

GENERIC FANTASY MASS BATTLES

INTRO: This set of rules is not meant to answer all questions and situations. They are intended to help give form to a battle but there are so many things that can happen in this area that there is no good way to cover all possible events and actions. It will thus require all players and game masters to be able to work out issues as they arise.

HEROS/UNITS: Figures are either rated as a heros or units. Heros are mounted on single stands and move independent of any other stands. Units can consist of a single stand or more with each stand staying with the rest of the stands in the unit.

The basic parts that make up Heros/units are name, specials, fire, move, attack dice, defense modifier, species, type, damage numbers, personality, size.

Name: This will identify the Hero/unit. It may give a name or just a description of the hero/unit. This will help locate troops on the board.

Specials: Some troops will be given unique abilities that will give them advantages in the battle or they may have a problems that will plague them during the course of the game. These special abilities both give color to the battle and help make the heros/units distinct.

Fire: Any hero/unit that can fire has at least two numbers. The first number is the range in inches of the fire and the second number is the number of dice the are rolled. Specials may modify the fire in some way.

Move: The number in inches the hero/unit may move. This is modified by terrain and other circumstances.

Attack Dice: Each hero has a given number of dice to roll during an attack. For units, each figure in the unit is given a number and only figures in contact may count its number for attacks.

Defense Modifier: This number is subtracted/added to the attackers die roll and represents a hero's/unit's ability to resist damage.

Species: Some species have special abilities or weakness.

Type: Hero's are often treated differently in the game then units.

Damage Numbers: For most heros/units there are three(3) numbers White, Black, Red. White damage represents the normal damage in combat. Black damage causes a morale check because the hero/unit is now feeling the heat of battle. Red damage is critical damage that pushes a hero/unit to the brink and cause the hero/unit to think about being else where. Mobs take damage differently as explained below.

Personality: Some heros/units have personality's that causes others to fear them or give them morale advantages when testing themselves.

Size: Size often matters in combat and morale.

FORMATIONS: Units have three(3) possible formations. The normal formation is regular line. There is also dispersed line. Dispersed line receives a bonus when shot at because it is spread out but it is vulnerable to being attacked by troops in regular line. Regular line troops have benefits in melee but because they are so close they make a nice target. Only units marked can go dispersed.

Units in regular line must have each figure touching at least one other figure so that all figures in a units are connected together. Units in regular line may not pass through other units in regular line. To change to dispersed formation the unit in movement separates its stands to create a space between each stand. A stand may not be more that ½ inch from any other stand of the same unit. This cost nothing as the units just spread out. To move back to normal line cost ½ movement. Units in dispersed line may pass through units in regular line.

The third formation is called mob. (See below for effects)

Heros are their own formation. Heros may pass through any units.

URNS: The game is played in Turns, each turn having five phases that a player may do something in.

1. **INITIATIVE:** Each player makes a roll to determine who has control of how they move. The person with the high die gets to choose who will move first.
2. **MOVEMENT:** The first player moves half of his Heros/squads. The Second player moves all his Heros/squads. The first player now moves the rest is his Heros/squads. If there are more then two sides playing in a game each side will move half of their Heros/squads and after all sides have moved each will then go back and move the other half. If the forces involved are small just have each player move all their units.
3. **FIRE:** see fire rules
4. **MELEE:** see combat rules
5. **MORALE:** see morale rules

MOVEMENT: On a player's turn, he may move each of his hero's or units a distance equal to the hero's/unit's movement number. The number is how far the Hero/unit may move in inches. If the unit is turning, measure from the front corner on the outside of the turn. If a unit comes within one(1) inch of an enemy unit,

those units are considered "engaged." (see below) A unit may make as many maneuvers up to its movement number. (Some terrain and water may limit movement.) Movement of figures in a unit must stay within a half inch of each other in dispersed line and units in normal line must remain in base contact with one another.

Maneuvers: Normally units must move forward in the direction they are facing. For these rules this is not strict but basically anything other than a forward type move will cost extra movement. An echelon move up to 45 degrees is a normal move. A fall back move can be full move but must end with the units back to the enemy and it may not turn to face. Units may fall back 1/4 move and still face the enemy. Units may move side wise at half move but no enemy may be within 6".

Leaving Contact Attacks: If an opposing unit/hero makes contact before you move you will be subject to leaving contact attacks if you leave contact. See below

Engagement: If an opposing unit/hero has caused your unit/hero to be stopped by the engagement rule before your hero/unit moves, your hero/unit is also stopped unless it moves to contact that hero/unit.

Charging: Only heroes/units noted as able to charge may charge. Charging is a normal move +50% and a combat bonus. Heroes/units do not have to charge to make contact. Units that fail to make contact in a charge must check morale.

Cavalry Breakthrough special rules. Units that may charge have a chance of breaking through the unit it contacts. Chargers that do at least 4 hits and cause 2 hits into new damage level may break through the enemy in front of them and if they have the movement may make contact with any enemy behind them. The break through causes charger to take one hit and it loses two inches of movement. When hitting the unit/hero after the break through the charger no longer gets impact dice but does get the die roll advantage.

Passing through other figures: Heroes/units in contact with the enemy may not be passed through. Hero's may in normal movement pass through their own units but not opposing units. Units in regular line may not pass through another unit in regular line at any time. Units in dispersed line may in normal movement pass through all other friendly units and may be passed through.

Special rules for dispersed Line. Units in dispersed line may evade contact with an enemy that is attempting to contact them. If the attacking enemy is not charging the unit in dispersed line falls back a full move. If able the attacker may still move to contact and combat is normal. Dispersed line units may evade through another unit/hero. In that case the attacker may choose to attack the new unit/hero. In some situations the attacker may go around the new hero/unit and attack the original unit in question.

Units in dispersed line that have not moved may if charged fall back through a friendly unit. If the dispersed line unit has already moved a reaction check of 10+ must be passed. If it passes it may fall back otherwise it stands.

Terrain Effects: Hills, walls or obstructions : When moving subtract one(1) inch from your movement for each thing encountered.

Flying: Figures noted as flying do not have to land if they have a range attack. Reduce the defense mod of any figure by 1 when it is flying. Add 25% to their movement if they do not land this turn. Flying figures may be subject to attacks from other flyers and fire. Engagement rules do not apply when flyers get within engagement range of other flyers while both are in flight. If, however, they make contact with each other they may attack each other. To avoid contact a figure may use an evade move. An evade flying move is a normal move but they do not get the 25% bonus for not landing but they do avoid being contacted on a d20 of 8+. Figures are subject to falling.

Falling: Any figure considered to have fallen is subject to a 3 combat die rolls with no modifiers

Crossing Water: A figure must stop its movement when it arrives at the edge of water. On your next move you lose one(1) inch of movement of each two(2) inches of water crossed.

Woods and Jungle: Woods cost one(1) inch of movement for each three(3) inches of movement. Thus, a figure that has eight(8) inches of movement may move six(6) inches. Jungle cost two(2) inches for one(1) inch of movement. Thus, a figure that has eight(8) inches of movement may only move four(4) inches. Line of sight into, out of and in woods is two(2) inches. Line of sight in Jungle is contact only.

ENGAGEMENT & CONTACT RULES A unit/hero becomes engaged when it moves within engagement zone of an opponent's unit/hero. The area extending one(1) inch from the base of a figure is its engagement zone. Any opponent that comes into this zone must stop. The unit/hero may leave the next movement turn with no negative effects. If the player so desires he may still move the unit/hero to contact with the opposing unit/hero but that is the only movement allowed once a unit/hero has entered the engagement zone.

Some units/heros may ignore engagement. This will be noted on the army list.

Contact and engagement Exceptions: Most of the time, if a figure is next to another figure, they are in contact. There are the exceptions to the rule. If there is some thing that would stop the two figures from reaching each other like a wall or a height distance then they are considered not in contact and engagement rules don't apply.

Leaving Contact: As soon as your unit/hero moves away an opponent's unit/hero it may take a "leaving contact attack" at your unit/hero. To do this, the player who controls the opponent's unit/hero rolls one die with +2 to the die roll and no other modifications (defense mod still counts). Some units/heros may ignore this rule. This will be noted on the army list of that unit.

Multiple Contacts: Units may only attack to their front but they may be attacked from any side. If there are no units in contact or engaging them to their front or within six(6) inches of their front they may turn to face any opponent that comes in contact with them in the movement phase.

Hero's attacked to their front but may turn during movement as often as desired. Once movement is over the hero must stay in the facing he ends the movement phase unless some event allows the hero to change facing.

As you leave contact, each of your opponent's units may roll one attack die.

COMBAT: All combat is simultaneous so it makes no difference who goes first. Each Hero/squad makes its attacks and then all loses are taken. When two or more figures are in base contact they may attack each other. To initiate an attack the player determines how many d20 dice each unit can attack with for each unit involved in a specific hand-to-hand combat and then applies any modifiers. Each unit/hero attack separately. Each figure in contact with the unit/hero being attacked adds its dice to the total. Only whole numbers may be used for counting dice. Thus, if the total dice number is 3.66, three(3) dice would be used. The results of this combat are implemented immediately using the combat effect table.

Fire combat: Fire may be done if a unit/hero is not in contact with an opposing figures and is in range of the target. Units may only fire to their front and up to 45 degrees to either side off their front. Heros may fire in any direction they wish. Each hero/unit that can fire will have a range and attack dice in the fire line of the army list. Use the same dice chart as above but the only modifiers to the dice roll are as follows; a -1 for all fire at regular line, for dispersed line also reduce by one(1) the number of dice used, any terrain effects that might be appropriate and the regular defense mod of the target. Units may fire through their own units in front of them if they are less than an inch behind them. A unit/hero may not fire through an enemy hero/unit in front of them to shoot at a hero/unit behind the enemy unit/hero. **Exception:** Huge figures may be fired at while in contact with friendly figures at the agreement of either the moderator or both parties.

Opportunity Fire: If a unit/hero does not move and an opposing hero/unit is going to make contact it may shoot at ½ dice before the opposing hero/unit makes contact. The firing unit/hero may not use any special fire.

Prohibitions: The figure may not fire at targets that have friendly figures in contact.

Special Attacks: Mob: Mob figures attack and are attacked as above. Mobs take damage differently. On their army list is a single number. This is the number of hits that it takes to remove a figure from the table. If the number is three then for every three hits a figure from the mob is removed. No hits are taken off until all attacks are completed and a total of all hits are known. When at least one figure is removed make a morale check in morale phase. If the mob fails it must fall back full. Once a mob drops below ½ its starting force test for dispersal. On a 5 or less the mob disperses and is removed from the table.

Dragon Breath - Dragon breath is an area effect attack. Anyone(friend or foe) in the area of the attack are attacked. It is done in the fire phase but there is no -1 for fire. Dragon Breath may have lingering effects. Fire may cause wood or other combustibles to ignite, acid will continue to corrode metal and so on. For fire ignition roll a d20 and on a 15+ a fire is started. Each turn roll for the fire to spread or to put out the fire and then roll for any damage.

Combat Effects: Miss - this means there was no effect on the target. Hit - Target takes a white, black or red marker signifying the unit/hero has taken a loss. Units/heros have three hit numbers. As units/heros take hits the marker used to denote hits will change. The first number is the amount of hits a unit/hero can take in white. White represents normal damage. Units/heros that have white hits have no effect on combat or movement. The next number is the amount of hits a unit/hero can take in black. When a unit/hero takes its first hit in black the unit/hero must make a morale check in morale phase. The last number is the amount of hits a unit/hero can take in red. Every time a unit/hero takes a red hit it must check morale in the morale phase. When the last hit is taken remove the unit/hero from the board.

Morale Checks: When a morale check is called for each unit/ hero makes a morale check. Some hero's give morale advantages. All morale checks are made on a d20. To pass it takes 4 or better for hero's and 5 or better for units and 8 or better for mobs. Failure results in the unit/hero being marked as routed and falling back a full move. If the **hero** does not move or fight in the next turn remove the marker. Other wise in the next morale phase test to recover morale at -3 to the die roll. If the **hero** passes the check remove the marker. If a **hero** fails the check it takes a hit and must stand for a turn with no actions allowed(even to defend

itself)and then returns to normal. Units fall back full move and must check next turn at -3 to the die. Units will continue to fall back until rallied or they leave the table. Refer to chart for other results.

<u>Die roll modifiers for morale checks</u>	<u>Die roll modifiers for morale recovery die</u>
Valiant +2	Disciplined +2
Disciplined +1	Trained +1
Standard within 12" +1	No hero with in 8" -3
With in 12" Terrifying -2	Standard within 12" +2
Testing in red -1	

Units/heros may recover one hit a turn if they are at least 20 inches from an enemy and unit/hero does nothing for a full turn. The player declares the unit/hero as recovering in the morale phase. If that unit/hero does nothing until the next morale phase and no enemy gets within 20 inches and is not disturbed in any way by friend or foe it may remove one hit

Rules Supplement for Castles

Battlements are and extra -2 to the die for fire and are treated as defended position for melee. The climber is considered lower for combat purposes.

Castle Door takes 20 hits to break down
 Castle walls takes 40 hit to break through
 Small units may not scale castle walls

Medium units may scale castle walls as if with a ladder . The unit moves to the wall in one move and may not attack but defender may attack at half dice like a normal melee attack. Then in the next turn the unit climbs and may not attack but the defender may as before. On the third turn the unit arrives at the top and may attack after the defender attacks at full strength and loses are taken. (Zombies can not climb walls)

Heros and units listed as large may scale the wall as above but ignores the climbing turn.

Huge figures lose 3/4's of their move to climb the wall

All climbers must dice for fall after their move. On a 1-5 on a d20 a medium units fall. A fall happens on a 1-3 on a d20 for Large or better and Heros.(see falling rules)

Small figures	½ their number of dice	-2 to the die roll
Medium Figure (and Dwarves)	Normal combat dice	-2 to the die roll
Large Figure	Normal combat dice	+1 to the die roll
Fire Ball & Bazooka	4 hits and 2 dice	
Transport	2 hits and 4 dice	
Engineers, Dwarven Miners	4 dice	1-4 no effect, 5-12, 3 hits
Dragons, Giants, Tor-kul-na (Marro)	8 hits and 6 dice	Giants only +2 to die roll
Other Huge	Normal Combat dice	+3 to the die roll

Rules Supplement for Wizards

Each wizard may only use one power each turn and may not attack any opponents. They may defend as normal

All wizards fall into one of three classes;

Class One(1) wizards MAY NOT use any power points
Range of effect is 24"

Class Two(2) wizards may only use one extra power point each turn
Range of effect 36"

Class Three(3) wizards may use up to two power points each turn.
Range of effect 48"

Range of effect is the max range a wizard may use his/her powers. Thus a Class One wizard could cast the center of a darkness power up to 24" away from it. Or he/she could transport something that is 24" way from him/her. The 20" range could not exceed the 24" range.

Power points: For each scenario there will be listed a number of power points for use during that game. Once those power points are gone no more power points may be used

Healing	on a d20 1-10 restores 1 hit, 11-15 restores 2 hits, 16-19 restores 3 hits, 20+ restores 5 hits A power point adds +3 to the dice roll. Only class three(3) wizards may heal non-human and must use two extra points. This is done in the morale phase
Fire Ball	Range 12" Attack 5 Blast 4" from center May double attack if figure does nothing of 2 turns For each extra power point add 4" to range and 1 die and 2" to blast This is done in the fire phase and does not receive the -1 for fire
Darkness	8" radius All figures move at random. Last 1 turn For each extra power point add 2" to effect or increase duration 1 turn This is done in the morale phase
Transport	May move a figure or large object 20" To move an opposing figure 11+ on a d20 is needed. Those noted below may NOT be moved For each extra power point add 10" to range. This is normally done in movement but in some instances it may be done in melee instead
Magic Missile	Range 20", Attack dice is base on the wizard's class number. Class 1 has 4 dice, Class 2 has 6, Class 3 has 8. Reduce the target's defense Mod by 1 For each extra power point add 3" to range and +1 die to attack This is done in the fire phase and does not receive the -1 for fire
Wizard Shield	-5 to defense Mod last 2 turns. May not use other magic while in shield. For use on wizard only. May be used any time
Slow/fast	Cast on either a single hero or a unit. Reduce/Increase speed by 1/2. Last one turn. If increase speed morale check if fail no move next turn For each power point used reduce/ increase by 1/4 from original movement This is used in initiative phase
Fear/Valor	Cast on either a single hero or a unit. Fear causes a morale check -10 to the die roll. Failure is a full move away from enemy. Valor gives +2 to die roll for attacks and against large or greater it doubles their attack dice May only be used by class 2 or better wizard and must use an extra power point. This is used in initiative phase
Confusion	Cast on either a single hero or a unit. It causes the hero/unit to move at 1/2 movement and may not move to combat. When attacked the attacker receives a +1 to the die roll This is used in initiative phase
Command	On a d20 an 8+ allows the player to ignore initiative and to move troops any way at any time. May only be used by class 3 wizard
Dis-spell	May not be used on fire ball/ magic missile. Roll a d20, Class 1 executes this on a 16-20, class 2 on a 10-20 and class 3 on a 5-20
NOTE	These attacks are magical and so Dragons, Dwarves, Valkyrie and undead get an extra -2 to their defense mod For each power point used reduce the die roll modifier by 1

Combat Effect Table

1-10	Miss
11-18	1 Hit
19+	2 Hits

Modifiers to the die roll

Defense Mod	+/-
Attacking a Defended Position or Jungle	-2
Target is higher	-2
Attacker in black or red	-1
Target in woods, behind wall or obstacle	-1
Attacker Mounted vs Target Foot	+1
Higher then target	+1
For every size larger then the target	+1
Target in red	+1
Attacker Charged this turn	+2
Attacking dispersed line	+3

Impact dice: Chargers get a +1 to the number of dice rolled on the turn they charged.

Target Flanked: +2 attack dice, +2 to the die roll

Name	# in		Attack		Defense	Species	Type	W/B/R	Personality	Size
	Unit	Fire	Move	Dice	Modifier					
Orc Mounted May charge, +3 impact dice,	3		12	9	-2	Orc	Unit	7/4/4	Terrifying	Large
Orc Leader May charge, +3 impact dice +1 die to any unit within 12"			12	9	-2	Orc	Hero	7/6/6	Terrifying	Large
Orc Infantry	4		8	6	-2	Orc	Unit	4/4/4	Trained	Medium
Skeleton Infantry No Flesh: Shooting has no effect on this figure, may charge +2 to the attack dice because of the halberd	4		8	4	0	Undead	Unit	4/3/3		Medium
Slaver May charge, may fire even if charging		12 5	8	6	-1	Undead	Hero	4/4/6		Medium
Dragon Infantry May charge, +2 impact dice	3		10	8	-3	Dragon	Unit	9/6/6	Terrifying	Large
Human Pike May charge, +1 to die roll against large or greater	4		8	5	-2	Human	Unit	4/4/3		Medium
Human Archers	4	20 6	8	4	-1	Human	Unit	4/3/3		Medium
Cyclops May charge, +2 impact dice			9	10	-2	Monster	Hero	6/4/6		Large
Dragon Riders Flying: When flying he ignores all terrain cost and engagement rules. He is still subject to leaving contact rules Fire Breathing: For fire breathing us template. It is 8 dice +4 to the die roll attack to any thing in the template. May not breath if in contact May charge, +5 impact dice		24 8	8/18	7/5/5	-4	Dragon	Hero	9/8/6	Terrifying	Huge
Dragon King Wizard 3 May charge, +3 impact dice Eternal Hatred: Before each turn roll a d20. On a 17+ he charges the nearest enemy and destroy's it removing it from the game. He then takes 4 hits			12	10	-4	Human	Hero	8/8/8	Terrifying	Large
Catapult Minimum range 5" max 30"	4	5/30 9	6	3	-2	Undead	Unit	0/3/3		Large

Name	# in		Attack	Defense	Damage		Personality	Size
	Unit	Fire	Move	Dice	Modifier	Type		
Leader Unshaken: No troops within 24" rout			12	8	-3	Leader	8/5/4	Disciplined Medium
Sub-Leader Follow Me!: +2 to the die roll and +2 dice for any knights within 12"			12	7	-3	Leader	6/5/4	Disciplined Medium
Wizard 3 Wizard			8	6	-1	Hero	4/4/4	Terrifying Medium
Swords of The Fea Flying: When flying he ignores all terrain cost and engagement rules. He is still subject to leaving contact rules May charge			8/14	6	-1	Unit	6/4/3	Valiant Magical Medium
Centaur May Charge +2 impact dice			12	6	-1	Unit	5/5/3	Valiant Magical Large
Scorpion Killing Shot; all 19 or 20 rolls allows for a second roll of 9+, if successful the target loses ½ its remaining damage points		36 8	5	3	0	Unit	4/3/2	Medium
Knights May Charge, +3 impact dice			10	8	-2	Unit	6/6/5	Disciplined Large
War Elephant May charge: +7 impact dice, +2 to the die roll All enemy horse within 30" must morale check on a 12+ or they will move out of range next move. If they stay they are -3 to all combat die rolls Elephants are treated as Mob for morale. If they roll a 1-4 they rampage. Roll for random direction and they move full and attack any thing in its way.		24 12	10	8	-4	Mob	5/5/10	Terrifying Huge
Pike If not moving +4 to the die roll and +2 dice against any thing large or greater			7	6	-2	Unit	4/5/4	Disciplined Medium
Foot May charge +1 impact			7	6	-2	Unit	5/4/4	Valiant Medium
Shooters		24 6	8	4	-1	Unit	4/3/3	Medium
Griffin Riders Flying: When flying he ignores all terrain cost and engagement rules. He is still subject to leaving contact rules May charge +6 impact dice Armored beak and claws, reduce the armor of any target by 2 Diving attack +4 to die roll against other flyers use opposed die roll. Who ever has the high die can determine higher			10/20	8/6/6	-4	Hero	9/9/7	Terrifying Huge