

Song of Blades and Heroes

Fast Play Fantasy Skirmish Miniature Rules



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Introduction

To play this game, you'll need 3 six-sided dice, a few 15mm miniatures, three measuring sticks (50mm, 80mm and 120mm) and a play surface of 60 x 60cms. You'll also need a few scenic material to represent hills, trees, boulders, ruins and the like (you can just use some paper outlines laid out on the battlefield if you don't have well crafted terrain).

Game Length

Once you know the rules, a game requires 30-45 minutes, making it possible to play a short campaign (3 to 5 scenarios) in a single evening.

Scale and Conventions

SBH recreates the battles of bands of adventurers and warriors in a fantasy world. It's been specifically written for 15mm miniatures mounted on round bases (we use cents as bases) although it can be easily used with larger scales. The rules are written for two players but it's possible to play with more players.

The nominal ground scale with 15mm models is 10mm =1 yard. One figure represents one creature. One turn represent a few seconds. All distances and ranges are measured with three measurement sticks labeled Short (50mm), Medium (80mm) or Long (120mm). Pre-measuring (checking a range before declaring an attack or a movement) is allowed. Players may measure distances at any time.

If you play with 25/28mm models, the measurement sticks should be 75mm, 120mm and 180mm, and the minimum play surface should be 90x90cms.

Playing on Hexagonal Grid

If desired, SBH can be played on a hexagonal grid. Alternatively, you can print out hex maps with terrain. We recommend a minimum play area of four A4 sheets, with hexes 15-20mm across. Count Short distance as 4 hexes, Medium distance as 7 hexes, and Long distance as 13 hexes. All other rules remain unchanged.

Profiles

Every model is described in game terms by a profile. Here's a sample:

Skeleton Dwarf (hand weapon and shield)		
Points 33	Quality 3+	Combat 3
Special rules	Undead, Short Move	

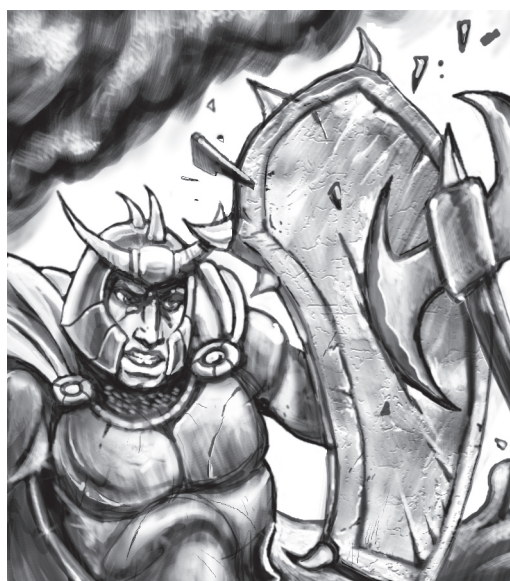
Points: this is the cost of the model. More powerful models cost more points.

Quality: this is an overall indication of the model's willingness to fight, reaction speed, initiative and morale. It is the number to be rolled on a die to activate the model, so the lower the number, the better.

When it's your turn, you nominate a model that you're trying to activate. You can roll one, two or three activation dice -- your choice. Every roll that is equal or better to the model's Quality is a success, every roll that is lower is a failure. You get to do one action for every success. **If you roll two or more failures, the turn passes to your opponent (after the model acts on its one success, if it had one), who gets to nominate one of his models and to activate it.** It is generally wise to start acting with the models with the best (lowest) Quality target numbers.

Combat: this is a measure of how well the model fights. In a fight, this value is added to the roll of a die and compared to the opponent's Combat plus the roll of a die. The combat score takes into account factors such as armor, weapons, and weapon skill. Combat may be influenced by Special rules.

Special rules: this is a catch-all category which includes all the extra abilities and special powers of a model. Every special rule describes something that the creature can do in addition to its basic profile. Some special rules are detrimental (for example, Slow creatures move less frequently than others) and decrease the model's point value.



Basic Rules

Choose Your Models

Both players select their models. This should be done secretly. The total point value of all models in each warband must not exceed 300. Experienced players may opt to play with higher point totals.

Determine Attacker and Defender

Both players roll a die. The high roller decides if he wants to be the attacker or the defender.

Lay Out the Terrain

The defender lays out the terrain, preparing the tabletop and adding scenic features such as hills or woods. If playing a scenario, the defender must abide by the scenario's rules on terrain placement.

Deploy Models

The attacker decides which side of the table he'll be entering from. The defender deploys his troops on the opposite side, within a Short distance from the table edge. After the defender has deployed, the attacker does the same.



Activation

Both players roll a die. The high roller takes a first turn, nominating one of his figures, and rolling one, two or three dice to activate it. The player chooses how many dice to roll. The roll/s is/are made against the model's Quality. The model can act according to the number of successes rolled:

Successes rolled	Possible actions
1 failure	Model performs no action; player may nominate another model and try to activate it
1 success	Model performs one action, then player nominates another figure and rolls to activate it
1 success, 1 failure	Model performs one action, then player nominates another figure and rolls to activate it
1 success, 2 failures	Model performs one action, then play passes to the opponent
2 or 3 failures	Model performs no actions, play passes to the opponent
2 successes	Model performs 2 actions, then player nominates another figure and rolls to activate it
2 successes, 1 failure	Model performs 2 actions, then player nominates another figure and rolls to activate it
3 successes	Model performs 3 actions, after that the player nominates another figure and rolls to activate it

Movement

The table is easier than it looks. Regardless of the number of dice you roll, you are entitled to one action per success rolled. But if at any point you roll two failures, play passes to the opponent. In all other cases, you can nominate another figure and try to activate it (unless all your figures have already been activated!)

When all of a player's models have been activated, or whenever the acting player rolls 2 or 3 failures, play passes to the opponent.

Ending the Game

Play continues until one side is wiped out (all models are killed or run off the table) or until the specific scenario victory conditions are met.

Activated Figures

An activated figure can perform one, two or three actions. Actions can be used to move or to attack, but no model can make more than one attack per turn. Models may spend one extra action on an attack (hand to hand or ranged) to reduce their opponent's Combat value by 1 (think of this as taking a few extra seconds to aim the blow or using all of your strength in an all-out attack).

Any figure can "spend" his actions as follows:

Action	Cost
Move once (walk)	1 action
Move twice (sprint)	2 actions
Move three times (run)	3 actions
Short Move through dense terrain	2 actions
Attack in hand to hand combat	1 action
Perform a powerful hand to hand attack (-1 on opponent's score)	2 actions
Attack with a ranged weapon	1 action
Aimed Shot with a ranged weapon (-1 on opponent's score)	2 actions
Disengage from hand to hand combat	2 actions
Break a "transfix" spell	2 actions
Stand up after a fall	1 action
Cast a spell	1, 2 or 3 actions (see magic rules)

Most models have Medium move -- it means they can move from one end to the other of a Medium stick by spending one action. A few models will be unusually short-legged or long legged (or fast) and be therefore able to move less or more. These models will have the Short Movement or Long Movement special rules in their profile. Generally, all cavalry models will have Long movement (some unusual riding beasts such as giant turtles may have Slow or Medium movement).

A model can move less than the full distance if desired, or not move at all. If movement passes through any sort of difficult ground, such as a marsh or a wooded area, the model's speed is reduced by one category (Medium movement becomes Short, Long becomes Medium, and Short needs two actions to move).



Hand to Hand Combat

A model must be adjacent (in base-to-base contact) with another model to fight. Combat is simultaneous: either model involved in the fight may kill, push away or knock down the other.

Each model involved rolls one die and adds its Combat score. If the result is a tie, nothing happens -- the models parried or dodged each other's blows. Beating the opponent means that the opponent falls to the ground (if the winner's die score is even) or retreats by one base width directly away from the attacker (if the winner's die score is odd).

If an attacker doubles his opponent's score, he has scored a **kill**. The opponent figure is removed from the tabletop. Trebling his score means a **gruesome kill**, which can potentially spread fear among his allies (see the Morale section).



Hand to Hand Combat Modifiers
Fighting against more than one enemy: -1 per every adjacent model above the first
Attacking a transfixed or fallen foe: +2 (and you kill him if you beat him by 1 or more)
Performing a powerful attack (costing 2 actions): -1 on the opponent's score
Ambush bonus: +1
Mounted model attacking a non-mounted model: +1
Defending an obstacle or fighting in elevated position: +1
Big model against a normal model: +1
Huge model against a Big or normal model: +1

Ambush

An ambusher is a model that starts the turn hiding (completely hidden, not just protected by some cover) by woods or some other scenic feature. Ambushers have +1 on their Combat rolls if they shoot missiles from within cover. Ambushers also attack in close combat at +1 in any turn which they started hidden (they rush out of their hiding place to surprise their opponents).

Size in Hand to Hand Combat

Some models are bigger than man-sized. They have the Big or the Huge special rule. Huge creatures are larger than Big creatures. Whenever a larger creature attacks a smaller one (e.g., a Huge model attacking a normal or Big creature, or a Big creature attacking a normal creature), the larger model has +1 on its Combat score. Smaller than man-sized creatures such as Hobbits and Kobolds are treated as normal sized creatures for purposes of this rule.

Fallen Models

A model falls to the ground (lay the miniature on its back) when its opponent wins a Combat with an even result on the die. In other words, you fall if you lose a Combat in which the opponent has rolled a 2, 4 or a 6.

A fallen model is at the mercy of its enemies. The fallen model can attack normally in hand to hand any adjacent models. But the fallen model is attacked at +2 and, if it loses a combat (even by one point), it is killed. If a fallen model is doubled in combat, its opponent has scored a *gruesome kill*.

A fallen model may be activated and spend one action to stand up.

Designer's notes: falling

Some people find it arbitrary and unrealistic that a model falls 50% of the time when it loses a combat. Falling doesn't mean that the model literally fell – he may have just lost his balance for a second, or maybe his weapon turned in his hands, he lost the grip on his shield or he just opened his guard too much. "Falling" just represents a moment in the combat where the model is very vulnerable due to a mistake, not necessarily a fall on the ground.

Recoiling Models

A model must recoil when its opponent wins a Combat with an odd result on the die. In other words, you recoil if you lose a Combat in which the opponent has rolled a 1, 3 or a 5.

The recoiling model must be moved one base width directly away from the attacker. The owning player decides the exact direction of the recoil. If the recoil brings the model in contact with any active (i.e. not transfixed) opponent, the enemy model gets one "free hack" attack against the recoiling model. This is rolled like a normal attack, but only the opponent can damage the recoiling model, and not vice versa.

No Space to Recoil

If there is no space to recoil (for example, if the model is completely surrounded by enemies, or is at the table edge, or is with its back against an impassable scenic feature such as a tree or a wall), the recoiling model automatically falls to the ground.

Leaving hand to hand Combat

A model who wants to leave a combat can do it freely if the opponent is fallen or incapacitated ("transfixed") by a spell. Disengaging from an active opponent is risky. The model must spend 2 actions to disengage and receives one "free hack" attack from each adjacent opponent. This is rolled as a normal attack, but only the opponent can damage the fleeing model, and not vice versa. If the disengaging model wins the die roll, he is free to move away from the opponent.

Exception: models with the Free Disengage special rule are not attacked when they leave a hand to hand combat, or when a recoil brings them in contact with an active enemy. In other words, models with Free Disengage are immune to Free Hacks.



Ranged Combat

A model with the Shooter special rule is able to hit in ranged combat.

Every Shooter has a range (Short, Medium or Long) on his profile. The target must be within this range to attack normally. If it lies within double the range, the attack is at -2. If it lies at three times the range, the shot is at -4. If the target lies beyond that, the shot is impossible.



Ranged combat is resolved like regular combat although, obviously, only the shooter can affect the target. Roll a die for the shooter and a die for the target, adding their respective Combat scores. If the result is a tie, nothing happens. If the shooter wins, the target falls to the ground (if the winning die score is even) or retreats by one base width straight away from the attacker (if the winner's die score is odd).

If the shooter doubles the target's score, he has scored a **kill**. The target figure is removed from the tabletop. Trebling the score means inflicting a **gruesome kill**, which can potentially spread fear among his allies (see the Morale section for more about gruesome kills).

Line of Sight

The shooter must be able to trace a line of sight to his intended target. Draw a straight line from shooter to target and if this line goes through any solid obstacle or model, the shot is impossible. The only exception is when a shooter is adjacent (in base to base contact) with a friendly model. The friendly model does not obscure the archer's line of sight.

Targeting Restrictions

The shooter must always shoot at the closest enemy model, unless that enemy model's point value is less than half of the shooter's.

Example: an heroic archer worth 50 points might choose to ignore enemy "goons" worth 23 points each and save his arrows for the opponent's leader and special models.

The shooter can also ignore an enemy model who is hiding, fallen or protected by cover. A shooter can also always choose to ignore regular foes to shoot a Big or Huge model, as larger figures will often be considered as potentially more dangerous.

No Shooting In or Out of Hand to Hand Combat

Neither the target nor the shooter may be engaged in hand to hand combat (you can't shoot if someone is hitting you in hand to hand, and you can't shoot someone who is hand to hand combat with one of your friends, because you might hit your friend).

If the shooter is in hand to hand combat with only a fallen foe, the shooter can fire missiles as normal, including shooting at the fallen foe in contact with him. A shooter cannot shoot an enemy who is in contact with a fallen friend though, as the risk of hitting his friend remains.

Cover

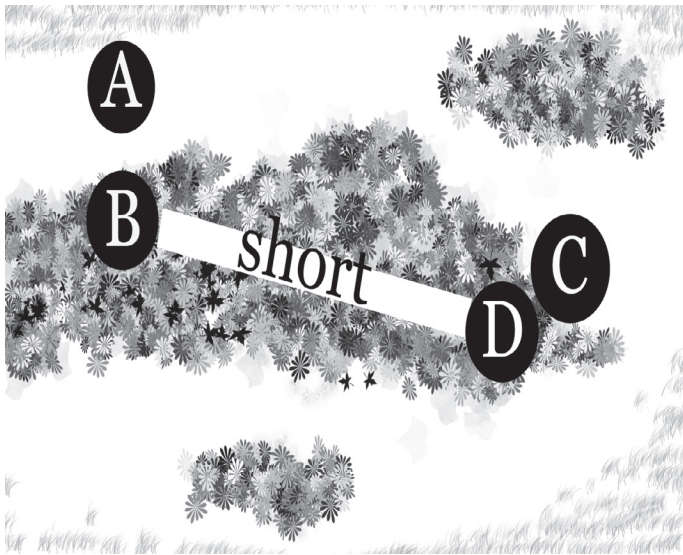
If a target is visible but partially obscured by a scenic item, the model is said to be under cover and the ranged attack is at -1. A model completely obscured by a scenic feature is not a valid target.

Wooded Areas

Wooded areas always count as broken terrain, reducing movement by one category. In addition, a model outside a wood cannot shoot a model inside the wood. A model inside the wood can shoot out of it at +1 (Ambush bonus) if it is adjacent to the internal edge of the wooded area. A model adjacent to the external edge of a wood AND to a model inside the wood can shoot the model inside the wood at -1 (cover modifier) and negates its Ambush bonus.

Two models that are both inside the wooded area can target each other only at Short range and at -1 (cover modifier). See the illustration on p.9

Magic



Model A can't shoot model B
 B can shoot A at +1 (Ambush bonus)
 C shoots D at -1 (cover modifier)
 D shoots C with no modifier (Ambush bonus is negated because C is adjacent to wood AND to model D)
 B and D shoot each other at -1

Missile Expenditure

Whenever a shooter rolls an unmodified 1, roll again; on another 1, the shooter has broken his bow, has run out of missiles or has strained his shoulder. He can't attack in ranged combat anymore during the game.

Aimed Shots

A Model can spend two actions to perform an Aimed Shot, giving -1 to the opponent's Combat score.

Size in Ranged Combat

If a model attacks in ranged combat any large model, the attack gets +1 on the die roll.

Ranged Combat Modifiers Table
Target is behind cover: -1
Shooting at double range: -2
Shooting at triple range: -4
Target is undead: -2
Target is Big or Huge: +1
Target is Transfixed: +2
Target is Fallen: no modifier
Aimed Shot: -1 on opponent's Combat score

Models with the "Magic User" special rule can cast spells by making a Quality check. The player declares his intention to cast a spell with the model and rolls one, two or three dice. The number of successes rolled is the number of magic power points he has to cast the spell. So with 2 successes you have a power 2 spell, for example.

Not all the successes need be used in the spell -- for example, a magic user who rolled three successes may use one success to move and two to cast a power 2 spell. Or he may move twice and cast a power 1 spell. Or he may abort the spell and move three times. The only reason why the mage must announce he's casting a spell is because of spell failures (see below).



Rolling Failures on Spells

Spell casting works like any other form of activation but you must declare that you are casting a spell as part of that activation. If you roll two failures, play passes to the opponent. In addition, if a magic user ever rolls 3 failures, he's out of power -- he can't cast any more spells for the duration of the game.

Restrictions in Spell Casting

Spell cannot be cast if the caster is engaged in hand to hand combat (unless the foe is fallen). Spells cannot be cast if the magic user cannot trace a line of sight to the target.

Spell Range

Spells' ranges depend on the power used. A power 1 spell has Short range, a power 2 has medium range, a power 3 has Long range.

Spells as Ranged Attacks

Spells can be used as ranged attacks, attacking with a Combat score equal to the power of the spell, with a range of Short if power 1, Medium if power 2, and Long if Power 3. This represents the magic user casting lightning bolts, fireballs, disintegration beams or the like.

If used as ranged attacks, all normal targeting restrictions apply. So you can't cast a spell on someone who is engaged in hand to hand, for example.

Spells used as ranged attacks against undead do not suffer the -2 penalty. The magic user knows his job and uses crushing missiles or jolts of positive energy against the undead.

Spells used to pin opponents

A spell can also be used to transfix a creature, pin him to the ground, cover him with spider webs, distracting him with swarms of bugs, etc. Transfixing has the same range as regular magic attacks -- Short for power 1, Medium for Power 2, Long for Power 3. Any model in range can be targeted as long as the magic user has a line of sight to him-- even if the target is already engaged in hand to hand combat. The magic user nominates a target and makes his Quality spell casting roll. The targeted model must make a Quality roll, on one die per point of power of the spell. *So if the spell was cast with 3 successes, the target must resist on 3 dice.* If the targeted creature rolls any failure, it is *transfixed*. A transfixed model must spend 2 actions to break free of the spell. Until he does so, he still counts as transfixed. So, every turn, at activation, the player may nominate the transfixed model and roll to activate it with 2 or 3 dice. On two successes, the model breaks free of the spell.

Transfixed Models

Transfixed models are attacked at +2 in Hand to Hand and Ranged Combat and cannot move. They count as helpless -- they are killed if beaten in combat. They automatically break free of the spell if the magic user is killed. A transfixed model cannot move even if it fails a Morale roll.



Morale

A Morale check is a special kind of Quality check, rolled on three dice. On one failure, the model must immediately make one move towards the closest table edge; on two failures, it must make two moves; on three failures, it automatically runs away (the model is removed from play).

A fleeing model must run towards the closest table edge but while doing so he must stay at least one Short move away from any enemy (fallen or dead enemies do not count!). If this is impossible, the fleeing model is destroyed.

A fallen model **with no enemies in contact** will use the first of his compulsive movements to stand up. So if the model rolled one failure it will just stand up, if it rolled two failures it will stand up and make one fleeing move. If it rolled three failures, the model is automatically out of action. In all other cases (transfixed, fallen with adjacent enemies, etc) a model failing any Morale check is out of action (killed).

When to Make Morale Checks

When a gruesome kill happens, all friendly models within Long distance from the kill must make a Morale check.

A model must also make a Morale check when charged by an opponent with the Terror special ability.

All models in a Warband must make a Morale check when a friendly model with the Leader special rule is killed.

All models in a Warband must make a Morale check when their original number is first halved, rounding fractions down. *For example, a Warband of 9 creatures will test when reduced to 4 or fewer creatures.* If the number is halved again, the models need not to make another morale roll.

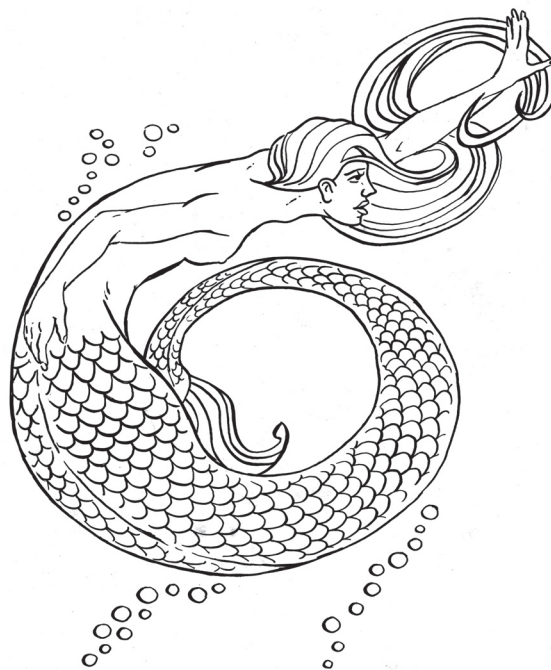


Special Rules

Special rules are all the things that make one model different from another -- for example, a skill with ranged weapons or a natural power. Advantageous special rules increase the cost of a model, and disadvantageous ones decrease it.

Amphibious

Amphibious models may cross bogs, swamps and any kind of water terrain with no movement or combat penalty.



Animal

Animal models do not receive experience points in campaigns. No more than 50% of the members of a warband may be animals. Animals cannot use magic items. Animals automatically rout when the last non-animal model in their warband is killed.

Artificial

Artificial models include non-living creatures such as elementals, automatons, golems or robots. They are immune to poison and do not suffer gruesome kills (treat a gruesome kill as a normal kill). They do not make Morale rolls for Gruesome Kills or Terror. They make normal Morale rolls for the loss of a leader or if the warband is reduced to 50% – their “programming” kicks in and tells them that in some cases it is better to run away and “live to fight another day”.

Assassin

An Assassin is specially trained to find weak spots in an opponent's defenses. When Assassins beat an opponent in combat they kill him, with no need for doubling his score. Assassins score gruesome kills normally (i.e., they need to treble the opponent's score to inflict a gruesome kill). The Assassin rule works only against living creatures. It does not work against targets with the Artificial or Undead rules. The Assassin rule applies both to ranged and hand to hand combat.

Assassin models cost double the normal point cost.



Big

Big creatures (ogres, trolls and the like) have +1 in hand to hand versus smaller folk, but are targeted at +1 by ranged attacks. See Huge for even bigger models.

Cleric

All ranged or hand to hand attacks from a Cleric count as Lethal against any Undead model (i.e., they kill the model without having to double the opponent's score). Clerics can perform healing magic. To do so, a cleric must be adjacent to the model to be healed. By rolling one or more successes on his Quality roll, a cleric heals that many points of Quality loss (for example to a model who has lost Quality due to the effects of Poison, or a model with the Tough special rule who has been wounded). Two successes can also be used to make a fallen model stand up. If the cleric ever rolls three failures during one of these Quality

rolls, though, his deity is displeased with him. The cleric can't cast spells or affect the undead for the remainder of the game (in a campaign, the cleric's powers return at the beginning of the next game). Cleric models cost double the normal point cost.



Clinging

Models with the Clinging special rule can walk on walls, ceilings and trees. Examples include giant lizards, centipedes and spiders. Models with Clinging do not take damage from falls. A model on a wall counts as in higher elevation vs a creature on the ground.

Entangle

The Entangle special rule represents the ability to shoot spiderwebs or any other attack that could glue an opponent on the spot or hinder his movement. Entangle works just like the ability to cast Transfix spells (so range is Short if one action is used, Medium if two are used, and Long if three are used). The main difference is that the entangle is **not** automatically broken if the entangler is killed.

Fearless

Fearless models are immune to the effect of Gruesome Deaths and to Terror. They make Morale rolls normally for the loss of a Leader or when their Warband loses 50% of members.



Flying

Flying models can freely move above obstacles such as trees, boulders etc. Flying models always land at the end of their move. Combat between flying and ground models is conducted as normal. Since they land to fight, a flying model takes no special damage when he falls during combat, even when the combat is between two aerial combatants – the models are assumed to have means to stop the fall.

Forester

A Forester is trained to move across wooded areas. Foresters suffer no movement reduction when crossing woods of any kind.

Free Disengage

A model with the Free Disengage special rule doesn't receive a free hack when it is leaving a hand to hand combat engagement.

Gregarious

Gregarious models have +1 on their Quality rolls when attempting group moves. Examples of Gregarious creatures include some small goblinoids (goblins, kobolds etc.) who aren't especially brave or effective in single combat but can swarm over their opponents when following the orders of a capable leader.

Hero

Heroes always roll one automatic success, regardless of their Quality. So if you activate a Hero on two dice, you roll only one and assume that the other die rolled a 6. In addition, once per game, a Hero model can reroll one die roll, be it a Combat or Quality roll. The result of the second die roll is final, even if it is worse than the previous one.

Huge

Huge creatures (dragons and the like) have +1 to hit smaller models (this includes models with the Big special rule!) and are targeted at +1 by ranged attacks.

Leader

Leaders influence models' quality and morale. Any friendly model within Long distance from a Leader has its Quality rolls (including Morale rolls) increased by one. When a Leader dies, though, all friendly models must make a Morale roll. The effects of multiple leaders are not cumulative -- so if a model lies in the range of two Leaders, its Quality is adjusted by 1, not 2. Note that models with the Leader special rule are not mandatory in a warband.

The leader's bonus does not count if the leader is on the ground or if the model cannot see the leader (the model cannot trace a line of sight to the leader). Enemy models do not obstruct line of sight from a model to his leader (thus you count your bonus even if you can't see your leader because he is surrounded by enemies).

Leaders may also attempt *group activations* - - rolling to activate a group of 2 to 5 models with a single die roll. See p. 16

Lethal

Lethal models kill an opponent of a certain type, race or category just by beating him in Combat (no need to double his score). The creature's profile will specify who he is Lethal against. *For example, a Witch Hunter is lethal against any magic-using model. A Giant Killer is lethal against any member of the Giant race, and so on.*

Long Move

Models with the Long Move rule use the Long measuring stick when moving.

Magic User

Magic-Users can cast spells by making a Quality check. See the Magic section.



Poison

Models with the Poison special ability have a venomous natural attack or use poisoned weapons. Roll a die every time a poison attack hits; on a 6 the target's Quality number goes up by 1, if it ever reaches 7 the model dies.



Mounted

Mounted models ride some sort of steed -- be it a horse or other riding creature. Mounted figures have +1 on their Combat score in hand to hand versus any non-mounted figure their size or smaller. When a mounted figure receives a "knocked down" result, it is thrown from the saddle. The figure falls and the mount runs away. The fallen figure loses one category of movement (going from Medium to Short, for example) and one point from its Combat score (because his training and weapons are tailored to fighting from horseback and not from the ground).

Savage

A Savage model inflicts a gruesome kill just by doubling the opponent's score (i.e. they don't need to treble it-- every kill counts as gruesome).

Shooter

Shooters can make ranged attacks such as shooting a bow, throwing javelins or breathing fire. The range of the attack is shown in the profile as Short, Medium or Long.

Short Move

A model with the Short Move rule uses the Short measuring stick when moving.

Slow

Slow models can only make one movement per turn, regardless of how many activation successes they roll. Note that a model such as a giant or troll may be Slow but be capable of Long movement -- slow reactions, long legs! The only time a Slow model can make two movements in a turn is when it is fleeing due to a failed Morale roll.

Steadfast

Steadfast models have +1 on Morale checks dice rolls.

Stealth

A model with Stealth can move silently across the battlefield, using available cover to its advantage. As long as the model is adjacent to any scenic feature that counts as cover, the model cannot be targeted by any ranged attacks or spells. Note that there is no need for the cover to be between the Stealthy model and potential shooters -- as long as the Stealthy model's base is in contact with a scenic item, he can't be targeted.

Tailslap

The model has a vicious tail attack that can knock enemies down. Every time an enemy recoils from a model with the Tailslap special rule, roll one die. On a 1, the model falls instead of recoiling. Use this rule only if the recoiling model is the same size or smaller as the model with Tailslap (i.e., a lizardman cannot tailslap a Dragon, but a Dragon may tailslap a lizardman).

Terror

Some models exude Terror -- Any model wishing to enter hand to hand combat with a Terror-inspiring foe must pass a Quality roll on a die. If the roll fails, the model can do another action but it cannot charge the terrorizing model. When Terror-inspiring models charge, any model they charge must immediately make a Morale check.

If a model makes the roll, it becomes immune to further Terror effects from that kind of enemy. Models with Terror are themselves immune to the effects of Terror.

Tough

Tough models are hard to kill. When a Tough model receives a Gruesome Kill, it is treated as a normal kill -- the model dies but there is no Morale effect. When they receive a normal kill result, the models are just wounded -- the models are not removed but their Quality target roll goes up by one. *For example when a Dragon with Quality 3+ is killed, it stays alive and becomes a Quality 4+ model.* When Quality becomes 7+, the model dies.

As reminders of a model's wounds, you can use wound markers shaped like drops of blood or red plastic rings that you can put on the model.

Undead

Undead models are immune to poison; shooting attacks hit them at -2 (either because they are skeletal, and arrows fly through their bones, or because they don't have vital organs that missiles can pierce). Spell attacks hit them normally. Undead never flee from a combat. They have +2 on all Morale rolls but crumble to dust if they roll any Morale failure.



Designing Your Warband

Each player has 300 points to build his Warband. You can mix and match any kind of models, but only one third of your points (100 points) can be spent on Personalities (models with the Hero, Tough, Leader, Terror, Assassin, Cleric or Magic-User special rules).

Ideally, you need a good mix of movement, offensive abilities, ranged attacks, magic and speed. Magic-users are useful but they need protection because of their low Combat scores. A Leader is a big boost to your warband's quality, but if he dies you risk losing your warband due to the morale factor. A hero may certainly help with bad dice rolling, and the attacks of a Savage creature or two will break your opponents' morale.

Falling Damage

If a model falls when at the edge of a cliff, bridge or other elevated structure, he falls for the whole distance. A falling model must make a Quality roll, on one die if the fallen distance is Short, two dice if Medium, three dice if Long. On any failure, the model is out of action. Complete success means that, on its next turn, the model will need two actions to stand up (this is an exception to the standard "standing up" rule which requires only one action to stand up).

Group Actions

A Leader (and only a leader) may give an order to 2-5 figures to move as a group. The figures must be in base to base contact with each other and be within Long distance of the Leader. The leader must be diced for before moving the group. The leader pays one action to give the group move order.

The grouped figures may move and act in any way the player wants. The group makes only one activation roll (on one, two or three dice as normal) but uses the worst Quality in the group. So if you have a group of three Elves with Q3+ and a Halfling with Q4+, you must roll 4+. If the roll/s is/are successful, all the models in the group are entitled to move, attack etc as normal. It is NOT mandatory that all models in a group perform the same action.



Regroup

A special case of the above is the REGROUP order. The leader can give this order to any number of models within Long distance from him. Giving the Regroup order costs one action to the Leader. There's no need for the models to be adjacent. All models part of the regroup order act as a group move (thus they are activated on a single roll using the worst Quality in the group) and must end their move in base to base contact with at least another.

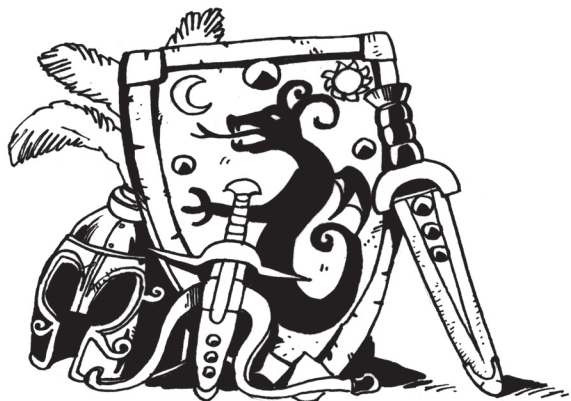
During a Regroup, models cannot attack, shoot or cast spells.

Concentrated Shooting

A group of Shooters may concentrate fire against a target to increase their chances of bringing him down. A Leader must spend an Action to give the concentrated shooting order. The shooters must be within the Leader's command radius (Long). Up to five models may participate in a Concentrated Shooting. Instead of making a single combat roll for every shooter, make a single die roll, using the worst Combat score in the group of shooters. The target receives -1 on its Combat score for every shooter beyond the first. The Aimed Shot bonus cannot be applied to concentrated shooting.

Example: a Kobold leader orders a group of five Kobold Skirmishers (Combat 2) to shoot their javelins at an Ogre (Combat 4). Assuming the leader makes its Activation roll and the Kobolds theirs, the Kobolds will roll 1d6+2 (their Combat score) +1 (for the Ogre being a Big target), and the Ogre will roll 1d6+4-4. While a single Kobold has little chances of bringing down the Ogre (if the Ogre rolls 1 he has a final Combat score of 5, and if the Kobold rolls a 6 he has a final Combat score of 8 – still not enough to kill the Ogre), a round of concentrated shooting may kill the Ogre.

All other modifiers apply as normal. If a modifier applies to anyone in the group, it applies to the concentrated shooting as well. *For example, if the target counts as under cover for one of the shooters, it counts as under cover for the concentrated shooting too.*



Campaigns

A campaign is a series of interlocked battles. Every game in a campaign is a randomly-determined scenario with different victory conditions and consequences on the warband. Some scenarios will favor small bands of powerful models, while others will favor large masses of low cost troops. When a certain number of scenarios (as arranged by the players-- we recommend three to five) have been played, the Campaign is over and the player with the highest number of victory points is the winner.

After the Battle (winning warband)

All models who ran off the table during a battle will automatically survive to fight in the next battle. Make a Quality roll on three dice for any model eliminated during a game:

<i>Survival Table</i>	
3 successes	model survived with minor injuries and will fight normally in next game
2 successes	model is wounded, he will be at -1 on Quality rolls in next game
1 success	model skips next game, and then get back in action as per 2 successes above
3 failures	model is dead

After the Battle (losing warband)

All models who ran off the table during a battle will automatically survive to fight in the next battle. All models killed during the game are dead.

Replacing Dead Models

When you lose a scenario, you get back all the points of your dead models to buy replacements for the next scenario. Replacements cannot be Personalities.

When you win a scenario, you get back the full value of your dead models to buy replacements, including new Personalities. The news of your success attract new members to your warband.

Improving Your Models

When you win a scenario, your surviving models receive one experience point each. You can spend 3 experience points to adjust a model's Quality or its Combat score by 1, or to learn to use a ranged weapon. Pay 2 experience points to gain the Shooter (Short Range), 3 for Shooter (Medium Range) and 5 for Shooter (Long range).

Expanding Your Warband

Every time you win a battle, you receive Victory Points. When you have enough points, you can spend them to buy a new model, or to buy Advances for your Warband.

Warband Advances

Advances are special rules that apply to your Warband. Each Advance costs 10 Victory points and can be bought only once.

Combat masters: you get a +2 bonus to any one Combat die roll. Use once per combat.

Courageous: once per game you can re-roll one Morale roll. You must re-roll all three dice and the result of the re-roll is final, even if it worse.

Dirty tricks: once per game, you can negate the effects of one special ability on a model controlled by the opponent.

For example, you can prevent a Shooter from using a ranged attack, or a magic-user from casting a spell, or you can hit an Undead with a ranged attack without suffering the customary -2 on the roll. You cannot use this ability to counter the effect of an Advance.

Divine Protection: once per game you can negate the effect of a spell cast on one of your models.

Like the back of my hand: once per game you can ignore the effect of rough terrain (reduced movement and modifiers to Combat score).

Retaining the Initiative: once per game, when you roll two failures while activating a model, play does not pass to the opponent. You decide when, and if, to use this ability.

Strategical Bonus: you get a +1 on your initial dice roll to determine which player is the defender and which is the attacker.

Tough as Nails: once per game you can ignore one "kill" result rolled against any one of your models. The model ignores a Kill or a Gruesome Kill and falls instead.

Unpredictable: once per game, you can switch two model's Quality values before rolling for their activation. *For example if you have a knight with Quality 3 and a Goblin slinger with Quality 5, you can invoke this rule before activation and give Quality 3 to the Goblin and Quality 5 to the knight.*

Buying New Models

If you want to use your Victory points to buy new models, just double them and use them to pay the model's cost – for example, you can spend 20 Victory points to buy a new model worth 40 points. The new models bought can be Personalities.

Scenarios

To determine what kind of scenario will be fought, a player should roll on the Scenarios table after players have picked their warbands.

Scenarios table (roll one die)	
1)	All-Out Battle
2)	Ambush
3)	Treasure Hunt
4)	Place of Power
5)	On Difficult Ground
6)	Quest for a Magic Item

All-Out Battle

Players dice to see who is the attacker and who is the defender. The defender lays out the terrain. Two to six scenic items (hills, boulders, woods, ruins, etc) must be placed on the tabletop. No scenic feature can be bigger than two Long measurement sticks, or smaller than Short, or higher than Long. Scenic features can be adjacent to table edges. There must be at least one Short gap between any two terrain features. Terrain features should be irregularly shaped. Rivers should be designed in sections -- each section must be no wider than Short and no longer than 2 x Long. Rivers sections must be placed adjacent to each other. There must be at least one bridge or fordable area for every river in play.

The attacker chooses which side of the table he enters from. The defender will enter from the opposite side. The defender places his models within one Short move of his table edge, and then the attacker does the same.

Play continues until one player concedes or all models on one side are running away, fallen or dead. *Victory conditions: 1 Victory point per 20 points of killed opponents.*

Ambush

As above, but Defender places markers (of the same size of the models' bases) instead of placing models. The defender places two markers per model in his warband. Markers must be placed within Short distance from the table edge and/or within the terrain feature which is closest to the Defender's table edge. During play, whenever a marker is attacked, or whenever an opponent moves within one Long distance from the marker, or whenever the Defender rolls to activate it, the Defender must reveal whether the marker is real, substituting the marker with a figure, or if just a "dummy", removing the marker from play. When all the figures in the warband are on the table, remove any remaining counters.

Play continues until one player concedes or all models on one side are running away, floored or dead.

Victory conditions: 1 Victory point per 20 points of killed opponents (attacker), 1 Victory point per 30 points of killed opponents (defender).

Treasure Hunt

Defender lays out the terrain as in All-Out Battle. Attacker places three treasure tokens on the tabletop. The tokens should be the same size as a normal sized model's base. The tokens must be within a terrain feature. Whenever a model gets adjacent to the token, roll a die. On a 5 or 6, the Treasure is found and all tokens are removed. On a 1 to 4, remove that token only. If the first and second treasure token are removed, the treasure is automatically found in the third token.

A model must pay 2 actions to pick up the treasure. To win the scenario, the treasure must be carried out of the board edge where the warband entered.

Victory conditions: 1 Victory point per 25 points of killed opponents, plus 5 points for getting the treasure.

Place of Power

Lay out the terrain as per an All-Out battle. One randomly-chosen player nominates one terrain piece as a Place of Power. Magic-using models standing in the Place of Power have +1 on their Quality rolls (including Morale rolls) and cannot run out of magic power until the end of the game (as long as they continue to stand in the Place of Power!)

Victory conditions: 1 point per 25 points of killed opponents, plus 3 points for every magic-using model standing on the Place of Power terrain at the end of the game.

On Difficult Ground

Players dice to see who is the attacker and who is the defender. The defender prepares the game terrain. Up to 8 scenic items (hills, boulders, woods, ruins, etc) can be placed. No scenic feature can be bigger than the Long measurement stick, or smaller than Short. Terrain features can be adjacent one to the other, and should be irregularly shaped.

The attacker chooses which side of the table he will enter from. The defender will enter from the opposite side. The defender places his models within one Short move from his table edge, and then the attacker does the same.

Whenever a model enters any terrain item, roll a die. On a 5 or 6 (4,5 or 6 for mounted models, and 6 only for models with the Forester special rule), the model must make a Quality check or be removed from the game (lost to quicksand, giant man-eating plant, lurking monster, magical trap, or whatever).

Play continues until one player concedes or all models on one side are running away, floored or dead.

Victory conditions: 1 point per 20 points of killed opponents.



Quest for a Magic Item

Defender lays out the terrain as in All-Out Battle. Attacker places three treasure tokens on the tabletop. The tokens must be within a terrain feature. Whenever a model gets adjacent to the token, roll a die. On a 5 or 6, a magic item is found and all tokens are removed.

On a 1 to 4, remove that token only. If the first and second treasure token are removed, the magic item is automatically found in the third token.

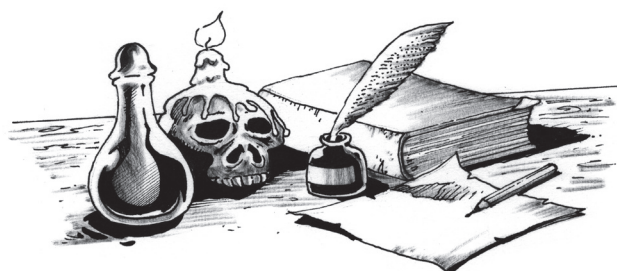
A model must pay 2 actions to pick up the magic item. Roll a die on the magic items table, below, to see what kind of item it is.

If a model is killed, another model may pick up the magic item (assuming it didn't run out of power) by spending 2 actions.

A model may give a magic item to another model by being adjacent to it. Both models must spend one action.

Victory conditions: 1 Victory point per 25 points of killed opponents, plus 3 points for getting the magic item. The winner gets to use the magic item in future scenarios, until it runs out of power! The magic item can be assigned to any model in the next game.

Magic Items table (roll one die)
1) Magic sword. Increase model's Combat by 2 until the player rolls a 1 in combat.
2) Magic javelins. Model gets 1 to 6 javelins (roll a die) that can be thrown (even if the model hasn't got the Shooter special rule) to Short range and with +1 on Combat.
3) Magic cloak. Model gets the Stealth special rule until the player rolls a 1 in combat.
4) Rejuvenation ring. Model becomes immune to poison and ignores the first kill result it receives. The ring is then rendered useless.
5) Strength belt. Model receives 3 Strength points. Each point can be used to add +1 to one Combat roll. More points can be combined on a single roll.
6) Scroll. Roll one die: the result is the Quality of the scroll. Model can cast a spell from the scroll by making a Quality roll, in the same way as a magic-user. If the model is already a magic user and the spell casting roll from the scroll is a triple failure, the magic user does not run out of magical power (he has used the power of the scroll and not its own!)



Frequently Asked Questions

If I roll only one die to activate my figures, I can't roll two failures so the turn doesn't pass to my opponent. What gives?

This is called "playing safe". The turn passes to your opponent when all of your figures have acted once. Once your opponent starts to whip you with double and treble actions, you'll see the importance of activating figures on more than one die.

What can a Transfixed model do?

A Transfixed model is trapped by a magical illusion, web, hypnotism or the like. The model cannot act until he spends two actions to break the spell. Until this happens, the model cannot move, is attacked at +2 in Hand to Hand combat and is killed if beaten by one point.

My Elf warrior (Q 3, C3) is in base to base contact with an Orc. It's my turn. I roll one die to activate and get a 1. Can my Elf attack?

No. You failed your activation roll so you don't get to do any action. This doesn't mean that the Elf stands there motionless waiting for the Orc to hack him to bits. The Elf is there parrying and dodging but does not take the initiative-- for the moment. A turn represents very little time (a second or two) so it's normal for a fighter to observe the situation, feint, adopt a defensive stance, etc. Not every blow is a telling blow! Also remember that combat is simultaneous -- so when the Orc activates, *if* he activates, both combatants will roll a die for hand to hand combat.

When Slow creatures roll to run away and get two failures, do they run double, or just a single move?

They move double. Fear makes them surpass their limitations.

If a magic user get several actions, can he move closer with the first and then cast a spell with a second or third action point? Does he then roll again to see how powerful the spell is? Or is a magic user only able to attempt a spell at the start of his turn, INSTEAD of moving?

A magic user rolls for activation like any other model, but must state that he will be casting a spell as part of his activation if he wants to do so; then he uses **any or all** of his rolled successes as power points to cast a spell. Let's say your mage rolls 3 successes. He can make one move and then cast a power 2 transfix or magic attack. The target of the transfix must save vs a power 2, not power 3 spell, as one action has been used to move. A magic-user could even break away from close

combat and then (supposing he survives the free hack) cast a spell, or a magic-user could get close to his target and cast a short ranged power 1 spell.

In short: a magic user uses his rolled successes to cast spells and/or move and/or attack, just like any other model. The only catch is that the Magic-User must declare before rolling his activation dice whether he wants to cast a spell or not (because if he rolls three failures he runs out of magical power for the remainder of the game).

When does the Leader bonus count?

The Leader bonus counts when models within Long distance can see the Leader. The bonus doesn't count if the models cannot see the leader (so you can't hide your leader in the woods and continue to give orders) or if the leader is fallen or Transfixed.

Enemy models do not obstruct the line of sight between a soldier and his leader, so you still count the Leader bonus even if your leader is surrounded by foes.

Does the Leader bonus count on a magic-user's Quality when he's trying to cast a spell?

Yes it does.

Does the leader bonus count on himself? Does the Leader bonus count on other Leaders?

No to both questions.

Are Heroes effectively immune to Power 1 Transfix spells?

Yes. A Power 1 transfix spell requires a save on one die, and a Hero always rolls a success on one of his dice. This means that Heroes are not affected by petty magic!

How are point values calculated? I want to be able to create my own models!

The formula for point cost is:

$(7 - \text{Quality number} + \text{Combat score}) \times 5$

-3 points if Animal

- 5 points if Slow or Short move

+5 points if Huge or Mounted

+10 points if Long move or Flying

Shooters: +2 if Short range, +4 for Medium range, +7 if Long range

+3 points for any other special rule

After all calculations, double the cost if Assassin, Hero, Cleric, Entangle, Leader, Terror, Tough or Magic-User (multiply by 4 if two apply, multiply by 8 if 3 apply).

Creating new profiles is easy, but don't overdo it. As a rule of thumb, do not create models with more than 2 special rules. Quality should be 2 to 6 and Combat should be 0 to 5.

Is there any expansion of these rules?

We are already working on a Companion book with dungeon delving rules, solo campaigns, special terrain rules, special characters and such. After that we will probably put out culture-specific expansions such as Japanese myth, Greek myth and so on. With time, we will adapt the SBH rules to other genres, such as ancient historical and science-fiction.

Designer's notes: Modifiers

Giving a -1 on your opponent's Combat score is not the same as having +1 on yours because it makes doubling (and therefore killing) easier. Pay attention to minuses and pluses and remember that you can give -1 on your opponent's Combat roll by spending 2 actions on the attack. Many fights will be resolved by that.

Designer's notes: Fallen and Transfixed Models

A transfixed model is not in the same predicament as a fallen one, although for game purposes both conditions are equally bad. We suggest that a Transfixed model is marked with a counter of sorts – for example, you could make a tiny spider web out of paper or thread and place it on the model to show he is Transfixed, while Fallen models can be knocked down and let lying on the playing surface.

Rosters

In the following pages you'll find 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.

Alternatively, players may prefer to play with warbands arranged on a racial basis – in that case, you'll have to decide beforehand what races can ally with any other, and so on.



Undead

Skeleton Human (hand weapon and shield)		
Points 33	Quality 3+	Combat 2
Special rules	Undead	

Skeleton Human, Archer (bow)		
Points 31	Quality 3+	Combat 1
Special rules	Undead, Shooter (medium)	

Skeleton Lion-man (two handed weapon)		
Points 38	Quality 3+	Combat 3
Special rules	Undead	

Skeleton Orc (hand weapon and shield)		
Points 33	Quality 4+	Combat 3
Special rules	Undead	

Skeleton Dwarf (hand weapon and shield)		
Points 33	Quality 3+	Combat 3
Special rules	Undead, Short Move	

Skeleton Orc Rider (riding skeleton boar, hand weapon and shield)		
Points 48	Quality 4+	Combat 3
Special rules	Undead, Mounted, Long Move	

Skeleton Boar (hand weapon and shield)		
Points 45	Quality 4+	Combat 4
Special rules	Undead, Animal, Long Move	

Skeleton Dwarf Rider (riding skeleton boar or bear, mace or axe)		
Points 43	Quality 3+	Combat 3
Special rules	Undead, Mounted	

Skeleton Wolf		
Points 40	Quality 4+	Combat 3
Special rules	Undead, Animal, Long Move	

Zombie		
Points 18	Quality 6+	Combat 4
Special rules	Undead, Short Move, Slow	

Zombie Lord		
Points 46	Quality 5+	Combat 5
Special rules	Undead, Short Move, Slow, Leader	

Ghoul (club)		
Points 36	Quality 3+	Combat 2
Special rules	Undead, Poison	

Vampire		
Points 192	Quality 3+	Combat 5
Special rules	Undead, Tough, Terror	

Vampire Lord		
Points 232	Quality 3+	Combat 5
Special rules	Undead, Tough, Terror, Flying	

Mummy		
Points 92	Quality 5+	Combat 3
Special rules	Undead, Tough, Terror, Slow	

Lich		
Points 152	Quality 3+	Combat 2
Special rules	Undead, Magic-User, Terror	

Wraith Lord		
Points 102	Quality 3+	Combat 3
Special rules	Undead, Assassin, Free Disengage, Flying	

Wraith		
Points 56	Quality 3+	Combat 4
Special rules	Undead, Free Disengage, Flying	

Wraith Lord on undead mantichore		
Points 76	Quality 3+	Combat 5
Special rules	Undead, Free Disengage, Flying, Mounted, Long Move	

Spectre		
Points 82	Quality 4+	Combat 2
Special rules	Undead, Free Disengage, Flying, Terror	

Ghost		
Points 36	Quality 4+	Combat 1
Special rules	Undead, Free Disengage, Flying	



Humans

Human Warrior (shield and spear and/or sword)		
Points 35	Quality 3+	Combat 3
Special rules		

Human Barbarian Warrior (shield and spear and/or sword)		
Points 38	Quality 3+	Combat 3
Special rules	Fearless	

Human, Light Infantry (sling, javelin or short-bow)		
Points 34	Quality 3+	Combat 2
Special rules	Shooter (Medium)	

Human, Heavy Infantry (shield, armor, hand-weapon)		
Points 30	Quality 4+	Combat 4
Special rules	Short Move	

Human, Archer (longbow or composite bow)		
Points 42	Quality 3+	Combat 3
Special rules	Shooter (Long)	

Human, Light Cavalry (sword or spear)		
Points 45	Quality 3+	Combat 2
Special rules	Mounted, Long Move	

Human, Medium Cavalry (hand weapon, light armor)		
Points 50	Quality 3+	Combat 3
Special rules	Mounted, Long Move	

Human, Heavy Cavalry (sword or mace, shield, lance, armor)		
Points 55	Quality 3+	Combat 4
Special rules	Mounted, Long Move	

Human, Light Cavalry, Archer (shortbow)		
Points 49	Quality 3+	Combat 2
Special rules	Mounted, Long Move, Shooter (Medium)	

Human, Witch Hunter (crossbow or musket)		
Points 45	Quality 3+	Combat 3
Special rules	Lethal vs Magic-Users, Shooter (Long)	

Human, Cleric (shield, chainmail, mace)		
Points 70	Quality 3+	Combat 3
Special rules	Cleric	

Human, Undead Hunter (crossbow)		
Points 45	Quality 3+	Combat 3
Special rules	Lethal vs. Undead, Shooter (Long)	

Human, Magic-User (dagger)		
Points 50	Quality 3+	Combat 1
Special rules	Magic-User	

Human, Warmage (sword)		
Points 60	Quality 4+	Combat 3
Special rules	Magic-User	

Human, Druid (staff)		
Points 56	Quality 3+	Combat 1
Special rules	Magic-User, Forester	

Human, Wizard's Apprentice (knife)		
Points 40	Quality 4+	Combat 1
Special rules	Magic-User	

Human, Peasant or Villager (stick)		
Points 10	Quality 5+	Combat 0
Special rules		

Human, Child		
Points 5	Quality 6+	Combat 0
Special rules		

Human, City Militia (club or spear)		
Points 25	Quality 4+	Combat 2
Special rules		

Human, Hunter (shortbow)		
Points 25	Quality 4+	Combat 1
Special rules	Shooter (Short), Lethal vs. Animals	

Human, Thief (dagger)		
Points 33	Quality 3+	Combat 2
Special rules	Stealth	

Human, Assassin (dagger)		
Points 66	Quality 3+	Combat 2
Special rules	Stealth, Assassin	

Orcs and Goblins

Orc Warrior (shield and sword or spear)		
Points 30	Quality 4+	Combat 3
Special rules		

Orc Archer (sword and bow)		
Points 34	Quality 4+	Combat 3
Special rules	Shooter (Medium)	

Orc Boar Rider (riding boar, hand weapon)		
Points 45	Quality 4+	Combat 3
Special rules	Mounted, Long Move	

Orc musician or standard bearer		
Points 70	Quality 3+	Combat 3
Special rules	Leader	

Orc Warchief (chainmail, shield, hand weapon)		
Points 160	Quality 3+	Combat 4
Special rules	Leader, Tough	

Orc Champion (hand weapon and shield)		
Points 86	Quality 3+	Combat 4
Special rules	Savage, Hero	

Savage Orc warrior (hand weapon and shield or two handed weapon)		
Points 33	Quality 4+	Combat 3
Special rules	Savage	

Savage Orc heavy infantry (hand weapon and shield, banded armor)		
Points 33	Quality 4+	Combat 4
Special rules	Savage, Short Move	

Orc Shaman (staff)		
Points 50	Quality 4+	Combat 2
Special rules	Magic-User	

Goblin Warrior (hand weapon and shield)		
Points 25	Quality 4+	Combat 2
Special rules		

Goblin Hero (hand weapon and shield)		
Points 60	Quality 4+	Combat 3
Special rules	Hero	

Goblin Commander (hand weapon and shield)		
Points 60	Quality 4+	Combat 3
Special rules	Leader	

Goblin Wolf rider (riding wolf, hand weapon)		
Points 45	Quality 4+	Combat 3
Special rules	Mounted, Long Move	

Goblin Archer (leather armor and shortbow)		
Points 29	Quality 4+	Combat 2
Special rules	Shooter (Medium)	

Goblin Light Infantry (hand weapon or spear and shield)		
Points 20	Quality 4+	Combat 1
Special rules		

Goblin Sneak (dagger)		
Points 28	Quality 4+	Combat 2
Special rules	Stealth	

Bugbear Warrior (scale armor, two handed weapon)		
Points 40	Quality 4+	Combat 3
Special rules	Slow, Big, Long Move	

Bugbear Guard (scale armor, two handed weapon)		
Points 48	Quality 4+	Combat 4
Special rules	Slow, Big, Long Move, Steadfast	

Bugbear Chieftain (scale armor, two handed weapon)		
Points 90	Quality 4+	Combat 4
Special rules	Slow, Big, Long Move, Leader	

Bugbear Shaman (staff)		
Points 80	Quality 4+	Combat 3
Special rules	Slow, Big, Long Move, Magic-User	

Ogre Warrior (two handed weapon)		
Points 48	Quality 4+	Combat 4
Special rules	Long Move, Big	

Ogre Warchief (two handed weapon)		
Points 84	Quality 4+	Combat 4
Special rules	Long Move, Big, Leader	

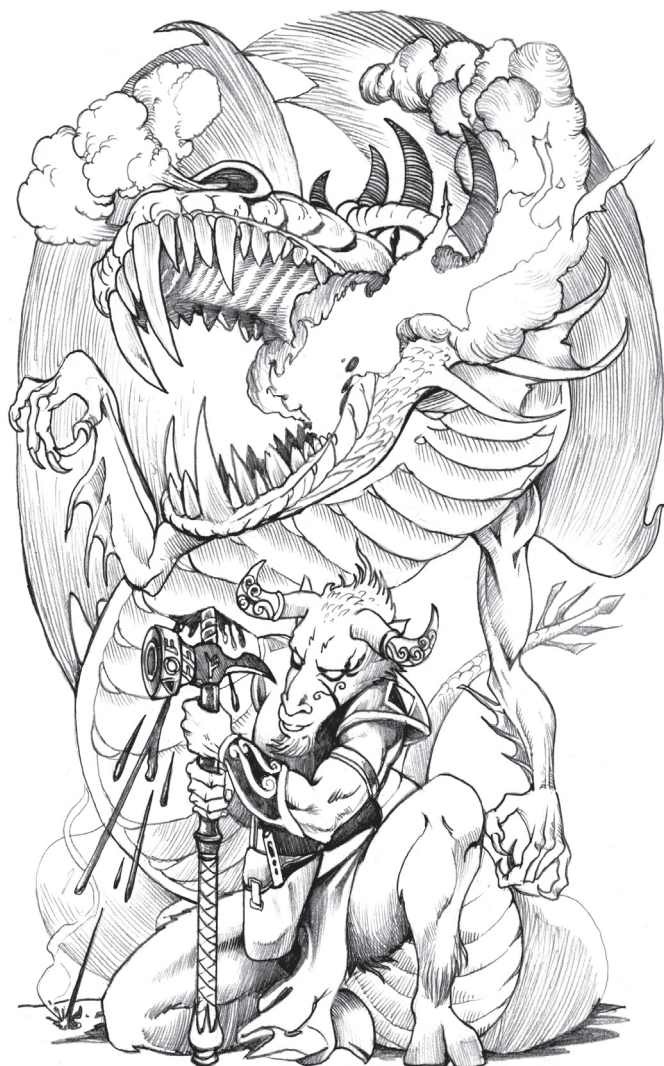
Kobolds

Kobold Warrior (hand weapon and shield)		
Points 23	Quality 4+	Combat 2
Special rules	Short Move, Gregarious	
Kobold Commander (musician, standard-bearer)		
Points 50	Quality 3+	Combat 2
Special rules	Short Move, Leader	
Kobold Hero		
Points 56	Quality 4+	Combat 3
Special rules	Short Move, Gregarious, Hero	
Kobold Shaman (staff)		
Points 40	Quality 4+	Combat 2
Special rules	Short Move, Magic-User	
Kobold Skirmisher (javelin)		
Points 20	Quality 4+	Combat 1
Special rules	Short Move, Gregarious, Shooter (Short)	
Kobold Infiltrator (knife)		
Points 26	Quality 4+	Combat 1
Special rules	Stealth, Free Disengage	

Beast Lords

Bear Lord (sword)		
Points 92	Quality 4+	Combat 4
Special Rules	Slow, Big, Long Move, Leader, Forester	
Bear Warrior (greatsword or war club)		
Points 41	Quality 4+	Combat 3
Special rules	Slow, Big, Long Move, Forester	
Badger Lord (sword)		
Points 76	Quality 3+	Combat 3
Special rules	Leader, Forester	
Badger Warrior (hand weapon)		
Points 33	Quality 4+	Combat 3
Special rules	Forester	

Minotaurs



Minotaur Warrior (maul or warhammer)		
Points 46	Quality 3+	Combat 4
Special rules	Big, Savage	
Minotaur Guard (two handed weapon)		
Points 92	Quality 3+	Combat 4
Special rules	Big, Savage, Tough	
Minotaur Commander (two handed weapon)		
Points 184	Quality 3+	Combat 4
Special rules	Big, Savage, Tough, Leader	
Minotaur Skirmisher (hand weapon)		
Points 51	Quality 3+	Combat 3
Special rules	Big, Savage, Long Move	

Elves

Elf Warrior (spear and shield)		
Points 40	Quality 2+	Combat 3
Special rules		

Elf Archer (dagger and longbow)		
Points 47	Quality 2+	Combat 3
Special rules	Shooter (Long)	

Wood Elf Warrior (sword, leather armor)		
Points 38	Quality 3+	Combat 3
Special rules	Forester	

Wood Elf Archer (shortsword, longbow)		
Points 45	Quality 3+	Combat 3
Special rules	Shooter (Long), Forester	

Elf Wizard (dagger)		
Points 76	Quality 2+	Combat 2
Special rules	Magic-user, Forester	

Elf Hero (sword, chainmail, longbow)		
Points 94	Quality 2+	Combat 3
Special rules	Hero, Shooter (Long)	

Elf Commander (sword and shield, chainmail)		
Points 100	Quality 2+	Combat 5
Special rules	Leader	

Wood Elf Commander (sword and shield, chainmail)		
Points 84	Quality 2+	Combat 4
Special rules	Leader, Forester	

Elf Sneak (leather armor, dagger)		
Points 46	Quality 2+	Combat 3
Special rules	Stealth, Forester	

Elf Cavalry (light horse, spear and shield)		
Points 53	Quality 2+	Combat 3
Special rules	Mounted, Forester	

Elf Heavy Cavalry (barded warhorse, spear and shield, armor)		
Points 50	Quality 3+	Combat 4
Special rules	Mounted	



Dwarves



Dwarf Warrior (hand weapon and shield)		
Points 35	Quality 3+	Combat 4
Special rules	Short Move	

Dwarf Elite Warrior (hand weapon and shield)		
Points 41	Quality 3+	Combat 3
Special rules	Short Move, Steadfast, Fearless	

Dwarf Skirmisher (javelin, shortbow or small crossbow)		
Points 27	Quality 3+	Combat 2
Special rules	Short Move, Shooter (Short)	

Dwarf Cavalry (riding bear)		
Points 45	Quality 3+	Combat 4
Special rules	Mounted	

Dwarf Trollslayer (large axe or maul)		
Points 38	Quality 3+	Combat 4
Special rules	Short Move, Lethal vs. Trolls	

Dwarf Dragonslayer (two handed weapon, chainmail armor)		
Points 46	Quality 3+	Combat 5
Special rules	Short Move, Lethal vs. Dragons, Fearless	



Dwarf Crossbowman (crossbow, chainmail)		
Points 30	Quality 4+	Combat 3
Special rules	Short Move, Shooter (Medium)	

Dwarf Thief (dagger)		
Points 28	Quality 3+	Combat 3
Special rules	Short Move, Stealth	

Dwarf Magic-user (dagger)		
Points 50	Quality 4+	Combat 3
Special rules	Short Move, Magic-user	

Dwarf Orcslayer (two handed weapon)		
Points 38	Quality 3+	Combat 4
Special rules	Short Move, Lethal vs. Orcs	

Dwarf Commander (sword and shield, chainmail)		
Points 86	Quality 2+	Combat 4
Special rules	Leader, Fearless	

Halflings

Halfling Spearman (spear and shield)		
Points 20	Quality 4+	Combat 2
Special rules	Short Move	
Halfling Slinger (sling)		
Points 19	Quality 4+	Combat 1
Special rules	Short Move, Shooter (Medium)	
Halfling Archer (shortbow)		
Points 24	Quality 4+	Combat 2
Special rules	Short Move, Shooter (Medium)	
Halfling Villager (club, stones)		
Points 17	Quality 4+	Combat 1
Special rules	Short Move, Shooter (short)	
Halfling Thief (hand weapon)		
Points 26	Quality 3+	Combat 1
Special rules	Short Move, Stealth, Free Disengage	
Halfling Rider (riding hound, shield and spear)		
Points 40	Quality 3+	Combat 2
Special rules	Mounted	
Halfling Veteran (chainmail, shield and hand weapon)		
Points 25	Quality 4+	Combat 3
Special rules	Short Move	
Halfling Hero (chainmail, shield and hand weapon)		
Points 60	Quality 3+	Combat 3
Special rules	Short Move, Hero	
Halfling Wisewoman (staff)		
Points 10	Quality 5+	Combat 0
Special rules	Short Move, Magic-User	



Catfolk

Lion-man Warrior (sword)		
Points 43	Quality 3+	Combat 4
Special rules	Fearless	
Lion-man Commander (sword)		
Points 84	Quality 2+	Combat 4
Special rules	Fearless, Leader	
Lion-man Champion (sword)		
Points 84	Quality 2+	Combat 4
Special rules	Fearless, Tough	
Lion-Centaur (spear or sword)		
Points 50	Quality 3+	Combat 4
Special rules	Long Move	
Lynx Scout (shortbow, shortsword)		
Points 35	Quality 3+	Combat 2
Special rules	Shooter (Short) , Stealth	
Cougar-man Archer (bow, dagger)		
Points 39	Quality 3+	Combat 3
Special rules	Shooter (Medium)	
Lynx Scout (shortbow, shortsword)		
Points 35	Quality 3+	Combat 2
Special rules	Shooter (Short) , Stealth	
Panther-man Stalker (daggers)		
Points 66	Quality 3+	Combat 2
Special rules	Assassin , Stealth	
Cougar-man Shaman (staff)		
Points 50	Quality 3+	Combat 1
Special rules	Magic-User	
Smilodon Warrior (greatsword, gauntlets)		
Points 48	Quality 2+	Combat 4
Special rules	Savage	
Smilodon Hero (greatsword)		
Points 96	Quality 2+	Combat 4
Special rules	Savage, Hero	
Lion		
Points 40	Quality 3+	Combat 4
Special rules	Animal, Savage	

Ratmen

Ratman Warrior (shield and sword)		
Points 33	Quality 4+	Combat 3
Special rules	Gregarious	
Ratman Champion (two handed weapon)		
Points 38	Quality 4+	Combat 4
Special rules	Gregarious	
Ratman Scout (shield and spear)		
Points 31	Quality 4+	Combat 2
Special rules	Gregarious, Stealth	
Ratman Hero (two handed weapon)		
Points 76	Quality 4+	Combat 4
Special rules	Gregarious, Tough	
Ratman Crossbowman (crossbow, dagger)		
Points 35	Quality 4+	Combat 2
Special rules	Gregarious, Shooter (Long)	
Ratman Musketeer (musket, dagger)		
Points 40	Quality 4+	Combat 3
Special rules	Gregarious, Shooter (Long)	
Ratman Assassin (poisoned dagger)		
Points 88	Quality 3+	Combat 3
Special rules	Poison, Assassin, Free Disengage, Stealth	
Ratman Leader (shield and sword)		
Points 70	Quality 3+	Combat 3
Special rules	Leader	
Ratman Wizard (staff)		
Points 56	Quality 3+	Combat 1
Special rules	Fearless, Magic-User	



Lizardmen



Lizardman warrior (hand weapon and shield)		
Points 46	Quality 3+	Combat 4
Special rules	Amphibious, Tailslap	
Lizardman skirmisher (javelins and shield)		
Points 43	Quality 3+	Combat 3
Special rules	Amphibious, Tailslap, Shooter (short)	
Lizardman Leader (hand weapon and shield)		
Points 92	Quality 3+	Combat 4
Special rules	Amphibious, Tailslap, Leader	
Lizardman Champion (hand weapon and shield)		
Points 92	Quality 3+	Combat 4
Special rules	Amphibious, Tailslap, Tough	
Lizardman Shaman (staff)		
Points 56	Quality 4+	Combat 2
Special rules	Amphibious, Magic-User	
Giant Lizard		
Points 44	Quality 4+	Combat 4
Special rules	Animal, Amphibious, Big, Clinging, Tailslap	



Dragons

Small Dragon		
Points 100	Quality 3+	Combat 4
Special rules	Flying, Big, Shooter (Long)	

Adult Dragon		
Points 576	Quality 2+	Combat 5
Special rules	Flying, Huge, Long Move, Shooter (Long), Terror, Tough	

Ancient Dragon		
Points 696	Quality 2+	Combat 6
Special rules	Flying, Huge, Long Move, Shooter (long), Terror, Tough, Magic-User	

Wyvern		
Points 114	Quality 4+	Combat 4
Special rules	Animal, Flying, Huge, Long Move, Tough	

Hydra		
Points 92	Quality 3+	Combat 4
Special rules	Huge, Shooter (Long)	



Hyena Men

Hyena Man Warrior (hand weapon and shield)		
Points 33	Quality 3+	Combat 2
Special rules	Savage	

Hyena Man Archer (bow, short sword)		
Points 34	Quality 3+	Combat 2
Special rules	Shooter (Medium)	

Hyena Man Guard (two handed weapon)		
Points 38	Quality 3+	Combat 3
Special rules	Savage	

Hyena Man Chieftain (hand weapon and shield)		
Points 76	Quality 3+	Combat 3
Special rules	Leader, Savage	

Gryphons



Gryphon Warrior (sword)		
Points 45	Quality 3+	Combat 3
Special rules	Flying	

Gryphon Lord (sword)		
Points 100	Quality 3+	Combat 4
Special rules	Flying, Leader	

Monsters

Basilisk		
Points 70	Quality 3+	Combat 3
Special rules	Assassin	
Cockatrice		
Points 80	Quality 3+	Combat 2
Special rules	Assassin, Flying	
Medusa		
Points 90	Quality 2+	Combat 2
Special rules	Assassin, Shooter (Long), Poison	
Unicorn		
Points 106	Quality 3+	Combat 4
Special rules	Cleric, Long Move, Forester	
Tarrasque		
Points 240	Quality 3+	Combat 5
Special rules	Huge, Tough, Terror, Long Move	
Giant		
Points 114	Quality 4+	Combat 5
Special rules	Slow, Huge, Long Move, Shooter (Long), Tough	
Troll		
Points 72	Quality 5+	Combat 4
Special rules	Tough, Fearless, Big	

Golems

Clay Golem		
Points 72	Quality 3+	Combat 3
Special rules	Slow, Big, Artificial, Tough	
Flesh Golem		
Points 62	Quality 4+	Combat 3
Special rules	Slow, Big, Artificial, Tough	
Stone Golem		
Points 72	Quality 4+	Combat 4
Special rules	Slow, Big, Artificial, Tough	
Steel Golem		
Points 82	Quality 4+	Combat 5
Special rules	Slow, Big, Artificial, Tough	



Elementals

Earth Elemental		
Points 92	Quality 3+	Combat 4
Special rules	Big, Artificial, Tough	

Fire Elemental		
Points 45	Quality 3+	Combat 4
Special rules	Artificial, Shooter (Short)	

Air Elemental		
Points 56	Quality 3+	Combat 2
Special rules	Flying, Long Move, Free Disengage, Artificial	

Water Elemental		
Points 44	Quality 3+	Combat 3
Special rules	Amphibious, Artificial, Free Disengage	



Blobs, Molds and Fungi

Blob		
Points 52	Quality 6+	Combat 5
Special rules	Artificial, Big, Slow, Short Move, Tough	

Fungus man		
Points 23	Quality 5+	Combat 2
Special rules	Poison	

Terror Mold		
Points 13	Quality 6+	Combat 3
Special rules	Clinging, Poison, Slow, Short Move, Animal	

Shrieking Fungus		
Points 7	Quality 6+	Combat 2
Special rules	Slow, Short Move, Shooter (Short)	

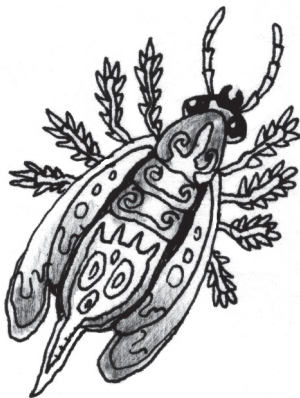
Mermen and Fishmen

Mermen warrior (spear or trident)		
Points 33	Quality 4+	Combat 3
Special rules	Amphibious	

Mermen wizard (spear)		
Points 66	Quality 4+	Combat 3
Special rules	Amphibious, Magic-User	



Giant Bugs



Giant Spider		
Points 92	Quality 3+	Combat 4
Special rules	Clinging, Entangle, Poison, Animal, Big	

Giant Scorpion		
Points 49	Quality 3+	Combat 4
Special rules	Clinging, Poison, Animal, Big, Tailslap	

Giant Ant		
Points 36	Quality 4+	Combat 3
Special rules	Clinging, Big, Animal, Gregarious	

Giant Bee		
Points 56	Quality 3+	Combat 4
Special rules	Flying, Big, Animal, Gregarious, Poison	

Giant Centipede		
Points 51	Quality 3+	Combat 3
Special rules	Clinging, Big, Animal, Poison, Long Move	

Giant Wasp		
Points 53	Quality 3+	Combat 4
Special rules	Flying, Big, Animal, Poison	



Giant Animals

Giant Bat		
Points 48	Quality 3+	Combat 3
Special rules	Animal, Big, Flying, Free Disengage	

Giant Frog		
Points 30	Quality 3+	Combat 2
Special rules	Amphibious, Animal	

Giant Bear		
Points 40	Quality 3+	Combat 4
Special rules	Animal, Big	

Giant Wolf		
Points 45	Quality 3+	Combat 3
Special rules	Animal, Big, Long Move	

Swarms

Swarm of Bats		
Points 30	Quality 3+	Combat 0
Special rules	Animal, Flying, Free Disengage	

Swarm of Bees or Wasps		
Points 31	Quality 3+	Combat 0
Special rules	Animal, Flying, Fearless, Free Disengage, Poison, Short Move	

Swarm of Ants		
Points 18	Quality 4+	Combat 0
Special rules	Animal, Clinging, Fearless, Short Move	

Swarm of Centipedes		
Points 21	Quality 4+	Combat 0
Special rules	Animal, Clinging, Fearless, Poison, Short Move	

Swarm of Frogs		
Points 5	Quality 4+	Combat 0
Special rules	Amphibious, Animal, Short Move, Slow	

Swarm of Rats		
Points 25	Quality 3+	Combat 1
Special rules	Animal, Clinging	

Warband Record Sheet

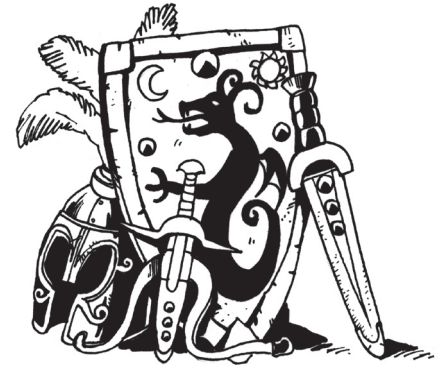
Player: _____

Point Total: _____

Victory Points: _____

Notes: _____

Warband Advances: _____



Personalities:

Points	Quality	Combat
Special rules		

Points	Quality	Combat
Special rules		

Points	Quality	Combat
Special rules		

Points	Quality	Combat
Special rules		

Points	Quality	Combat
Special rules		

Points	Quality	Combat
Special rules		

Points	Quality	Combat
Special rules		

Points	Quality	Combat
Special rules		

Warriors

Points	Quality	Combat
Special rules		

Points	Quality	Combat
Special rules		

Points	Quality	Combat
Special rules		

Points	Quality	Combat
Special rules		

Points	Quality	Combat
Special rules		

Points	Quality	Combat
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Points	Quality	Combat
Special rules		

Points	Quality	Combat
Special rules		

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