

Fundamental Rules

1. Introduction

These rules are written so that hobby wargamers can fight cinematic and pulp inspired games - with anything from Wild West gunslingers to modern SWAT teams fighting zombies. They are also developed with the following objectives in mind:

- In combat absolutely anything can happen, and it can happen before you know it, without your knowing it.
- Human events are infinitely unpredictable, and war is the utmost in chaotic human events.
- Games should be fun.
- The rules must be easy to use and learn.
- The rules should enable a reasonable-sized battle, using about 50 to 80 figures in total, to be fought in a relatively small area (4 foot x 4 foot).
- The rules must enable the story of the battle to unfold in front of the players.
- The rules should be historical inspired – but not necessarily historical accurate.
- The rules are designed to have a minimal amount of record keeping.

This rules set is not an original work. It heavily relies on mechanics from other well tested and beloved games. The rules are only designed in order to facilitate the kind of games I want to play – and by the joy of fiddling with the rules in order to make them more personalized but not necessarily better in the view of other gamers.

The most influential resources for these rules are: 'Showdown' (Shane Lacy Hensley, Pinnacle Games), 'Rules of Engagement' (Pete Panzeri) and 'Lord of the Rings' (Alessio Calvatore, Games Workshop).

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Above else – have fun!

Thomas Jakobsen

2. The Basic Rule

Nothing in these rules is intended to promote anything else but rules for guys having some mildly goofy fun with toy soldiers.

Gaming is primarily a social activity - a chance to have a bit of frivolous fun in congenial company. There is no attempt to be rigidly historical. The goal here is a short vacation in a romantic fictional universe, half a world away and a century or two ago. Imagination and a sense of fun are what take us there; and if that means things get a bit silly at times, so much the better, as long as everyone has a good time and the sense of the general period is maintained.

The game relies on the players to show consideration for other players – and all players should conduct themselves, demonstrating courtesy and sportsmanship at all times, irrespective of how competitive they may be.

When the rules are unclear – solve the issue in good terms with a mix of commonsense and an eye to what result will make the game more fun.

3. The Basics

Scale: The game uses 25-28mm scale miniatures: 1 miniature represents 1 man.

Playing equipment

The following equipment is needed to fight a battle using these rules:

- Two – or more - suitable organized groups of enemies.
- A battlefield and terrain.
- A scenario.
- A small-sized standard pack of playing cards with 52 playing cards and 2 Jokers.
- A selection of d4s, d6s, d8s, d10s, d12s and d20s.
- A bowl of glass bead tokens or similar.

4. The Unit

The basis for the game is figures organized in Units. A Unit might just be a single figure – or it might be more (usually no more than 6 figures).

For scenarios the Game Master might create the needed Units – otherwise there might be options for players to choose the forces by using the points system in the Advanced Rules.

All miniatures must be represented by a Unit Card. It is preferable to use Unit Cards featuring a photo, name and rules of the miniature/Unit.

The Unit Cards are either placed on the edge of the playing field or an adjacent table.

Basing

Figures are based on round bases. Infantry on 1" bases and cavalry on 1.5" bases. Monsters, vehicles etc. are based on appropriate sized bases – for some oval or rectangular bases is used. It isn't really that important as long as both players agree on the base sizes.

Cohesion

Troops in a Unit must be with 5" of each other. This is important because it keeps Units organized so you know which troops have acted and which haven't. Should a figure ever get separated from its companions for some reason, it must use its full movement each round to get back in cohesion (the figure doesn't have to run, however).

Shaken Figures (see below): It often happens that some figures in a Unit are Shaken while others aren't. When this occurs, those who aren't Shaken may act normally. Those who are Shaken must try to keep up as best they can (moving half their Pace toward the rest of the Unit).

Line of Sight

When a figure has completed his move, you might want to turn its facing the direction it has just moved in – but facing as such have no rules consequences as all figures have a 360° line of sight.

Most Terrain will affect Line of Sight – and even if individual figures are standing tall behind a low wall or close to a corner, it is assumed that they use the available cover to their best advantage.

As a general rule resolve Line of Sight issues with a combination of common sense and by bending over the tabletop to see the figures eye view.

If it is impossible to tell whether or not a figure can see another figure (and it might happen – such is tabletop gaming) just make random dice roll with a d6; on a 1-3 the figure cannot see its foe, on a 4-6 the model can see the enemy.

Figures normally block Line of Sight – but friendly models in base contact may see "through" 1 other figure (allowing formed ranks to fire – and representing the first rank crouching or otherwise making room for their fellow soldiers to fire).

5. Initiative

Initiative is handled by a normal deck of cards with two Jokers. At the beginning of each turn, each miniature/Unit is allocated a card – placed face down upon the Unit Cards. If you have more than 54 Units/miniatures – which generally is not recommended since it really slows down the game-play - you will have to mix more cards to the deck, and make arrangements to agree on the order cards of the same value are resolved.

The deck is shuffled anew after a turn a Joker have been revealed.

Each turn you count down from the highest values (Aces high – and suits are ranked ♠ - ♥ - ♦ - ♣). When a Unit's card comes up it gets to act.

Joker

A Unit with a Joker can go whenever it want - even automatically interrupting another Unit if it wants. Also it adds +2 to its trait and damage rolls this turn!

Events

Whenever you turn over a Joker, instantly roll on the Events Table (see Appendix).

Hold

A Unit may choose to wait and see what happens by taking a Hold action – or simply wait upon other Units to make a coordinated move. Flip its card face-up to show its status. It may then go later in the round, and can take its action normally. A Held action lasts until

it's used. If a Unit has a Held card when a new round starts, it's not dealt in.

Units must go on Hold together, by the way. You can't have some of the figures in a Unit stay on Hold while the rest take other actions.

Interrupting Actions

If a Unit on Hold wants to interrupt an action, it make an opposed Agility rolls against the opposing Unit. Whoever rolls highest act first. In the rare case of a tie, the actions are simultaneous and resolved in good order – players must give each other some leeway in these situations.

6. Rules and Dice

Before we get to what actions a figure might take, we must take a look at how actions are handled.

Trait Tests

Every Unit is made up of traits— attributes and skills that define his particular abilities. Each trait is rated from a d4 to a d12, with a d6 being the human average.

When you want a figure to do something, such as attack, you simply roll that die. If it's equal to or greater than 4 (the standard Target Number, or TN), plus or minus any modifiers, you're successful.

Untrained

If a figure doesn't have a skill for an action it's attempting, roll 1d4 and subtract 2 from the total.

Some skills can never be used untrained, such as casting a spell. Use this when a figure that doesn't have Riding hops on a horse, tries to drive a carriage without the Driving skill, and so on.

Aces

Trait tests and damage rolls are "open-ended." That means when you roll the highest number possible on a die (a 6 on a d6, an 8 on a d8, and so on), you get to roll that die again and add it to the total. This is called an "Ace," and you can keep rolling and adding as long as you Ace!

Opposed Rolls

Sometimes rolls are "opposed" by an opponent. If a sentry tries to spot an assassin, for example, the sentry makes a Notice roll and the assassin roll his Stealth.

The acting figure gets his trait total first, followed by whoever is opposing him. The highest total wins. The winner of an opposed roll must still get a normal success (4 or better) as well.

Raises

Sometimes it's important to know how successful a trait test was. Every 4 points over the TN is called a "raise." For most things, you only need to figure out if there is a single raise or not. You will only need to count multiple raises when figuring damage against Wild Cards (see below).

Group Rolls

Units with two or more models may make Group Rolls if they all try to accomplish the same Action(s) during their turn.

Instead of rolling dice for each model just roll one dice of the appropriate type (depending on the Trait to be used) plus one Wild Die (see below).

Wild Cards

Heroes and unique villains and monsters are collectively called "Wild Cards". These beings have a better chance at trait tests, are a little tougher to put down, and are generally more detailed than common guards, minions, or lackeys.

The Wild Die

When making any sort of trait test, Wild Cards roll an extra d6 and take the best of their normal skill die or their "Wild Die." Aces apply to Wild Dice as well.

One Wild Die Per Action: When Wild Cards roll multiple dice for a single action, such as when fanning the hammer of a six-shooter, they roll only one Wild Die. A gunslinger that fires three shots while fanning the hammer rolls three Shooting dice and one Wild Die. The Wild Die can replace any of the three Shooting Dice if he chooses.

Note that the Wild Die is never used on Damage rolls.

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Bennies

Each player starts the game with three White 'Bennies' in his common pool (represented by gaming stones, poker chips or other tokens that signify a little bit of good luck or fate). Each Wild Card also gets two Bennies you may use only for that figure.

Bennies can be used to reroll any trait test. You can even keep spending them until you get the result you want or you run out of Bennies! Take the best of your rolls—spending a Benny should never hurt you, only help.

Bennies cannot be spent to re-roll damage rolls, rolls on tables, or anything besides trait rolls (but see the Soak rules for the additional use of Bennies).

Red & Blue Bennies; Can also be used to add +d6 to any roll (not Damage, though). If using a red Benny this way the opponent to your Right may draw an extra Benny. The mix of Bennies is 25 White; 10 Red; 5 Blue.

7. Actions

During their turn Units can move and make one attack of some sort (close combat or ranged). Some might cast spells or use a special ability as well.

When a Unit is activated the player declares all the action(s) of the Unit before taking any of them. The player may measure any distances from the model as he wants before he starts performing any of the figures Actions.

Multiple Actions

Figures may perform multiple actions such as running and Fighting, attacking with a weapon in each hand, and so on. A weapon can't be fired over its rate of fire in a round, and figures may not make more than one Fighting attack with the same weapon. A figure could make a Fighting and a Shooting attack if he had a gun in one hand and a knife in the other, however, and could even issue a Taunt at the same time if he had that ability. He could only make two Fighting attacks if he had a knife in each hand, however.

Each additional action attempted in a round subtracts 2 from all the figure's rolls. If an figure wants to fire a gun with one hand and slice at an adjacent foe with a knife in his other hand, for instance, he subtracts 2

from both rolls. If he also wanted to Taunt someone at the same time, he subtracts 4 from all three rolls.

Wild Cards get their Wild Die on each action as usual (see below).

Moving

Figures move their Pace – 6" is normal for humans. This is a normal move and will not normally affect any actions taken. A figure may move over obstacles up to 1" in height or width with no penalty. Obstacles over 1" high would require a climb test, see below.

Figures do not have to move in a straight line, they can move in curving paths or however you like. Figures cannot move through other figures whether friend or foe. Gaps between figures must conveniently be at least as wide as the moving figures base.

A figure may perform other Actions while moving – such as moving 2", then stop to Shoot, and the move another 4" into cover – or perhaps move into contact with a model in order to perform a Melee Attack.

Unless specified in the Scenario figures may not move off the battlefield.

Running

A figure may move further, by making a run roll. In most cases the player rolls a d6 and moves the figure the number of inches indicated by the roll. Note that running inflicts a -2 penalty to any Trait Tests performed that round. Roll a single die for units with multiple figures.

A roll of 1 results in the Unit standing still after 6" of Movement and being Shaken.

Control Zones

Unengaged models have a 1" Control Zone around them which enemy figures cannot enter without engaging the model in melee.

Once a figure has entered the Control Zone of an enemy he must complete his into contact against the target – ignoring the Control Zone of other models.

Difficult Ground

Rough terrain such steep hills, shallow water or undergrowth count as Difficult Ground. Instead of moving its full Pace, Units entering or beginning their move on Difficult Ground roll 2d6 and choose the

lowest – this is the maximum number of Inches the figure can move this turn (this result can never be higher than the figures Pace).

If a figure wants to run during a move on Difficult Ground roll another d6 with the other dice, and choose the lowest two. If either the dice is a 1 the Unit is hindered by the Terrain and becomes Shaken.

Normal types of Difficult Terrain is:

- Very steep, rock strewn or otherwise awkward slopes.
- Areas of wood, forest or dense scrub.
- Bogs, marshes and mires.
- Areas of shallow water, fords or pools.
- Areas of ruins, rubble or debris.
- Areas of deep snow, mud or shifting sand.

Jumping/Climbing/Falling

A Unit can cross a hedge/fence or other such obstacles with an Agility Test. A Success means the obstacles is crossed and the Unit ends its Movement; with a Raise the Unit may continue its Movement. On a 1 the Unit is Shaken.

A figure may attempt to climb up or jump from different bits of scenery. To keep every thing simple heights is measured in stories. A figure may move from one level to another by making a successful Agility Test. He may make up to three level changes in a turn, each requiring a separate Agility Test, thus encouraging impressive cinematic acts of acrobatics. If the figure fails an Agility test he falls.

A figure may attempt to leap from one rooftop (or other terrain feature) to another by making a successful Agility test. The roofs may not be more than 3" apart. If the test is failed then the figure falls.

Falling: A falling figure is Shaken and takes 1d6 Damage for every story it falls. A figure is assumed to be at the higher level of the two building (or other terrain features) scaled/leapt between.

Buildings

Most buildings are so small that internal Movement is not measured. A Unit can shift to another level inside the build by spending its full move. It is still possible to make other Actions such as Attacks.

8. Combat

Melee Attacks

A figure may make one hand attack per round using his Fighting skill. The TN to hit is equal to the opponent's Parry.

Withdrawing From Close Combat: Whenever a figure moves away from an melee, all adjacent opponents immediately gain one free attack.

Ranged Attacks

Any figure within line of sight and the weapon's range may be selected as a target. A player should, and will usually go for the closest enemy, but this is not always the case in the movies so it is not here either.

The Shooting skill covers everything from pistols to rocket launchers. You'll notice missile weapons have a set of numbers under "Range." This is their Short, Medium, and Long range brackets. Hitting a target at Short range is a standard Shooting roll. Shooting a target at Medium range subtracts 2 from this roll, and Long range subtracts 4.

Cover: Subtract 2 from the attack if the defender has minor cover (half cover or full light cover such as brush or a split rail fence), and -4 if the defender has substantial cover (about 2/3rds cover behind something substantial like a wall or a rock).

Reload: Do not keep track of every bullet fired. However, firearms in this period suffers from lot of problems – they jam, take time to reload or simply overheat. Whenever a Shooting Dice results in a natural 1, the shooter must reload or otherwise fix the gun, before he can fire it again.

Mark the figure or Unit Card with a black game token - or record the event in another easy way - and simply remove it whenever the figure has completed a reload. Figures with more than one gun can choose to simply shift weapon, and fire away with another gun.

While these rules results in quite a few reloads, they favour better shooters (who simply are assumed to preserve their shots better) – and Wild Cards will only suffer if they roll multiple 1's on both their Shooting and Wild die.

Damage

After a successful hit, the attacker rolls damage. Ranged weapons do fixed damage. Hand weapons do the attacker's Strength plus a bonus depending on the weapon. A sabre, for instance, is Str+d6. In the hands of someone with a d10 Strength, the weapon would cause d10+d6 damage.

After hitting, your damage is compared to the opponent's Toughness. If the damage roll is less than the target's Toughness, the victim is beaten up a bit but there's no visible game effect. If the damage is equal to or higher than the victim's Toughness, he's Shaken (see below). Place the figure on its back or mark it with a red gaming stone to show its status.

A raise on the damage roll means the victim is wounded. Non-Wild Cards are simply taken off the table—they're injured badly enough to quit the fight, and may even be dead.

Damage is calculated one strike at a time. If a frenzied figure with two attacks hits an opponent twice and both hits cause a Shaken result (see below), the opponent is wounded and removed from play.

Bonus Damage

An attack that hits with a raise grants the attacker an extra d6 when rolling damage. An figure armed with and spear with a damage value of Str+d6 and a Strength of d6, for instance, rolls 3d6 if he hit with a raise.

Shaken

Shaken figures are rattled and temporarily rendered ineffective. Figures are most commonly Shaken by damage. Shaken is also used to represent other types of misfortune such as tests of will results, fear, and stumbling to the ground etc.

Shaken figures may only move half their Pace and can perform no other actions (including running).

If a Shaken figure is Shaken again by a damaging attack (not by a Test of Wills, fear, suppression, or similar non-damaging effect), he suffers a wound instead.

A Shaken figure automatically attempts to recover at the beginning of each action by making a Spirit roll.

Failure means he remains Shaken (though he may move half his Pace as outlined above). With a success, the recovery Test consumes the action but the figure can remove his Shaken counter. With a raise, the figure recovers instantly and may act normally.

Wild Cards and Wounds

Wild Cards can take multiple wounds, and every raise on the damage roll inflicts a wound. The hero is automatically Shaken whenever he suffers a wound and incurs a -1 penalty per wound to all further trait tests. A hero with 2 wounds, for example, suffers a -2 penalty to all trait tests.

Wild Cards can take 3 wounds before they're Incapacitated and removed from play.

The Soak Roll

A player can spend a Benny to automatically eliminate a Shaken condition for any of his figures. If the Benny is spent immediately after taking one or more wounds from a single attack, you may make a Vigor roll as well. A success and each raise on the roll reduce the number of wounds suffered from that attack by 1. Wild Cards left with any wounds from the attack are still Shaken as usual.

A figure may only make one soak roll per attack. If a soak roll eliminates 3 of 5 wounds, for instance, a figure can't make another soak roll to eliminate the other two wounds. The figure could spend a second Benny to reroll the Vigor roll as usual, however. This also means that if a figure should suffer multiple hits on the same action card, the player needs to spend Bennies and make soak rolls after each result—before the next one is resolved.

9. End Game

Unless the scenario says otherwise, one player rolls a d10 after the 6th turn (each turn is one countdown from the Ace to the Deuce). On a 10, the battle is over. On the next turn, the game ends on a roll of 9 or 10, and so on. A roll of 1 means the battle continues for another turn regardless of the current count. This ensures no one knows exactly when the game will end so they won't throw their troops away in unrealistic ways because they know the game is about to end.

Advanced Rules

10. Advanced Combat Options

Below are a number of additional rules for combat.

Area Effect Attacks

Grenades, spell effects, and other attacks that cover a large area are “area effect attacks.” The three most common size attacks have been made into a Flame Template and a Small and Large Burst Templates (standard Templates from Warmachine or Games Workshop are fine – just make sure that all players agree to the template sizes before the game begins).

To attack with an area effect weapon, the player places the template on the table within range of his figure’s weapon and makes a Shooting or Throwing roll for the attacker. If the roll is successful, the blast is centred where desired. Everything touched by the template is affected—even if it’s just the unit’s base.

Failure means the blast deviates. Just how far depends on whether it was thrown or launched, and what range bracket the target was in (Short, Medium, or Long). Roll 1d6” for thrown weapons (such as grenades) and 1d10” for fired projectiles. Multiply by 1 for Short range, 2 for Medium, and 3 for Long. Next roll either a Scatter dice or a d12 (read it like a clock facing) to determine the direction the missile deviates. A weapon can never deviate more than half the distance to the original target (this keeps the template from going behind the attacking figure).

Targets behind cover still get some protection from area-effect attacks. In these cases, the modifier they would normally receive against ranged attacks acts as that many points of Armor instead. A character in major cover, like a foxhole for example, negates four points of damage from a blast if he’s caught within it.

Automatic Fire

Weapons with a RoF (Rate of Fire) higher than 1 allow you to roll multiple Shooting dice at once. You can even split your dice among multiple targets if you want. These represent several “bursts” of full-auto fire (Wild Cards roll their Shooting dice plus one Wild Die).

Fully automatic fire is less accurate than usual, however. The firer subtracts -2 from his Shooting dice when firing more than one shot.

Automatic weapons are even less reliable than other guns, and will need to be reloaded if any one of the Shooting dice turns out to be a natural 1.

Fanfire

It’s fun. It looks cool in movies. So who cares that it isn’t practical? So without further ado there are some simple rules for Fanfire – simply use the rules for Automatic Fire, but add another -2 Shooting Penalty (that will bring it up to -4). The figure decides how many shots are fired (max 6), and may only target figures in close range.

Only single action six-shooters can fanfire, so only try this trick with a gun that has the “Fanfire” rule.

Firing Into Melee

When firing into melee you hit friends and foes with equal chance. Each hit is randomized between the intended target and any adjacent figures (base-to-base contact with the target). Roll damage normally.

Ganging Up

Each additional adjacent attacker in a melee adds +1 to all the attackers’ Fighting rolls, up to a maximum of +4 (regardless of the position or size of the defender).

If a group of four natives attack a brave redcloak, each adds +3 to their Fighting rolls. This is a great way for “mooks” to take down more powerful opponents.

Intimidate

A character with the Intimidation skill may Intimidate a foe within 8” by making an opposed Intimidate vs. Spirit test. Success give the attacker +2 to his next action against that target. A raise means the foe is Shaken.

Ranged Weapons in Close Combat

No ranged weapon larger than a pistol may be fired in close combat (though larger weapons may be used as clubs). Pistols can be fired in close combat, but since the defender is actively fighting back, the TN for the

Shooting roll is his Parry rather than the standard ranged TN of 4.

Reload

It takes an action to reload a firearm. Most modern firearms can be reloaded as part of a multi-action – but some older or more cumbersome weapons requires longer. Weapons with a Reload # rule, adds the # to the number of rounds it takes to reload the gun – and such reloads can never be combined with other actions.

Taunt

A character may Taunt a foe within 8" by making an opposed Taunt vs. Smarts test. Success gives the taunter +2 to his next action against that target. A raise means the foe is Shaken.

Touch Attack

A character who simply wants to touch a foe (usually to deliver a magical effect of some kind) may add +2 to his Fighting roll.

Two Weapons

Figures may attack with weapons in both hands if desired. This inflicts a -2 penalty to each attack. Unless the figure is Ambidextrous, subtract another 2 points from the off-handed attack.

Unstable Platform

A character attempting to fire a ranged attack from the back of a horse, moving vehicle, or other "unstable platform" suffers -2 to his Shooting roll.

Volley Fire

Two or more Units of a minimum of 5 figures or more, and where all the figures are in base contact, may fire simultaneously in a volley and "spray" an area with lead in hopes of killing or suppressing a larger number of victims.

The volley is accomplished by letting Units on Hold wait to fire until the either the other Units cards resolves or all are on hold and Interrupt – remembering all those movies with officers commanding their troops to hold their fire?

The Shooting roll is then made as a Group Roll with a bonus Wild Die per 5 figures firing in the Volley.

Units hit by Volley Fire must make a successful Spirit Test or be Shaken.

The Volley may target more Units – but they should be adjacent and otherwise within the general line of fire. This should be handled on a case by case basis by the players – at least until I find a better way to formulate a comprehensive yet simple rule to handle it.

11. Mounted Combat

Here's how to handle horses, camels, and so on.

Mounted figures and their mount

Mounts and riders are in most cases considered one model – it's easy and results in lesser bookkeeping.

Movement

Mounts and rider follow the normal movement rules – most likely with a improved Pace.

Mounted Troops can normally not climb, but are able to Jump and Swim normally – but use the riders Riding skill in instead of Agility/Swimming.

Hitting Riders

When being shot at or in melee riders gain some cover from their horse. Instead of figuring out whether the horse or rider was hit, the rider simply gain a +2 Toughness Bonus

Charging

A rider on a charging animal adds +d6 to his damage if he moves over 6" toward his foe.

Setting Weapons

A weapon with a Reach of 1 or greater can be "set" against a cavalry attack. To do so, the attacker must be on Hold when he is attacked by a charging mount.

If so, he rolls to interrupt as usual, but the figure with Reach adds +2 to his Agility roll for each point of his weapon's reach. The winner attacks first, and adds the +4 charge bonus to damage; the loser gains no bonus.

Monstrous Mounts and Vehicles

Some riding beast and vehicles deserve more detailed rules. They will come later when they are needed in a game – but will probably resemble the alternate rules for mounted combat.

12. Fear

Some Units may cause Fear. If a unit wants to enter melee combat with a Unit that causes Fear, they must first make a group Spirit roll. If they fail, they simply refuse to enter melee and lose their action for the round. Figures may fire ranged weapons at Feared creatures without making Spirit Tests

When a non-Fear causing Unit is charged by a Fear causing Units it must make a Spirit Test whenever the feared creature moves into contact. This is a group roll—the whole unit either suffers from Fear or it doesn't. If failed, the Unit are Shaken before the creature makes its attack, making them much more susceptible to wounding.

13. Common Scenario Rules

Some of the most common scenario rules.

Broken

When a force loses half of its starting number of Units, the force is considered to be broken.

The Dark of Night

Due to reduced visibility, figures may not be targeted by other figures more than 12" away. All Shooting is at -2, and all Stealth is at +2. This rule do not effect lighted areas.

Limited Ammunition

Sometimes soldiers end up in a skirmish where ammunitions are low. Units cannot reload their firearms – and must have a back-up shooter or resort to whatever melee weapon they have (fortunately most guns can be used as clubs).

Reserves

Many scenarios have rules for figures coming onto the battlefield from reserves. The turn a figure is placed on the battlefield it can act and move normally (measured from the point it enters the table).

At the beginning of each turn – before assigning initiative cards to the Units – players must roll a d6 on the reinforcement table for each Unit not yet on the battlefield (se Scenario Rules above). Wild Cards may use Bennies to re-roll this roll. Do this each turn until all Units have arrived.

1-2 Delayed: The Unit does not move on the table yet. It counts as being on the table and part of the force for the purposes of determining when the game ends or whether the force is Broken.

3-4 Wrong way: The Unit is dealt an Initiative Card and when activated it moves onto the battlefield from any point/edge, chosen by the opposing player, at least 6" from any corner. The Unit may not Hold.

5-6 Ready to battle: The Unit is dealt an Initiative Card and when activated it moves onto the battlefield from any point/edge, chosen by the controlling player. The Unit may not Hold.

Sentries

Many scenarios include sentries patrolling an area and enemies trying to sneak up on them undetected.

Unless otherwise specified in the scenario, sentries use these rules. At the start of the Sentry's turn, until they are aware of the intruders, roll a d6 for each Sentry Unit on the table below (add +2 if the Sentry activates on a Joker):

1 Unawares: The Sentry has seen nothing unusual and, is more concerned with keeping awake. The Sentry may not move this turn.

2-5 Suspicion: The Sentry is moved the distances rolled in inches (mounted sentries move double this distance) in a direction chosen by the controlling player if the Sentries Initiative card was Black or a Joker – if the card is red the opposing player decides the direction. The Sentry may make a Notice Test versus any one hidden Unit when the Sentry's move is over.

6 Patrol: The Sentry moves normally. The Sentry may make a Notice Test versus any one hidden Unit when the Sentry's move is over.

The Sentries on the board become alerted if:

- A Sentry is hit, but not killed by the enemy.
- There is an enemy figure within 4" of the Sentry, when the Sentry's turn is over.

If any of the above conditions are met, the Sentries are immediately alerted. From this point onwards they may act normally.

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Stealth

When Units are allowed to be placed in hiding, the controlling player may roll a Stealth Test for the Unit (a group roll for units with two or more models). If successful the Unit begins the game out of sight of enemies.

Players are encouraged to use some kind of token (and empty base or such thing) to represent the unit, but at the same time hiding its identity for the opponent. If a Gamemaster is available – or the players can agree in a way to handle it – it is great fun to just note the placement of the hidden units on a map of the battle-field in order to make the units position secret. It is also a option to place a couple of fake hidden Unit tokens in order to make the game more tense.

When hidden units move, just move their token.

Hidden Units are considered visible (and the hidden unit token replaced by the Units figures) under the following circumstances:

- When they attack an enemy Unit.
- When an Enemy Unit moves within 4" of the Hidden Unit Token.
- When an Enemy Unit succeeds in a Opposed Roll of Notice vs Stealth. Remember bonus' for Cover, Range (5/10/20) and other relevant modifiers

Swimming

Units may try to cross rivers, lakes etc. The figures use their Swimming Skill and if successful moves their

normal Pace. A failure means the model move as in Difficult Terrain. A result of a 1 means the figure drowns and is removed from play.

Remember that figures without Swimming test as Untrained with d4-2.

Instead of detailed rules for Encumbrance just use the following modifiers for the Swimming Test:

- +1 Figure is just wearing clothes and a small weapon - no armour, heavy equipment or packs.
- 1 Figure is wearing armour or some sort of packs or heavy equipment.
- 2 Figure is carrying a lot of stuff.

Supplies

When soldiers fight a long way from home, they need their supplies – not so much in current battle but to survive the rest of the trek.

If the troops need to bring supplies with them, they must be represented on the battlefield by either figures (pack-horses, bearers, etc) or a camp terrain-piece. If enemy models capture the supplies by moving into base contact with them, the force is considered to be Broken until the supplies are secured again - which happens when no enemy models are in base contact with them any more.

Event Appendix

14. Events

Strange things happens in combat and make wargames fun and somewhat unpredictable. Everytime a Joker is turned as a Initiative Card, roll 2d6 on the Events Table below.

Fortunes

Fortune represents minor but important events that happen to your forces in the field. They most likely cause something good to happen to your side, or something bad to happen to your foe.

- 2 **Freak Event!** Roll on the Freak Event Table.
- 3 **Twist of Fate:** Take a Benny from your opponent, and place it in your common pool. If he does not have one, he must immediately remove any one non-Wildcard figure from play.
- 4 **The Quick and the Dead:** Swap one of your opponent's Initiative cards for any one of yours.
- 5 **Rally:** Pick any one unit on the board with Shaken figures. All those figures recover automatically.
- 6-8 **Hand of Fate:** Gain one extra Benny. Place it in the common pool.
- 9 **Bitter Cold/Heat:** Any one of your opponent's units without the Acclimated Edge suffers from the hot/cold weather. All its members suffer -2 to their trait rolls this round.
- 10 **Teamwork:** Pick any one other unit within 12" of this one. Discard its Action Card. It acts on the Joker along with this unit, and gains the usual bonuses as well!
- 11 **Out of Ammo:** Pick any one enemy unit. It's out of ammo or Power Points (your choice). If this result cannot be applied, you gain a Benny instead.
- 12 **Freak Event!** Roll on the Freak Event Table.

Freak Events

Freak events are bizarre occurrences that can never be planned on. Roll 1d20 on the table below.

- 1 **Storm:** A sudden storm rolls in. Rain begins to pour and visibility is limited to 12". All attack rolls are at -1, and black powder weapons don't work at all. In the next round, all streams become impassable, even at fords. Only bridges remain.
- 2 **Fire!** Both sides really have been blazing away, and now a patch of nearby scrub has caught fire. Roll randomly among each occupied building, patch of trees, or other flammable terrain type. If none of these are occupied, roll randomly among all flammable terrain features. The entire building or forest catches fire this round and causes 2d6 damage to everything within. The fire continues for the rest of the game— unless a storm comes, which quenches it immediately.

At the beginning of each turn thereafter, roll 1d6 for each flammable structure within 4" (adjacent buildings, another patch of forest, etc.). On a 4-6, that structure catches fire as well. Check to see if these new fires spread in the following rounds.

- 3 **Blood Ties:** One of the Wild Cards on the other side is related or has some other special bond with one of your heroes (a Wild Card of your choice). For the rest of the battle, these two won't attack each other directly unless there are no other targets on the board. If not applicable gain one Benny to your common pool.
- 4 **Death of a Hero:** The next time one of your Wild Cards dies, his noble sacrifice triggers new resolve in his companions— or bone-chilling dread. When your next Wild Card is Incapacitated, roll a die.

Odd, the rest of your force is inspired by his legacy and adds +1 to all their rolls until another of your Wild Cards is killed.

If the result is even, your force is filled with dread. They subtract -1 from all their rolls for the rest of the game until an enemy Wild Card is slain.

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- 5 **Fickle Fate:** The side with the fewest bennies draws until it has the same number as their foe. Place these in the common pool.
- 6 **Back from the Dead:** One of your killed was just knocked unconscious. He returns in the spot where he fell. If this is a Wild Card, he returns with but a single wound. If not applicable gain one Benny to your common pool.
- 7 **Bad Weather:** The weather heats up or cools down, depending on your environment. All troops without the Acclimated Edge become tired or bogged down and reduce their running rolls by half for the rest of the game.
- 8 **Battle Tested:** Any one of your units improves any one skill or attribute a die type immediately.
- 9 **Fog of War:** Dense fog, mist, or smoke drifts over the battlefield. Place two connected Large Burst Templates at the center of one random board edge. The fog drifts 2d6" each round in a random direction (roll a d12 and read it like a clock facing). The fog "bounces" in a random direction if it hits an edge (it never leaves the field). The Fog blocks line of sight through it and all Ranged Attacks at targets within the Fog is -2 Shooting/Throwing.
- 10 **Haunted House/Eerie Shadows:** Chose a House or another terrain feature such as a wood. For the rests of the game that Terrain Feature causes Fear and all Units must test Spirit to enter it. All Units inside the Feature have a -2 to all Spirit test.
- 11 **Lost:** The Unit with the lowest Initiative Card is disoriented for this turn. If the controlling player do not want the Unit the move it must make a Spirit Test. If it moves this turn, it must move in a random fashion. Roll either a Scatter dice or a d12 (read it like a clock facing) to determine the direction.
- 12 **Ominous silence descend:** All your opponents Units currently on the table are motionless. For this turn, they will not move or fire. All reinforcements may automatically enter the table.

On the next turn, all your opponents Units gain a +1d6" movement bonus; All his Attack rolls are +1 for that turn; All his Unit will take no terrain penalties for Difficult Terrain.
- 13 **Snakebite:** The next figure activated is bitten by a snake for 2d6 Damage. Riders also pass a Riding test to remain mounted – if dismounted the model is usually removed from play.
- 14 **Wildlife:** A boar/baboon/etc is spooked and bolts from its hiding place running spooking the next Unit activated. The unit must pass a Spirit Test or uses their turn to immediately fall back 3d6" in either a random direction or towards nearest table edge (players choice).
- 15 **Blowing sand/dust/snow:** Reduces move to just d6" for all Units. Vision and firing ranges is reduced to 12" and no thrown weapons may be used. Last until next Joker is resolved.
- 17 **Unexpected Sniper:** A shot rings out of nowhere. You may immediately make an Attack (Shooting d8/ Damage 2d8) against one figure. If it makes sense in the scenario a you may instead nominate a guide, camel handler, civilian or native bearer, etc. whom turns out to be an assassin. Roll a d6. 1=he falls on his knees and confesses all. 2-6 he attacks one of you opponent's key figures or officer immediately (Fighting d8 / Damage 2d6). If the figure wins he may move on to one other figure but after that he is automatically siezed/killed by nearby troops. If he loses a fight the assassin dies by his own hand.
- 18 **Redeployment:** Whether by the brilliant command, keen knowledge of the terrain or some other measure, your forces can redeploy.

All of your Units not within 7" of any opposing figures, Shaken, or otherwise hindered to move, may immediately move an unlimited distance as long as they at no time do not come within 7" of an enemy figure.
- 19 **Second Wind:** Choose one Unit that have already been Activated this Turn. The Unit gains a new Initiative Card and may act again (if the new card is higher than the current count, consider the chosen unit as on Hold).
- 20 **The Turn ends:** Immediately after this Unit has acted the turn ends. All Initiative Cards are shuffled anew and a new turn begins.

Set-Up & Scenario Appendix

15. The Battlefield

You will need somewhere to actually play your game! Any decent sized flat area will do – a desk, kitchen table or even the floor (providing vagrant pets, children and relatives can be kept safely out of stamping distance). A 4x4 feet square surface is ideal.

Regular gamers often amass collections of purpose built scenery and terrain features representing everything from small crates, hedges and walls, right up to forests, hills and buildings. If you have any such model terrain features available to you, it certainly adds to the ethos of a game, but is by no means needed for your first few games, so don't worry about playing with piles of shoeboxes or even bricks for now.

Ideally, terrain features should be placed so that there is about 6" between each piece of terrain. If possible, intersperse some smaller pieces of terrain, such as fences, crates, bushes or singular stones.

Some players find it is best to have a few relatively open areas on the table, so if you like arrange the buildings and other terrain so that they form 'courtyards' or 'meadows' type areas in certain places. It is usually best if these open areas aren't more than about a foot or so square, again with some small terrain features inside.

You'll need to experiment with terrain layouts, to discover exactly what works best and what provides the most fun game. You'll gradually pick up an eye for what works and what doesn't as you play more games.

Placing Units – Random Set-Up

Setting up the Units can be of vital importance, since a poor arrangement can badly disadvantage one side or the other and make for a predictable, uninteresting game. Similarly, setting up the Units in well balanced positions will make for even more enjoyable games, as figures have the opportunity to skulk behind terrain, stalk one another and generally make the best possible use of the scenery.

Some scenarios will therefore describe how to place the Units – but if nothing is else is noted, it is advised to try these rules.

If you don't want to work out a scenario, and just want to get stuck right in with a general skirmish between the Units involved, a good way to get things rolling is to shuffle the Units Cards and draw one at a time. As each Unit Card is drawn, the figure(s) is placed on the table. The Unit can be positioned anywhere the player likes, as long as it is either at least six inches from all enemy figures, and is closer to the nearest friend than the nearest enemy.

When the Unit has been placed it is given an Initiative Card the normal way (to be used in the first turn of the game). As soon as the Joker is drawn, the game starts, with those Units who have not yet appeared being placed in reserve.

16. Victory Points

Unless there is another scenario in play it is recommended to use the following Victory Points system to find a winner of the game (yes, we play to have fun – but it is also fun to have a winner, just don't get so competitive that it spoils the fun of the game).

Victory points are awarded like this:

- Each unit who survived: + 2 points
- Each unit still on table: +2 points
- Each unit that ran off the table: -2 points
- Each unit knocked-out **: 0 points
- Each unit killed **: -4 points
- Each enemy unit killed **: + 2 points
- Each enemy unit K.O.ed **: + 1 point
- If applicable: Each ally Unit killed: -1 point

*) Units with more than 1 figure have their final status determined by how the majority of figures in the unit fared.

**) After the game all Units removed from play makes a Vigor Test (Units with multiple figures make the test as a Group Roll; Units gain a +1 bonus to the Vigor test

per figure not removed from play). If successful the Units survives their wounds and count as K.O.ed. A failed Vigor Test means the Units is considered killed.

17. Standard Scenarios

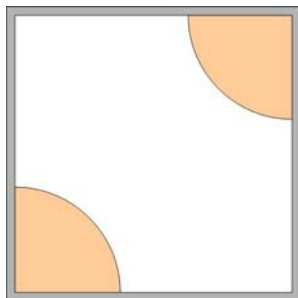
If the players just want to fight a battle, they can use one of the standard scenarios – usually chosen by random on the table after both players have readied their troops.

Roll a d12 and refer to this list:

- 1 **Storm the Camp**
- 2 **Contest of Champions**
- 3 **Ill Met by Moonlight**
- 4 **Domination**
- 5 **Meeting Engagement**
- 6 **To Kill a King**
- 7 **The High Ground**
- 8 **Take and Hold**
- 9 **To the Death**
- 10 **A Clash of Piquets**
- 11 **Reconnoitre**
- 12 **Seize the Prize!**

Below are the rules for each scenario.

Ad 1) Storm the Camp



Description: This strategic ground has been contested for a long time, with two rival encampments each vying for control. Now the time has come to decide the dominant power in this land once and for all by

seizing the enemy's foothold and scattering its defenders.

Layout: Both sides have set up their camps in or around defensive positions. Place the terrain accordingly – with pieces of terrain in all corners.

Starting positions: The forces start out from their camps, and set up in opposing table corners. Roll a dice to see which player gets to pick corner first – and places his figures within 18" of the corner. Afterwards the opposing player sets up in the diagonally opposite corner.

Objectives: The game is played until the end of the turn in which one force has captured their opponent's deployment area. You capture the deployment area if you have more Units within 12" of your opponent's corner of the table than they do.

Major Victory/Defeat: The opponent's deployment area is captured and there is at least one surviving Wild Card on the winning side.

Minor Victory/Defeat: The opponent's deployment area is captured, but there are no surviving Wild Cards on the winning side.

Draw: Both deployment areas are captured at the end of the same turn.

Ad 2) Contest of Champions



Description: It is a turning point in the war, and the leaders of both sides know that they must inspire their followers to great deeds. With a rousing speech they lead their forces onto the field of battle, striving against the foe with all their might...

Layout: The battlefield represents the chosen ground of the two champions – and the centre must be open ground. So no terrain features may be placed closer than 6" to the centre

Starting Positions: The forces set up on opposite sides of the battlefield within 6" of the table edge. Roll a dice to see which player gets to pick a table edge and sets up his figures first.

Objectives: Each side chooses one of its Wild Cards to be the leader of the force. The game ends when one side has been wiped out or both leaders are dead. Each side's leader is attempting to outdo the other. Put any figures slain by a leader to one site, separate from other casualties.

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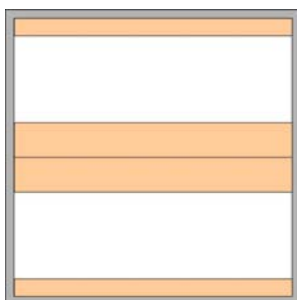
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Major Victory/Defeat: Your leader has inflicted twice as many casualties as your opponent's – or your leader has made one or more kills and the opponent's none.

Minor Victory/Defeat: Your leader has inflicted more casualties than your opponent's leader.

Draw: Both leaders inflict the same number of casualties.

Ad 3) Ill Met by Moonlight



Description: In the midst of night two forces have happened upon one another. Can one of the leaders impose their will long enough to seize victory?

Layout: This battlefield is not chosen but forced by the clash of sentry lines. One terrain feature must be placed in the centre of the table, and all terrain features must be placed with 3" of another terrain feature.

Starting Positions: Both forces are disordered and set up from opposing table edges. Roll a dice to see which player choose side and first deploy half his Units between 18" and 24" from the edge. The remaining Units are placed up to 3" from the edge.

Afterwards the opposing player does the same.

Objectives: This is a battle to either death or desertion – no quarter shall be asked, nor any given.

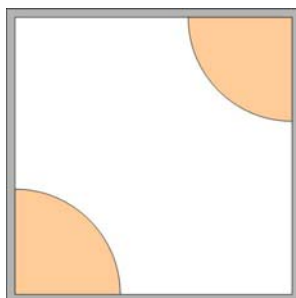
The Dark of Night: Use the rules for night combat.

Major Victory/Defeat: The enemy force has been wiped out and your force is not Broken.

Minor Victory/Defeat: The enemy force has been wiped out and your force is Broken.

Draw: Both forced are wiped out in the same turn.

Ad 4) Domination



Description: The battlefield must be held! The force that controls this area will be at a distinct advantage in the days to come. Dominance here can only

be achieved by driving the enemy back from several key points – failure is not an option.

Layout: The battlefield is dominated by four key terrain features that must be captured and held against the enemy – and they must be placed in each of the four quadrants of the table. These are the objective that must be captured – and it might be a good idea to mark the clearly with a game token of some sort. All terrain features on the battlefield must be placed at least 6" apart from each other.

Starting positions: The forces set up in opposing table corners. Roll a dice to see which player gets to pick corner first – and places his figures within 18" of the corner. Afterwards the opposing player sets up in the diagonally opposite corner.

Objectives: When the game ends, the player who has the most figures on, or touching, each objective terrain feature is considered to have captured it.

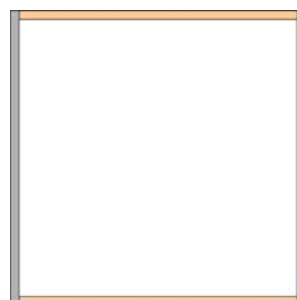
Random Game Length: Once one force has been Broken, the battle might end suddenly, roll a d6; on a result of 1-2 the game ends.

Major Victory/Defeat: You have captured all four objectives.

Minor Victory/Defeat: You have captured three objectives.

Draw: Both players have captured two or less objectives.

Ad 5) Meeting Engagement



Description: The scenario represents a small encounter occurring in the midst of a larger battle. The stakes are high and as the fighting grows more intense, so does the determination of the combatants Victory shall go to the most able leader!

Layout: The battle takes place on a field suitably clear of terrain to allow both forces to get properly to grips with one another. Terrain features must be at least 12" away from the centre point of the table.

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Starting Positions: The forces enter play on the first turn from opposing edges. Roll a dice to see which player choose side first. The opposing player enters from the opposing side. Figures must enter play by moving onto the table from any positions on their table edge (simply measure the figure's first move from the point where they enter play)

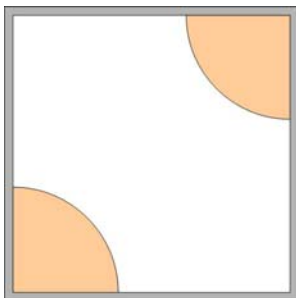
Objectives: The game is played until the end of the turn in which one force is reduced to a quarter of its original number of Units.

Major Victory/Defeat: There is only a quarter of the enemy left and there is at least one surviving Wild Card on the winning side.

Minor Victory/Defeat: There is only a quarter of the enemy left, but there are no surviving Wild Cards on the winning side.

Draw: Both sides are brought to a quarter of their initial strength at the end of the same turn.

Ad 6) To Kill a King



Description: Both forces have been locked in a savage campaign for many long weeks and morale is low. Only the leadership of their respective leaders has kept the forces in the field – should the opposing leader be slain, victory will shortly follow.

Layout: Terrain features must be placed at least 6" apart – but otherwise there is no restrictions.

Starting Positions: The forces set up in opposing table corners. Roll a dice to see which player gets to pick corner first – and places his figures within 18" of the corner. Afterwards the opposing player sets up in the diagonally opposite corner.

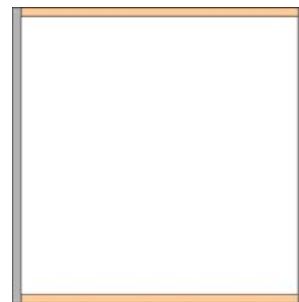
Objectives: Each side chooses one of its Wild Cards to be the leader of the force. Both sides are trying to kill the opposing leader without suffering substantial losses. The game ends at the end of a turn in which a leader has been slain.

Major Victory/Defeat: The opposing leader has been slain. Your forces has not been Broken, and your leader is still alive.

Minor Victory/Defeat: The opposing leader has been slain. Your forces has been Broken, and your leader is still alive.

Draw: Both leaders have been slain in the same turn.

Ad 7) The High Ground



Description: This region is dominated by a single hill. Both forces have come to claim it as their own – the winner will hold the advantage in this land for years to come.

Layout: One hill- the larger the better – is placed in the centre of the battlefield. Place other terrain features as needed – but not closer than 6" to the centre hill or each other.

Starting Positions: The forces enter play on the first turn from opposing edges. Roll a dice to see which player choose side first. The opposing player enters from the opposing side. Figures must enter play by moving onto the table from any positions on their table edge (simply measure the figure's first move from the point where they enter play)

Objectives: Whichever side captures the hill at the end of turn 10 wins the game.

Special Rule – Gusting Winds: The top of the hill is exposed to the extremes of weather in form of gusting winds, strokes of lightning and heavy downpour, making it a perilous place to fight. Whenever a Joker is revealed to activate a figure, all figures on the hill are immediately Shaken (in addition to other effects of the Joker).

Major Victory/Defeat: At the end of the 10th turn, you have one or more figures on the hill. The opposing player has no figures on the hill.

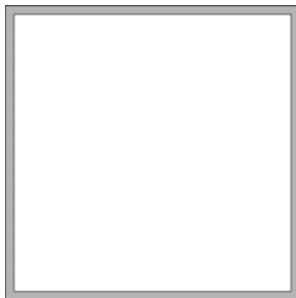
Minor Victory/Defeat: At the end of the 10th turn, you have one or more figures on the hill. You have more figures on the hill than the opposing player.

Draw: Both players have an equal number of figures on the hill at the end of the 10th turn.

Ad 8) Take and Hold

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Description: At the height of battle a strategic opportunity presents itself and suddenly an otherwise unremarkable area becomes vitally important to the cause of war. As the battle

rages all around, one force pounces on the objective and attempts to secure it, leaving their adversaries with little choice but to reclaim it.

Layout: Place terrain features as needed, and with a distance of at least 6" between the features. Mark the centre of the table with an objective marker or other game token.

Starting Positions: As yet, the two forces have not arrived. No models are deployed at the start of the game.

Objectives: Once one force has been Broken, the game might suddenly end. At the end of each turn after this condition is met, roll a d6; on a result of 1-2 the game ends. When the game ends, count the number of figures with their bases wholly within 3" of the objective marker to determine the outcome.

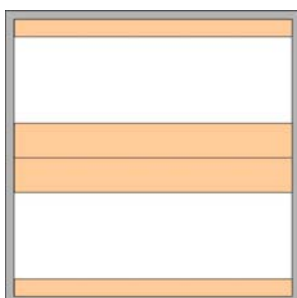
Special Rules – Reinforcements: At the beginning of each turn – before assigning initiative cards to the Units – players must roll a d6 on the reinforcement table for each Unit not yet on the battlefield (see Scenario Rules above). Wild Cards may use Bennies to re-roll this roll. Do this each turn until all Units have arrived.

Major Victory/Defeat: You have one or figures within 3" of the objective marker. The opposing player has none.

Minor Victory/Defeat: You have more figures within 3" of the objective marker than your opponent.

Draw: Both players have the same number of figures within 3" of the objective marker.

Ad 9) To the Death



Description: The time has come and the enemy must be slain, no matter the cost. Once

more the forces face each other on the field of battle. No quarter shall be asked, and none shall be given. Only God know who will win the day!

Layout: This battlefield is a more crowded one than either force would have chosen, but the gauntlet is thrown. Place a terrain feature in the centre of the battlefield, and all subsequent terrain features must be placed with 3" of another terrain feature.

Starting Positions: Roll a dice to see which player gets to pick a table edge. The opposing player sets up from the opposing table edge.

The player that picked the edge to deploy in from, chooses half of his Units and rolls a d6; on a 1-3 the figures can be deployed no more than 3" from the table edge; on a 4-6, they must be deployed between 18" and 24" from the table edge.

The other player then does this with half his force. The first player then deploys the remainder of his force as described above, followed by the other player.

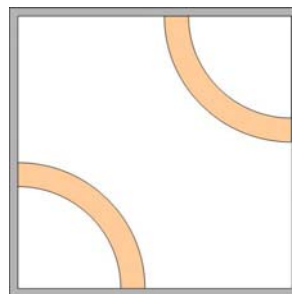
Objectives: This is a battle to either death or destruction – you must destroy the enemy whilst minimising your losses.

Major Victory/Defeat: The enemy force has been wiped out and your force is not Broken.

Minor Victory/Defeat: The enemy force has been wiped out and your force is Broken.

Draw: Both forces are wiped out in the same turn.

Ad 10) A Clash of Piquets



Description: Two opposing forces have camped close to each other in a mist-wreathed field. Deceived by the fog, their respective sentry lines have become engaged and the alarm

has been raised. Before long the cries of battle ring out through the mist.

Layout: The battle occurs along the sentry line, in terrain that neither side would normally consider contesting. Terrain features can be placed anywhere on the battlefield, but no closer than 6" to another terrain feature.

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Starting Positions: The battle begins with only a fraction of the two forces engaged – the rest arrive once the sound of battle reaches them. The forces set up in opposite table corners. Roll a dice to see which player gets to pick the corner they set up in. The opposing player sets up in the diagonally opposite corner.

The player that picked the corner chooses half his Units (including up to one Wild Card) and deploys them between 18" and 24" from the corner. The other player then does the same with half his force.

The remaining Units are kept to one side and will be available later in the game.

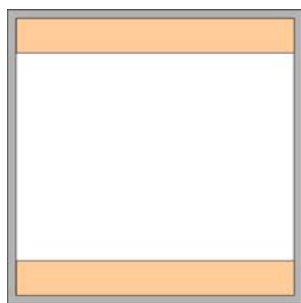
Special Rules – Reinforcements: At the beginning of each turn – before assigning initiative cards to the Units – players must roll a d6 on the reinforcement table for each Unit not yet on the battlefield (see Scenario Rules above). Wild Cards may use Bennies to re-roll this roll. Do this each turn until all Units have arrived.

Major Victory/Defeat: The enemy force has been Broken and three-quarters or more of your Units remain.

Minor Victory/Defeat: The enemy force has been Broken and less than three-quarters of your Units remain.

Draw: Both forces are broken in the same turn.

Ad 11) Reconnoitre



Description: Both armies have sent scouting parties ahead of their lines to investigate the enemy forces. Each group is attempting to breach the enemy's cordon, whilst preventing their

opposing numbers from slipping past.

Layout: Both forces are attacking at what they consider to be the weakest point in their foes' lines – an area rich in rough terrain. Terrain features should be placed accordingly – but no closer than 6" to any table edge.

Starting Positions: The forces set up from opposite edges. Roll a dice to see which player gets to pick a table edge and set up first up to 6" in from the edge. The opposing player does the same from the opposite edge.

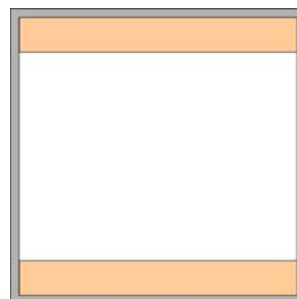
Objectives: Both sides are seeking to infiltrate behind enemy lines and prevent enemy scouts from achieving the same. The game ends when one force is reduced to one-quarter of its starting Units.

Major Victory/Defeat: One or more of your figures have infiltrated the enemy lines (exited the table via the opposing player's deployment edge). None of the opposing player's models have infiltrated your lines (exited via your deployment edge).

Minor Victory/Defeat: You have had a greater number of successfully infiltrating figures than your opponent.

Draw: An equal number of figures have successfully infiltrated on both sides.

Ad 12) Seize the Prize!



Description: An ancient and powerful artefact has been discovered in the wilds, a token mighty enough to swing the tide of the war. Within hours of its discovery, two forces redirect their march to its location, seeking to claim it for their cause.

Layout: The artefact has been discovered in a wild region. Terrain features can be placed anywhere on the table, but no closer than 6" to the centre of the battlefield. Place an artefact marker (a game token or other small counter) in the centre of the table.

Starting Positions: The forces set up from opposite edges. Roll a dice to see which player gets to pick a table edge and set up first up to 6" in from the edge. The opposing player does the same from the opposite edge.

Objectives: Both sides are seeking to seize the artefact and carry it off the board via any table edge.

Special Rules – The Artefact: The prize must be dug out of the soil before it can be carried anywhere. A figure in base contact with the counter can use all of

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its action to attempt to free it – roll a d6. On a 4 or more, the artefact has been freed from the soil (Wild Cards uses a Wild Die on this roll – and Jokers give a +2 Bonus). Only one figure may attempt this each turn. Once it has been unearthed, a figure may pick up the artefact by moving into base contact with it. A model will drop the artefact if Shaken or killed.

Major Victory/Defeat: One of your figures has exited the board carrying the artefact and your force is not Broken.

Minor Victory/Defeat: One of your figures has exited the board carrying the artefact but your force is Broken.

Draw: Both forces have been wiped out and the artefact remains on the board.