

Warbands

Building a Warband

The first step in building a Warband is to select a Faction. Each faction will have its own special ability to use with its Faction Stat and will have access to unique skills, spells or equipment.

Once you have chosen your faction, you will need to build a warband from the warriors available from the faction list. The starting points value of a warband is 200 points. All of the warriors in a warband will fall into one of three categories.

The first type of warrior is Regulars. These warriors are those with basic training and abilities. In a campaign, regulars are always available to hire. There are no limits on hiring regulars.

The second type of warrior is Specialists. These warriors are those with some experience of combat and with better abilities than the regulars. In a campaign, specialists are not always available for hire and are harder to replace than regulars. You cannot have more specialists in your warband than regulars.

The final type of warrior is Characters. These warriors are unique individuals with powerful abilities. In a campaign, characters are very hard to replace should they be injured or killed. You must have 1 character in your warband and may have a second if you wish. Usually you may not have 2 of the same type of character in your warband. One character will be the warband leader during games and will offer benefits to his warband so long as he is not taken out.

Each warrior comes equipped with only a dagger (or claws/fangs for the more bestial types) as standard. Equipment, skills and spells also cost points, so be sure to leave a few extra points for each warrior to equip them properly.

Equipment

Most factions have access to the same basic equipment. Any extra restrictions or additions to the list will be given on the faction roster sheet.

Warriors may have up to 3 weapons in addition to their dagger. Some weapons count as 2 choices because they take an additional hand to wield, such as a Bow. A shield also counts as 1 choice towards a warrior's limit. When warriors are carrying more than 1 weapon, they will need to declare which weapon they are using when they make Strike or Shoot actions, or when they are attacked. A warrior is free to choose between weapons, but may not change them on the same turn that they are used.

E.g. A warrior is equipped with a Sword, a Shield and a Sling. Taking his action, the warrior declares that they are using the sling and the shield. Later in the turn, the warrior is charged by an enemy. Because they are not currently using a close combat weapon (the sword), they may not make a counter attack if they enemy fails to hit them.

Close Combat Weapons

Close combat weapons are used to make Strike actions and to counter attack. They may only be used against enemy warriors that are in base to base contact.

Weapon	Points	Rules
Dagger	Free	No bonus for charging. May not make counter attacks.
Sword	2	+1 Fight when making a counter attack.
Axe	2	+1 Fight when charging.
Hammer/Mace	2	-1 Resist for enemies hit by this weapon.
Spear	2	Enemy warriors receive no bonus for charging.
Claws/Bite	Free	-1 Guts for enemies hit by this weapon.
2 Handed Weapon (Sword/Axe/Mace etc.)	4	+1 Fight when making any strike action. Counts as 2 weapons. -1 Fight when making a counter attack.
Flail	3	+1 Fight when charging. -1 Resist for enemies hit by this weapon. -1 Fight when making a counter attack.

Ranged Weapons

Ranged weapons are used to attack an opponent from a distance. They may not be used against warriors in base to base contact and may not make counter attacks.

Weapon	Points	Range	Rules
Thrown Weapon (Knife, axe etc.)	1	6"	No bonus for short range.
Sling	3	12"	-1 Agility for enemies hit by this weapon.
Bow	4	24"	Counts as 2 weapons.
Crossbow	6	24"	-1 Resist for enemies hit by this weapon. Counts as 2 weapons.
Longbow	6	36"	Counts as 2 weapons.

Armour

Armour is used to increase a warrior's Resist rolls when struck by enemy Strike or Shoot actions. A warrior may only have 1 type of armour and 1 type of shield. Shields count as 1 weapon for the limits of a warrior's weapon choices.

Armour/Shield	Points	Rules
Light Armour	2	+1 Resist.
Heavy Armour	4	+2 Resist.
Full Plate Armour	6	+3 Resist. -1" Move. Warrior may only have 2 weapons.
Buckler Shield	1	+1 Resist against Strike actions. Counts as 1 weapon.
Full Shield	2	+1 Resist. Counts as 1 weapon.
Pavise Shield	4	+1 Resist. -1 Agility. -1 Fight to enemy shoot actions.

Spells

Each faction has its own selection of spells to choose from. In addition, some spell casters may choose from a common list of spells. In the faction roster it will indicate which list of spells each caster may use.

All of the common spells cost 5 points each.

Air Spells

Hammering Wind – Range 12” - Choose a point on the tabletop. All warriors within 3” of that point need to make a Guts test. If they pass, there is no further effect. If they fail, they are pushed 1” per degree of failure directly away from that point. If a warrior contacts another warrior or a piece of terrain during the push, they immediately stop.

Wall of Wind – Range 6” - Summoning – Place a 6” long by 1” high, linear obstacle on the table. Warriors making a Shoot action over the wall suffer an additional -1 Fight. A caster may only have 1 Wall of Wind in play at a time.

Updraught – Range 6” - Manipulation – This spell may only target friendly warriors. For the remainder of the turn, the target warrior may move over terrain without penalty.

Thunderclap – Range 24” - Manipulation – Target one enemy warrior. If they fail on a Guts test, they may not use any spells or skills for the remainder of the turn.

Zephyr – Range Caster – All Shoot actions declared while within 3” of the warrior casting this spell get +1 Fight this turn.

Earth Spells

Swallow Up – Range 6” - Target a friendly warrior in play that has been Taken Out. That warrior is removed from the table. At the end of the game, that warrior cannot be captured and rolls for survival using the Victor chart, regardless of the outcome of the scenario.

Quake – Range 6” - Summoning – Place a 6” long by 2” wide chasm marker on the table. The chasm may only be crossed by warriors who pass an Agility test. Warriors attempting to cross the marker who fail their test are automatically Taken Out.

Wall of Earth – Range 6” - Summoning – Place a 6” long by 2” high linear obstacle on the table.

Fracture – Range 18” - Direct Damage – If a warrior loses a point of Body as a result of this spell, but is not Taken Out, they suffer a -1 Fight modifier for the rest of the game.

Skin of Stone – Range 6” - Manipulation – The target warrior gains +2 Resist, but -1” Move for the remainder of the turn. This spell cannot be cast more than once per turn on any warrior.

Fire Spells

Fireball – Direct Damage – Range 18” - Warriors receive no modifiers for armour or shields when attempting to resist this spell.

Wall of Fire – Summoning – Range 12” - Place a 6” long and 1” high wall marker onto the chosen point. The wall may not touch any warriors. Warriors wishing to cross the wall must first pass a Guts test. A caster may only have 1 Wall of Fire in play at a time.

Ignite – Direct Damage – Range 6” - A warrior affected by this spell who passes their Resist test, must pass a second Resist test at the end of their next activation or lose 1 point of body.

Burning Armour – Range Caster – For the remainder of the turn, any warrior attacking the caster with a Strike action, must first pass an Agility test. Failure means the warrior's Strike action automatically misses.

Flaming Blade – Range 6” - For the remainder of the turn, when the target warrior takes a Strike action, the enemy warrior suffers an additional -1 Resist.

Water Spells

Refreshing Spray – Range 12” - Manipulation – The target warrior may make 1 extra React action

this turn.

Crushing Waves – Range 12” - Manipulation – The target warrior may not take any React actions this turn.

Rising Mist – Range Caster – All enemy Shoot actions targeting a warrior within 6” of the caster receive -1 Fight.

Deluge – Range 12” – Choose a point on the tabletop. All warriors within 3” of that point count as moving through Rough Terrain this turn.

Geysers – Range 12” - Manipulation – If the target enemy warrior fails a Guts test, move them 1” per degree of failure directly away from the caster. That warrior may not take any Move or Charge actions for the remainder of the turn.

Skills

Each faction may have its own unique skills listed in its faction roster. In addition, any warrior eligible to take skills may select from the following list.

Each skill costs 5 points.

(Weapon) Expert – Choose 1 weapon. The warrior gains +1 Fight when using that weapon.

Leader (1) – When this warrior activates, a number of friendly warriors within 3”, equal to the value

of the skill may also activate at the same time. All the warriors must perform the same actions. This skill may be taken up to 3 times, increasing the value of the skill by 1 each time.

Inspiring – A warrior with this skill will grant a +1 bonus on Guts checks if the friendly model taking the test has line of sight to them.

Marksman – When making a shoot action, the target warrior receives -1 Agility.

Nimble – The warrior may move through rough terrain with no penalty.

Brave – The warrior no longer needs to take break tests for being outnumbered in combat.

Prepared Defence – The warrior may give up its React action for +1 Resist each turn.

Rapid Shot – The warrior may take 2 Shoot actions this turn, but receives -1 Fight on each.

Rapid Strike – The warrior may take 2 Strike actions this turn, but receives -1 Fight on each.

Sprint – When taking 2 move actions, or when charging, this warrior moves an additional 2”.

Sidestep – After blocking an enemy strike, the warrior may move 2” in any direction.