

Song of Gold and Darkness

Dungeon Rules for *Song of Blades and Heroes*



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Edited by John McBride

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Index

Introduction 3

Page references

Rules Clarifications and Additions

Expanded Terrain Rules	
Normal, Broken, Hills, Obstacles, Special	
Movement Can't Be Broken in Smaller Steps	4
Movement of Models with Large Bases	
Basing Suggestions	
Movement of Flying Troops	
Activation Clarification	5
Mounted models	
Swarms	
Morale Clarification	

Special Terrain 5

Cursed Area	
Dungeon Moss	
Fountain of Youth	
Fungi Patch	
Hallowed Ground	6
Hoard	
Holy Water Basin	
Pentacle	
Slippery Terrain	
Teleport Patch	7
Vampire Soil	

New Special Rules 7

Acrobat	
Coward	
Distract	
Evil	
Greedy	8
Ghost Blade	
Heavy Armor	
Magic Resistance	
Mutant	
Mutation Table	
Necromancer	9
Opportunistic	
Paladin	
Sorcerer	
Summoner	
Swarm	10
Teleport	
Traps	
Were	

New Warband Advances 11

Dungeoneers	
Hoarders	
Alertness	
Silent as a mouse	

Dungeon Rules 11

What is a Dungeon?	
Building Dungeon Tiles	
Playing on a Dry Erase Pad	12
Light and Darkness	
Sneaking	
Ambush Bonus	
Movement	
Mounted Models in Dungeons	
Morale Failures	13
Moving Through Doors	
Stairs	
Ladders	
Climbing	
Laying out a Dungeon	14
Room Content	
Room Content Table	
Wandering Monsters and Reserves	15

Scenic Items	15
Number of Doors and Openings	
Doors Between Rooms	
Door Types	
Open Doors	
Locked Doors	16
Bashing Down Locked Doors	
Ladders and Stairs	
Traps	
Mechanical Traps	
Magical Traps	
Treasure Chests	
Dropping Treasure Chests	17
Value of Treasure	
Traps on Chests	
Magical Treasure	
Magical Treasure Table	
Potions Table	
Drinking Potions	
Keeping Potions in Your Mouth	
Items of Clothing Table	18
Magic Hand to Hand weapons Table	
Magic Ranged Weapons Table	19
Magic Jewelry Table	

Scenarios 20

Dungeon Raid	
Rescue	
The Dragon's Lair	
Random Monster Table	
One on One	21

Solo Dungeons 21

Entering the Dungeon	22
Exploration	
Encounters	
Randomly Placed Enemies	
The Final Challenge	
Major Challenge	23
Goons	
Scoring Points	
Wandering Monsters	
How To Move Models	

Frequently Asked Questions 23

Rosters 25

Dark Elves	
Hobgoblins	
Snakemen	26
Humans	
Chaotic Humans	27
Artificial Creatures	
Dungeon Dwellers	28
Benign Entities	
Undead	29
Were Creatures	
Dark Dwarves	30
Goblin Clans	31
Demons and Devils	
Giants	32
Centaur	
Animals	
Swarms	33
Gnomes	

Play Summary Sheet 34



Introduction

This book is an expansion for the Song of Blades and Heroes fantasy skirmish rules. Here you'll find new terrain types, new special rules, troop rosters, dungeon-generation tables and scenarios for two or more players or solitaire play.

Page References

Any page reference to the Song of Blades and Heroes rulebook is marked with a B, so page B15 means "page 15 of the basic book".

Rules Clarifications and Additions

Expanded Terrain Rules

There are four terrain types in the game: normal, broken (also called difficult or rough), obstacles and Special Terrain. Special Terrain types include deserts, snow-covered terrain, patches of magical flowers, fungi growths that make the ground slippery or poisonous, or areas that influence magic. Some special terrains pertaining to dungeons are described later in this book. More will be added in *Song Of Wind and Water*, the second companion book detailing outdoor combat and scenarios.

Players should agree before the game on the classification of terrains. A useful method is putting a sticker under the terrain piece, saying "normal" or "broken" or "quicksand" or any other special rule that may apply. Treat the surface you play on (be it felt, painted/flocked MDF, polystyrene board, etc.) as normal terrain, and any other scenic items placed upon it as broken/special terrain.

Normal terrain has no effect on the game. It includes plains, any relatively flat terrain with light vegetation, arable fields, streets, roads, pavements, paths, clearings, and so on.

Broken terrain reduces movement by one category. It includes: hills when going uphill, woods, swamps, any form of thick vegetation (including crops and very tall grass), etc. Hills when going downhill count as normal terrain. If you are in doubt when classifying a terrain type, imagine yourself running on that terrain and another person of same athletic level running on a good, flat road beside you. If you think you'd lose ground, then the terrain is Broken!

Hills should have their crest marked in some way. This can be inconspicuous - you can use a line of vegetation, a few rocks etc. Knowing where the crest is makes it easier to determine who's standing on higher ground (remember the +1 modifier to Combat for that) or whether a model is running uphill or downhill. An alternative method is to put a dot (or a small rock, a bush etc) at the centre of the hill. The model closer to the dot is on higher ground.

Obstacles are things that cannot be normally crossed, such as walls, huge boulders, etc. Exercise your common sense and decide before the game whether a specific boulder is an impassable obstacle or can be climbed upon. As a rule of thumb, anything taller than twice the height of the figure is impassable. Measure height from head to foot for four legged creatures too. This means that Big or Huge models will sometimes be able to clear some obstacles that are impassable for normal beings - that's the way it should be.

Some obstacles (like a hedge or a fallen tree, the corner of a building or the entrance to a room) can be defended - i.e., if a model is adjacent to the obstacle and is attacked in hand to hand combat by an enemy on the other side of the obstacle, the model gets +1 in Combat. This modifier is already in the rules (it's on the table on page B6).

Any ranged attack against the model will be at -1 (cover modifier, see p. B8) if it comes from the other side of the obstacle.

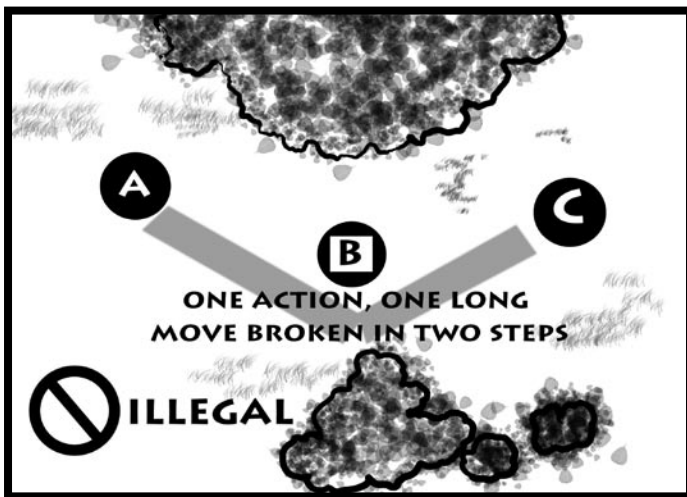
Special Terrains. Every special Terrain will have its own rules. Try them one at a time -no need to memorize all the information in one go.



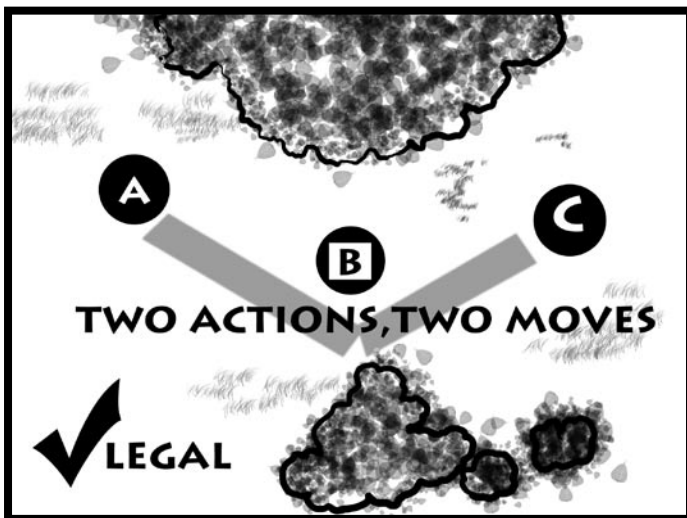
Movement Can't Be Broken in Smaller Steps

Some players “break” a model’s movement in smaller steps, like you see in the first illustration below. In games measuring with centimetres or inches, this is possible: you move two inches forward, then you turn to the left, move two more inches forward and so on. **In SBH this is not allowed.** You can put the measuring stick down on the tabletop and move the model from where it is now to any point along the stick (you can move less than the maximum distance), but if you want to do any changes of direction you have to use up another action.

In practical play, the only case when this matters is when you need to run past a corner or a foe. Only fast-acting models with good reactions will be able to avoid being intercepted by enemies. See the illustrations below.



Model A cannot move adjacent to C with a single long Move because to avoid B he should break his move in two.



Model A uses two actions to run past B and moves adjacent to C.

Movement of Models With Large Bases

Some models, because of their size (e.g. mounted models) must be mounted on larger bases. This means that they will move a little bit more than models on regular bases, as a model is allowed to move from one end to the other of the measuring stick. Again, this is intentional, do not “correct” it. It balances the fact that models on larger bases can be contacted by more opponents in melee. Remember the -1 modifier to Combat per every adjacent opponent above the first? When your base is very large, many opponents can gang up against you - and in some cases, as when fighting huge dragons, it’s the only chance they have!

Basing Suggestions

SBH doesn’t use a standardized rule for basing, as players may already have models based for other gaming systems. Few things annoy more than having to rebase troops for a different set of rules. As long as all players use the same basing conventions, it won’t make much of a difference if your bases are round, square or hexagonal.

If you just bought models for this game, you’ll have to decide how to base them. For 28mm models, a convenient basing standard is 20 x 20mm square bases for man-sized models, 20 x 40mm rectangular bases for cavalry models (including other four legged creatures such as hounds, wolves etc.), and 25 x 25mm for Big models. Huge models will use whatever base size is needed.

If you are mounting 15mm models, a convenient way to base them is to use small coins (the author uses one Euro cent coins for all infantry models, and two or five cents coins for larger models). This is cheaper than many commercially produced bases and gives some weight to the figure. Coins can be painted and covered with flocking materials, such as sand or static grass.

Another option is to use washers (the thick ones are heavier than coins). If the model is not big enough to cover the hole, you can fill it with a bit of putty.

Movement of Flying Troops

If a flying model fails to activate, he is counted as being on the ground. If he does one, two or three flying moves, he is counted as on the ground before the movement and at the end of the last movement.

To make things simple, in SBH all flying moves are treated as “leaps” - models land at the end of the turn. If a model is activated for three actions, he flies for three actions and lands at the end of the third action. This may seem unnecessary to point out but think what happens when a flyer has to clear a pool of boiling magma!

Activation Clarification

This rule is hidden in the FAQ and in the activation table, so we're stating it out more clearly here: you can act only ONCE with each of your models in any given turn - assuming that you don't roll two or three failures (thus handing the turn to the other player).

In other words: no matter what you roll, no model can be activated more than once per turn. When you have acted with all of your warriors, the turn immediately passes to the other player even if you didn't roll any failures on your Activation rolls.

Mounted Models

The rules assume you have separate models for the mounted character and the model on foot. You don't need a separate model for the mount, as the horse (or wolf, boar, whatever) is assumed to run away or be out of action when the mounted model falls or is killed.

Mounted models may "pick up" and transport friendly models. It takes one action for a mounted model who is adjacent to a foot figure (of the same size or smaller) to pick up a figure. Only one creature may be carried. It takes one action on part of the mounted figure and one action on the part of the carried figure to dismount (place the carried figure anywhere adjacent to the mount's base). The carried figure does not need to be activated to be carried - a fast cavalryman could pick up a panicking child and bring him to safety, for example.

Swarms

Swarms were too easy to kill with a single blow in the first edition rules. The Swarm rule was added in the second edition but it is repeated in this book for the convenience of 1st edition players. The new Swarm rule applies to all profiles listed under "swarms" on p. B33. All the point costs of the old Swarm profiles go up by 6 points. See Swarm special rule, p. 10

Morale Clarification

It is not stated clearly on page B11, but a Model running off the table is removed from play and counts as "dead" for victory points purposes.



Special Terrain

Cursed Area

A Cursed Area is a location haunted by dark magic. Any Necromancer or Undead figure standing on this terrain need never test for Morale. In addition, when a living (i.e. Not Undead or Artificial) model is killed on this terrain, there is a 1 in 6 chance that he will rise as undead one turn later. The raised model's Quality and Combat scores worsen by one and he gains the Undead special rule. He will count as Transfixed for the first turn, then he will rise. The closest Necromancer can make a Quality test on one die and if he passes it, the new undead will become part of his warband. If he fails and there's another Necromancer on the tabletop, he can now try to do the same. If no Necromancer makes the roll, the undead will attach to the warband containing the higher number of Undead models. If both warbands contain the same number of Undead, if any, roll a die.

Dungeon Moss

Dungeon Moss is a magic plant typically found in damp, dark dungeons. It can be represented in the game by an irregularly shaped cardboard outline covered in gray-green flock. Any model stepping on Dungeon Moss will find his feet sticking to it. The model must make a Quality roll on three dice or become stuck. Once stuck, it takes two actions to get free. Any turn in which the model is stuck on the moss, the model will receive a Free Hack with a Combat score of 2 from the moss. If the model wins, nothing happens. If the moss wins, the model loses one point from his Combat score. A model whose Combat falls below 0 dies. The penalty to Combat is cancelled as soon as the model leaves the moss.

Fountain of Youth

A Fountain of Youth is a natural spring or a man-made magical fountain with healing properties. As they are very rare, there can be only one in any given scenario. Any Fallen model within Short distance of a Fountain of Youth can stand up as a free action. In addition, any model who has lost Quality due to any cause will have his Quality restored when he touches the fountain. The powers of the fountain do not work on Undead or Artificial models.

Fungi Patch

A Fungi Patch is a growth of slippery, poisonous mushrooms that release their spores whenever stepped upon. Any model stepping on a Fungi Patch

receives a Combat 3 attack with Poison. Undead and Artificial models are unaffected. In addition, treat the patch as an area of Slippery Terrain (see below).

Hallowed Ground

Hallowed Ground can represent the area around a temple of a good deity, a church or a shrine. Models with the Evil special rule have -1 on Combat when standing on Hallowed Ground. Undead cannot enter Hallowed Ground-- it is an impassable obstacle to them and they are destroyed if forced to recoil into it.

Hoard

A Hoard is a special terrain, represented by piles of coins and scattered treasure. It is typical of dragons and other large, powerful monsters. A Hoard contains 2d6 points of treasure and has a 2 in 6 chance of containing a random magical treasure. A Hoard counts as Broken Terrain for all models save Big and Huge models. It takes one action per model to pick up one point's worth of treasure from the Hoard. For more about carrying treasure, see the Dungeon scenario rules.

Holy Water Basin

A Holy Water Basin is a small fountain or container used as a baptismal font or the like. It is a source of blessed water which is anathema to Undead models. Any Undead model recoiling into a Holy Water Basin must make a Morale roll on three dice or be destroyed. Non-evil, non-Undead personalities may pick up water from the basin and throw it with a range of Short at any Undead model. Count as a ranged attack that does not suffer from the customary -2 to hit versus Undead. The attack is resolved with a Combat score of 0 but is Lethal against Undead. Every Holy Water Basin contains enough water for d6 such attacks.

Pentacle

A Pentacle is a magical inscription made on the ground that will prevent certain creatures from crossing it. It can be represented by an area of floor with magical inscriptions and symbols painted on it. Affected creatures count the Pentacle as an impassable obstacle and are destroyed if forced to recoil into it. They cannot even fly over it, nor use ranged attacks against enemies who are inside or behind the Pentacle (the Pentacle does not stop line of sight but stops any attacks from the affected creature to any target protected by the magical symbol). The maximum size of a Pentacle is Short radius.

When a Pentacle is first crossed by a model, roll a die to see what kind of protection it offers:



- 1) Pentacle against Evil creatures
- 2) Pentacle against Animals
- 3) Pentacle against the Undead
- 4) Pentacle against Elementals
- 5) Pentacle against Demons and Devils
- 6) Pentacle against Artificial creatures

A Magic-using model or a Cleric may destroy a pentacle by spending two actions adjacent to it. Summoned creatures brought into play by a Summoner are always affected by a pentacle even if they do not belong to the above types. A model with Magic Resistance will automatically destroy a Pentacle by stepping over it.

Slippery Terrain

Slippery terrain includes slime-covered dungeon floors and also frozen lakes or pools. Whenever a model makes more than one move per turn on slippery terrain, he must make a Quality roll on one die or fall. Falling like this causes no damage *per se*, but exposes the model to deadly hand to hand attacks from his enemies.



Teleport Patch

A Teleport Patch is a magic area that teleports all models crossing it. The maximum size of a Teleport Patch is a Short radius circle. Flying models and models with Magic Resistance are unaffected. All the others must make a Quality roll on one die or be teleported. A Teleported model is moved up to three Long distances away - by the opponent. The location chosen by the player must be legal and cause no direct damage to the model (*i.e., you can't teleport an enemy inside a wall, into a trap or onto boiling lava*). The affected model cannot be teleported adjacent to any enemy model. The teleportation effect is safe and causes only minor discomfort - teleported models are not stunned and do not lose any of their actions.



Vampire Soil

Vampire Soil is an area of magical terrain that feeds on the blood spilled during battles. All models standing on Vampire Soil have -1 on Combat (making deaths more likely on both sides). Artificial and Undead models are unaffected. Vampire Soil can be represented by a patch of sparse vegetation and the occasional twisted bush, or by an area of stone floor with rust brown spots.

New Special Rules

Acrobat

An Acrobat model has +1 to any climbing Quality rolls (see Climbing on p. xx) and to rolls made to avoid falling damage (see B16). In addition, every missile attack targeted at the model is at -1, unless the model is Transfixed (+3 points).

Coward

Coward models have -1 on Morale rolls, including rolls made to resist or charge models with Terror. If a Leader is Coward, the first time he fails any Morale roll all the Warband routs (Undead models excluded). Coward models cannot be Fearless, Steadfast or have the Hero rule (-2 points).

Distract

A model with the Distract special ability is able to confound opponents. Treat as the ability to cast Transfix spells. As per Transfix, range is Short with one success, Medium with two and Long with three. Distract doesn't work on Animal, Artificial or Undead models. This can represent the petty magic used by sprites and fairies, the beguiling song of a mermaid, harpy or a lamia or the trance-inducing gaze attack of some monsters (+12 points).

Evil

Evil models can shoot into hand to hand combat - they don't care that they may hit their friends! Roll a die, on a 1-3 the attack hits a friend, on a 4-6 it hits the intended target. If there are more friends than enemies in the melee, or if the friends are bigger than the foes, the odds are 1-4 friend and 5-6 enemy. The opposite applies if the enemies are more or bigger than the friends.

When a model fails a Morale roll, Evil Leaders count as enemy models. This means that a routing model is killed if his fleeing movement comes within Short distance of his Evil Leader (they ruthlessly kill

weaklings and cowards who run away).

If an Evil character kills a friendly model for any reason, or a routing friendly model is removed from play because of proximity to an Evil Leader, any non-Evil model in his warband (excluding Undead, Artificial and Animal models) will have to pass a Morale roll. (0 points)

Greedy

A Greedy model must make a Quality test every time he kills a foe in hand to hand combat. If the test fails, the model will remain adjacent to the fallen foe and start to rob the body (or feed on it, skin it, etc.). The model will have to spend one action to snap out of Greed on its next activation (-2 points).

Ghost Blade

A model with Ghost Blade is armed with a magical weapon or an inborn magical attack that negates an opponent's Free Disengage ability, if any. The model gets Free Hacks normally against models with Free Disengage. (+2 points)

Heavy Armor

This rule represents protection offered by a complete suit of plate armor or a natural rigid armor such as a dinosaur's hide or a carapace. Anytime the model is beaten in Combat by one point, the model does not Recoil or Fall -- the armor turns the opponent's blow and the Combat round is a draw.

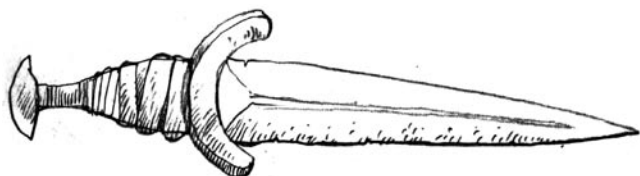
Any model wearing Heavy Armor cannot benefit from the Stealth rule and has -2 on Quality for purposes of Climbing and Swimming rolls. Swimming rules will be described in the wilderness supplement *Song of Wind and Water*. (+3 points)

Magic Resistance

A model with this rule can reroll a resistance roll against a Transfix spell or the Distract special ability. The result of the reroll is final. A magic resistant model cannot be a magic user. This ability doesn't help against an Entangle attack. (+5 points)

Mutant

The model is tainted by the forces of Chaos. Every time the model rolls two or more successes on its Activation roll, roll a die. On a 6, the model forfeits all rolled actions for that turn and develops a chaotic mutation from the following table instead.



MUTATION TABLE

1	Model's Quality is reduced by 1;
2	Model's Combat is increased by 1 up to a maximum of 4 in hand to hand combat only (body modification such as horns, pincers or claws);
3	Model gets the Shooter (Short) advantage, if rolled again it becomes Shooter (Medium), if rolled a third time it becomes Shooter (Long);
4	Model's movement increases by one class (maximum is Long);
5	Model gets the Terror rule or the Poison rule (50% chance of each);
6	Model becomes Tough.

While getting a mutation, the body is ravaged by horrible pain and the model counts as Transfixed. He automatically gets out of the state at its next activation without having to pay any actions for it.

Write down the mutation on the model's profile. The mutation is retained in a campaign. The point cost of the model changes - recalculate it based on the new stats and rules. The player need NOT pay the point difference and does not get back any "lost" points in the case of a drop in Quality. If a model's Quality becomes 7+ as result of mutations, the model is reduced to a gibbering wreck and is removed from the campaign.

Undead and Artificial models cannot be Mutants. If a Mutant dies and is resurrected by a Necromancer, the Mutations gained so far are retained, but the Mutant ability is lost (+3 points).



Necromancer

A Necromancer is a Magic-User who can resurrect the dead. To attempt a resurrection, the Necromancer must be adjacent to a dead model and roll two or three successes on his Quality roll. This counts as a spell and may exhaust the magic user's reserve of energies as any other spellcasting attempt, if he rolls three failures. The resurrected model will fight for the necromancer's side. It will take two actions for him to stand up. Raised dead have the Undead rule, their Quality worsens by one (nobody is better off dead!) and their Combat score decreases by 1. *So a human warrior (Q3+, C3) turned into an Undead will be Q4, C2.*

Undead models cannot be resurrected. A model can be raised only once - if it is killed again while in undead form, it can't rise again.

Necromancer is a variant of the Magic-User rule - a model cannot be a Necromancer and a Magic-User at the same time.

A Necromancer cannot cast Transfix spells.

If a Necromancer is in play, dead models should not be removed from the tabletop (x2 points, Personalities only).

Opportunistic

An Opportunistic model can take advantage of the enemy's weaknesses. Opportunistic models have +1 on their Quality rolls when they have a Fallen or Transfixed foe within Short distance from them. The Opportunistic bonus counts only for activation rolls, never for morale or any other kind of Quality rolls (+4 points).

Paladin

A Paladin model counts as Lethal when in hand to hand against Evil models. A Paladin cannot be part of a warband that includes Evil models. A Paladin must always move to attack Evil models before anyone else. If an Evil model is within a Paladin's move reach, the Paladin will forfeit other actions and charge the Evil model instead. This should be checked after rolling for the Paladin's activation. *For example, if an Evil model is one Long distance away from a Paladin with Medium movement and the Paladin rolls two activations, the Paladin will use his two actions to move in contact with the Evil model (+2 points).*

Sorcerer

A Sorcerer is a Magic-User who can power his spells by human sacrifice. He must be adjacent to a friendly living model (who must not be Artificial, animal or Undead) to use this ability. The model is removed from play (the Sorcerer is assumed to have some sort of mind control or psychological command over the creature, so the creature can't run away). The sacrifice takes one action. On his next turn after the

sacrifice, the Sorcerer has a +1 on his Quality rolls if the sacrificed model was worth at least 30 points, +2 if the model was worth 50+ points. The bonus lasts until the end of the turn - the Sorcerer cannot save it for later.

A Sorcerer is always Evil. When a sacrifice takes place, any friendly model within Long distance must test as per a gruesome death. Evil models and models that do not test for gruesome deaths are immune to this effect. A sorcerer cannot be in the same Warband as a Cleric. Sorcerer is a variant of the Magic-User rule - a model cannot be a Sorcerer and a Magic-User at the same time. Friendly models sacrificed by a Sorcerer are ignored for victory points purposes (x2 points, Personality only).

Summoner

A Summoner is a special type of Magic-User who can summon monsters and intelligent creatures to do his bidding. The player of a Summoner allocates a part of his Warband points in a special "summoning pool" instead of using them to buy models. The points in the pool are doubled, so if the player allocates 25 points, he has 50 points to use to summon. The player can use them during the game to summon creatures from the basic rosters in *Song of Blades and Heroes* and in this book.

To summon a creature, the Summoner must cast a spell just like a normal Magic-User. With one success he summons a creature costing up to 35 points.



With two successes, he can summon a creature costing up to 100 points. With three successes, he can summon any creature. In all cases, the cost for the creature must be paid by the player with the points in the summoner's pool. If the pool doesn't contain enough points, the creature cannot be summoned. The player can choose what creature he wants after rolling for activation.

The summoned creature will appear within Short distance from the Summoner. The creature will be stunned by the summoning for a few seconds, being at -1 on its Quality rolls in the turn it is summoned. After that, it can act normally, being controlled by the player who controls the summoner. If the Summoner dies or moves off the table, any summoned creature will immediately disappear.

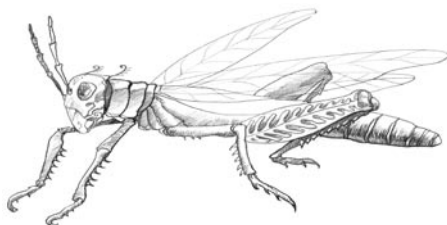
If the Summoner rolls three failures on his Summoning spell roll, he is not out of power - the creature he intended to Summon appears, but is controlled by the opponent for the remainder of the game! For purposes of victory points, the summoned model is ignored.

Summoner is a variant of the Magic-User rule - a model cannot be a Summoner and a Magic-User at the same time (x2 points, Personalities only).

Swarm

Swarm models count as Animal models. A Swarm "base" represents tens or even thousands of creatures. A complete Swarm is represented by several swarm bases. All Swarm models OF THE SAME TYPE on the tabletop must keep adjacent to at least another swarm model during play. If a swarm model is killed in a way that a hole in the "formation" appears, as a free action the player can tighten the formation, bringing all Swarm models in contact again. The tightening must happen in the easiest way, i.e. by moving the MINIMUM number of models possible to retain swarm coherency.

Swarms are affected at -2 by ranged attacks. Swarms can be Transfixed as normal. Spells used as ranged attacks against them do not suffer the -2 modifier. When a Swarm Falls, it means that the queen bee (or the leader of a pack of rats, or whatever...) has been crushed and the Swarm risks being dispersed. A killed swarm is not actually dead - just dispersed. When a Swarm suffers a gruesome death, all other swarm models of the same type on the table must test Morale. Other models, or even swarms of a different type, do not make Morale rolls for a Swarm suffering a gruesome death (+3 points).



Teleport

A model with the Teleport ability can disappear from his current location and reappear at another. The teleporter can move over any obstacle, and also appear in a location not in his line of sight (for example, a model may teleport to a safe area behind a wood).

To use Teleport, the model makes a Quality roll on one, two or three dice as the player sees fit. With one success, he can teleport over Medium distance. With two successes, he can teleport over a Long distance. With three successes, he can teleport anywhere on the game board - even adjacent to an enemy! With three failures, though, the model arrives stunned (treat as Transfixed). In the case of three failures, the model must move a minimum of a Long distance to a point chosen *by the opponent*. If for some reason this is not possible, the model teleports into a solid object and is removed from play (in a Campaign, he cannot return).

A Teleporter may use his special ability to leave a hand to hand Combat, but he is subject to Free Hacks as normal unless he has the Free Disengage rule. Only Personalities can be teleporters (+12 points, Personalities only)

Traps

The model is trained to open locks and to disarm mechanical traps. See Traps in the Dungeon rules (+3 points).

Were

The model is a shapeshifter, such as a werewolf. The player must have two models -- one for the normal creature and another to represent his wereform. Treat the model as a normal model (with stats as per his profile) until he is killed or knocked down in combat. If the model is killed or knocked down by a magic weapon, or by a spell used as a ranged attack, nothing happens - he stays dead or fallen as per normal rules. If he is killed or knocked down by any non-magical means, he automatically transforms into his were form (there are many different forms, from werewolves to weresharks: see the Were profiles on p.29). The point cost of a were creature is calculated by adding the cost of his normal profile to the cost of the were profile. *For example, a human warrior with a cost of 35 points which turns into a werewolf costing 86 points will cost a total of 121 points.*

The player is entitled to keep the were's nature secret if he can - for example, for purposes of targeting restrictions, if asked what the point cost of the model is, the player may announce only the cost of the normal profile (see p. B8, Targeting Restrictions). This means that a high cost model may opt to ignore shooting at a "puny Halfling" - until that Halfling turns into a monstrous Wereboar! Once the true

nature of the were is revealed, his total point value is used for purposes of targeting restrictions - very few combatants will ignore a charging, snarling werewolf (0 points).



New Warband Advances

These new Advances cost 10 Victory Points each.

Dungeoneers

Once per game, the Warband with this advance may reroll any die rolled for room content, door type, treasure or magic treasure. The second result is final.

Hoarders

A member of the warband can carry one point of treasure more than normally allowed. This advance can be taken multiple times and assigned every time to a different model. The player must state what model or models are Hoarders.

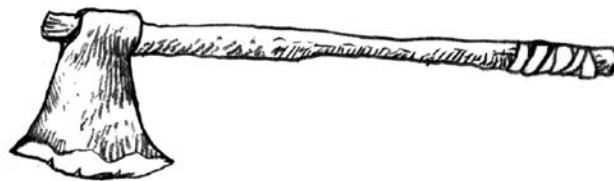
Alertness

Once per game, members of the warband may reroll any Trap roll made against them. The result of the reroll is final.

Silent as a Mouse

The Warband is trained to keep quiet to avoid spoiling the work of models with Stealth.

The minimum distance that non-stealthy models must keep from a Sneaking model (see Sneaking, p.12) is one Long.



Dungeon Rules

What is a Dungeon?

For purposes of these rules, any interior space such as a building, underground complex, temple, house etc is called a Dungeon. These rules assume that players will use modular tiles of some sort to build a dungeon scenario. Since it's not possible to know what room shapes and sizes will be used by the players, we didn't devise hard-and-fast rules. The rules will work with commercially available sets. Any problems that may arise can be solved with a bit of common sense.

Building Dungeon Tiles

Building a modular dungeon interior offers many challenges and lots of fun for the modeller. There are ready-made commercially available sets made of plaster or resin. A cheaper option is to use printed floorplans glued to cardboard or plywood for extra weight. The author uses tiles made from balsa wood, plywood or MDF, with a stonework surface etched in with a pyrographer or a modeling knife. Painted with acrylics and dipped in a dark brown polyurethane stain (the "Magic Dip" method used by many miniature painters), they look nice and are extremely portable. It is also quite easy to make floorplans and stone structures with polystyrene, which can be glued with white glue and painted with acrylics. Corks can be etched and painted to represent columns and pillars. Realistic rubble can be made with polystyrene chips or pieces of plastic sprue glued to a flat surface with white glue (PVA).

Whatever method you use, make sure you have at least 8-10 modules to build your dungeon, and that the modules are varied in shape and size. If you have a big table, you could represent several levels of a dungeon by putting more 60x60cm tables one next to the other - just make sure that at least one of the rooms contain a ramp of stairs leading downstairs.

Playing on a Dry Erase Pad

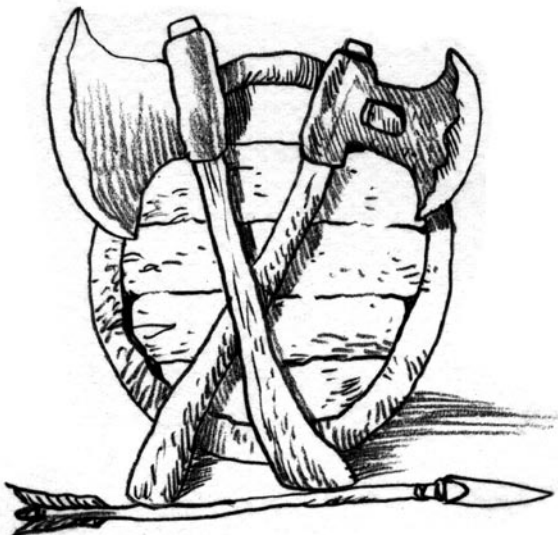
A large dry erase pad can be an alternative to room tiles. Players alternate drawing the rooms as the models progress through the dungeon. Differently-colored markers can be used to draw special terrain features. The size of the pad will dictate what kind of rooms can be used - we suggest that rooms shouldn't have any side longer than two Long sticks. As per the room shape, roll a die, on a 1-4 the room is rectangular or square, on a 5 it is round and on a 6 it is irregularly shaped.

Light and Darkness

The stereotype wants dungeons to be dark and damp, but adventurers will be carrying magic lights, torches, lanterns or the like, and the occupants of the dungeon are either able to see well in the dark or have some form of lighting. In addition, professional adventurers will be used to fighting in the dark; some may be specifically trained to do so. Unless playing a specific scenario, we will assume that lighting conditions are such that they don't affect combat or movement.

In a scenario where lighting is insufficient, shooting is restricted to Short range and all models have -1 on ranged attacks. You can agree that some nocturnal or subterranean races can see well in the dark to offset these penalties - count this as a Special Rule worth 0 points and agree with your opponent which races have it (default suggestion: Orcs, Dwarves, Kobolds, Vampires, Demons and Night Goblins may have it). The catch? These creatures have -1 on all ranged attacks and are limited to Short range in normal lighting conditions. This will divide all SBH creatures in two categories - diurnal and nocturnal.

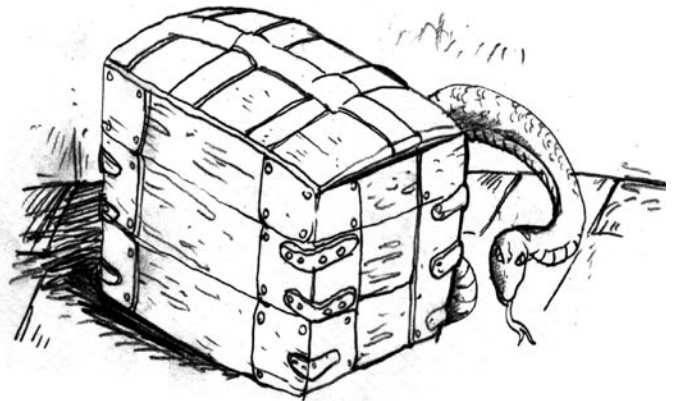
If you follow this route, roll a die before any scenario. On a 1 or 2, the lighting will favor nocturnal creatures, on a 3 and 4 it will be indifferent, and on a 5 and 6 it will favor diurnal creatures.



Sneaking

Models with Stealth can be very powerful in a dungeon scenario - they never run out of scenic items to hide in! As long as a model with Stealth is adjacent to a wall, his Stealth ability works and he can't be targeted by ranged attacks.

If a single model with Stealth is the closest model to any enemy model, and if his non-stealthy friends are at least two Long distances away or behind a closed door, the Stealthy model may try to sneak on the enemy. Make a Quality roll for the Stealthy model and one for the opponent, both on three dice. The Stealthy model's dice have -1 if the model is Big and -2 if Huge. If the Stealthy model wins (rolls more successes than his victim), treat the Stealthy model as having the Assassin rule **for purposes of his first attack only** against that opponent. The Assassin rule applies to ranged attacks as well - a Stealthy model may sneak upon an unsuspecting victim (like a guard in a treasure room) and kill him with just one arrow or a thrown dagger.



Ambush Bonus

The Ambush bonus (+1 to Combat) applies to all models that start the turn covered/hidden by a scenic feature and then rush against an opponent. This applies, of course, if a model opens a door and charges in, if a model starts the turn hidden by a corner, etc.

If bashing down a door takes more than one attempt, models on the other side will be alerted and the Ambush bonus is lost.

Movement

Dungeon floors generally count as clear terrain - no movement reduction. If a room or corridor is littered with objects, bodies, treasure or debris, though, it counts as broken terrain.

Mounted Models in a Dungeon

Mounted models move with great difficulty on the hard, slippery stone floors of a dungeon. They have their movement reduced by one category and lose the +1 to Combat against non-mounted models.

Morale Failures

Morale failures work differently in a dungeon. Instead of running to the closest table edge, models will run to their baseline through the shortest route possible. Models are removed from play if their movement brings them out of the dungeon. If models fail a Morale roll and there is no clear path to the player's baseline (for example, because the models were just rolled up as wandering monsters or as "room content" on the room content table), the models will move to the closest "unmapped area" of the dungeon (any area where no rooms have been placed yet) and become part of that player's Reserves. They may enter play again as Reserves/Wandering Monsters later.

Moving Through Doors

Regardless of a model's movement, a move always stops when a model reaches a door or an opening, or when the model has to jump over an obstacle such as a treasure chest or a pile of rubble. The model is assumed to stop at the door and open it (if the door is not locked or containing a trap - see below) or to cautiously observe the situation before stepping through an opening.

Stairs

Stairs count as broken terrain when moving up, and as normal terrain when moving down. If a model does more than one move per turn on stairs, he must make a Quality roll on a die or fall at the end of the move or at the end of the stairs (whichever comes first). Acrobat models have a +1 on their Quality for purposes of this roll.

Ladders

Ladders count as broken terrain, unless the model has the Clinging special rule. If a model does more than one move per turn on a ladder, he must make a Quality roll on a die or fall. Acrobat models have a +1 on their Quality for purposes of this roll.

Climbing

Some obstacles will have to be climbed. Models adventuring in a dungeon are assumed to carry climbing tools like ropes, hooks and such. Climbing requires a Quality check on three dice, at +1 if the model is an Acrobat. On two or three successes, the model can climb up or down his whole movement rate. On one success, his movement rate is reduced by one category. On three failures, the model falls after reaching the top of the climb. Any climbing attempt, successful or otherwise, uses up all of a model's actions for that turn.

A model cannot fight while climbing and, if attacked,

counts as Transfixed. A model attacked halfway during a climb can immediately declare he's letting go: he falls and potentially suffers falling damage, but counts as Fallen instead of Transfixed.

A model cannot cast spells while climbing. A climbing model may use a magic item only if using that magic item doesn't require spending actions.

If a model fails any Morale roll during a climb, the model falls and then, if he survives the fall, completes any fleeing move starting from the point where he fell.

Models with the Clinging special rule do not need to make any roll and aren't restricted in their choice of actions - they can move, fight and cast spells as normal. Models with Clinging do not take damage from falls.

Any model falling in an area occupied by enemies is automatically destroyed. This applies also to models with Clinging.

Four legged creatures with hooves (horses, mules, etc) cannot climb any incline steeper than 30 degrees. Four legged creatures with retractile claws (cats) can climb up trees but not artificial obstacles such as pillars, doors or walls. Snakes and creatures with tentacles can attempt to climb any vertical object they can coil around (a giant snake may coil around a pillar or a tree but cannot climb up a door or a wall).

Shapeless creatures like blobs cannot climb - if they have adhesion qualities, they should be given the Clinging special rule.

Climbing models use the following modifiers to their rolls:

Vertical wall: -1

Climber is an Acrobat: +1

Climber has Clinging: automatic success

Climber has Heavy Armor: -2



Laying Out a Dungeon

To play a dungeon scenario, players should decide on how many tiles they will use, depending on availability and board size. We recommend using no less than 6-8 tiles. The maximum number of tiles is a function of how large a gaming table you have. Tiles can be corridors or rooms - corridors being long and narrow rooms.

As a rule of thumb, if you play on a standard SBH table (2' x 2' for 15mm models, 3' x 3' for 25/28mm), you will not want rooms bigger than two Long sticks on any side. This is not a strict requirement - if you have already a collection of dungeon tiles, use what you have. Since players alternate placing tiles on the tabletop, using bigger or smaller rooms will not necessarily advantage one player or the other.

Whenever there is an uninterrupted line of rooms and corridors going from one edge of the gaming table to the opposite edge, and both players have at least one model in that line of rooms and corridors, players may stop placing tiles. If both players agree that the dungeon is still too small, they may continue placing tiles if they want, until at least one room is adjacent to all four table edges.

Room Content

Whenever a room is placed on the tabletop, roll on this table to see what it contains:

Room Content Table (roll one die)	
1	Empty room
2	Cluttered room, Defender may place a scenic item of his choice.
3	Defender may place a scenic item or a model.
4	Monster room, Defender must deploy a model.
5	Minor treasure room; roll d6, on a 4+ it contains a trap; if it doesn't contain a trap, Defender may deploy up to one third of his remaining models.
6	Main treasure room. There is only one main treasure room; roll a die, on a 1-3 it contains a hoard, on a 4-6 it contains a treasure chest; defender may place all of his remaining models here. Reroll this result if this is the first or second room placed by either player. After the Main Treasure Room is rolled up, treat all results of 6 as 5.

If players run out of models to deploy, just reroll any monster room.

If all tiles are placed and players still have models left, models are kept off the table. They are counted as wandering monsters for the defender and as reserves for the attacker.

Wandering Monsters and Reserves

Every time that there's a fight (in close or ranged combat), roll a die. On a 6, wandering monsters or reserves may arrive. Both players roll a die, the winner receives reinforcements from his off-table models, if any. If players roll a tie, both receive reinforcements, and the attacker must declare what reinforcements he is getting before the defender does the same. The players decide how many models arrive (they can choose to have no models arrive).

Wandering monsters are controlled by the Defender and they enter from a "border room" -- i.e., a door which connects to a yet-unexplored (not placed on the board) room.

Reserves are controlled by the Attacker, and they enter from the dungeon entrance (i.e., the wall of the room which is closest to the Attacker's baseline).



Wandering Teleporters

Wandering/reserve models with the Teleport special rule can make a Quality roll to teleport on the board. If they roll three successes, they appear anywhere the player wants, including adjacent to any other model. If they roll two successes, they appear in any unoccupied room (if no room is unoccupied, they appear in a room controlled by the same player, and if no friendly room is available they remain in reserve for this turn). If they roll one success, they remain in reserve for this turn. If they roll three failures, they must be placed in a room controlled by the opponent and they count as Transfixed (they are stunned by the teleport).

Scenic Items

If a scenic item is indicated in the die roll, the player may select any available item and place it anywhere in the room as long as it doesn't completely block a door or an opening. A Fungi Patch or Dungeon Moss can be placed just behind a door or passage, and any model moving through the door will step on it (flying models are unaffected, of course).

A fireplace must be adjacent to a wall. A statue or a fountain or a Holy Water Basin may be placed in the middle of the room or adjacent to a wall. Rubble, areas of fungal growth, Dungeon Moss, piles of bones or slippery floor may be placed anywhere.



Number of Doors and Openings

When you place a room on the board, roll a die and subtract 3 from the result. That will be the number of doors in the room (minimum of one door). **Use this rule if you use tiles with no doors. If your tiles have already door and openings on them, just use what you have on the tile!**

Doors Between Rooms

When you place a room next to another, roll a die. On a 1-3, in the point (or wall) where the two rooms are adjacent there's a door, on a 4-6 there's an opening. The door is placed by the player who placed the last tile on the board. Doors must be placed in a way that they can be crossed by models in both rooms (for example, you cannot put a door behind a fireplace or a fountain).

Door Types

Anytime that a model first moves in contact with a door, roll one die to see what type of door it is:

Door Table	
1-2	open door
3-4	locked door
5	unlocked heavy door
6	locked, heavy door (1 in 6 chance of a trap)

Modelers may have fun representing different types of doors with different scenic items. Doors should be modeled in a way that shows what type of door it is. A simple way of doing this is to place a die next to the door showing the number rolled on the table above. Alternatively, you could prepare some cardboard chits with "open", "locked" etc.

Open Doors

An open door forces any model coming into contact with it to stop movement. The model must stop at the door to open it. Opening a door does not require extra actions - it happens at the end of movement. A model behind an Open door can keep it shut blocking the door with his body. In this case, make Combat rolls between the model pushing the door open and the model keeping the door shut. Big models get +1 on this roll, Huge models get +2 (assuming they fit in the door.) The winner decides if the door remains shut or opens. The loser recoils or falls if the door opens. Apply no other combat results (i.e., no model can die because the door he's holding is bashed down).

Locked Doors

A locked door can be opened by any model with the Traps special rule. Roll a die and halve the result: that is the lock's difficulty rating. The model must pass that number of successes on a Quality roll to open the lock. So if a lock is difficulty three, the model must roll three successes to open it. Every attempt to open a lock requires one full turn, regardless of the lock's difficulty. If the model doesn't manage to open the lock, he can try again on his next activation. The intention to open the lock must be announced before rolling the dice (i.e., the player cannot roll dice and seeing that the rolled successes aren't enough to open the door, use them for something else). If at any moment the model rolls three failures, it means that the lock is too difficult for him to open. Leave a die or a numbered chit next to the locked door showing the lock's difficulty rating (if this is too cumbersome, just treat all locked doors as Difficulty 2).

Any Model moving past a locked door may opt to close it again and lock it - this requires one action.

Bashing Down Locked Doors

A model may try to bash down a door spending one action and rolling a die. He has +1 on the roll if Big, +2 if Huge, -1 if the door is heavy. If the result is 5+, the door is smashed down.

If space allows, two models may cooperate in bashing down the door. They make a group action (a Leader is not necessary for this) and get a +1 on the die roll. Models with battering rams (even improvised ones) may cooperate in bashing down the door (count the use of a battering ram as a group action, but add a further +1 to the roll).

If the roll is unsuccessful, models may try again later. If an enemy model is standing on the opposite side of the door, after the door is successfully smashed down the model must also win a Combat with the model blocking the door. Make Combat rolls between the model pushing the door open and the model keeping the door shut. Big models get +1 on this roll, Huge models get +2 (assuming they fit in the door.) The winner decides if the door remains shut or opens. The loser recoils or falls if the door opens. Apply no other combat results (i.e., no model can die because the door he's holding is bashed down).

Ladders and Stairs

Ladders and stairs have 1 in 6 chance of having a trap built on them. Roll a die when a model first walks on them. Roll only once per ladder or stairs.

Traps

A Trap will be placed on a door, on a ramp of stairs or a ladder, or on a treasure chest. Every time a trap is indicated, roll a die. On a 1-4, it's mechanical. On a 5 or 6, it's magical. Roll a die and divide it by 2, rounding down - that will be the trap's Difficulty. If a model moves in contact with a non-disarmed mechanical trap, the trap will "attack" the model, using its Difficulty score +2 as a Combat score. So a trap with difficulty 2 will attack as Combat 4. Once a trap has attacked a model, the trap is automatically disarmed.

Mechanical Traps

Mechanical traps can be "disarmed" by any model with the Traps special rule. The model must be adjacent to the trap to do so. A model trying to defuse a trap must roll as many successes on his Quality roll as the trap's difficulty (for example, if the trap has a difficulty of 2, the model will need to roll two successes to disarm it). If the model doesn't roll enough successes, the trap is not disarmed and the model cannot try again. If the model rolls 2 or 3 failures, the trap goes off against him. Every attempt at defusing a mechanical trap requires one full turn, regardless of the Trap's difficulty rating.

Magical Traps

Magical traps can be defused by any model with the Magic-User special rule, including variants like Necromancers, Summoners and the like. A model trying to defuse a magical trap will need to roll as many successes on his Quality roll as the trap's difficulty (*for example, if the trap has a difficulty of 2, the model will need to roll two successes to disarm it*). If the model doesn't roll enough successes, the trap is not disarmed and the model cannot try again. If the model rolls 2 or 3 failures, the trap goes off against him. Every attempt at defusing a magical trap requires just one action, regardless of the Trap's difficulty rating.

Treasure Chests

Roll a die when a treasure chest is found. The result is the weight of the chest and the basic value of the treasure in victory points. It takes 1 model for every point of weight to carry the chest with a one category reduction in movement (so Long movement becomes Medium, Medium movement becomes Short, and Short movement requires two actions to perform a short movement). Mounted, Big or Tough models count as 3 models for purposes of this rule (so a Big model may carry a weight 1 chest with no reduction in movement). Huge models count as 6 models - so a Huge model could carry the heaviest chest possible, or two medium sized ones. Animals will not pick up



treasure unless they are adjacent to an unengaged, non-Animal model. Swarms cannot transport any chest heavier than 1. Regardless of weight, no model can carry more than two treasure chests.

Dropping Treasure Chests

Models may opt to drop treasure chest at any time if they need to move fast. It costs no action to drop treasure. The player simply announces that the model is dropping the chest, places it on the board (adjacent to the model before movement) and then moves the model.

Routing models will automatically drop treasure when they fail their Morale roll unless they can get off the board in a single turn, or unless the treasure is not slowing them down.

Routing models count as destroyed for victory purposes but treasure carried out of the board by the Attacker always counts for victory purposes, no matter in what circumstances it happened!

Value of Treasure

Each treasure chest is worth the chest's weight in victory points (so a chest with a weight of six is worth six victory points). As a reminder of the chest's weight, you can place a die next to it. If the treasure contains a magic item, add 1 Victory point for a potion, 2 for a weapon or item of clothing, and 3 for a piece of magical jewelry.

Traps on chests

Any treasure chest has a 1 in 6 chance of being protected by a trap. Follow the same procedure listed for traps, above. It takes one action to open a chest and one action to pick up an object from inside the chest.

Magical Treasure

Whenever you find a treasure, roll a die. On a 5 or 6, it contains a magic item. Roll on this table:

Magical treasure Table (roll one die)	
1	Roll on the treasure table on p. B19
2	A potion. Roll on the Potions table when the potion is imbibed, or when it is in the hands of a Magic-User who spends one action analyzing it.
3	Roll on the items of clothing table
4	Roll on the hand to hand weapon table
5	Roll on the missile weapon table
6	Roll on the magic jewelry table

Potions Table (roll one die)	
1	Potion of fire breathing. Model can spew flames once. Treat as Shooter (Long) with a Combat score of 5.
2	Potion of strength. Model gains +3 to Combat on his next attack.
3	Potion of flight. Model gains the Flying and Long Move special rules for one turn.
4	Potion of speed. Model has +2 on Quality on his next activation roll.
5	Potion of arrow turning. The model becomes immune to missile attacks for the rest of the game.
6	Poison. Model must make a Quality roll on 3 dice, and lose one Quality point per failure. If his Quality becomes 7+, he dies of poisoning.

Drinking Potions

When a potion is found, the model rolls to see what potion it is only if he is a Magic User. All other models roll on the Potions table when the potion is imbibed - so they risk drinking poison or a potion that will not do any good to them in that moment (such as a potion of arrow turning when no enemies have ranged attacks).

Potions will not work on Animals, Undead or Artificial models - Animals cannot drink them, Undead and Artificial beings do not have internal organs to absorb the fluids.

Drinking a potion takes one action. So, for example, if you use a Potion of Fire breathing, it takes one action to drink the potion and one action to spew flames.

All potions last for one use. A model may use one action to destroy a potion if he so wishes.

Keeping the Potion in Your Mouth

A model may drink the potion without swallowing it and use the power at a later moment (keeping the liquid in his mouth) but this is risky. If the model falls, he loses the potion.

Poison will affect a model immediately if it is kept in the mouth.

A Leader who keeps a potion in his mouth cannot shout orders (the Leader bonus is negated). A Magic-User of any kind who keeps a potion in his mouth cannot cast spells (he can't utter the magic formulas).





Magic Hand to Hand Weapons Table (roll one die)

1	Dagger of Poisoning. Model gains the Poison rule.
2	Thunder Mace. Wielder may spend one action and hit the ground with this mace, causing a deafening thunder. All Animal and Mounted models within Long distance from the wielder must make a Morale roll, unless they are Undead or Fearless.
3	Generic Magic Weapon. Model gains +1 to Combat when using this weapon in hand to hand.
4	Blade of Defense Against Magic. Model gains +1 on all Quality rolls to resist against Transfix spells. If the model rolls three failures on a Quality roll made to save against magic, however, the Blade's powers disappear forever. The Blade's powers are cumulative with any Magic Resistance the model might have. Magic using models carrying this weapon cannot use their powers.
5	Gauntlet of Door Bashing. Model may automatically knock down any door by being adjacent to it and spending one action. Any model trying to hold the door shut on the other side receives a Free Hack with Combat 2.
6	Axe of Beheading. Model gains the Assassin special rule when using the weapon. Whenever model rolls a 1 on the Combat die, though, the wielder must pass a Quality check on one die or suffer a gruesome death.

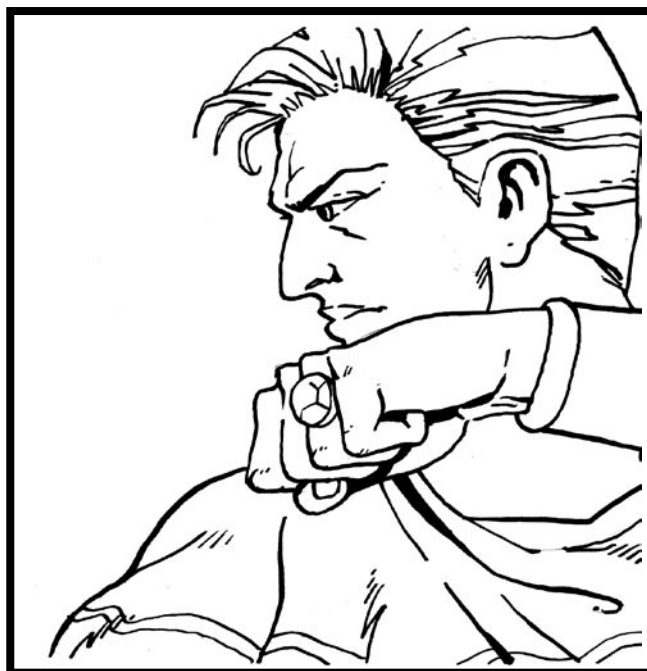
Items of Clothing Table (roll one die)

1	Boots of Speed. Model gains the Long Move rule. Whenever the model rolls two failures on a Quality roll, the boots stop working until the end of the game. It takes three actions to put on and two actions to take off the boots.
2	Cloak of flying. Model gains the Flying rule. It takes one action to put on the cloak and one action to take it off. The cloak is damaged beyond repair in any hand to hand combat in which the model rolls a 1.
3	Gloves of Dexterity. The model gains the Traps rule. It takes one action to put the gloves on and one action to remove them.
4	Shirt of Protection. The model gains the Heavy Armor rule, but without the associated disadvantages. If the model is killed in combat, the shirt is rendered useless. It takes two actions to put on the shirt and two actions to take it off.
5	Hat of Magic Bolts. The model gains the ability to throw lightning bolts from his hands. The bolts attack at Long range with a Combat score of 3. It takes one action to put on the hat and one to take it off. If the model is knocked down in combat, the hat falls off and requires one action to put back on. If the model suffers a gruesome death, the hat is destroyed.
6	Belt of Arrow Defense. Every time the wearer is targeted by a ranged attack, the model must make a Quality roll. On one success or worse, he's hit as normal. On two successes, he is not hit by the attack. On three successes, the attack is thrown back at the attacker (roll a ranged attack against him with the wearer's Combat score). It takes one action to put on the belt and one action to take it off.



Magic Ranged Weapons Table (roll one die)

1	Sacred Bow. This is a longbow and a quiver of arrows that do not suffer the -2 against undead models. The model using them gains the Shooter (Long) rule. If an attack with these arrows beats in combat an Evil model, the model must make a Morale roll. Evil models and Undead cannot use this weapon. The Sacred Bow can run out of arrows like normal-- see p. B9.
2	Javelins of Evil. 1d6 Javelins that can be thrown up to Medium range with a Combat score of 2 (even if this is worse than the model's). If the user is Evil, the Javelins have a Combat of 3, ignore the effects of Heavy Armor and Tough rules, and count as a Poisoned attack. A Javelin is automatically destroyed when thrown even if it has no effect upon the target.
3	Sling of Terror. Any model using this sling gains the Shooter (Short) rule. If a model is beaten in Combat by a ranged attack with this sling, the target must make a Morale roll. Undead, Fearless and Artificial figures are unaffected.
4	Spear of Courage. Model gains the Shooter (Medium) rule and becomes Lethal against Coward models. The spear flies back to the model's hands after being thrown so the model can never run out of missiles. The spear hits with the model's normal Combat score.
5	Wingcutter Dagger. Model gains the Shooter (Short) and Lethal vs. Flying rules.
6	Crossbow of Lightning Speed. A Model with this small magic crossbow gains the Shooter (Medium) rule. The crossbow hits with a Combat score of 3 and can run out of missiles - see p. B9. After making an attack with the crossbow, the model can make a second ranged attack by spending two actions. The second attack can be against the same target or another - normal targeting restrictions apply. In a campaign, the crossbow will magically produce more missiles at the beginning of a new game.



Magic Jewelry Table (roll one die)

1	Armband of Protection against Missiles. Model becomes immune to ranged attacks made by models with lower point value than himself. Ranged attacks made by Heroes are not affected by this item.
2	Ring of Flight. Model gains the Flying special rule.
3	Ring of Paralysis. Model may cast one Transfix spell with Quality 3+ once per game. The spell cannot be cast against Undead or Artificial models.
4	Necklace of Bilocation. Model gains the Teleport ability. The necklace has 2d6 magic pearls in it. Every time the model fails one activation die when trying to Teleport (the intent to do so must be announced before rolling the dice), one of the pearls burns out. When all the pearls are destroyed, the necklace stops functioning.
5	Ring of Carrying. The model wearing this ring can carry up to weight 10 in treasure.
6	Ring of Invisibility. The model gains Stealth. It takes one action to become invisible or visible. An invisible model with Terror does not cause any Terror. An Invisible leader cannot use his Leader bonus or give orders for group moves. A model becomes visible when he attacks in hand to hand or ranged combat. An invisible model always enjoys an Ambush bonus until he becomes visible again. A Transfix spell can make the model visible (the model is not transfixed but becomes visible). A model becomes visible if killed.

Scenarios

Dungeon Raid

Players dice to see who is the Attacker and who is the Defender. The Defender plays a band of dungeon denizens (not necessarily monsters-- the dungeon may represent a temple or a feudal Lord's halls!). The Attacker plays a band of adventurers (not necessarily nice guys coming to rescue the damsel - they could be an Orc raiding party coming for loot).

Attacker places a first tile on the game board adjacent to his baseline, deploys any models on it, and then dices for room content.

The Defender follows the same procedure, but he can place rooms anywhere on the board. When the Defender places a room on the table, he can deploy troops in it as per the Room content table result.

The attacker will start from his baseline and will have his troops deployed in the first room (or held in reserve out of the game table), while the Defender may have his troops deployed anywhere else on the board.

Victory conditions: attacker scores 1 point per 20 points of defeated opponents, plus the value of any treasure he manages to take out of the dungeon. Defender scores 1 point per 25 points of defeated opponents, plus the value of treasure that remains in the dungeon.

Rescue

General rules as per Dungeon Raid, above. The Attacker must rescue one of his models who is kept prisoner by the Defender (the model is chosen by the Defender or picked at random). The Attacker gets a replacement model of same or lower point value, but the replacement can't be a Personality. If the kidnapped model has a magic item, the Attacker can reassign it to any other model. When the prisoner is found (the prisoner is in the Main Treasure Room), players may stop placing tiles. The Defender must place at least one of his models in the prisoner's room. The prisoner is held in chains. It counts as Transfixed until freed. To free him, a friendly model with the Traps special rule must spend a full turn adjacent to him without being involved in any combat. If no model with Traps is available, another friendly model needs to spend a full turn adjacent to the prisoner and roll a 5 or 6 on a die to free him.

Victory conditions: Attacker scores 1 point per 20 points of defeated opponents, plus half the value of any treasure he takes out of the dungeon, plus 1 point per every 5 points the prisoner is worth (if rescued). Defender scores 1 point per 25 points of defeated opponents plus 1 point per every 10 points the prisoner is worth (if not rescued).

The Dragon's Lair

This is a high-risk/high-gain scenario for 500 points warbands. It's designed as a two-player scenario but it is possible to play it with three players - two players running normal warbands and the third player running the dungeon inhabitants and the Dragon.

Both warbands start from opposite sides of the table and alternate placing room tiles. Both players count as "attackers". They dice for room content and, if a monster is indicated, a random monster is placed in the room and played by the opponent (or by the third player). Roll a die on the following table:

Random Monster Table	
1	d6-2 Human Skeleton warriors
2	d6-2 Dark Dwarves warriors
3	d6-1 Goblin Skirmishers
4	d6-3 Human Warriors or a small Dragon (50% chance of each)
5	1 Minotaur Warrior or 1 Medusa (50% chance of each)
6	d6-3 Minotaur Warriors carrying a random treasure; if a magic item is indicated, a random minotaur will be using it if applicable.



All the results of the above table always have a minimum of one creature. Players can agree to redesign the table to include creatures of their choice.

When a tile from a player is adjacent to a tile from the other player, that room becomes the Lair. The Lair must be placed in a way that both warbands have access to it.

The Lair contains a Hoard, and the Hoard includes a random magical treasure. Unfortunately, the Hoard is guarded by an adult Dragon. Place the Dragon right in the middle of the room.

Roll a die, on a 1 the Dragon will be asleep. If the Dragon is asleep, models with Stealth may be activated to steal treasure from under the dragon's claws. This can be attempted as long as no models without Stealth enter the Lair. The Dragon's Terror is negated as long as it is sleeping and no model wants to attack it.

Every Stealth attempt requires a Quality check versus the Dragon's Quality, and the Dragon rolls at -2 because he's asleep. If the Stealthy model rolls more successes than the Dragon, he manages to pick up 1 point of Treasure for every success. If the Dragon wins, it wakes up and attacks. The Dragon's Terror ability activates the very moment the Dragon wakes up.

If a model without Stealth enters the Lair, or if any model attacks the Dragon, the Dragon wakes up.

The Dragon is activated after both players have activated their warbands. It will always attack first any model who is adjacent to it. If no model is adjacent to the Dragon, it will attack any model who has taken treasure from the hoard. If no model did that, the Dragon will make a Ranged Attack attack against the closest model (choose at random if more models are at the same distance).

The Dragon is moved by the opponent of the player controlling the figure being attacked.

Victory conditions: both players score 1 point for 20 points of eliminated enemies (including random monsters) plus the value of treasure brought out of the dungeon (to the player's baseline).

Killing the Dragon will give 5 points to both warbands if both have attacked the Dragon AND members of both warbands were in the Lair when the Dragon died. If only one warband killed the Dragon, that warband earns 10 points.

The Dragon player (if any) wins if the Dragon survives and no more than half the treasure in the scenario is stolen.

One-on-One

In this scenario, the Defender controls the dungeon dwelling creatures and lays out the dungeon before play. The Attacker's warband is built on 10% more points than the Defender's. *For example, if the Defender's warband is built on 300 points, the Attacker's warband will be built on 330 points.*

The layout and content of the rooms must follow these rules (round all fractions down):

- 1) at least 8 rooms/tiles must be placed;
- 2) at least one third of the rooms must be empty;
- 3) up to one third of the rooms may contain special terrain features;
- 4) there must be one Main Treasure Room containing a chest with a Treasure value of 6 or a Hoard of random value (2d6 points, rolled at the start of play after models have been deployed);
- 5) there must be at least a minor treasure room containing a chest with a random Treasure value;
- 6) Defender may deploy his models anywhere but not in the room adjacent to the Attacker's baseline (where the Attacker will deploy his troops);
- 7) The Dungeon may contain three traps of Difficulty 1, two traps of difficulty 2 or one trap of difficulty 3. Roll randomly to see if the traps are magical or mechanical. The Defender must place a counter in the rooms containing the traps. The Defender has as many counters as he has traps, plus as many "dummy" counters. When a model from the opponent enters the room, the counter is flipped over and it is revealed if the trap is real or a dummy;
- 8) For everything else, follow the general rules and the victory conditions of the Dungeon Raid scenario.

Solo Dungeons

Dungeon exploration presents good opportunities for solo play. Arrange all the miniatures you plan to use in two groups: adventurers and dungeon dwellers.

The dungeon dwellers should be at least double the point value of the adventurers (a typical solo scenario might use 500 points of adventurers and 1000 points of dungeon dwellers).

Depending on available space, a dungeon delve may be on more levels - every level being a separate 2' x 2' table (3' x 3' if you play in 28mm) with its own rooms and corridors. Or if you are playing on a large wargaming table, just go on placing tiles until you run out of scenics or of space!



Entering the Dungeon

Choose a room and place it on the board, adjacent to the edge. Your adventurers start there - place them adjacent to the edge of the board. Then pick another tile, decide how it will connect to the previous tile and place it.

Exploration

For every tile you place after the first one, roll on the tables for room content, treasure, doors and such. When you need to place a scenic item, such as a ramp of stairs or debris, choose it as randomly as possible (you could devise a table based on the available items) and place it.

Encounters

Prepare small cards with the names of the dungeon dwellers and shuffle them. Whenever a monster is indicated in a room, draw a card - those are the opponents that your adventurers meet in that room. Your adventurers start at the entrance of the tile in whatever order they are moving. The dungeon dwellers are placed anywhere from the middle of the room to the wall opposite your adventurers.

If you don't like the card deck method, just divide your monsters in six groups and number them 1 to 6. Roll a die when a monster is indicated and then pick a monster/monsters from the group that comes up.

Every card or rolled monster group should be worth at least one third of your total warband points. *Example: if you are playing with a 500 points Warband, every encounter should be worth at least 166 points. So if you are encountering Zombies worth 18 points each, there should be at least nine Zombies in the room.*

Randomly Placed Enemies

If you want to place dungeon dwellers in a truly random fashion, drop small coins or cardboard chits over the room after you have placed your adventurers. Your hand should be at least three inches above the tabletop. Place the dungeon dwellers where the coins fall - even adjacent to your adventurers.

The Final Challenge

The dungeon dweller with the highest point total is the "Final Challenge". On a multi-level dungeon, the



Final Challenge will always be found on the last level - reshuffle it back in the deck if he comes up before you reach the final level. The room of the Final Challenge will always contain a random treasure. If the treasure contains a magic item, the Final Challenge model will be using it, if applicable. The Final Challenge is unique - once you kill this model, take away the card from the deck.

If the Final Challenge is a Leader, it will not be alone - add d6 Goons and place them in the room, within one Long distance from him.

Major Challenge

The second and third highest ranking creatures should be marked as "Major Challenge". You may meet a Major Challenge in any room, but it is unique - once you kill it, it's gone (do not reshuffle the card into the deck after you remove the miniature from play).

A Major challenge should be a model worth at least 80 points. If a Major Challenge is a Leader, it will have d6 Goons with him. Place the goons within one Long distance from him.

Goons

All other cards should not be marked. They are called "goons" in game terms. When the models are removed from play, the cards are shuffled back into the deck. Every goon encounter must be with at least 90 points of creatures - so multiples of the same creatures should be present.

Scoring Points

You score one victory point per every 20 points of enemies you defeat, plus the victory point value of treasure you carry out of the dungeon. You can spend these points the usual ways - even as soon as you make them! Actually, you could play a very long dungeon with your warband getting more and more powerful after each fight.

Wandering Monsters

Every time there is a combat in a room and every time one of your model casts a spell, roll a die. On a 1, wandering monsters appear. Draw a card - the creature indicated on the cards enters from the opening or door that is closest to one or more of your models. The total point value of creatures must be at least 90 points, so you might have to fight multiples of one creature.

Roll a die to see if the wandering monsters or the adventures will act first.

How to Move Models

If you are playing solo, you should devise a set of rules to be "fair" with yourself. Try the following:

- 1) Enemy goons will always attack your closest model.
- 2) Enemies with the Shooter ability will attack Big or Huge models first, then the closest models, then Personalities, in this order.
- 3) Enemies with the Magic-User special ability will target the closest opponent and try to Transfix him, unless that opponent is Resistant to Magic.
- 4) Opportunistic models will always try to move and attack a fallen or transfixed foe if at all possible.

Make Activation rolls for opponents starting from the ones with the lowest Quality to the ones with the best. Only models with Q3+ will attempt to roll on two or three dice. The last model activating will always roll on three dice unless it is a magic user casting a spell.

Frequently Asked Questions

My model is Lethal vs Magic-Users. Does his Lethality count against Summoners, Necromancers etc?

Yes. Summoners, Necromancers and other spellcasters are all variant of the Magic-User rule and so are affected by this lethality.

My Unicorn found a magic sword. Can he use it?

Yes. The Unicorn is not classed as Animal, therefore he can use magic weapons. You can imagine that magic weapons adapt to their user - in this case, the magic sword would turn into an armored sheath reinforcing the Unicorn's horn. Generally, the shape of the model is not important for purposes of a rule - his Profile is. If you don't like this ruling, just give the Animal special rule to all four legged models and go with it!



Is a missile attack on an Acrobat at -1 if the Acrobat is fallen?

Yes, the Acrobat is rolling on the floor, dodging, etc. The Acrobat ability is negated only if the model is Transfixed.

Can Models with a Combat score of 0 attack?

Yes, they just roll a die without adding any Combat score. So if a model with Combat 0 rolls a 4, you'll need a final score of 8 to double him. Of course, with a Combat of 0 some fights will be hopeless - you didn't expect a child to be able to defeat an armored knight, did you?

Can my models start out with some magic equipment?

Yes. You can agree with your opponent that both warbands get one random roll on the magic treasure tables before play. But generally it's more fun if the magic items are gained in a campaign or stolen from defeated opponents.

Can I pick up a magic item from a killed foe?

Yes, it takes one action assuming that your model is already adjacent to the killed foe.

Can a model give a magic item to an adjacent model?

Yes, it takes one action on the part of the one giving the item and one on the part of the model receiving the item. If the receiving model doesn't roll any success, it means that he is wasting his time figuring out how to use the magic item, or he just hesitates - not being sure whether he should take the item or not. Until the second model makes his activation roll, the magic item is still in the hands of the first model.

Can my model be Lethal vs Humans?

No, take Assassin instead. Humans are so widespread that almost every warband may include some. In a campaign where all warbands have a racial theme (say a player uses only orcs, another only dwarves, another elves, and so on) then players could agree that Lethal Vs Humans can be taken.

Can a Model take Lethal more than once?

Yes, but at that point the model counts as a Personality. If you plan to take Lethal more than twice, it's better to take Assassin instead.

Heroes always roll one automatic success, regardless of their Quality. Does this rule apply to any Quality roll or just for activation rolls?

To any Quality roll. See the FAQ in the main book -- Heroes are immune to power 1 transfix spells for this reason, as they always roll one automatic success.

In Concentrated Shooting, the Leader spends an action to give the order. What about the group?

Every member of the group spends one action shooting.

If mixed troop types with different Quality scores must activate for Concentrated Shooting, what Quality shall they use?

Concentrated Shooting is a sub-case of group activation, so the group activation principle applies. Always use the worst Quality.

What happens when several soldiers with different shooting ranges perform Concentrated Shooting?

If this implies that the group is shooting with a modifier, use the worst modifier in the group. For example, if the target is at Medium distance and one of the Shooters has Short range, the shot will be at -1, as the model with Short range must roll at double normal range.

What happens if a model with the Clinging special rule is knocked down in a fight?

The model falls, taking no damage from the fall. If the model falls in a space occupied by opponents (such as a giant spider walking on the ceiling and falling on the heads of a warband), the model is automatically destroyed.

What happens if 1 is rolled on a Concentrated Shooting? How many models lose their ability to shoot?

Only one model, chosen by the controller, loses the ability to shoot if a 1 is rolled followed by another 1.

In group actions, do you make Morale rolls for a group or for individuals?

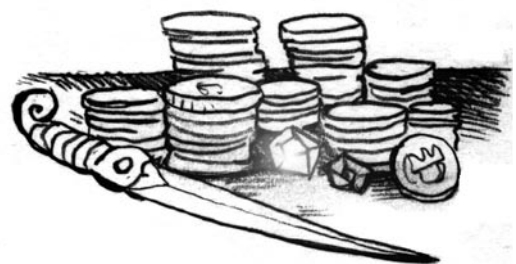
You always make Morale rolls for individuals.

Can a Leader who is part of a Group use his action to give another group action order?

No.

The diagram on p.B9 doesn't make sense!

True. We are officially changing the cover rule on p. B9. C and D cannot shoot each other because they are adjacent. Future editions will have a different diagram.



Rosters

In the following pages you'll find new profiles for both common and unusual fantasy troops.

The troops are arranged on a racial basis just for your convenience – you are free to mix and match your warband as you see fit.

Watch out for incompatible combinations – models with the Paladin special rule will not be part of a Warband that includes Evil models.

If players prefer to play with warbands arranged on a racial basis, you'll have to decide what races can ally with any other, and so on.

Dark Elves

Dark Elf Leader		
Points 86	Quality 2+	Combat 3
Special rules	Evil, Heavy Armor, Leader	
Dark Elf Witch		
Points 46	Quality 3+	Combat 1
Special rules	Greedy, Sorcerer	
Dark Elf Warrior		
Points 35	Quality 3+	Combat 3
Special rules	Evil	
Dark Elf Crossbowman		
Points 45	Quality 3+	Combat 3
Special rules	Evil, Poison, Shooter (Long)	
Dark Elf on Giant Lizard		
Points 48	Quality 3+	Combat 4
Special rules	Evil, Mounted, Savage	
Dark Elf Witch Dancer		
Points 60	Quality 2+	Combat 4
Special rules	Acrobat, Distract	
Dark Elf Sneak		
Points 44	Quality 2+	Combat 2
Special rules	Acrobat, Evil, Stealth, Traps	
Dark Elf Halberdier		
Points 38	Quality 4+	Combat 4
Special rules	Evil, Heavy Armor	

Hobgoblins

Hobgoblin Heavy Infantry Leader		
Points 82	Quality 3+	Combat 3
Special rules	Evil, Gregarious, Heavy Armor, Leader	
Hobgoblin Sorcerer		
Points 50	Quality 3+	Combat 1
Special rules	Sorcerer	
Hobgoblin Death Cultist		
Points 90	Quality 4+	Combat 3
Special rules	Assassin, Distract, Evil, Gregarious	
Hobgoblin Warrior		
Points 33	Quality 4+	Combat 3
Special rules	Evil, Gregarious	
Hobgoblin Crossbowman		
Points 40	Quality 4+	Combat 3
Special rules	Evil, Gregarious, Shooter (Long)	
Hobgoblin Heavy Infantry		
Points 36	Quality 4+	Combat 3
Special rules	Evil, Gregarious, Heavy Armor	
Hobgoblin Skirmisher		
Points 30	Quality 4+	Combat 2
Special rules	Evil, Gregarious, Shooter (Short)	



Snakemen

Snakeman Warrior		
Points 38	Quality 3+	Combat 3
Special rules	Poison	

Snakeman Assassin		
Points 72	Quality 3+	Combat 2
Special rules	Poison, Assassin, Acrobat	

Snakeman Brute		
Points 46	Quality 3+	Combat 4
Special rules	Poison, Tailslap	

Snakeman Archer		
Points 45	Quality 3+	Combat 3
Special rules	Poison, Shooter (Long)	

Snakeman Mutant		
Points 41	Quality 3+	Combat 3
Special rules	Poison, Mutant	

Snakeman Mutant Abomination		
Points 88	Quality 3+	Combat 3
Special rules	Poison, Mutant, Tough, Big	

Snakeman Cult Leader		
Points 92	Quality 2+	Combat 3
Special rules	Poison, Mutant, Leader	

Snakeman Summoner		
Points 184	Quality 2+	Combat 3
Special rules	Poison, Mutant, Leader, Summoner	

Snakeman Magekiller		
Points 46	Quality 3+	Combat 3
Special rules	Poison, Magic Resistance, Lethal vs Magic-Users	

Snakeman Skirmisher		
Points 38	Quality 3+	Combat 2
Special rules	Poison, Shooter (Medium)	



Humans

Antipaladin		
Points 46	Quality 3+	Combat 4
Special rules	Heavy Armor, Evil, Lethal vs Clerics	

Acrobat Thief		
Points 39	Quality 2+	Combat 1
Special rules	Acrobat, Stealth, Traps	

Jester		
Points 35	Quality 4+	Combat 1
Special rules	Distract, Acrobat	

Mutant Hunter		
Points 45	Quality 3+	Combat 3
Special rules	Shooter (Long), Lethal vs Mutants	

Exterminator		
Points 40	Quality 3+	Combat 3
Special rules	Shooter (Short), Lethal vs Swarms	

Evil Cleric		
Points 50	Quality 4+	Combat 2
Special rules	Evil, Cleric	

Demonologist		
Points 50	Quality 3+	Combat 1
Special rules	Evil, Summoner	

Crusader		
Points 43	Quality 3+	Combat 4
Special rules	Paladin	

Human Infantry Leader		
Points 80	Quality 3+	Combat 4
Special rules	Leader	

Human Cavalry Leader		
Points 100	Quality 3+	Combat 3
Special rules	Leader, Mounted, Long Move	

Fanatic Peasant		
Points 34	Quality 4+	Combat 2
Special rules	Fearless, Gregarious, Steadfast	

Circus Strongman		
Points 50	Quality 4+	Combat 2
Special rules	Tough	

Chaotic Humans

Chaos Warrior Heavy Infantry		
Points 41	Quality 4+	Combat 4
Special rules	Mutant, Heavy armor	
Chaos Warrior, Heavy Cavalry		
Points 51	Quality 4+	Combat 4
Special rules	Mutant, Heavy armor, Mounted	
Chaos Warrior Heavy Infantry Leader		
Points 92	Quality 3+	Combat 4
Special rules	Mutant, Heavy armor, Leader	
Chaos Mage		
Points 66	Quality 3+	Combat 2
Special rules	Mutant, Sorcerer	
Human Mutant		
Points 38	Quality 3+	Combat 3
Special rules	Mutant	
Chaos Fanatic		
Points 44	Quality 3+	Combat 3
Special rules	Mutant, Fearless, Steadfast	

Artificial Creatures

Animated Object		
Points 46	Quality 4+	Combat 2
Special rules	Short Move, Artificial, Terror	
Homunculus		
Points 11	Quality 4+	Combat 0
Special rules	Artificial, Short Move, Coward	
Living Statue		
Points 38	Quality 5+	Combat 5
Special rules	Artificial, Slow	
Wood Golem		
Points 28	Quality 5+	Combat 3
Special rules	Artificial	
Crystal Golem		
Points 41	Quality 3+	Combat 3
Special rules	Artificial, Heavy Armor, Magic Resistance, Slow	



Dungeon Dwellers

Brain Devourer		
Points 152	Quality 2+	Combat 3
Special rules	Magic User, Evil, Greedy, Leader	

Brain Devourer Inquisitor		
Points 110	Quality 2+	Combat 4
Special rules	Distract, Evil, Greedy, Assassin	

Disappearing Dog		
Points 57	Quality 3+	Combat 3
Special rules	Long Move, Teleport	

Eye Monster		
Points 134	Quality 3+	Combat 3
Special rules	Flying, Distract, Assassin, Shooter (Long)	

Hag		
Points 40	Quality 4+	Combat 1
Special rules	Sorcerer	

Invisible Hunter		
Points 36	Quality 2+	Combat 1
Special rules	Stealth, Free Disengage	

Jelly Cube		
Points 32	Quality 5+	Combat 2
Special rules	Artificial, Poison, Big, Fearless	

Gargoyle		
Points 46	Quality 4+	Combat 3
Special rules	Flying, Stealth, Coward	

Holy Hermit		
Points 36	Quality 4+	Combat 0
Special rules	Cleric, Fearless	

Blessed Paladin		
Points 104	Quality 3+	Combat 4
Special rules	Cleric, Heavy Armor, Paladin, Steadfast, Fearless	

Blessed Paladin on Warhorse		
Points 134	Quality 3+	Combat 4
Special rules	Cleric, Heavy Armor, Paladin, Mounted, Dismounting, Steadfast, Fearless	



Benign Entities

Angel		
Points 292	Quality 2+	Combat 5
Special rules	Flying, Cleric, Long Move, Hero, Fearless	

Avatar of Good Deity		
Points 260	Quality 2+	Combat 5
Special rules	Paladin, Teleport, Leader, Tough	

Undead

Apparition		
Points 76	Quality 4+	Combat 1
Special rules	Undead, Teleport, Terror, Free Disengage	

Banshee		
Points 90	Quality 3+	Combat 2
Special rules	Undead, Assassin, Distract	

Crypt Guardian		
Points 44	Quality 3+	Combat 3
Special rules	Undead, Stealth, Traps	

Flying Skull		
Points 45	Quality 4+	Combat 1
Special rules	Undead, Distract, Flying	

Poltergeist		
Points 30	Quality 5+	Combat 0
Special rules	Undead, Shooter (Short), Distract, Free Disengage	

Headless Horseman		
Points 116	Quality 3+	Combat 3
Special rules	Mounted, Undead, Terror, Long Move	

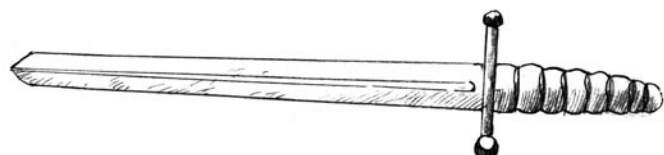
Jack o'Lantern		
Points 72	Quality 3+	Combat 2
Special rules	Undead, Free Disengage, Magic User	

Larva		
Points 13	Quality 6+	Combat 2
Special rules	Undead, Slow	

Tormented Soul		
Points 8	Quality 6+	Combat 0
Special rules	Undead, Evil	

Will o'the Wisp		
Points 26	Quality 3+	Combat 0
Special rules	Undead, Evil, Free Disengage	

Skeleton Goatman		
Points 36	Quality 3+	Combat 2
Special rules	Undead, Acrobat	



Were Creatures

Werewolf		
Points 86	Quality 3+	Combat 4
Special rules	Terror, Savage, Were	

Werebear		
Points 82	Quality 4+	Combat 4
Special rules	Tough, Savage, Were, Big	

Wereboar		
Points 76	Quality 4+	Combat 4
Special rules	Tough, Savage, Were	

Weretiger		
Points 46	Quality 3+	Combat 4
Special rules	Forester, Stealth, Were	

Wereshark		
Points 38	Quality 4+	Combat 4
Special rules	Amphibious, Were	

Wererhino		
Points 76	Quality 4+	Combat 4
Special rules	Heavy Armor, Tough, Were	

Werewolf		
Points 41	Quality 2+	Combat 2
Special rules	Forester, Stealth, Were	

Werejackal		
Points 23	Quality 4+	Combat 2
Special rules	Greedy, Were	

Weresnake		
Points 33	Quality 3+	Combat 2
Special rules	Poison, Were	



Dark Dwarves

Dark Dwarf General w/ Boar		
Points 110	Quality 2+	Combat 4
Special rules	Mounted, Leader	
Dark Dwarf General w/ Horkun		
Points 116	Quality 2+	Combat 4
Special rules	Mounted, Leader, Savage	
Dark Dwarf General w/ Komodo Dragon		
Points 116	Quality 2+	Combat 4
Special rules	Mounted, Leader, Clinging	
Dark Dwarf Sorcerer		
Points 30	Quality 4+	Combat 1
Special rules	Short Move, Sorcerer	
Dark Dwarf Foot Command		
Points 70	Quality 3+	Combat 4
Special rules	Short Move, Evil, Leader	
Dark Dwarf Warrior		
Points 35	Quality 3+	Combat 4
Special rules	Short Move, Evil	
Dark Dwarf Crossbow		
Points 24	Quality 4+	Combat 2
Special rules	Short Move, Shooter (Medium), Evil	
Dark Dwarf Guard Infantry		
Points 38	Quality 3+	Combat 4
Special rules	Short Move, Steadfast, Evil	
Dark Dwarf Mutant		
Points 28	Quality 4+	Combat 3
Special rules	Short Move, Mutant	
Dark Dwarf Corsairs		
Points 28	Quality 3+	Combat 2
Special rules	Short Move, Greedy	
Dark Dwarf Cultists		
Points 21	Quality 4+	Combat 1
Special rules	Short Move, Evil, Fearless, Steadfast	
Dark Dwarf Stalker		
Points 58	Quality 3+	Combat 2
Special rules	Short Move, Assassin, Shooter (Medium), Evil	

Dark Dwarf Boartaur		
Points 53	Quality 3+	Combat 4
Special rules	Big, Long Move	
Dark Dwarf Boartaur Brute		
Points 106	Quality 3+	Combat 4
Special rules	Big, Long Move, Tough	
Dark Dwarf Cavalry Command		
Points 120	Quality 3+	Combat 4
Special rules	Mounted, Long Move, Evil, Leader	
Dark Dwarf Guard Cavalry		
Points 58	Quality 4+	Combat 4
Special rules	Mounted, Long Move, Steadfast, Evil	
Dark Dwarf Heavy Cavalry		
Points 58	Quality 4+	Combat 4
Special rules	Mounted, Long Move, Savage	
Dark Dwarf Light Cavalry w crossbows		
Points 54	Quality 3+	Combat 2
Special rules	Mounted, Long Move, Shooter (Medium), Evil	



Goblin Clans

Goblin Night Runner		
Points 42	Quality 4+	Combat 3
Special rules	Long Move, Shooter (Short)	

Goblin Night Runner Leader (Javelin)		
Points 94	Quality 3+	Combat 3
Special rules	Long Move, Shooter (Short), Leader	

Goblin Weasel Clan Slinger		
Points 30	Quality 4+	Combat 2
Special rules	Shooter (Short), Opportunistic	

Goblin Weasel Clan Rider on giant weasel		
Points 53	Quality 4+	Combat 3
Special rules	Long Move, Opportunistic, Mounted	

Goblin Weasel Clan Rider Leader		
Points 106	Quality 4+	Combat 3
Special rules	Long Move, Opportunistic, Leader, Mounted	

Goblin Bat Clan Warriors		
Points 28	Quality 4+	Combat 2
Special rules	Free Disengage	

Goblin Bat Clan Champion		
Points 43	Quality 4+	Combat 3
Special rules	Free Disengage, Long Move	

Goblin Bat Clan on Giant Bat		
Points 61	Quality 3+	Combat 3
Special rules	Big, Flying, Long Move, Free Disengage	

Goblin Bat Clan Leader on Giant Bat		
Points 122	Quality 3+	Combat 3
Special rules	Big, Flying, Long Move, Free Disengage, Leader	

Goblin Wolf Clan Warrior		
Points 33	Quality 4+	Combat 3
Special rules	Savage	

Goblin Wolf Clan Hero		
Points 66	Quality 4+	Combat 3
Special rules	Savage, Hero	

Goblin Wolf Clan Wolf Rider		
Points 53	Quality 4+	Combat 3
Special rules	Savage, Mounted, Long Move	



Demons and Devils

Hell Hound (firebreathing dog)		
Points 47	Quality 3+	Combat 3
Special rules	Long Move, Evil, Shooter (Short)	

Imp		
Points 31	Quality 4+	Combat 1
Special rules	Stealth, Flying, Evil, Coward	

Nightmare (demonic horse)		
Points 100	Quality 2+	Combat 3
Special rules	Long Move, Terror, Evil	

Winged Devil		
Points 100	Quality 3+	Combat 4
Special rules	Flying, Terror, Evil	

Winged Devil Leader		
Points 220	Quality 2+	Combat 4
Special rules	Flying, Terror, Evil, Leader	

Major Demon/Devil		
Points 576	Quality 2+	Combat 5
Special rules	Flying, Terror, Evil, Magic-User, Tough, Teleport	

Succubus		
Points 96	Quality 2+	Combat 2
Special rules	Assassin, Stealth, Flying, Evil	

Giants

Frost Giant		
Points 96	Quality 4 +	Combat 4
Special rules	Huge, Tough, Long Move, Slow, Heavy Armor	

Hill Giant		
Points 104	Quality 4 +	Combat 4
Special rules	Huge, Tough, Long Move, Slow, Shooter (Long)	

Sea Giant		
Points 106	Quality 4 +	Combat 4
Special rules	Huge, Tough, Long Move, Amphibian	

Cloud Giant		
Points 114	Quality 4 +	Combat 4
Special rules	Huge, Tough, Long Move, Shooter (Long)	

Centaurs

Centaur Warrior (club and shield)		
Points 51	Quality 3+	Combat 3
Special rules	Big, Long Move, Savage	

Centaur Archer (longbow, sword or club)		
Points 58	Quality 3+	Combat 3
Special rules	Big, Long Move, Savage, Shooter (Long)	

Centaur Leader		
Points 116	Quality 3+	Combat 3
Special rules	Big, Long Move, Savage, Shooter (Long), Leader	

Centaur Shaman		
Points 66	Quality 4+	Combat 1
Special rules	Big, Long Move, Magic-User	

Centaur Hero		
Points 112	Quality 3+	Combat 4
Special rules	Big, Long Move, Savage, Hero	

Animals

Crocodile/Alligator		
Points 38	Quality 3+	Combat 3
Special rules	Amphibian, Heavy Armor, Animal	

Great Ape		
Points 41	Quality 3+	Combat 3
Special rules	Big, Forester, Acrobat, Animal	

Elephant		
Points 80	Quality 4+	Combat 4
Special rules	Huge, Animal, Tough, Heavy Armor	

Panther/Leopard		
Points 38	Quality 3+	Combat 3
Special rules	Forester, Stealth, Animal	

Tiger		
Points 46	Quality 3+	Combat 4
Special rules	Forester, Stealth, Animal	

Sabertooth Tiger		
Points 38	Quality 3+	Combat 4
Special rules	Animal, Savage, Greedy	

Wolverine		
Points 23	Quality 3+	Combat 1
Special rules	Forester, Animal, Stealth	

Fox (legendary)		
Points 31	Quality 3+	Combat 1
Special rules	Forester, Animal, Stealth, Traps	

Rhino		
Points 43	Quality 4+	Combat 3
Special rules	Animal, Big, Long Move, Heavy Armor	

Bull		
Points 40	Quality 3+	Combat 2
Special rules	Animal, Big, Long Move	

Eagle		
Points 47	Quality 3+	Combat 2
Special rules	Flying, Long Move, Animal	

Hawk/Falcon		
Points 47	Quality 2+	Combat 1
Special rules	Flying, Long Move, Animal	

Swarms

Swarm of Pixies		
Points 45	Quality 3+	Combat 1
Special rules	Swarm, Distract, Shooter (Short), Poison	

Swarm of Sprites		
Points 50	Quality 3+	Combat 1
Special rules	Swarm, Distract, Flying	

Swarm of Gremlins		
Points 50	Quality 3+	Combat 2
Special rules	Swarm, Distract, Shooter (Short), Evil, Lethal vs. Artificial creatures	

Gnomes

Gnome Warrior		
Points 23	Quality 4+	Combat 2
Special rules	Short Move, Traps	

Gnome Acrobat		
Points 26	Quality 4+	Combat 2
Special rules	Short Move, Traps, Acrobat	

Gnome Sneak		
Points 26	Quality 4+	Combat 2
Special rules	Short Move, Traps, Stealth	

Gnome Illusionist		
Points 35	Quality 3+	Combat 1
Special rules	Short Move, Traps, Distract	

Gnome Leader		
Points 66	Quality 3+	Combat 3
Special rules	Short Move, Traps, Leader	

Gnome Hero		
Points 66	Quality 3+	Combat 3
Special rules	Short Move, Traps, Hero	

Gnome Pig Rider		
Points 38	Quality 4+	Combat 2
Special rules	Mounted, Traps	

Gnome Slinger		
Points 32	Quality 3+	Combat 2
Special rules	Short Move, Traps, Shooter (Medium)	

Gnome Summoner		
Points 36	Quality 4+	Combat 1
Special rules	Short Move, Traps, Summoner	

Gnome Champion		
Points 30	Quality 4+	Combat 4
Special rules	Short Move	

Gnome Ghost Hunter		
Points 28	Quality 4+	Combat 2
Special rules	Short Move, Traps, Ghost Blade	

Gnome Cleric		
Points 46	Quality 4+	Combat 2
Special rules	Short Move, Traps, Cleric	

Gnome Archer		
Points 35	Quality 3+	Combat 2
Special rules	Short Move, Traps, Shooter (Long)	

Gnome Mutant		
Points 26	Quality 4+	Combat 2
Special rules	Short Move, Traps, Mutant	



Play Summary Sheet

Activation procedure

Roll Q or more on 1,2 or 3 dice.
Every success= one action. Two failures = turn over
1 always fails. 6 always succeeds.

Action costs

1 move = 1 action
1 attack= 1 action
1 power attack or aimed shot= 2 actions
leaving HTH combat= 2 actions
standing up= 1 action

HTH Combat procedure

Adjacent models roll 1d+Combat factor.

HTH Combat modifiers

Fighting multiple enemies:-1 per extra enemy
Mounted vs non-mounted: +1
Big or Huge vs normal: +1
Huge vs Big or normal: +1
Attacking Transfixed or Fallen: +2 with quick kill
Defending obstacle/higher ground: +1
Power attack: -1 on opponent's C (2 actions)
Ambush bonus: +1

Ranged Combat Procedure

Shooter and target roll 1d+Combat factor
Only shooter can affect target

Ranged Combat Modifiers

Target at Range x 2= -2
Target at Range x 3= -4
Target protected by cover= -1
Target Big or Huge= +1
Target Undead or Swarm= -2 unless attack is Spell
Target Transfixed= +2
Target is Acrobat= -1 unless Transfixed
Target Fallen= no modifier
Aimed shot= -1 on Target's C (2 actions)

Combat results

Beaten with odd number on die= recoil.
Beaten with even number on die= knocked down
Doubled= killed
Trebled= Gruesome Death
Beaten by Assassin or Lethal= killed

When to test Morale

Charged by Terrifying enemy
Loss of a Leader
Gruesome Death within 1L distance
Warband reduced to 50%

Morale test procedure

Roll Q+ on 3 dice
3 successes= model stands
1 failure= 1 fleeing move
2 failures= 2 fleeing moves
3 failures = destroyed

Morale modifiers

Coward= -1
Steadfast= +1
Undead= +2 (destroyed on any failure)

Spellcasting Procedure

Roll Q or more on 1,2, or 3 dice. Every success= 1 point of power. Power is used as C in ranged combat.

Spell Ranges

Power 1= Short
Power 2= Medium
Power 3= Long

Room Content, roll d6

1=empty, 2=scenic item, 3=scenic item or monster,
4 monster, 5 minor treasure (3 in 6 chance of trap), 6
main treasure room (1-3 hoard, 4-6 treasure)

Treasure

Each Treasure is worth and weighs 1d6 points
Roll 1d6, on a 1 treasure is protected by a Trap;
on a 5-6 it contains random magic item
Hoards are worth 2d6 points, Traps and Magic
items as above

Doors

Roll d6, 1-3= opening, 4-6= door.

Door type

Roll d6, 1-2 open, 3-4 locked, 5 unlocked heavy, 6
locked heavy with 1 in 6 chance of trap

Bashing down doors

Roll d6, +1 if model is Big, +2 if Huge, -1 if door is
heavy, +1 if using ram; on a 5+ door is smashed

Traps

1-4 mechanical trap, 5-6 magical trap; roll d3
for Trap's difficulty, Trap's C score is difficulty+2.
Mechanical traps disarmed by Traps skill. Magic
traps disarmed by magic-using models.

