal Shooting attack procedure where no Champion Die is rolled.

Ring of Shielding (50 points)

A figure that wears this ring gains the special ability Shielding (1). If the figure already has Shielding, increase their Shielding level by one. For example, a figure with Shielding (1) now has Shielding (2). This ring only affects attacks directed at the figure itself, not at the figure's unit.

Ring of Spellcasting (30 points)

If a figure with the special ability Spellcaster wears this ring, it begins the game knowing one more spell than usual. For example, a figure with Spellcaster (1) knows 2 spells instead of 1.

Sceptre of Command (75 points)

If a figure with the special ability Command carries this sceptre, it may attempt to activate other units up to 9" away instead of the usual 6".

Sword of Starsilver (50 points)

If a figure with the special ability Champion carries this hand weapon, add +1 to the Champion Die roll result. If the Champion Die result is a 9, treat the result as a 10 for the purposes of calculating hits, but not for the purposes of striking a character.

Sword of Flames (50 points)

If a figure with the special ability Champion carries this hand weapon, its player may re-roll any results of 1 on the Champion Die when the figure is in combat. The Champion Die may only be rerolled once, so you cannot reroll the Champion Die for both Wild Charge and the Sword of Flames.







|| REFERENCE ||

Below are some of the most useful summarised rules, terms, and tables that will be required when playing a game. For a more in-depth reference sheets please see the *Osprey Games* website (www.ospreygames.co.uk).

MANOEUVRES

- A unit may move over other friendly units or obstacles while making a manoeuvre, provided the units and/or obstacles are fully separated by the end of the unit's activation.
- If a unit makes a manoeuvre that begins or ends in rough ground, its activation ends immediately after the manoeuvre is completed, even if the unit has actions remaining.
- A unit may not make a manoeuvre that causes it to move into contact with an enemy unit.

Types of Manoeuvre

- **Pivot:** Movement around the officer figure.
- **Wheel:** Movement around a corner figure.
- **About Face:** A 180-degree turn.

SIMPLE ACTION

A unit that fails its activation roll may only take one simple action during its activation. Simple actions include manoeuvres, move actions (cannot contact an enemy unit), and shooting attacks. If the unit makes a shooting attack as a simple action, it suffers a penalty as though it already moved during the activation.

TERRAIN EFFECTS

- **Rough ground:** When moving through rough ground, all ground a unit covers counts as double for the purposes of determining total movement. E.g. moving 3" through a muddy field uses 6" of its total movement.
- **Obstacles:** all obstacles as either impassable or climbable.
 - **Impassable obstacle:** A unit may flow around impassable obstacles if there is space to the sides and a unit's officer has a clear path.
 - **Climbable obstacle:** The vertical distance a unit covers counts double for the purposes of determining total movement. E.g. a unit that climbs a 1" wall uses 2" of its total movement.
- **Woods and Large Ruins:** A unit may neither draw line of sight through woods nor fire over woods. Once a unit is in the woods, the woods no longer block line of sight to or from that unit. Any artillery unit or unit with mounted figures (horses or wolves etc.) must make an immediate morale test upon entering woods. A unit in the woods counts as being in light cover whenever it is the target of a shooting attack.

Combat Modifier Table

Situation	Modifier to Target Number
Full ranks	-1 for each full rank after the first*
Attacking flank or rear	-1
Non-active unit has already activated this turn	+1
Defending rear arc	+1
Unit is Disordered	+1
Unit is fighting from a lower elevation	+1
Unit moved into combat with an enemy behind defensive fortifications.	+1
* Only applies when fighting an enemy in the front arc. Bonus does not apply when fighting enemies to the flank or rear.	

Shooting Modifier Table

Situation	Modifier to Target Number
Full ranks in unit	-1 for each full rank after the first
Used an action this turn prior to its shooting action	+1
Unit is Disordered	+1
Target is in light cover (bushes, trees, low walls)	+1
Target is in heavy cover (fortifications)	+2

Missile Weapons and Artillery Range Table

Weapon	Maximum Range
Bow	20"
Elf Bow	22"
Sling	12"
Light Catapult	32"
Heavy Catapult	40"
Ballista	30"
Fire Breath	12"

Hit Determination Table

Die Result	Number of Hits Scored
Equals or exceeds Target Number	1
Equals or exceeds Target Number +5	2
Equals or exceeds Target Number +10	3

Morale Test Modifier Table

Situation	Roll Modifier
Number of casualties suffered	-1 for each casualty
Unit is Disordered	-1
Unit contains less than 1 full rank	-1
Unit contains at least 2 complete ranks (for figures with 25 x 25mm bases)	+1
Unit contains at least 1 complete rank (for figures with 25 x 50mm, or 50 x 50mm bases)	+1
Morale test is due to a shooting attack (except artillery)	+1

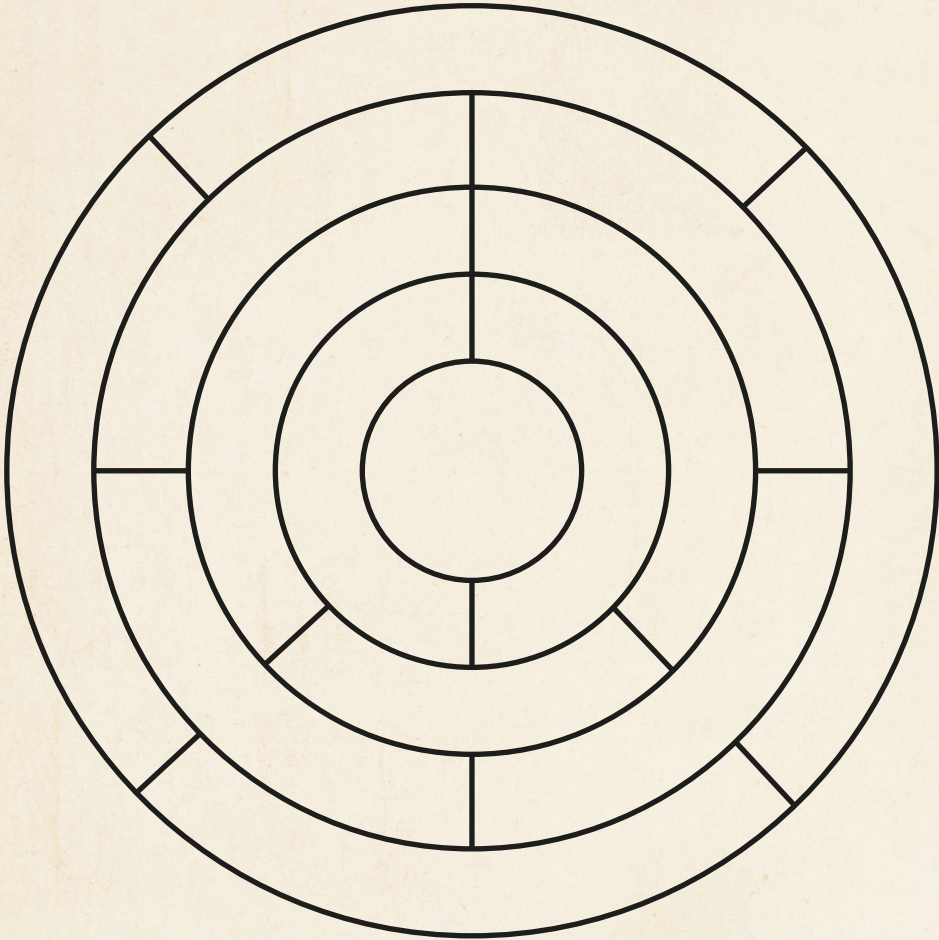
Artillery Modifier Table

Modifier	Additional Combat Dice
Artillery bonus (always applied)	+1
Per enemy unit rank (full or partial)	+1
Enemy unit is <i>Large</i>	+1
Enemy unit is <i>Enormous</i>	+2
Shooting an enemy unit's flank or rear	+2

Kingdom Sheet

Kingdom Name:

Current Ruler:



Notable Events

Army Roster

Army Name	
Army Commander	
Total Points	

Unit Name:										
Unit Type:								Quantity:		
A	M	F	S	D	CD	H	Pts	Special	Base	
Equipment:										
Notes:										

Unit Name:										
Unit Type:								Quantity:		
A	M	F	S	D	CD	H	Pts	Special	Base	
Equipment:										
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Unit Name:									
Unit Type:								Quantity:	
A	M	F	S	D	CD	H	Pts	Special	Base
Equipment:									
Notes:									

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