

MINIATURE TABLETOP FANTASY WARGAME

ARMIES OF ARCANA



GAME RULEBOOK

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**ARMIES OF ARCANA  
RULEBOOK**



FIFTH EDITION

"THE GAME YOU HAVE BEEN WAITING FOR"

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# ARMIES OF ARCANA

## Fifth edition

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# FOREWORD

In 1998 Thane Morgan had a vision: dissatisfied by the limitations of the then dominant rules system he decided to create his own rules set that would faithfully translate the imaginations of him and his fellow hobbyists into a grand tabletop miniature Fantasy Wargame.

His starting criteria included the following:

- to play differently from the standard rule sets that were around;
- to try and recreate as much as possible the real to life actions found on a battlefield so that the outcomes of his games were more realistic and logical;
- to keep the focus on strategy and retaining a real need for tactical skill;
- to ensure that the player was the General of his army and played the opposing General, rather than the system playing itself;
- to design a points allocation formula that ensured a high level of balance between every army and creature in the system, to encourage diversity and choice, not artificial limitations and restrictions;
- to include historical, ancient and medieval armies within the framework of his fantasy construct to allow a genuine cross-over between fantasy and historical army lists and miniatures;
- to be scale friendly (most notably to 25-28mm and 15mm models) and open to all figure manufacturers; and
- to move away from game mechanics that allowed overly powerful individual characters, monsters and units, often further enhanced with increasingly fantastic magical items and spells, from dominating and even pre-determining the outcome of a tabletop encounter.

All of this he attempted to deliver in one rule system, a grand concept and a sizeable undertaking.

Armies of Arcana is the culmination of that work and has proven to be an outstanding game that has not only stood the test of time but matured with each edition in an on-gong pursuit of excellence.

Now after ten years a new generation of wargamers have taken up the gauntlet and are taking Armies of Arcana to a higher level. This publication is only one part of an exciting program of rules development, background, figures and scenery, supported though the AoA website ([armiesofarcana.com](http://armiesofarcana.com)) and backed by several manufacturers.

While this book is the fifth edition in real terms, it is not a major reworking of the rules. Rather, it is a natural progression on the back of ten years of continuous playing. The fact that the AoA rulebook only needs a periodic overhaul is testament to the quality of the original rules system and to the skill of the designer Thane Morgan and his playtesters.

Armies of Arcana plays at a good pace. It plays just as well with 20 models as it does with 200, and allows plenty of scope for players to think tactically during the battle. It works very well with bigger battles as the simple mechanisms are able to comfortably carry a heavy workload and still play smoothly without bogging down.

Magic is powerful, but localised and controllable; morale is important, but not unpredictable; combat is realistic, but not complex. Armies and battles are not limited by the imagination of those who wrote the rules - you, the player, are given the tools to embody your own conception of your fantasy armies in metal and plastic, and set them to battle with myriad foes in a world of your imagining.

We present to you the 5th edition of Armies of Arcana. We have enjoyed Thane Morgan's rules system immensely. We think that you will too.

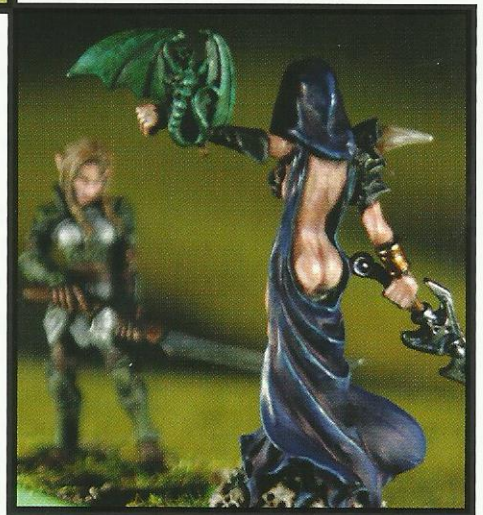
The Forum of Twelve





Since the beginning of written history philosophers have debated the possibility of alternate dimensions, parallel worlds and magical realms where the human race may not have been the only creatures to evolve.

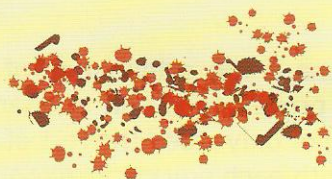
Arcana is one such world



Many creatures began the evolutionary climb from the primordial gloom of the early warm oceans, shimmering great lakes and humid swamps to walk on the surface of the planet.

Of all of the races the Elves were the first to exhibit the development and structure of civilisation.

Displaying an innate gift for the manipulation of the abundant raw magic on Arcana the Elves quickly progressed and skilfully harnessed the raw mana of Arcana.



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# INTRODUCTION

Welcome to the world of Arcana.

Many philosophers have debated the possibility of alternate realms, parallel worlds where the human race may not have been the only creatures to evolve. Arcana is one such world.

In that other dimension our planet has a very different story. While its landmasses and oceans look similar those of earth, the population is as alien from ours as we are from the creatures of the deep.

It is magic that gives Arcana its unique population. Trapped within what we know as the ozone layer and the atmosphere is a mix of elements, exotic chemicals and cosmic radiation that together make up pure raw magic. Its influence touches and shapes all things - nothing is quite as it might have been without it.

## The Coming of Life

Of the many creatures that began the evolutionary climb from the seas and swamps to walk on the planet, the elves were the first to become civilised. By learning to harness the power of raw magic they quickly conquered all the surface races, enslaving humans and orcs alike and taming the numerous large beasts that roamed the land and skies, from dragons to giants. But their power bred arrogance, and they were not a kindly race. It was these flaws which would prove their undoing.

## The Dwarven Wars and the Split

Dwarves alone resisted the domination of the elves. Their hardness and distrust of the arcane were in complete contrast to the graceful elves who believed themselves the masters of all magic. For centuries the two races warred and feuded, but despite all their power the elves could not hope to penetrate the vast fortresses which guarded the underground empires of the dwarves.

But this was not the failure which broke the hegemony of the elves. As with most empires, the elves were as much undone from within as they were from outside opposition. At the height of their success, drunk with power, elven society itself started to fracture. Powerful and exotic cults and movements started to form within the social and political structures, some for or against more conquest, others developing strong and often bizarre religious beliefs. Divisions deepened, and the split when it came was both inevitable and terrible. Of the major movements, the first to break away was known as the Sylvan elves, who settled in the many large deep forests that covered the planet. A second group returned to the seas, their ultimate fate unknown. The remaining elves descended into civil war, a war of light and dark, of high ideals and low base cunning, a war that would change Arcana forever.

## The Mage War

The two rival elf factions desperately fought to overpower each other. As the decades of devastation dragged on, each raced to draw more and more power to themselves in a vast magical arms race. Heedless of the consequences, the greatest of the elven mages poured vast torrents of power into the tortured fabric of Arcana, until eventually a line was crossed and even those fell wizards lost all control of the forces they had unleashed. Huge areas were completely enveloped with raw magical power. The earth itself heaved, buckled and mutated. Creatures of all types were either swept away to oblivion or fused with each other and the surrounding landscape.

A dark age of terrible chaos and hardship was the result of the mage war. The elves themselves had been devastated. Their empire lay in ruins and their race irrevocably divided. Worse, the very fabric of the planet had been sundered, opening a wound in reality from which poured new and terrible foes, including creatures of little more than raw magic which took their shape from the worst nightmares of those sucked into the void, and who inhabited for their physical forms the bodies of Arcana's dead.

## From the Ashes

When the raw magical flux had finally stabilised the creatures and races that were left slowly rebuilt their world. Humans, the most prolific and numerous of all the creatures, were shaped by the various environments in which they lived to become the most diverse of all. New life forms created from the fusing of creatures carved out their own communities and kingdoms.

Here is where we find Arcana today - a diverse land, rich with magic from the partially mended rift and now teeming with a cornucopia of life. But Arcana is yet filled with danger and a multitude of treacherous foes.

It is a time of opportunity for those who are bold and strong enough to rally their people to their banner. There are Kingdoms to be carved out and riches to be gained for those great leaders and heroes among us. Many have failed and passed into the beyond. Good luck to those who are brave enough to try.



# GAME BASICS

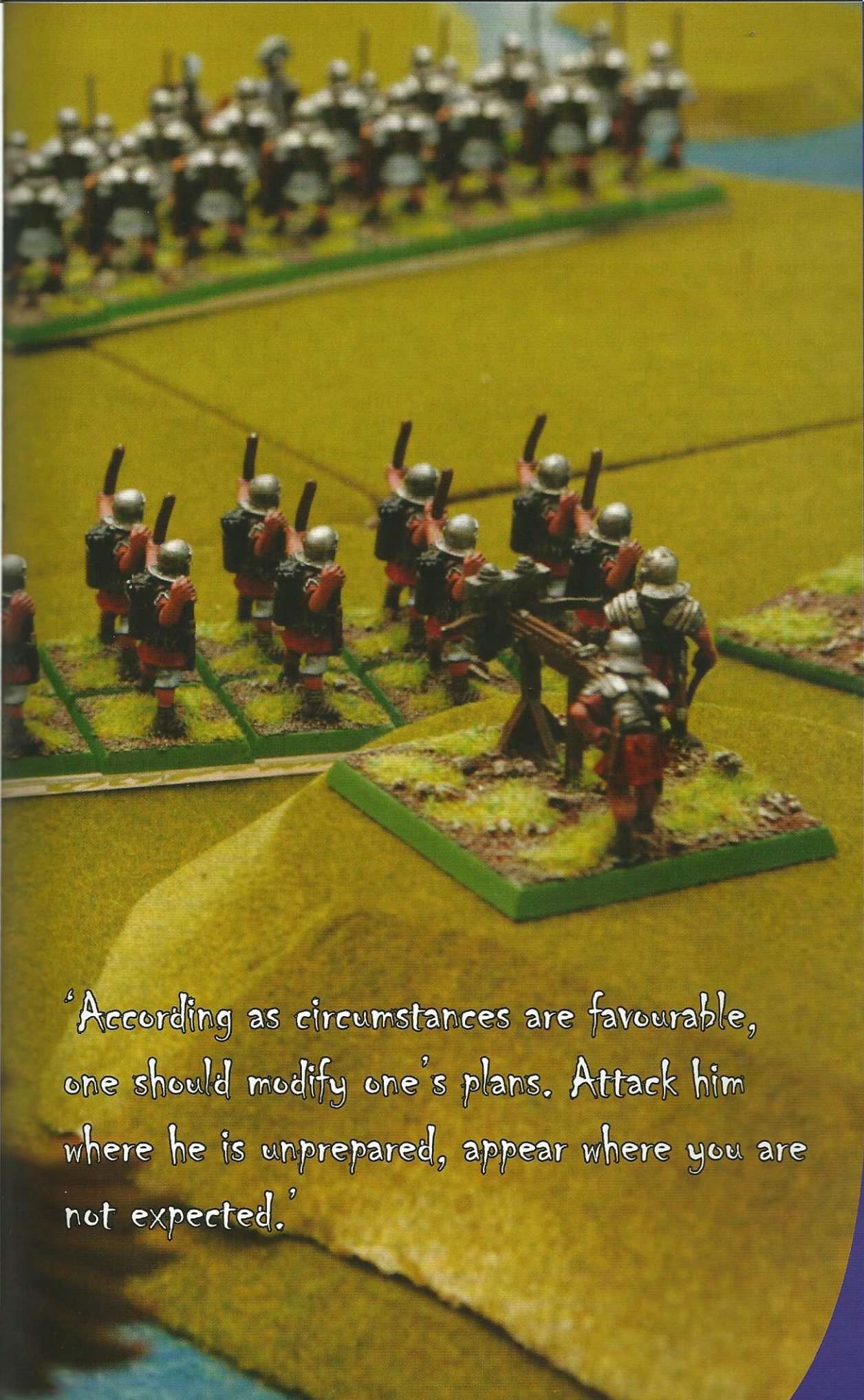
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*'According as circumstances are favourable, one should modify one's plans. Attack him where he is unprepared, appear where you are not expected.'*



# GAME BASICS - PLAYING AOA

## Goal of the Game

For those who are new to miniature wargaming, some explanation of what this game is about will make reading the rest of the rules easier. In *Armies of Arcana*, two or more players will take control of opposing armies made up of fantastic races, monstrous creatures and powerful heroes and wizards. What kind of army you make is up to you; lots of medieval knights, barbarian berserkers, hordes of wild goblins, or small groups of elite elves are all possible choices.

As a player, you will buy the figures, paint them to your tastes, design the units of your army, and command their actions in the field. There is no set game board in miniature wargaming; you make or buy the hills, trees and buildings, and create a unique, new battlefield every time you play. Units do not move by squares or hexes, but instead are freely measured with a ruler or measuring tape.

Different scenarios can be made up for each game; are the armies meeting in open battle; is one defending a town or temple, has one been ambushed by the other, or is one trying to break through the enemy lines?

Thus every game will be different, making miniature wargames the most replay-able type of game

available. For this reason, people will play miniature wargames all of their lives.

## What you will need to play

**Two armies** - These will be built to taste by you and your opponent. I recommend having at least 50 figures each for small games, and up to several hundred for larger games. Special rules are available on the website for playing AoA with very few miniatures.

A flat playing surface, at least 3' x 3' or preferably 4' X 4' or larger to be the battlefield.

**Terrain** - This can be anything you desire; a ruined city, a farm land, a small village, desolate wildlands, etc. Many fine terrain vendors are out there and many websites are dedicated to helping players build their own terrain. If you are just starting, blocks of wood or books for hills, drink cans for towers, and paper outlines of forest will do.

**A measuring device**, preferably a measuring tape, of 3' or more in length. In *Armies of Arcana* both players are allowed to measure distances freely at any time. This includes measuring to see if their troops are in range to charge or shoot their opponent's troops.

**6-sided dice** - You will want a lot of these, say 10 or more. A few extra dice of separate colours will be useful for keeping track of magic power and wounds.

## Game Terms

For clarity, consistent language is used throughout the rules. Some of the important terms are:

**Dice types** - d2, d3, d6, 2d6, etc. This is a common wargame terminology; the first number tells how many dice to roll, and the d# describes what type of dice to roll. *Armies of Arcana* was designed to only require the normal six sided dice. D6's can be used to roll d3's: 1 - 2 = 1, 3 - 4 = 2, 5 - 6 = 3.

**Turns** - One game turn is the time it takes for all players to complete all six phases in the turn, before starting over again. Most games last 5 to



# GAME BASICS - TURN SEQUENCE

8 turns, and a turn typically takes 10 to 20 minutes of real time.

**Phases** - Phases break up turns into particular events; players move in the movement phase, cast spells in the magic phase, and fight in hand-to-hand combat in the melee phase. All players will complete the current phase before the next phase is started.

**Units** - Any model or group of models that make up their own fighting force. For example, 20 spearmen and their leader, a vehicle and its draft animals and crew, or a single monster are all considered units.

**Engaged units** - When enemy units are in contact with each other, indicating melee (hand-to-hand) combat is occurring. An engagement or a melee both refer to a cluster of engaged units.

**Charges** - When one unit moves to begin an engagement with another enemy unit. Armies of Arcana offers no particular bonuses to the unit which makes the move to engage, as it is assumed the other unit was simultaneously moving to engage as well, or was bracing for the attack.

**Base Units** - When a game is played, players should agree to a particular size of figure to play with. To allow players to use any line of figures they like, figures are placed on consistently sized bases. For example, players using 25/28mm figures should mount infantrymen on 25mm bases (1"), or 15mm figures on 15mm bases. Larger models then get placed on multiples of these bases. A cavalry figure would be placed on 2 bases, an ogre sized figure on 4 bases, or giant figures on 9 bases. Thus a 28mm scale centaur would have a 1" by 2" base, a 28mm scale Troll would have a 2" by 2" base, and an adult dragon stands on a 3" by 3" base. A base ½ model is on a base that has half the surface area of a base 1.

Some players may have existing armies that are not currently based according to these rules. For instance, in your existing armies similar sized infantry models may be based on a mix of 20mm and 25mm bases. The quickest solution is to play the game and when a melee occurs, just pair up differently based models against each other so that no one gets an advantage. Smaller based units will still be more manoeuvrable. A more satisfactory solution is to rebase your armies, use correctly sized movement trays for units or purchase 'conversion trays or bases' available from Terrain Warehouse ([www.terrainwarehouse.co.uk](http://www.terrainwarehouse.co.uk)). Alternatively, if your opponent agrees, you can simply treat all models on 20mm bases as being base ½ models instead of base 1 - it will be up to you to decide whether this is an advantage or not!

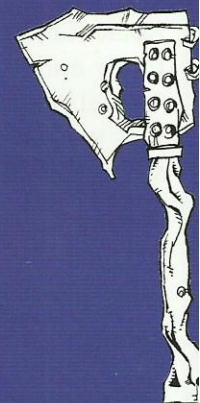
Some sections of the rules refer to units of a certain number of "base units". For example, a rank and file unit of 30 or more base units give enemy missile troops a plus 1 modifier on their roll to hit. A unit consisting of 10 base 1 models would be 10 base units. A unit of 5 base 2 models would also be 10 base units. Base ½ models count as base 1 for the purpose of base unit calculations.

## Turn Sequence

Each turn of Armies of Arcana has 6 phases where specific actions are resolved. The phases are designed to give a sense of simultaneity between the actions of each player. Each phase is completed by all players before the next phase begins.

The order of phases in a turn is:

- I Fleeing Units Phase
- II Movement Phase
- III Magic Phase
- IV Missile Phase
- V Melee Phase
- VI Morale Phase



# GAME BASICS - MODEL PROFILES

## Model Profiles

Each model type will have a profile indicating its abilities. An example is shown below:

Dwarven Crossbow					
VP	Move	Wounds	Ar-mour	Magic	Morale
26	5	1	3	4	9
Melee	Missile		Special Abilities		
1/2	Crossbow (18"): 1/2 Str (2)		None		

**Name** - This will give a racial name and description of the model's arms, armour and/or status. If the model is considered Elite, it will be marked. This can affect how many you can have in your army.

**Victory Points (VP)** - The combat value of the troops, used to buy armies at the start of the battles. A model worth 20 VP should have roughly the same combat effectiveness as any other 20 VP model.

**Move** - The distance a model may travel per movement phase, in inches.

**Forestwalker** - The model may move through wooded and brush terrain at no penalty, even in Rank and File formation.

**Swimmer** - The model may move through shallow water at no penalty, and deep water at half speed. Swimming models receive the bonus of Evasion (1) against attacks from non-swimmers while in deep water.

Some models may have specific swimming speeds, indicating the full speed they move in either shallow or deep water.

**Rock Climber** - The model may move through rocky and broken ground at no penalty, even in RaF formation. It may also climb steep rocky slopes as if it were difficult terrain, though it may not climb sheer rock surfaces.

**Ignores terrain** - The model may move through terrain at no penalty. It may even climb up sheer surfaces, such as cliffs, walls and buildings at no penalty.

**Flying** - The unit may fly over terrain and other

units.

**Wounds** - The number of wounds a model may take before falling out of action (or just dying).

**Armour Value** - Indicates the level of protection a model has against enemy attacks. A model must roll equal to or less than this number to "save" against each hit it takes.

**Evasion (#)** - Any attacks against this model have their skill reduced by the # indicated. This applies to shooting attacks, melee attacks, and any magic attacks that have a "to hit" roll.

**Slow** - Any attacks against this model are made at +1 skill. This applies to shooting attacks, melee attacks, and any magic attacks that have a "to hit" roll.

**Regeneration** - The model may roll to recover all currently lost wounds at the beginning of the morale phase. Roll one dice for each wound the model has lost thus far. Each roll of 3 or less recovers one wound. Models that are dead at the start of the morale phase do not regenerate.

**Fixed** - This armour is so tough that normal strength modifiers cannot reduce the save below this number. Usually indicates magical armour.

**Shield** - Models with the shield ability gain +1 to their armour against any missile attack. This bonus is always modified by the strength of the missile attack, even when the model has fixed armour.

**Missile +#** - The model gains the bonus indicated to its armour when resisting missile attacks.

**Missile Immunity** - The model is immune to normal missile attacks. It has an Armour 5 against magical missile attacks and artillery weapons, which is reduced by strength normally.

**(Weapon type) Sensitive** - The model is very sensitive to the given magic attack type; each hit of that type counts as two hits.

**Magic Resistance (Magic)** - The ability of a model to be unaffected by a magical effect. A model must roll a d6 equal to or less than this number to avoid



certain magical spells. In some cases a whole unit has to roll together to avoid a magical effect.

**(Spell type) Immunity** - The model is not affected in any way by spells of that type, and ignores any Strength from melee or missile attacks enchanted by that magic.

**Morale** - Indicates the bravery and will of a model or unit. A unit must roll 2d6 equal to or less than this number when placed under stressful conditions, such as taking severe casualties or fighting a fearsome opponent. This can be greatly modified by the number of casualties lost that turn and the number of models engaged in melee with each other.

**Fearless** - Fearless troops are less likely to take morale tests, and do not have to become Broken when they fail a morale test. They may also ignore the Fearsome ability in enemies.

Fearless troops only take morale test if they are actually engaged in combat during the morale phase. If they are not engaged, they do not have to take a morale test no matter how many casualties they may have suffered.

If a Fearless unit fails a morale test, it may choose to lose extra wounds instead of fleeing. If it does this, it loses one wound for every 15 wounds in the unit or part thereof, per point it missed its morale roll by. See the Morale Phase section for further explanation.

**Melee** - The first two numbers (# / #) indicate the number of attacks a model makes and the skill level of the attack. During melee resolution a model rolls one d6 for each attack, needing to roll equal to or less than the skill level to cause a hit.

**Strength (#)** - Attacks from this model lower the enemy's armour save by the # indicated.

**Magic**- Magical weapons negate the Fixed armour ability.

**Eldritch** - Instead of an armour save, the

model must make a magic resistance check to avoid damage.

**Weak** - Attacks from this model are so weak that the enemy gets +1 to their armour saves. If they had no armour save, they get a save of 1.

**First Strike** - This model may attack before the enemy; any enemy killed by these attacks may not strike back. If both models have first strike, they attack simultaneously, but still before normal attacks.

**Last Strike** - The model always strikes after normal attacks, so it may die before it can attack.

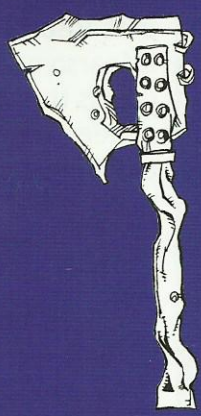
**Long Weapons** - The first turn the unit engages in a new melee it gains First Strike. Models may strike over one friendly model that is in contact with the enemy when in Skirmish formation, or may fight with the front two ranks when in Rank and File formation.

**Xd3 wounds** - Some attacks are so powerful that if they penetrate the armour they will inflict more than one wound on the target. When the save is failed, roll X d3's to determine the number of wounds the single model suffers. A model cannot suffer more wounds from a blow than it possesses; if you do 3 wounds to a 2 wound model, the last wound inflicted is ignored.

**Sweep (#)** - This model may make a wide, extended strike, which can hit many enemies. The number in parentheses is the maximum number of enemies within 2 base distances the model may strike against.

**Missile** - The name of the missile attack is given first, and then the Range (#) is given in inches. This is the normal range of the weapon, in inches. The weapon may fire 1/3 farther than this range at a -1 penalty (long range). A target that is within 1/3 of normal range is at short range, and is at +1 to be hit.

Similar to melee, the first number (# / #) is the number of attacks and the second the skill level. Most of the abilities for



# GAME BASICS - MODEL PROFILES

melee attacks are the same for missiles. Regardless of circumstances, a unit may only shoot once per turn.

**Xd3 hits** - This missile attack can cause multiple hits on a unit, probably because of a shrapnel or strong attack that can go through several models. When a unit is hit by the weapon, roll X d3's to determine how many hits are actually scored. This can be modified by several factors described in the Missile Phase section.

**Artillery** - These are especially powerful mechanical attacks that can reduce fixed armour by half of their strength, rounded up. Against Missile Immune creatures, they use their full strength to reduce the 5 armour save. Unless otherwise stated, artillery missile attacks require a turn to reload after firing. Units that moved in the movement phase cannot reload the artillery weapon on that turn, unless the attack is Natural.

**Natural** - These missile attacks are something inherent to the creature (like a breath weapon or gaze attack) or can easily be made on the move (like a thrown weapon or a creature with extreme proficiency with the weapon). This allows the model to make the attack at no penalty if it moves half speed or less, and at a -1 penalty if it moves over half speed. It may also make the attack when charging an enemy (but not in an overrun or pursuit), which is resolved during the Movement Phase, following the same rules as stand and shoot responses in terms of penalties and bonuses to hit. Regardless of the circumstances, a unit may only make one natural attack per turn.

**Special Abilities** - Indicates additional features a model may have, such as infiltration and ramming. The various special abilities are listed below:

**Fearsome** - The model is terrifying to behold; if a unit loses any models due to melee attacks from a fearsome unit it will have to take a morale test, unless the unit is fearless. Fearsome only applies to melee attacks, not missile attacks, kills made during the magic phase, or special attacks like sweep or ramming.

**Berserk** - The unit must move its full movement towards the nearest enemy unit that it can see, though it may ignore units that are already engaged. It gets an extra d3" of movement when moving towards an enemy or charging. It must always

pursue or follow up an enemy, except when such a unit flies high and the berserk unit cannot itself fly. It takes tests as a Fearless unit, but it may never choose to flee. It must lose casualties as Fearless troops should it fail a morale test. Berserk units may never be in Rank and File formation

**Ramming (# / skill, Str (#))** - These are special attacks that the model may make only on the turn it first engages in a melee or when it is overrunning. These attacks are resolved even if the ramming unit is killed by first strike. Models with ramming that are charged from the rear do not get to use their ramming attacks against that unit. Skirmished units halve the number of ramming hits against them. When ramming a unit which is engaged, re-roll misses on friendly engaged units in the same manner as for missile weapons fired into combat. Please note - this may mean that other friendly ramming units which charged the same target in the same turn may be hit by wayward ramming attacks! Regardless of circumstances, a unit may ram only once per turn - see the Melee section for more details.

**Charmers** - any enemy unit engaged with Charmers must take a unit save at the beginning of the magic phase. Those which fail lose a point of evasion, or become "slow" targets if they had no evasion, until the end of the turn. Enemy units with twice as many wounds as the number of models with the Charmers ability engaged with them are immune.

**Infiltrate (# VP)** - These models do not have to set up as normal. If they pay the VP cost listed by the ability, they may be placed either before initiative is rolled or after both sides have completed movement in any movement phase. If placed before initiative is rolled, the models may move and fire normally that turn. If placed after movement, they may not move, but can fire any missile weapons at a -1 penalty that turn.

When setting up infiltrators, they must be placed at least 6" from any enemy model, and may never be placed inside an enemy's initial deployment zone. Infiltrators must be placed in a skirmished formation, but may afterwards move in and out of RaF like any other unit.

**Base: #** - Some creatures take up more space than others. Larger creatures typically get placed on larger bases. Creatures with larger bases can be attacked by more enemies of smaller sizes, but they get better bonuses for morale and overrun attacks.

If playing with 25/28mm figures, base 1 would be 25mm by 25mm. Base 2 cavalry is 25 x 50mm, base 4 50 x 50mm, base 9 75 x 75mm.



## Learning to Play

The following pages explain how the core concepts of the Armies of Arcana rules work through a very small, sample game. By reading both the core rules and the examples in this section, players should be able to grasp the basic mechanics of the game. This will make the phase rules more understandable later in the book.

## Battle Setup

For this example battle, we are using a simple battlefield consisting of a flat field with one hill on one side of the board. Typically, games would have far more terrain but this simple battlefield will suit our needs. The two opposing armies are also very small. One player is fielding a band of courageous Hogmen and the other fielding a small group of Dwarves. The exact army compositions are as follows:

**Hogmen Patrol (825 points):**  
 Hogwatch Captain leading a unit of 11 Hogwatch with Spears  
 10 Butchers (Hogman Boars with cleavers)  
 5 Hunters (Hogman Boars with Heavy Crossbows)

**Dwarf Raiding Party (834 points):**  
 Champion leading 17 Axemen  
 8 Berserkers  
 5 Handgunners

## Deployment

Both players start the game by rolling a dice to see who deploys first or second using the attacker/defender method. The Hogmen player wins the dice roll and decides to be the attacker. The dwarf player must then field three quarters of his army on the table. He decides to deploy his unit of 5 handgunners in skirmish formation on the hill. From the hill, his handgunners will be able to see over intervening models to shoot their desired target. As he has 3 units in total in his army, he must deploy one more. He decides to deploy his 17 axemen led by a champion in front of his handgunners. He must still place them within the boundaries of his deployment zone.

The dwarf player has now placed three quarters of his units so the Hogmen player must now deploy his entire army. He places his 11 Hogwatch Spearmen led by a Hogwatch Captain in rank and file formation as close as possible to the opposing dwarf axemen. He then places his Hogs with Crossbow unit next to them, also in rank and file formation. Lastly, he places his 10 Butchers next to the crossbows.

Finally, the dwarf player deploys his remaining units. All he has left are the unit of 8 berserkers. Berserkers always fight in skirmish formation so he opts to place them in skirmish next to his axemen unit.



# GAME BASICS - LEARNING TO PLAY

## Turn 1

### *Fleeing and Pursuit - Phase 1*

The first phase of the game is the fleeing/ pursuit phase. However, as neither side has any fleeing units, they need not do anything in this phase at the moment.

### *Movement - Phase 2*

They would normally roll for initiative, but using attacker/defender deployment the dwarf player has the choice and decides to move first. He must move his berserkers first as they have the berserk rule. He measures how far the berserkers are from the Hogmen units that they can see to determine the direction the berserkers must move. The Butchers are the closest unit so the berserkers move towards them. The dwarf player rolls a D3 for berserker bonus movement and rolls a 2. He then moves each member of the berserker unit 7 inches towards the Butchers. The dwarf player then moves the Axemen their full movement of 5 inches towards the Hogwatch Spearmen. He opts not to move the handgunners as they will not be able to shoot if they move. This is because their attacks are Artillery attacks.

Once the dwarf player finishes his movement, the Hogmen player moves his troops. He has no berserk units in his army so proceeds to move normal units. He advances his Hogwatch with Spears towards the Dwarf Axemen and his Butchers towards the berserkers. He wishes to shoot at the approaching berserkers as he knows they are dangerous in combat. He measures the distance between his crossbows and the berserkers and finds the closest berserker is 16" away. Since the normal range of this heavy crossbows is 15", he has the option of either firing at long range or moving forward and then shooting. Both options will result in a -1 to hit. He opts to move the Hunters 2 inches towards the berserkers.

### *Magic - Phase 3*

In the magic phase, both players would cast spells with the wizards in their army. However, for this small game, neither side has any wizards so we will skip this phase.

### *Missile - Phase 4*

In the shooting phase, the dwarf player opts to shoot first. It makes no difference who shoots first since shooting casualties are resolved simultaneously. The dwarf player measures the range between his handgunner models and all models in the Hogmen army. Since the handgunners are on elevated ground, they can see over the entire battlefield and can choose their target freely from the three enemy units. Had there been more terrain on the board, their line of

sight might have been blocked. All units are within the normal 21" range of the weapon. He opts to target the Hogwatch unit as he knows that they are the most powerful unit in the opposing army. He rolls 5 dice and each handgunner has one missile attack each. The skill of each handgunner is 3 so he needs to roll a 3 or less. He rolls the dice and rolls a 1, 3, 3, 2 and 4. The Hogwatch have suffered 4 hits. The Hogwatch player must now roll armour saves. The strength of the missile attack is 3 and the Hogwatch have a missile save of 4 (armour 3 plus 1 for the shield ability to give 4). Therefore, the Hogmen player needs to roll a 1 or less on each dice to save the wound. He picks up 4 dice and rolls a 2, 1, 5 and 6. He saves 1 wound so the Hogwatch with Spears suffer 3 wounds. As the Hogwatch have 2 wounds each, he removes 1 Hogwatch model and places a marker to indicate that one other model has suffered 1 wound.

The Hogmen player now shoots with his missile troops. He decides to shoot the dwarf berserkers. They are within the heavy crossbows normal range of 15". However, the Hunters moved in the movement phase this turn so must suffer a -1 to their missile skill. They would normally need a 2 or less for each attack but now require a 1. The Hogmen player picks up 5 dice and rolls a 2, 6, 6, 4, and 1. Only 1 Boar hits. Since the berserkers have no armour save, the dwarf player does not get to make a save and simply removes one berserker.

### *Melee - Phase 5*

In the combat phase, units engaged in combat would resolve their melee attacks. At this time no units are in combat so both players skip this phase.

### *Morale - Phase 6*

In the morale phase, both players would roll any regeneration rolls for units with the Regeneration ability and also roll to rally any fleeing troops. Neither player has any such units. Then both players determine if any of their units need to take a morale test. Only 2 units have suffered casualties, the Hogwatch suffered 3 wounds and the berserkers 1 wound. These wounds are not enough to cause either unit to test for morale so no tests are made. In addition, the berserkers would not need to test until they actually engage in combat, as per the Berserk rules. This brings the first turn to a close.

## Turn 2

### *Fleeing & Pursuit - Phase 1*

Neither player has any broken troops so this phase is skipped.

### **Movement - Phase 2**

Both players roll one dice for initiative. The Hogmen wins initiative and opts to move first. He measures the distance between his units and the dwarf units and notes that no units have enough movement to engage in melee yet. He opts to move his Hogwatch Spear unit 5 inches towards the dwarf Axemen unit and his Butcher unit 5 inches towards the approaching dwarf berserkers. He does not move his Heavy Crossbow unit.

The dwarf player then performs his movement. He moves his berserkers first as per the Berserk rules. He confirms that the Boars with Cleavers are the closest enemy unit that they can draw line of sight to. He rolls a d3 and rolls a 3 to give the berserkers a total movement of 8 this turn (base movement of 5" plus 3" from being berserk). He measures the distance to the Boar unit and sees that this is enough to make contact with the unit. He then declares a charge. The Hogmen player has the option of fleeing or standing his ground. If the Boar unit had a missile attack, he could also have declared a stand and fire response. He decides to have the Boars hold their ground and receive the charge. The Dwarf player moves the skirmishers into combat with the rank and file Boar unit. He uses the full 8" of movement and wraps around the unit as much as possible. At the end of the turn, the Dwarves will receive a further 3" of movement to more fully engage their enemy as they are Skirmishers.

The Dwarf player then moves his remaining units. He moves his Axemen unit towards the Hogwatch unit. He does not move the handgunners as he wants them to reload their weapons this turn and moving would prevent them doing so.

As both players have finished movement, all skirmishers engaged in melee must now make their bonus 3" move. The dwarf player moves each un-engaged berserker model a further 3" to get all 7 remaining berserkers in melee with the Boars with Cleavers.

### **Magic - Phase 3**

As before, both players skip the magic phase as they do not have any wizards.

### **Missile - Phase 4**

The Hogmen player opts to shoot first. He knows that berserkers are dangerous in melee and risks firing into the melee between them

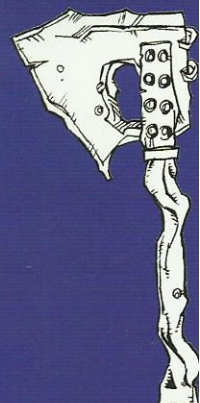
and the Boars with Cleavers. He measures the distance and notes that they are in normal range of the weapon. Therefore, the shot will have no bonuses or penalties to the hit roll and he will need a 2 or less to hit. He rolls 5 dice and rolls a 4, 2, 5, 6, and 3. Only one dwarf berserker is struck with a crossbow bolt. As before, he has no armour and is removed as a casualty. Since the Hogmen player decided to fire into a melee, the four shots that missed must now be rolled against his own troops in the melee. Again requiring a 2 or less to hit, he picks up 4 dice and rolls a 2, 3, 4, and 1. The Boars with Cleavers suffer 2 hits. They have an armour save of 1. However, the Heavy Crossbows used by the Boar Hunters have strength of 3, preventing the Boars with Cleavers from making any saves. The powerful crossbow bolts punch straight through the armour of the Boars. The Hogmen player removes one Boar with Cleaver model as each of them has 2 wounds on his profile. These casualties are kept on the table as they will count towards any morale tests either side needs to take this turn.

The dwarf player does not shoot this turn as his handgunners have the Fire Every Other Turn rule. Therefore, he cannot shoot with them until the next turn.

### **Melee - Phase 5**

In the melee phase, both players resolve melee between units engaged in combat. In this turn, only the Butchers and the dwarf berserkers are engaged. Neither unit has first strike or long weapons so attacks are resolved simultaneously. It does not matter which side rolls their melee dice first. The dwarf player decides to roll first and as each berserker has a melee attack of 2 / 3 - str(1), he rolls 2 dice for each of the remaining 6 berserkers. On each of the 12 dice, he needs to roll equal or less than the attack's melee skill, in this case 3. He rolls a 4, 6, 5, 4, 4, 6, 6, 5, 1, 4, 4, and 5 for a total of only 1 hit. The strength of the attack is one which means that the Hogmen player must subtract one from his models' armour saves. The Butchers have an armour save of 1, which is reduced to 0 by the strength of the attack. Therefore, he does not get to make an armour save and suffers one wound.

The Hogmen player now resolves his attacks. He has 5 Butchers in base to base contact so these 5 get to attack. Each Hogmen has a melee stat of 1 / 2 - Str(1) so the Hogmen player rolls 5 dice and needs a 2 or less



to hit. He rolls a 3, 1, 2, 4, and 5. As the berserkers have no armour and only one wound per model, each of the 3 hits kills a berserker.

### **Morale - Phase 6**

In the morale phase, both players would begin by making regeneration and rolls and then rallying fleeing troops. However, neither of these are required in this game as yet. They then determine if any of their units have suffered sufficient casualties to require them to test for morale.

This turn only the dwarf berserkers and the Butchers have suffered wounds. The dwarf berserkers have suffered a total 4 casualties. This is more than 25% of the starting number of models in the unit (2 out of 8) so they must test. In addition, they are a skirmishing unit engaged against the front of a rank and file unit (Butchers) that has equal or greater wounds than them. This means that they are facing a Superior Enemy and would have to test even if they had not suffered any wounds this turn. The dwarf player calculates the morale test he must take as follows:

- 1 due to facing a Superior Enemy
- 1 due to morale penalty imposed by the 9 remaining Butchers (the Boars impose a penalty of 1 per 6 base 1 models in the unit when in rank and file)
- 2 for the 4 wounds suffered (-1 for every 2 wounds, rounding up)

This gives a total penalty of -4 which is subtracted from the berserkers morale value of 10 to give a total of 6. The dwarf player rolls 2 dice and must try to roll 6 or less. He rolls an 8, which means he failed the morale test by 2. Rather than become broken, the berserkers must lose additional wounds since they are Berserk.

Fearless models would operate the same way, except that they have the choice of fleeing or suffering additional wounds when broken. The berserkers must now lose one further wound for every point that they lost their morale test by for a total of 2.

The dwarf player removes a further 2 berserkers, leaving only 2 berserkers in the melee.

The Hogmen player does not have to take a morale test as his Butcher unit only suffered 3

wounds this turn.

### **Further Turns**

In the following turns, the melee between the Butchers and surviving berserkers will continue. The Hogwatch Spear unit might engage the dwarf Axemen unit in melee.

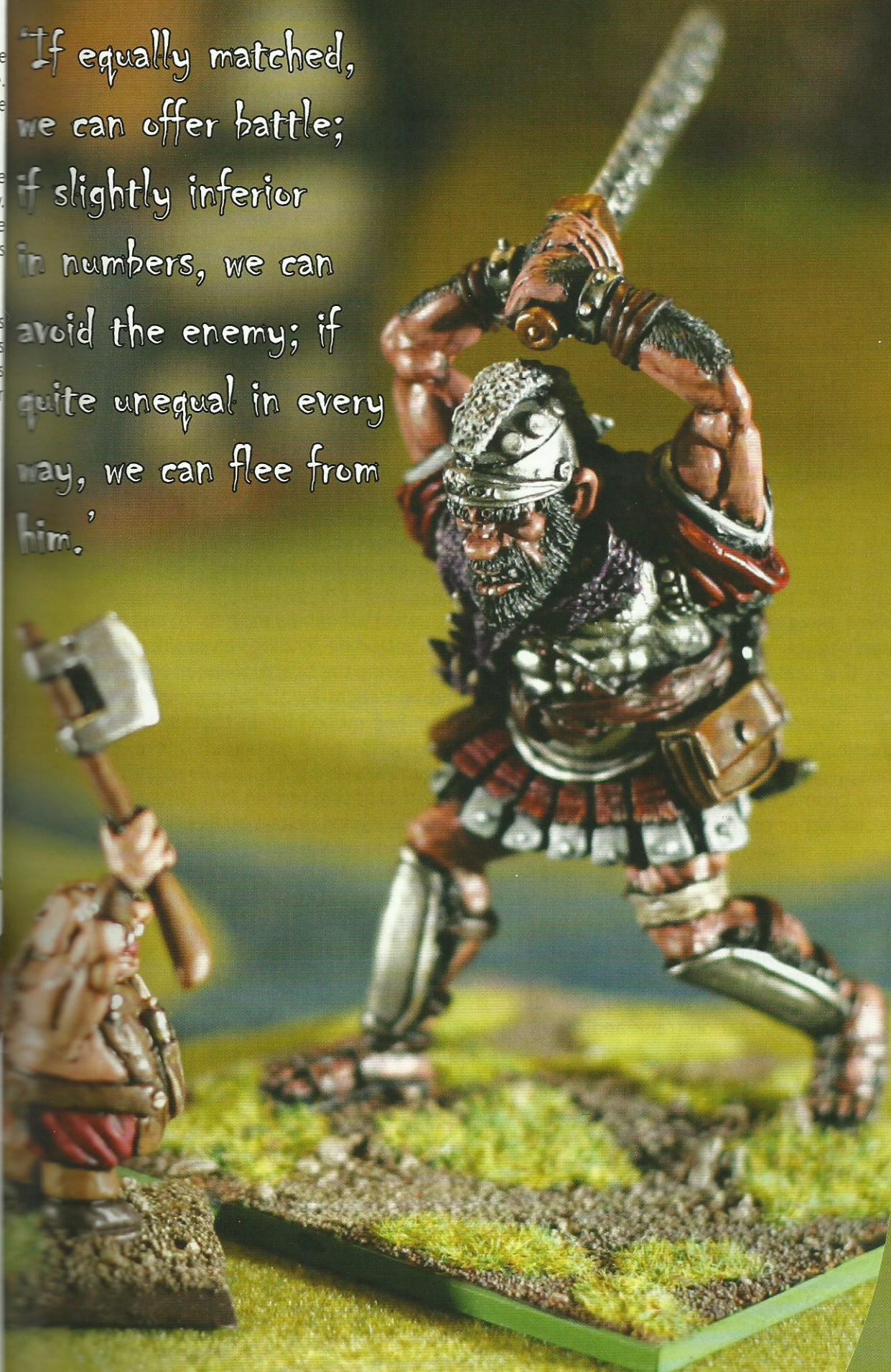
The dwarf handgunners and Hunters are both ready to unleash another deadly volley. Hopefully, this simple game provides some clarity to the reader on how a game of Armies of Arcana is played.

When playing your first few games, it is important to learn the rules with small armies and leave the more complex units such as wizards, vehicles, and flying monsters for later games once the core rules have been grasped.



# FLEEING & MOVEMENT PHASE

'If equally matched, we can offer battle; if slightly inferior in numbers, we can avoid the enemy; if quite unequal in every way, we can flee from him.'



# FLEEING PHASE - PHASE 1

## Fleeing Units Phase

Units which are Broken move in the fleeing phase. These units must move away from non-Broken enemy units and towards the nearest board edge (unless the nearest board edge is blocked by enemy units). If they have the movement to do so, they will leave the board edge and never return to the game.

Units which are fleeing must move d6", and may add as much of their normal movement to this d6" as they like if they are not engaged at the beginning of the move. If they are engaged when they begin their fleeing move, they must add all of their normal movement to the d6", even if the other units they are engaged with are also Broken. The controlling player must declare how much of the base movement he will add to the d6" and the direction of flight before rolling. Fleeing units automatically adopt a skirmished formation.

If the fleeing unit is engaged with an enemy unit that is not Broken and not engaged with another non-Broken unit, then that unit may make a pursuit move by adding d6" to their normal movement to directly follow the fleeing unit after it moves. Multiple engaged units may choose to pursue if they so desire. If a unit is engaged with another unit it can overrun to pursue, but may not make any attacks itself as it is trying to use those attacks on the fleeing unit. Pursuing units in RaF formation must obey normal movement rules for RaF units, though they may choose to adopt a skirmish if they wish. The precise order of fleeing and pursuing is as follows:

1. Fleeing unit declares the direction of flight and if able to fly whether it will end its flee flying high, low or on the ground.
2. Pursuing unit declares whether it will pursue and in which formation (rank and file or skirmish).
3. Fleeing unit rolls a d6, adds its full movement and moves.
4. Pursuing unit rolls a d6, adds its full movement and moves.

If the pursuers catch the fleeing unit, they will inflict one automatic wound for every melee attack or ramming attack that the entire pursuing unit could make (sweep attacks use the full sweep value, or number of models in the unit if that is lower). Only fixed armour saves can be used to resist

these wounds, except against wounds caused by eldritch or magical attacks. Units which are caught and have some models survive must move another d6 inches directly away from the pursuers. The pursuers may not make another pursuit move. Pursuers may not use natural missile attacks nor overrun fleeing units.

If the fleeing unit is completely destroyed by pursuers, the pursuers must stop where they caught the fleeing unit. If they have extra movement left after catching and killing the fleeing unit, they may use it to change their facing by normal movement rules.

Units which make a fleeing or pursuit move do not move again during the movement phase, except that skirmished units which are later charged do get their 3" closing movement to more fully engage a unit that charges them. Units moving (but not pursuing) in the normal movement phase may charge or overrun a fleeing unit; however, only normal overrun attacks are made - see the Overrun section in the movement rules.

Fleeing units that can fly may do so, and may change altitude, including landing, as desired (though not to avoid leaving the board, if required). These units may not be caught by pursuing ground units if they end their flee move high in the air, though ground units may still make a pursuit move as normal. Pursuing units that can fly may do so, allowing them to avoid interposing terrain and units to pursue the fleeing unit. Flying units may fly over enemy troops in their pursuit of the enemy but may suffer flyover attacks, as described in the Flyover Attack section. If these attacks kill the flyer, it does not catch the fleeing unit.

## Direction of Flight

Determining where a fleeing unit runs is possibly the most difficult aspect of the game to make rules for. A fleeing unit's motives are simple - they want to get away from their enemy, preferably by getting away from the battle. But there are an enormous number of situations where conflicting threats can make a fleeing unit's direction unclear. Most of the time the direction of flight will be obvious, but because a fleeing unit is very vulnerable to destruction, moving a few inches one way or another can make a significant difference to the game.

In general, allow the player controlling the fleeing

unit some leeway. As long as the following basic rules are followed, don't argue over a few inches. A fleeing unit does want to get away, but it doesn't want to be cowardly about it. If it isn't being directly threatened, it is acceptable for it to linger on its way to the board edge, or use voluntary movement to take advantage of terrain to avoid missile attacks or diving flyers.

This is the order of priorities for a fleeing unit (in descending order of priority):

- 1) It will avoid running through enemy units.
- 2) It will avoid moving closer to visible enemy units. If it has enemy units everywhere around it, it will move in a way that makes it least likely that an enemy unit will be able to charge it.
- 3) When using compulsory movement (d6" for non-engaged fleeing units, or d6" + normal movement for engaged fleeing units), if the unit can leave the battle on a board edge without violating rule 1) or 2), it will. Units with movement over 10" do not have to leave the board edge on the first turn they flee; instead they can run along the edge or angle their flight so they end their move on the board edge. If a unit cannot leave the battle, all compulsory movement must otherwise be directly towards some part of the closest board edge.
- 4) Fleeing units using voluntary movement (non-engaged and already having used their compulsory movement) may move in a way that doesn't take them further from the nearest board edge or closer to enemy units within charge range.

If a fleeing unit has to move through an enemy unit, it suffers wounds just like it had been caught by a pursuer.

A fleeing unit may flee through a friendly unit without penalty, and may angle so as to be protected from pursuers or other threats. If a fleeing unit is forced to flee through a friendly unit that is engaged in melee with the enemy, the fleeing unit counts as fleeing

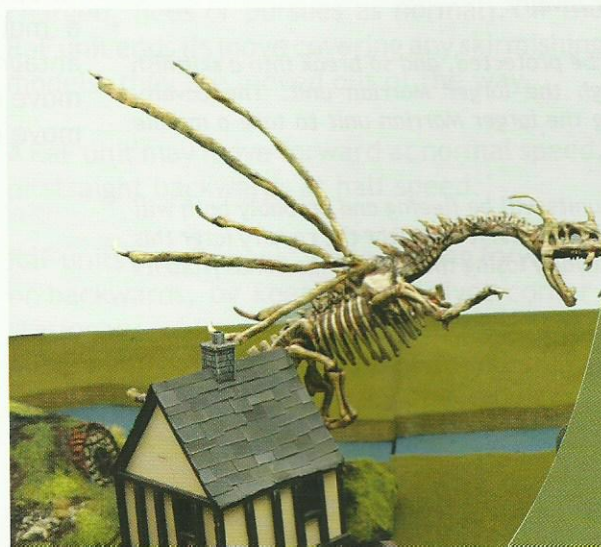
through the enemy units in the engagement and will suffer additional wounds just like it had been caught by them in pursuit.

### Covering a retreat

Sometimes a fleeing unit will pass through a friendly unit, and the pursuing unit will contact this unit. When this happens, the friendly unit must make a morale test to stand and cover the retreat of their comrades. The morale test includes all applicable morale modifiers. If they pass, the pursuing unit will fight the covering unit in melee combat as normal this turn; the Broken unit has been protected. In most respects, this is treated as a normal charge; however the confusion of chasing and protecting the fleeing unit prevents either unit from using missile attacks in stand-and-fire or natural attacks, and first strike from Long Weapons. The defending unit may not use ramming attacks, but the pursuing unit can. The pursuing unit may overrun the defending unit.

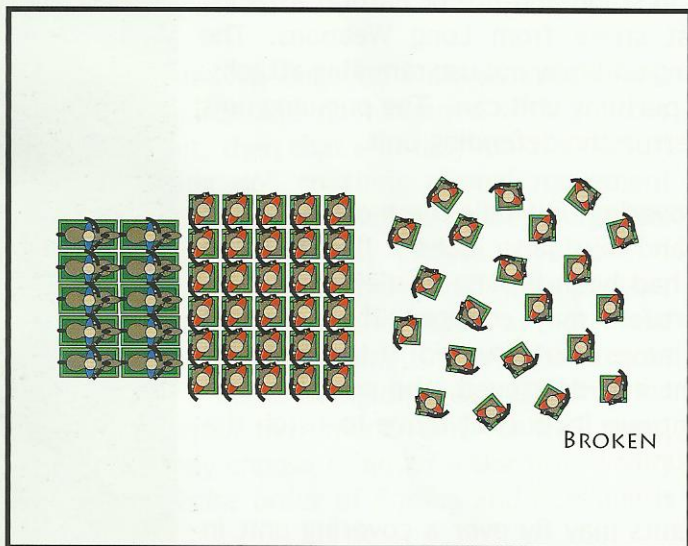
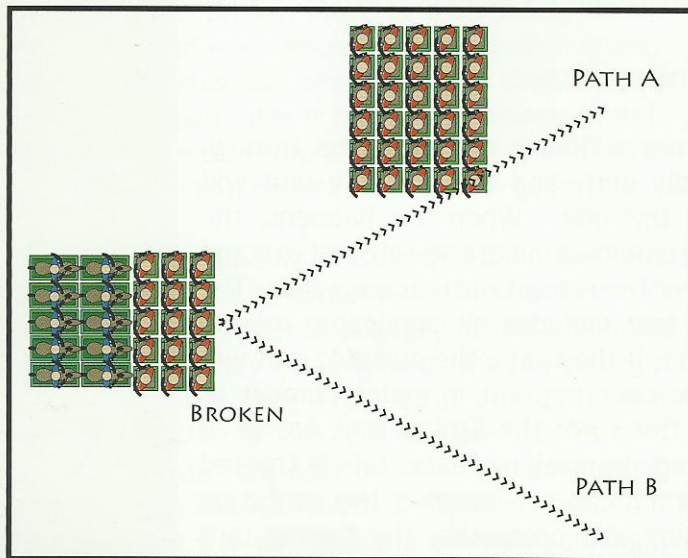
If the covering unit fails the morale test, it breaks and must also make a fleeing move as if it had been Broken in melee combat. The pursuers may continue their original pursuit move uninterrupted. If the first unit is caught and destroyed, the pursuing unit may continue its pursuit move to catch the second unit.

Flying units may fly over a covering unit in their pursuit of the enemy but may suffer flyover attacks, as described in the Flyover Attack section. If these attacks kill the flyer, it does not catch the fleeing unit.



# MOVEMENT PHASE - PHASE 2

## Covering a retreat - example



*Example: The 18 man Marrian unit was Broken by the cavalry last turn, and so must flee this turn. It can choose to flee by either path A or B (or any direction in between, for that matter).*

*A will allow it to be covered by another large Marrian unit, while B will certainly result in their being ridden down by the much faster cavalry.*

*They choose to be protected, and so break into a skirmish and run through the larger Marrian unit. The cavalry pursues, forcing the larger Marrian unit to take a morale test.*

*If it fails, both units will be fleeing and probably both will get run down. If it passes, it will fight the cavalry later this turn, with the cavalry losing the First Strike bonus from its long weapons.*

## Movement Phase

Movement in Armies of Arcana is completed by both players before spell casting or normal combat is resolved. This is to preserve a sense of simultaneity during the game. However, there are some forms of combat which are resolved during the movement phase as they occur. These attacks are out-of-sequence attacks, such as shooting missiles at charging units, and the resolution of some special effects such as Firewall.

To speed play each player moves all of his troops at once, and then the other player moves all of his troops he wishes too. At the end of the movement phase, skirmishers which have become engaged this turn may get additional movement.

Moving first is not always an advantage; allowing an opponent to move first lets you respond intelligently to his actions. However, it also gives him the opportunity to close gaps in his lines, rearrange units to avoid a flank or rear charge, or smash a skirmishing unit with a RaF unit.

## Place Infiltrators

Players with hidden infiltrating units may place them before initiative is rolled. Units placed before initiative may move and fire as normal.

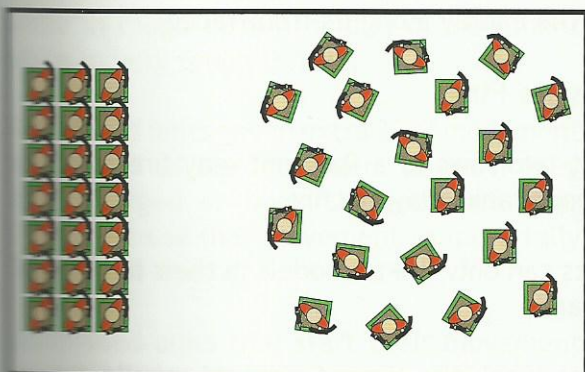
An infiltrating unit may also be placed at the end of movement phase, after skirmishers have been adjusted. These units do not get to move, but can fire missile weapons at a -1 penalty that turn. See the description of the infiltration ability for more information.

## Roll Initiative

Each player rolls a d6. The high roller may decide whether to move first or second. In the event of a multi-sided game (three or more separate and antagonistic armies), the high roller may decide to move or pass, then the next higher roller decides to move or pass, and so on.

## Unit Formations

One of the most important decisions in Armies of Arcana is whether to have a unit fight in a tight Rank and File (RaF) formation or a loose Skirmish formation. Each has their advantages and disadvantages. Skirmishers are more manoeuvrable and can surround a Rank and File unit with models to maximize the number of attacks they will get. Rank and File units focus their power in one direction, creating large morale penalties against units they engage to their front. They also receive better morale benefits.



Example: This is the same unit of 21 men, first in a RaF formation of 7 files by 3 ranks, then in a skirmished formation.

### Rank and File Units (RaF)

Rank and File units form up into rectangular blocks. They must be at least as wide as they are deep, or have 5 or more files. Thus you can have 2 ranks of 3 files, but not 3 ranks of 2 files. You can have 8 ranks of 5 files, but not 8 ranks of 4 files.

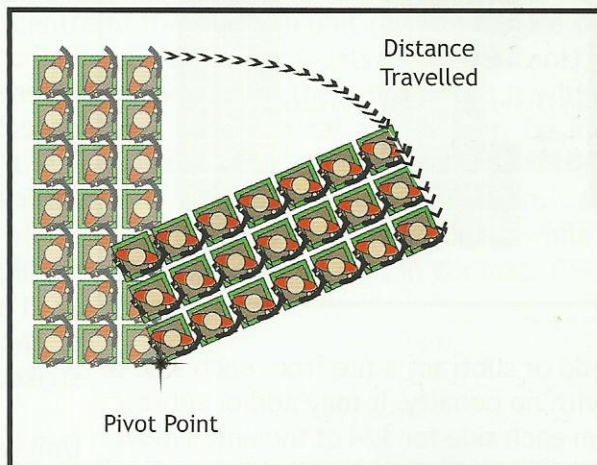
In addition, to enter and remain in RaF formation units must have at least enough models to qualify for a morale bonus when in RaF, as set out in the table in the Morale section of the rules. The number required depends upon base size, so 6 base 1 models can enter and remain in RaF, but 5 cannot, while only 2 base 4 models are required. Single models, regardless of their base size, cannot be in RaF and are always in skirmish formation.

### RaF Movement

RaF units may not move through other RaF units. RaF units may move through friendly unengaged skirmish units without penalty, but if they do so the skirmish unit cannot



The unit of 18 pygmies, first in a RaF formation of 6 files by 3 ranks, then in a skirmished formation approx. 1" apart and a radius of no more than 12".



move that turn if it has not already done so (it still gets to move 3" to close if charging or charged, flees or pursues as normal). If the RaF unit ends its move covering any skirmishing models, they are moved out of the way.

A RaF unit may move forward at normal speed, or straight backwards at half speed.

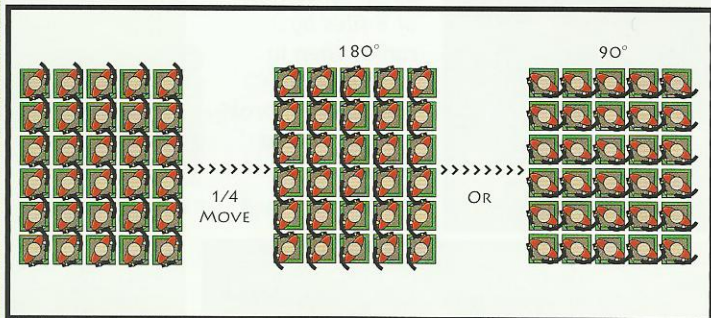
RaF units may "wheel" while moving forwards or backwards, by keeping one pivot corner stationary while the other is moved. The movement cost of this manoeuvre is equal to the distance travelled by the moving corner.



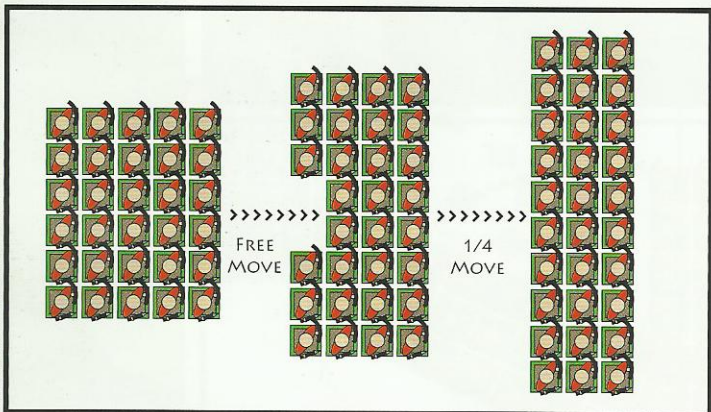
# MOVEMENT PHASE - RANK AND FILE UNITS (RAF)

RaF units may move diagonally when moving forward (but not backwards), at up to 45 degrees.

RaF units may make a stationary rotation about their centre for  $\frac{1}{2}$  of movement, turning in place around the centre of the unit. Units may not charge after this manoeuvre.



RaF units may have every model in the unit turn 90 or 180 degrees, thus changing which side is the front of the unit. This costs  $\frac{1}{4}$  of the unit's movement. Units may not charge after this manoeuvre.



RaF units may add or subtract a file from each side of the formation with no penalty. It may add or subtract an extra file from each side for  $\frac{1}{4}$  of the unit's move. The unit may not charge if it adds or subtracts more than two files.

Note that if a unit changes facing, it may need to add files to maintain the benefits of RaF formation. Otherwise, they are considered skirmished for all other purposes. However, they do not have to give up half of their movement to regain RaF abilities - they can just spend  $\frac{1}{4}$  of their movement to change facing to attain RaF status again. Until then, they are in "column" formation, halfway between RaF and Skirmish. Units in column formation may "snake" as they move. If the "column" formation is disrupted in any way, for instance due to moving to more fully engage a charging enemy, it simply becomes a skirmish

formation with no additional benefits.

RaF units in rough terrain (forest, steep hills, rocky ground) lose half of their movement while in the terrain feature, unless they have a special ability listed to allow them less restricted movement in that terrain type.

RaF units in very rough terrain (swamps, thickets, rivers) lose  $\frac{3}{4}$  of their movement while in the terrain feature.

If any part of a RaF unit engages the enemy during its movement, it may wheel any amount to fully engage the enemy along its front face.

## RaF Missile Fire

The first two rows of a RaF unit may fire missiles. Any deeper ranks may not fire.

RaF units can only fire at models in their forward 90 degree arc.

RaF units block the line of sight of missile troops trying to shoot through them.

RaF units with 30 or more base units are +1 to be hit by enemy missile fire. For example, 30 base 1's, 15 base 2's, 8 base 4's and 4 base 9's.

## RaF Melee

Models in the second rank of a RaF unit may fight at -1 skill if the model in front of them dies before it can attack, such as from opponents with first strike.

Units armed with long weapons may only attack from the second rank in the forward direction. Models may not attack out of the sides or rear of the unit unless actually in contact with an enemy.

## Skirmished Formation

Skirmishing units have no true formation; each model moves independently with some limitation. Single models and flyers flying high or low are considered to be skirmished. Skirmish units have no 'flanks' or 'rear' as such. For the purposes of any relevant rules, such as ramming or morale, all skirmished models are considered engaged to their front regardless of how contact is actually made.

# MOVEMENT PHASE – SKIRMISHED UNITS

## Skirmished Movement

Skirmished units may move freely in any direction.

Skirmishing models must end each turn within 12" from every other model in the unit, unless engaged in combat.

Skirmished units may move through other units freely, though they may not end their move inside of a RaF unit.

Skirmished units lose  $\frac{1}{4}$  of their movement while in rough terrain, and  $\frac{1}{2}$  of movement while in very rough terrain.

Skirmished units get an extra 3" of movement at the end of the movement phase if they have charged or been charged that turn. They must use that movement to more fully engage the enemy.

Skirmished units that start their movement engaged in combat still get and must use their full movement (plus the extra 3" if applicable) to move any non engaged models into contact with the enemy unit during their movement phase, unless they stood and fired this turn.

## Skirmished Missile Fire

Models in skirmished units may fire freely in any direction. Models in the same skirmished unit do not block each other's line of sight.

A unit may fire through one friendly skirmished unit. Two skirmished units of any size will block line of sight. A single enemy skirmished unit of at least 12 wounds will block Line-of-Sight.

## Skirmished Melee

Skirmished units may wrap around an enemy RaF unit, and in fact must do so if they have the movement. First fill up the closest side of the RaF unit with models, and then fill up the next closest, and so on, until the enemy unit is completely surrounded. This does not count as charging in the side or rear unless the closest edge of the RaF unit was the side or rear.

## Changing Formations

Units may switch between skirmish and RaF formation during a game. They cannot move from RaF to skirmish then back into RaF, or vice versa, during a single turn.

To go from a RaF formation to a skirmish formation costs no movement; just move each model freely from the RaF formation. It can change into skirmish and then charge or overrun. A unit may go from RaF to skirmish even while engaged in melee, but not voluntarily on a turn where it was charged. Units will also automatically go from a RaF formation into a skirmish formation, including on a turn they were charged, as soon as they do not meet the requirements of RaF formation, for instance due to formation changes (though see the specific rules in the case of changing facing) or casualty removal.

To form a RaF formation from a Skirmish formation takes half a move. Choose one model as close as possible to the existing centre of the skirmish unit (owners choice if there is any doubt or models are equidistant), and form the rest of the unit around it with any facing. The original model must be in the front rank and as close to the centre as possible of the final RaF formation. A skirmished unit may not form a RaF unit while it is engaged by another unit in combat.



# MOVEMENT PHASE - MOVING UNITS & CHARGES

## Moving Units

A model or unit may move up to its full movement value each movement phase. If one model in a unit moves, all models in the unit are considered to have moved, which is relevant with missile units that may suffer penalties when rolling to hit. When a unit has two different types of movement, such as both a ground and flying move, it must choose between them and cannot switch during its move. Note that this means a flying unit cannot move further along the ground after landing (see section on Flying). It can take off, fly and land again.

A unit may not alter its move after another unit has been moved. This speeds game play along, and prevents argument and aggravation.

Units which are already engaged in melee combat at the start of their move may not make normal moves, though there are a few special manoeuvres an engaged unit may make. These are covered later in the movement section.

See the section describing RaF and Skirmished unit formations for specific details about how these formations may move.

## Declaring Charges

Moving into contact with an enemy unit requires a declaration of a charge (or an overrun, covered later). Units may declare a charge against one enemy unit at any time during the first  $\frac{1}{4}$  of their normal movement, at which time they must be able to draw a Line of Sight, as described in the Shooting section, from any part of the charging unit to any part of the unit they are charging, and be able to reach it using the remainder of their move. Units unable to see the enemy they want to charge within  $\frac{1}{4}$  of their move cannot engage the other unit. Rank and file units can see models in their forward 90 degree arc.

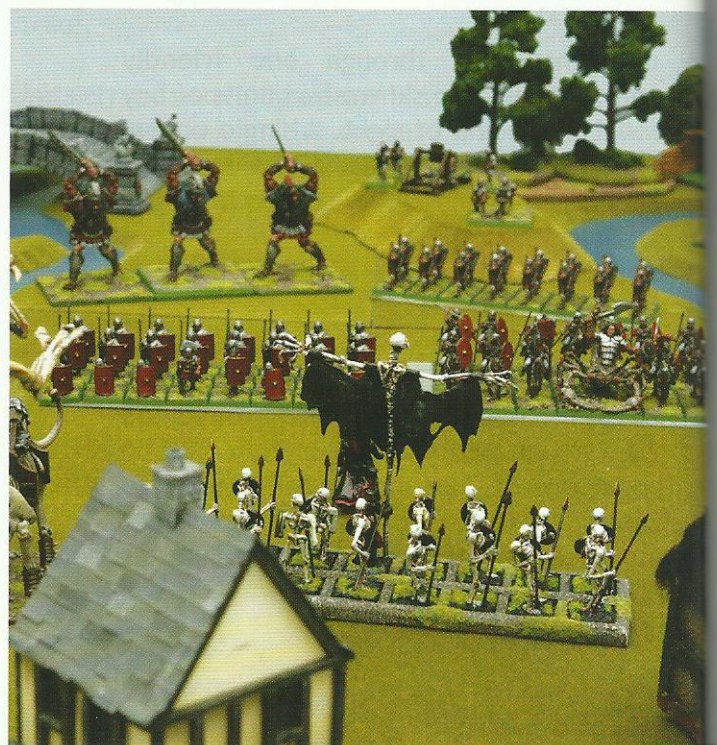
RaF units are sensitive to being charged in the flank or rear. To keep a sense of simultaneity during movement, units must determine which side of the unit they will be engaging when the charge is declared. Draw a line out at a 45 degree angle from the corners of the unit. Units wanting to charge a RaF unit in the flank or rear must have a greater number of models on the flank or rear side of that line than on the front side of the line.

Units which make complex formations changes may not charge in the same turn. Adopting a RaF formation from skirmish, or changing the facing of a RaF unit in any way other than a wheel will prevent the unit from charging. Performing a backwards wheel will also prevent charging. A RaF unit may wheel multiple times and add or reduce two files without affecting its ability to charge, while 3 or more file changes will prevent the unit from charging.

When declaring a charge, the unit must charge the enemy unit which it would take the least movement to come into contact with (taking into account intervening terrain and any other factors). Charging units may however ignore a unit which is already engaged, any units which the charging unit intends to overrun, or units which the charging unit would potentially take damage to reach from spells, such as walls of fire, or terrain (but not stand and shoot reactions!). RaF units may also ignore units they would have to wheel to come into contact with, unless they would also have to wheel to get at their desired target.

Flyers can ignore these limitations. Flying units may fly over an enemy unit to get to another, but may suffer flyover attacks, as described in the Flyover Attack section.

Units with Natural missile attacks may fire at their enemies as they charge into combat. These missile attacks follow the same bonuses and penalties as stand and shoot missile attacks. See the stand and fire description and Missile Phase section for more details.



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### Charge responses

A unit which is charged has three possible responses: Stand, Flee, or Stand and Fire. A unit must decide which to do when the charge is declared, as opposed to once it makes contact.

**Stand** - The unit holds its ground and accepts the charge.

**Flee** - The unit breaks and makes a normal fleeing move.

The charging unit may pursue with an additional d6 movement, but the unit's pursuit is measured from where the charge was declared. This follows the rules for flee and pursuit moves described in the flee and pursuit section.

Any enemy units which were already engaged with the fleeing unit may also pursue. In the event that the charging unit does not pursue, it should move 1/2 of its move toward the charge target, but may continue with the remainder of its movement normally (though it cannot declare a fresh charge).

Units which were already engaged with the fleeing unit, have not already moved that turn, and do not pursue may also move normally, including declaring charges.

**Stand and fire** - This is only an option for units with missile weapons, which are not already engaged by another enemy unit.

The unit fires as the enemy charges in, then draws swords to meet the enemy. In RaF formation, only the first two ranks may fire and only at enemies that are declaring the charge from within the normal ninety degree forward firing arc.

There are no bonuses or penalties for range or movement while standing and firing, though normal modifiers for evasion, cover (where the charge started), Slow targets and flying do apply.

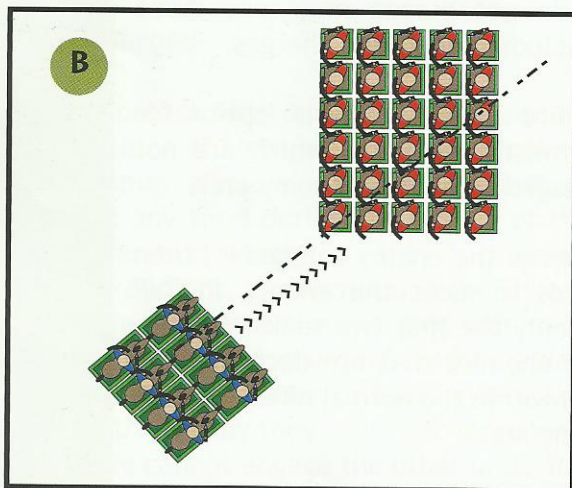
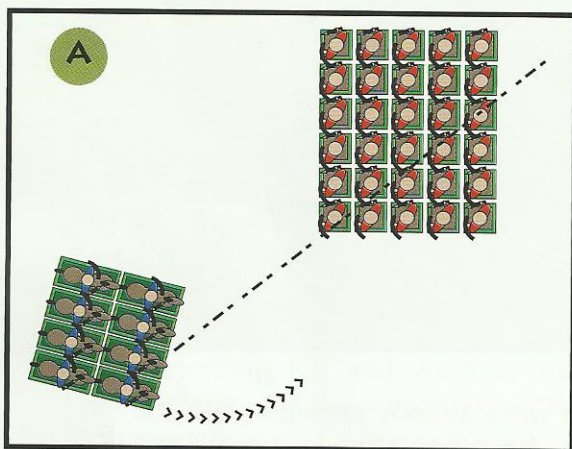
It does not matter if the charge started outside the unit's missile range. If artillery units are not loaded, they cannot stand and fire.



# MOVEMENT PHASE - ENGAGEMENT

## Rank a File charging Rank and File

The unit which moved into combat must wheel to line up its front edge with the edge of the enemy unit contacted. RaF units are more fragile when being flanked, but a charging unit must have more models to the flank of the RaF unit than the front at the time the charge is declared to actually engage the flank. If the front edge of the charging unit first contacts a corner of a RaF unit, it must wheel in the direction according to whether the larger number of models are to the front or flank of the charged unit.



When wheeling to fully engage in combat, extremely wide units can end up moving huge distances to make this manoeuvre. That is acceptable, time is not perfectly represented by a single turn. However, sometimes this can result in the wheeling unit engaging other enemy units during the wheel. These new units can stop the wheeling unit before it lines up on the original unit it charged, if they are in RaF, for instance. If the wheeling unit cannot overrun those units (or push skirmishers ahead of it) it must stop at that point. If the charging unit is left in imperfect contact with those enemy RaF units, it falls out of formation into a skirmish formation itself (getting 3 extra inches of movement as normal, which they must use to more fully engage). This means really wide units can be a very bad thing for manoeuvre, as you can break your formation up by an awkward charge.

Note that when declaring the original charge players should determine at that stage whether any additional units to the original charge target will be contacted like this. The charging unit does not need to be able to see those units. These units must have charges declared against them and may then make charge responses as normal. This is the only situation in which a RaF unit may declare charges against multiple units in a single turn.

## Skirmishers charging RaF

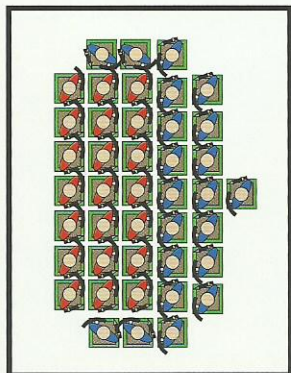
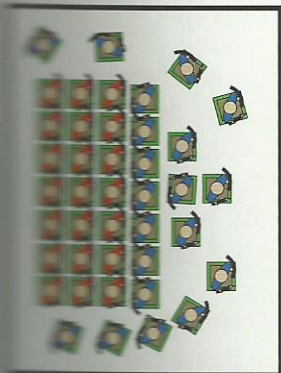
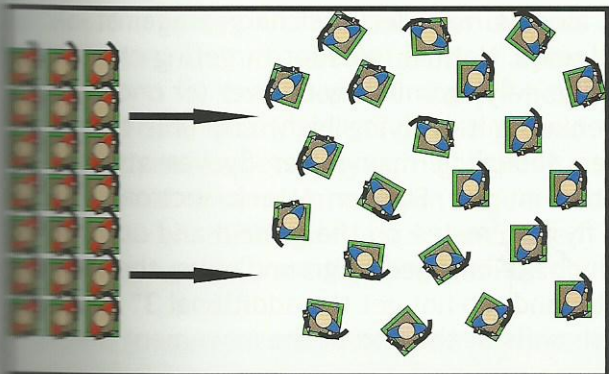
The models in the skirmishing unit must first line up on the closest edge of the RaF unit. If that edge fills up, they must “wrap around” the enemy unit by starting to fill the next closest edge. Wrapping around inflicts no morale penalties on the RaF unit, but maximizes the number of hits possible.

Skirmishers get an extra 3” movement when they engage in combat, whether they charge or are charged. This takes place after both side’s regular movement. The skirmishers must use all of this movement to move unengaged models into contact with the enemy.

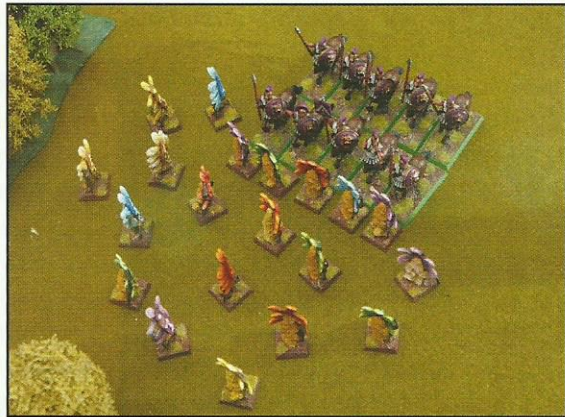
*Example: A unit of Knights wishes to charge the unit of Marrian Legionnaires. A quick look at the angles from the front corner of the Marrian unit indicates that the mounted unit would have to engage the front face of the unit if it charged from there (A). However, units may move up to a quarter of their move before declaring a charge (B), so the Knights wheel one-and-a-half inches so that now they have more models to the flank side of the Marrian unit when the charge is declared (C). If after the wheel they still had more models to the front side, they would have to engage the Marrian front, even if that meant fewer models could actually fight this turn.*

If the skirmishing unit is able to contact another unit in the process of wrapping around its initial target, the skirmishing unit's controlling player can decide whether to engage the extra units. Any additional units to the original charge target contacted like this must still have charges declared against them at the time the original charge is declared and may still make charge responses as normal. The skirmishing charging unit does not have to be able to see such a unit to declare a charge.

The 12" coherency rule for skirmishers should be temporarily ignored if necessary in combat to allow them to 'wrap around' a larger RaF unit. Skirmish units do not automatically 'contract' back into shape after a combat is over, but rather must use their movement to attempt to do so as soon as possible.



*Example: The Marrian RaF unit is charging the skirmished barbarian unit. It engages and pushes into the barbarian unit until its front face has fully filled up with enemies (7 of them, one for each file). The skirmished barbarians get an extra 3" on the turn they are charged to make fully engage, so the barbarians do their best to wrap around the flanks of the Marrian unit. Those that can't reach the Marrians stay behind their comrades.*



### RaF charging Skirmishers

The RaF unit may "push" enemy skirmished models in front of it, lining contacted models up along its forward edge. It must stop once it has moved 3" from contacting the first model, or when the enemies' bases completely cover the front edge of the unit.

### Skirmishers charging Skirmishers

The closest model must be engaged before any more distant models are engaged. The engaging player must fully engage as many models within range in the unit it can before beginning to "double up" its attacks. Models in a unit of skirmishers do not have their movement blocked by other models in their unit which are engaged with enemy skirmishers. You do not get a "wall" effect as troops line up against the enemy, preventing models from engaging. Skirmished units maximize contact between each other's models as much as movement distances allow.



# MOVEMENT PHASE - FLYING

## Maximizing Engagement

Regardless of which formations are involved, all units should fully engage where possible so that the largest number of models are engaged in combat from both sides (though units need not deliberately charge multiple units to do so). If multiple units are involved in a charge, they can optimise to the extent necessary to let all units engage. Skirmishing units, whether they are charging or being charged, must use their full movement, plus the extra 3" in the first turn of combat, to maximise the number of models engaged, though they need not charge additional units in order to do so. Units need not make any formation changes, for instance adding files or breaking into skirmish, in order to more fully engage enemy units.

## Flying

Some models have the ability to fly a certain distance listed in their profiles. Flying units must be in a skirmishing formation; you cannot fly in a RaF formation. While using their flying movement, models completely ignore terrain for movement but cannot enter forests or other terrain that would similarly obstruct flight. Terrain that obstructs should be agreed upon before the game.

## Flight Elevations

Flying models have the option of flying high or low. When flying high, they may see anything on the table that is not in a covered building or woods. However, anything they can see can also see them. Enemy units cannot engage them in melee unless they are also able to fly. When flying low, they follow the same line of sight rules as ground units. While flying low, they may be charged by ground units normally, but otherwise ignore terrain they could fly over. They must always obey the restriction for flying - they may never enter terrain that would obstruct flight moves. Flying models should declare themselves either flying high or low over the battlefield when moving. For simplicity's sake, flight elevations do not affect the measurement of distance between models, for instance for purposes of movement or shooting. All ranges should be measured as if the models were both resting on the ground.

## Flying Movement

Flying models may not land and move along the ground in the same turn; the complexities of landing safely take too much time. When a unit has both a ground and flying move, it must choose between them and cannot switch during its move. Note that this means a flying unit cannot move further along the ground after landing. Units which are landing, and which have used no more than half of their movement, may take up a RaF formation in the normal way, unless they are also charging. Moving from ground level or flying low to a flying high position and vice versa costs no movement.

A flying unit may not overrun units on the ground as it cannot move after landing, but may be overrun if flying low. Flyers may overrun other flyers flying high or low as normal.

## Flyers & Melee

Flying models may declare charges against air or ground units. Normal rules for targeting charges do not apply; a flying unit may fly over (or under, if the intervening unit is flying high) any unit to charge another, though it may suffer flyover attacks, as described in the Flyover Attack section. Units which fly into melee on the ground and units flying low which are engaged by ground units, thus forcing them to land, do not get the additional 3" move for skirmish units at the end of the movement phase.

When flying models engage in melee, there are three possible scenarios:

1. A flying unit engages a ground target, or a ground unit engages a flying unit that is flying low. The flyer is now on the ground and can be charged by other ground units. It loses the -1 to hit from enemy missiles ability as soon as it is placed in contact with the ground unit.
2. A flying unit engages another flying unit that is flying low. Both units are now flying low and can be engaged by ground units. They both retain the -1 to hit from enemy missiles.
3. A flying unit engages another flying unit that is flying high. Both units remain flying high and cannot be engaged by ground units. They both retain the -1 to hit from enemy missiles.

When a flying unit charges an enemy that flees, the

# MOVEMENT PHASE - FLYING

flying unit may pursue (as normal) and gains an additional d6 inches to its movement. If it chooses to pursue it must end its pursuit at the same level as the fleeing unit, whether it caught the unit or not.

When a flying unit uses flying movement to charge a missile unit on the ground that chooses to stand and shoot as a charge reaction, the -1 modification for shooting at flying models does apply.

## Flyover Attacks

If a flying unit flies over any part of an enemy unit to overrun, pursue or charge another, if any part of the overflown unit is within 3" of the flyer's target, then all models in the overflown unit may attack the flyers, at -1 skill, as they pass over them. Ramming attacks are not permitted, nor can the overflown unit stand and shoot. The same applies if a flying unit flies under or over an enemy flying unit to get at another flying unit beyond it, but does not apply where an intervening enemy unit is on the ground and the flyers target is flying high, or vice versa. Ground units cannot run 'under' a unit flying low - such a unit would be treated as a 'covering unit' - see the Flee and Pursuit

section of the rules.

## Ridden Flyers

Some flying models are a combination of rider and flying monster or vehicle, a typical example being a hero riding a dragon. If the flying mount is ever slain while the model is flying high, or is killed by stand and shoot missile fire when starting or ending a charge flying high, a non-flying hero rider is also killed.

## Fleeing and Pursuing flyers

Fleeing units that can fly may do so, and may change altitude, including landing, as desired (though not to avoid leaving the board, if required). These units may not be caught by pursuing ground units if they end their flee move high in the air, though ground units may still make a pursuit move as normal. Pursuing units that can fly may do so, allowing them to avoid interposing terrain and units to pursue the fleeing unit. Flying units may fly over enemy troops in their pursuit of the enemy but may suffer flyover attacks, as described in the Flyover Attack section. If these attacks kill the flyer, it does not catch the fleeing unit.



# MOVEMENT PHASE - OVERRUNS

## Overruns

When a powerful unit encounters a weak one in the movement phase, it may attempt to overrun the enemy and keep moving. Overrun attacks are resolved like melee attacks, but they occur in the movement or fleeing units phase and do not affect future combat.

A unit intending to overrun must declare its intention to do so at any time within the first ¼ of its move, at the same time as it declares any charges. A unit does not have to be able to see an overrun target when declaring an overrun. At that point, all units being charged or overrun may make normal charge reactions, and these should be resolved in the order units are to be contacted. In the case of flee reactions, the overrunning unit must continue with any other charges or overruns against units which do not flee. If all targets flee, the unit may elect to pursue as normal.

A unit may overrun a fleeing unit in its path. In this case not all models in the overrunning unit get to attack (as would be the case if they had pursued or charged into a fleeing unit normally without overrunning). Rather, only the number that would have been able to attack in a normal overrun get to fight, as if the fleeing unit had been able to fight back. Any attacks still hit automatically.

In the case of stand and fire reactions, all units shooting do so at the earliest moment they would be permitted to shoot under the normal shooting rules. This may mean that all units which are to be overrun and charged will fire when the overruns and charge are declared, or that some might fire later, once intervening units are cleared by the overrunning unit. Overrunning units may not use natural missile attacks as they overrun, but may do so against a final charge target as normal.

To overrun an enemy unit, the moving unit must have three times as many wounds as the unit it is overrunning, modified by base size, at the time it moves into contact. Base 4 models may double their current number of wounds to determine if they can overrun or can be overrun. Base 9 models may triple their current number of wounds.

A unit is able to wheel and change formation as part of an overrun move, so long as all normal rules for manoeuvre are obeyed. This includes the restrictions on manoeuvre for charging units, if the overrunning

unit will also charge another unit later in its move.

When a unit is overrun, the units involved take their attacks in the movement phase. Every model in the overrun unit that is not engaged with another unit may take their attacks. For every model that could attack in the overrun unit, two models in the unit making the overrun may attack. For example, if a unit of 30 models overruns a unit of 5 models, those 5 models may attack and 10 models in the overrunning unit may attack. Base 4 models can be attacked by four times as many models (i.e. 4 per model) when overrun. Base 9 or larger can be attacked by six times as many. All normal melee penalties and bonuses in the first round of combat, including first and last strike apply. Characters can always be selected as one of the models making their attacks, whether already engaged or not, and can therefore attack multiple times in a turn involving overruns. In this situation note that characters are not moved to fight other characters or monsters before attacking normal troops as described in the character section. Characters must fight them (and monsters may) if they happen to be in base to base contact with one or the other at the point of overrun, but otherwise attack normal troops only. In addition, characters in the overrun unit only may also be targeted by the number of normal troops which are allowed to attack because of the characters base size, i.e. 2 normally, but 4 or 6 for base 4 and 9 character models.

Once all attacks are resolved, the overrunning unit continues its movement ignoring the overrun unit, overrunning or charging other units as declared earlier in the move. Units that are overrun are left in place after resolution. If their original position is now occupied by the over-running unit, they are placed as close as possible to their original position, up to one inch away from enemy units. Fleeing units which were overrun flee a further D6" at this point, just as if they were charged or contacted by pursuers.

It may happen that due to casualties sustained in overrunning one unit on its way to overrunning another, or caused by stand and fire reactions, an overrunning unit or model may be reduced to less than the number of wounds necessary to be able to overrun. In this case the unit still moves through any unit it was in the process of overrunning and still contacts the next unit (or the first unit if the depletion was caused by stand and fire casualties) it was intending to overrun, but is counted for all other purposes as if it had charged that unit this

# MOVEMENT PHASE - BERSERK

turn, and is not moved further. Combat is resolved as usual in the melee phase.

Engaged units may also overrun to get out of combat. In this case, all units that the overrunning unit is engaged with are considered together to determine if the overrun can be made. In the event an overrun can be made, the overrunning unit may also declare further overruns or charges to be made later in its move, if it satisfies the rules to do so. Such a declaration must be made at the start of the unit's movement, so in the case of charges the unit must be able to see their intended target at that point. Units that started the turn engaged and are overrunning or being overrun out of combat do not get first strike from long weapons or ramming attacks, but all other normal melee modifiers apply.

## Berserk Movement

Berserk units are crazed warriors that throw themselves headlong at the enemy as soon as they lay eyes on them. Berserk units always fight in skirmish formation and cannot adopt rank and file formation.

Berserk units which can see the enemy are always moved before normal units. If a player has multiple berserk units, he may choose in which order to resolve their movement. When a berserk unit moves, it must move all its models their full movement towards the nearest enemy unit that it can see in order to engage it in melee as quickly as possible.

It may ignore units that are already engaged or it cannot possibly reach (such as flyers), must manoeuvre to take the quickest route (i.e. using a bridge instead of the stream) and may manoeuvre to avoid damaging terrain or spell effects. It gets an extra d3" of movement when moving towards an enemy or charging.

Like all other units, a Berserk unit must still declare charges or overruns to contact other units, and may do so at any time within the first ¼ of its movement (including the extra d3"). It need not charge units it cannot reach (such as flyers flying high), or if it would potentially take damage from spells or terrain to do so. Where it has a choice of targets, a berserk unit has the same restrictions and choices as a normal unit as to which enemy it charges. A berserk unit may not overrun an enemy unit unless it does so on the way to charging another.

If a berserk unit cannot draw line of sight to enemy troops at the start of the movement phase, they move as normal units that turn. In this case, they do not get the bonus d3" of movement.

Berserk units may never choose to flee as a charge reaction. They must always pursue fleeing units, including those which flee as a charge reaction, and follow up those falling back. If the berserk unit also has ramming attacks, it must always use them at some stage during its turn if possible (but it can choose when).



# MOVEMENT PHASE - TERRAIN

## Terrain and Movement

There are literally an infinite variety of terrain types players may bring to a fantasy game. This makes it impossible for a rules set to give rules for all the possibilities, and in fact players should have the power to make whatever terrain effects they want. Terrain that slows movement, terrain that injures models in it, terrain that attacks units nearby, terrain that moves or teleports units, terrain that phases in and out, all of these and more are only limited by the imagination of the players. The only important rule here is that the players should all agree on what effects terrain pieces will have BEFORE they start playing a game.

Some basic guidelines are provided here for terrain like forests, jungles, water, etc. Players are welcome to build off of these or just throw them away altogether.

Moving through difficult or very difficult terrain will slow a unit down. Rank and file units are slowed far more than skirmishing units, as RaF units are

difficult to maintain over uneven ground, marshes or forests.

Difficult terrain is defined as steeply sloped hills, light forests, shallow streams, stairs and broken or rocky ground. Skirmishing units lose  $\frac{1}{4}$  of their movement, and RaF units lose  $\frac{1}{2}$ , so long as any part of the unit is within difficult ground.

Very difficult terrain is defined as treacherous slopes, thickets, dense forest, rivers, marshes, and broken ground with deep crevasses. Skirmishing units lose  $\frac{1}{2}$  of their movement, and RaF  $\frac{3}{4}$ , so long as any part of the unit is within very difficult terrain.

Line of sight within and into light forests is limited to 3" (2" in the case of dense forests). Models within a light forest can see out without restriction if their line of sight passes through 3" of forest or less (2" in the case of dense forests). Units not inside forest cannot see beyond them, even if they are less than 3" thick.



# MOVEMENT PHASE - MOVING WHEN IN COMBAT

## Manoeuvres for Engaged Units

These manoeuvres only apply to units which are engaged at the beginning of their movement. Such units may not make normal moves, but they may make subtle changes in formation or even retreat from combat while another unit takes their place.

None of these are available to units charged this turn.

## Expand or Contract Frontage

A RaF unit engaged only on its front may expand or contract its frontage by adding one file to one or both flanks of the formation. This requires all of the unit's movement. Remove models from the back ranks of the unit to add the files. Note that the ranks must be filled in evenly during the formation change.

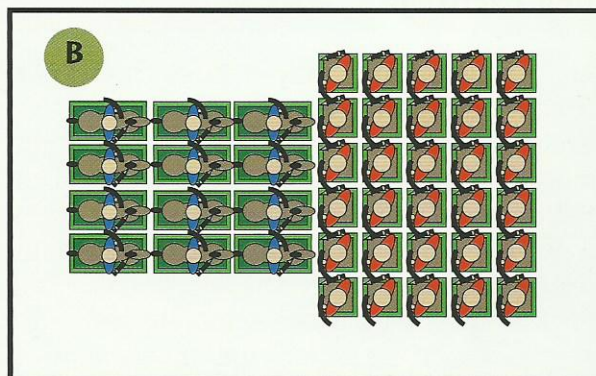
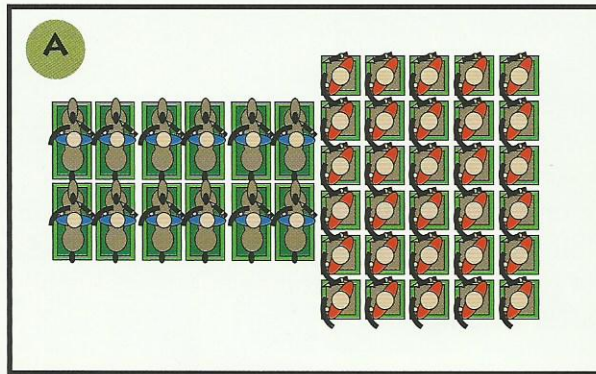
All unengaged models in a skirmish unit must use their full movement to engage the enemy unit more fully. Skirmished units may wrap around an enemy RaF unit, and in fact must do so if they have the movement. First fill up the closest side of the RaF unit with models, and then fill up the next closest, and so on, until the enemy unit is completely surrounded. This does not count as charging in the side or rear unless the closest edge of the RaF unit was the side or rear. Unlike on the first turn when a skirmish unit charges in, the skirmish unit is not allowed to contact other enemy units, even if it can reach them. Remember, skirmish units only get the additional 3" on the turn they either charge or are charged.

## Adopt Skirmish

A RaF unit engaged in any manner may adopt skirmish formation during any movement phase after a turn on which it is charged. It must use its full movement to more fully engage the enemy.

## Change Facing

A RaF unit not already engaged to its front may change its facing towards an enemy which was engaged on its flank or rear from



*Example: The cavalry unit was engaged last turn on its flanks, but luckily didn't run (A). Now it wishes to turn to face the Marrians, so all models turn 90 degrees. However, this leaves the unit in a column formation, getting no RaF benefits, so the cavalry expand one file to either side of the unit (B).*

a previous turn. Each model in the unit is turned in place to face the new direction. This takes no time and a unit may thus change facing and expand frontage on the same turn.

## Falling Back

A unit engaged only on its front edge may slowly retreat backwards during its move. To do this, the unit must make a morale test. If unsuccessful, the unit does not move and fights at -1 skill that turn, due to confusion within the ranks of the unit.

If successful, the unit moves directly backwards up to half of its movement, facing the enemy. The enemy unit must move with the retreating unit but may choose not to if they pass an unmodified morale test or could not keep up with the retreating unit. A berserk unit must always attempt to do so. If the unit falls back to the table edge it must stop at the edge.



# MOVEMENT PHASE - MOVING WHEN IN COMBAT

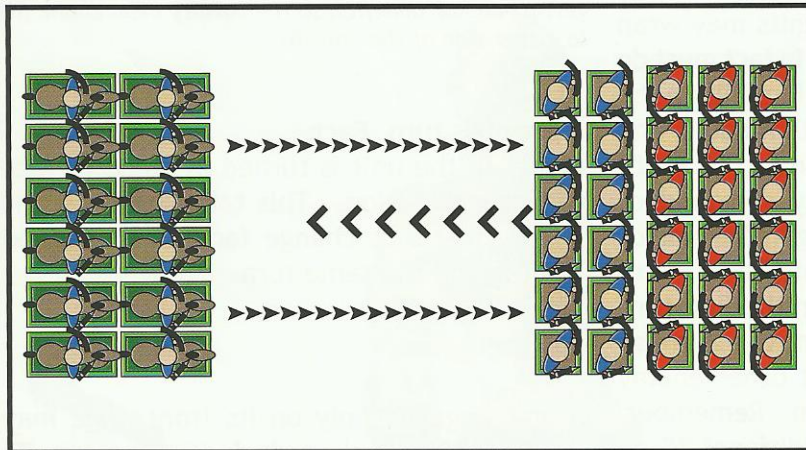
A model with flying movement which starts on the ground may also fall back into a flying high position before moving backwards, in which case non-flyers, including berserkers, may freely decide not to maintain contact. A unit already flying may, at any point in its fall back move, move to a different altitude or even land, though it may not move further after landing.

## Unit Exchange

An engaged unit may retire through a friendly unit, thus allowing a fresh unit to exchange with it. To do this, the new unit must have started its movement within 6" of the engaged unit, and have no other models between those two units. The new unit need not be able to see the enemy unit. The engaged unit must make a morale test with normal modifiers when the manoeuvre is declared; if unsuccessful it becomes Broken and immediately makes a normal fleeing move, with any engaged enemies pursuing if

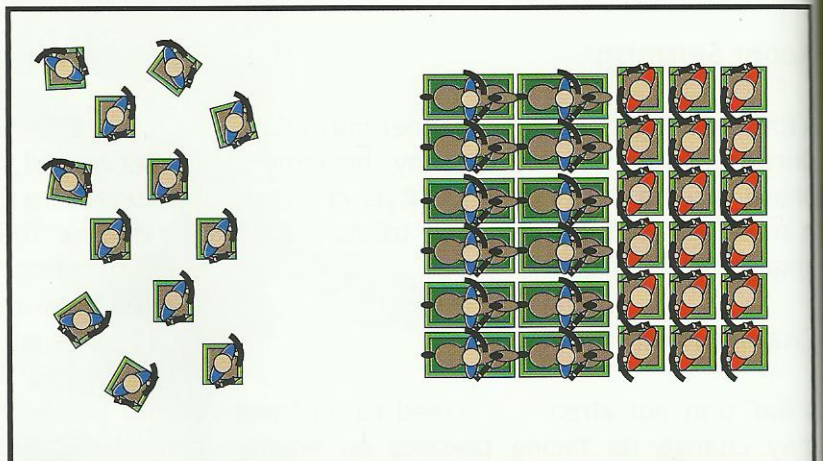
they can and wish to. The fresh unit that wants to exchange may not move further.

If morale is successfully rolled, the engaged unit is moved up to 6" away from the enemy unit (or up to its full move, if it is less than 6") and the new unit is moved into its place. If the unit cannot clear the unit it is exchanging with it, place it behind the exchanging unit in skirmish formation. The now disengaged unit is placed in a skirmish formation, but it is not broken. It may not overrun or charge another unit as it disengages, move further or use any missile weapons for the rest of the turn, including stand and fire. The new unit and enemy unit do not gain any first round special attacks, such as First Strike from long weapons, throwing natural weapons or ramming, and do not count as having charged or been charged that turn.



*Example: The barbarian infantry unit is not feeling confident about fighting the larger Marrian unit, and wants to exchange with the cavalry unit behind them. The barbarian infantry takes a morale test with normal modifiers (in this case, +2 for barbarian numbers, -3 for Marrian numbers, as explained in the morale phase, and manages to pass it. The barbarian infantry adopt a skirmish formation, and move 6" away from the battle, while being replaced by the cavalry who remain in R&F formation.*

*If the barbarians had failed the morale test, the infantry unit would have Broken and immediately fled. The Marrians would have then been able to pursue them, probably into the cavalry unit which would then have had to pass a morale test of its own.*

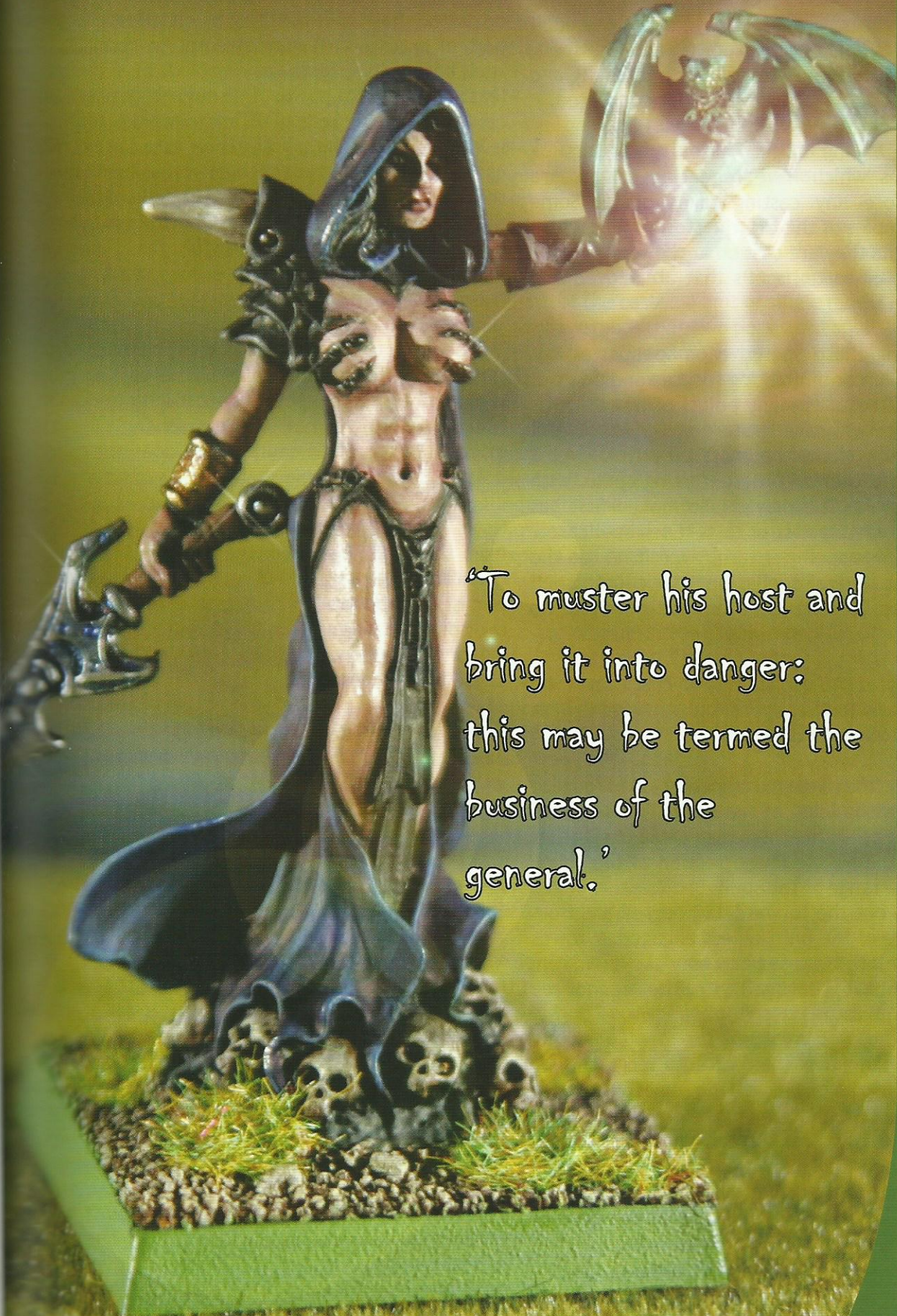


# MAGIC PHASE

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“To muster his host and bring it into danger: this may be termed the business of the general.”



# MAGIC PHASE - PHASE 3

## Spellcasting

Models with the Spellcaster ability may attempt to cast spells in this phase. In general, the spell casting procedure is to spend power, cast the spell, opponents may attempt to counter the spell, and then spell's effects are resolved if not countered.

At the start of the Magic Phase, spells cast on previous turns which have repeating effects are resolved before any casting takes place. Some common examples of this are the storm spells which attack the units they are cast on at the start of each magic phase, or vortex spells that are moved and resolved each turn.

After resolving these spells, each spellcaster not currently Broken or infiltrating focuses one point of power. A spell costs as many points of power as its level, so mages will have to store power for several turns in order to cast the most powerful level 3 spells. Players then alternate casting spells with their spellcasters. The player who moved first has the option of casting first or last. Each spellcaster can only cast one spell per turn, even if he has the power to cast several spells, but can counterspell multiple times, as long as he has the power to do so.

If a player passes the opportunity to cast a spell, he may not cast any further spells that turn, though his mages may attempt counterspells.

To cast a spell, the mage must spend power equal to or higher than the level of the spell. The target of the spell must be within the caster's line of sight, as described in the Missile Phase section of the rules, and within the range of the spell. Spellcasters in RaF units can see out the forward 180 degree arc from the front edge of the unit, unless engaged. Wizards in units which are engaged can only see their own unit and all units it is engaged with. They cannot see out of the combat.

Some spells can have their effects increased by spending additional power at the time of casting. Examples of this are the Summon Wolves spell, which summons 3 extra wolves for each power spent, or the Healing spell that allows an extra d3 wounds to be restored per extra power spent. The decision to spend extra power has to be made at the time of casting.

## Counterspelling

Any mage with power who can see either the caster or target of a spell (including a unit affected by any part of a template) may attempt to counter the spell before its effects are resolved, by spending at least one point of power (but more if desired). The countering mage rolls a d6 and adds the power he is expending on the counterspell attempt, and the caster rolls a d6 and adds the power he spent casting the spell. If the countering player rolls higher than the caster, the spell effects are entirely prevented. If the countering is unsuccessful, the player may attempt to counter with a different wizard, or allow the spell to be resolved normally.

The decision to counter a spell must be made before the spell's effects are resolved. The casting player should give his opponent an opportunity to decide if he is countering or not before resolving the spell's effects. Performing a counterspell does not prevent a wizard from casting a spell in the same turn.

Note that a counterspell attempt is different from the spell 'Dispel' in the General spell list. A counterspell attempt is used when an enemy spell is cast and before its effects are resolved, while a dispel is a normal spell which is used to dispel existing persistent spells cast earlier in the magic phase or previous turns.

*Example: A goblin player with a lone air wizard with 1 power and a fire wizard in a unit of goblins spears with 3 power are facing off against a barbarian air shaman with 3 power.*

*The barbarian player moved first in the movement phase, and decides to cast first. Looking over the Air Magic list, the shaman decides to place a Lightning Storm on the goblin spear unit with the wizard. He spends three power and declares his target.*

*The goblin fire wizard decides to try to counterspell the storm using two of his power. The goblin player rolls a dice and adds 2 (one for each point of power), and the barbarian player rolls a dice and adds 3 (the power he spent on the spell). Both players totals come to 6, so the spell is not countered as ties in counterspelling attempts go to the caster.*

*The goblin player could try to counter with his air wizard now as well, but decides not to. The spell's effects are now resolved; the barbarian player rolls a d6 to determine how many eldritch hits the unit*

suffers, and gets a 6! Because these are eldritch, each hit has a 1-in-6 chance of hitting a hero in the unit, so the barbarian player rolls 6 d6's, scoring a hit on the wizard. The wizard has a magic resistance of 4, so he rolls one dice needing a 4 or less to save against the hit. He is unlucky and rolls a 5, so a wound marker is placed by the wizard since it has 3 total wounds to lose before dying. The other 5 hits on the unit are now resolved, but goblin spearmen only have a magic defence of 1. They roll 5 dice needing 1's to save, but only get one. 4 wounds kill 4 goblins. As the lightning storm is a persistent spell, it will remain on the target and continue to cause damage next turn.

The goblin player may now cast a spell. He decides to use his fire wizard to try to cast a Dispel spell (from the General Spells list), in order to dispel the lightning storm which has done more damage than he thought it would. He only has one power to spend on the spell, and so rolls one dice and adds 1, while the barbarian player rolls one dice and adds 3 (the level of the spell). Again, both players' totals are 6's, but since ties go to the dispelling caster, the spell is dispelled from the unit.

The barbarian can now cast again, but he has already used his only shaman, and the shaman has no power anyway. The goblin player can now cast again, and he decides to use his air wizard to Spark the barbarian shaman. The shaman has no power to counter, so the spell is resolved. The shaman suffers 3 eldritch hits, and with a magic defence of 4 rolls three dice, saving only one of them. He places 2 wound markers on the shaman, who only has one wound left before dying. All wizards having cast, the magic phase now ends.

### Spell Profiles

Each spell will have a name, level, range, duration, save type, and a description of the spell's effects.

**Range** - This is the range within the Line of Sight (LOS) of the caster that a spell will take effect. Self spells only affect the caster (and

sometimes the unit he is with), and contact spells may only be cast at targets that are in contact with the wizard's unit.

**Duration** - This describes how long a spell's effects will last.

**Instant** - The Spell takes effect immediately and its effects are permanent. This is typical of damage dealing and healing spells.

**Persistent** - This spell lasts until the spell's target is destroyed, the caster shuts it off or the spell is dispelled. It is not affected by the death of the caster. A unit or single model may not have more than two persistent spells cast upon it at one time, whether friendly or unfriendly. If a wizard successfully casts a third persistent spell on a unit with two persistent spells already cast on it, roll a d6 for each spell on the unit, and add the level of the spell to each dice roll. The lowest rolling spell is deactivated, even if this is the one just cast. If there is a tie for lowest, all tied spells are deactivated, even if the spell just cast is one of them.

The caster of a persistent spell may shut off the spell as a power 0 casting action, which cannot be counterspelled. Thus the caster cannot cast another spell on the turn that he does this, but can counterspell as normal. A caster who falls under enemy control (e.g. through the effects of a confusion spell) may not shut off spells he cast while not under enemy control, and vice versa.

A unit may never have two of the same persistent spell cast on it.

**Summoning** - The creatures summoned last for the duration of the game unless killed, and may not be dispelled. If a creature is summoned in contact with an enemy unit (or is summoned into a unit that is engaged with an enemy unit), the enemy unit may make a unit save to prevent the summoned creature from appearing.

**Save Type** - Some spells affecting an unwilling target may be resisted by the target. Magical saves are based on the Magic Resistance ability of the unit.



**Individual** - If the target makes its magic save the spell is dispelled as if not cast. It is an all or nothing save.

**Unit Save** - The unit to be affected by the spell rolls to resist the spell as one, based on the highest magic resistance in the unit. This is also an all or nothing roll.

**Multiple Saves** - The target will have to make a certain number of saves, with each failure having a certain effect. This is common for spells causing multiple Eldritch hits, where the target must make one save for each magical hit inflicted by the spell. Each failure typically inflicts one wound on the target, without an armour save.

**No Save** - No magic save is allowed.

**No Save but Unit Save** - The spell typically affects a point on the battlefield, so no magic saves normally apply. However, if the spell is cast on or in contact with an enemy unit, the unit may make a Unit Save, with success countering the spell.

**No Save but Individual Save** - A friendly model has no save, but an enemy model gets an individual save as normal.

**Description** - Describes what effects the spell will have, and may indicate any special situations. Be sure to understand a spell before casting it.

## Template Spells

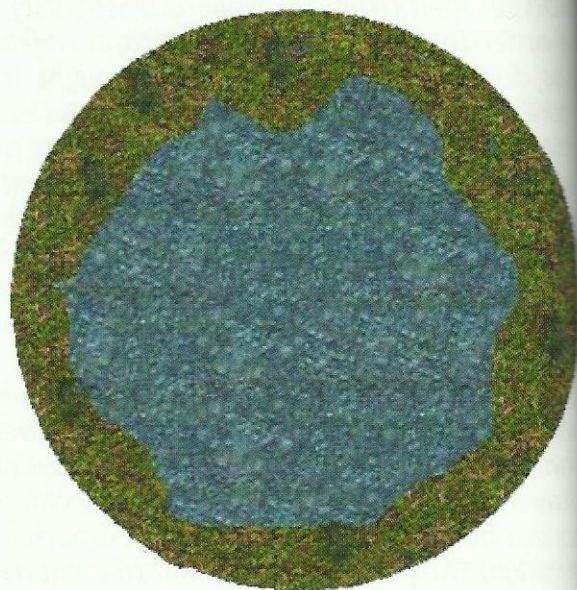
Some spells will use a template; most have been supplied on the spell template sheet included with the game. Templates can also be printed off from the [Armiesofarcana.com](http://Armiesofarcana.com) website. When a template spell is cast, if any part of it is on an unwilling target, that unit may make a unit save (if applicable in the spell's save description) to dispel the spell. All units contacted by the template are subject to the spell's effects, and all may roll any applicable unit save. If a successful unit save will counter the spell, then this will occur if any affected unit makes their save.

The centre of the template must be

positioned on a point which the caster can see, and is within the range of the spell. This means a template can extend slightly beyond the maximum range of a spell. If a template spell is cast on a unit engaged in combat, the template must be centred on an engaged model, if possible.

Sometimes a template may need to be moved randomly; roll a d6 or an "arrow" dice to determine the direction of the scatter. If using a d6, 1 = 12 o'clock, 2 = 2 o'clock, 3 = 4 o'clock, 4 = 6 o'clock, etc. Alternatively, players may roll a d8 or d10 and determine the direction from the point on the top face of the dice.

Template sizes are given in base units, most are included in the book.



*Create pond, other templates available on the website*



# MISSILE AND MELEE PHASES

'Knowledge of the enemy's dispositions can only be obtained from other men.'



# MISSILE PHASE - PHASE 4

All models with missile attacks are considered to be firing simultaneously, so it does not matter which side or units resolve their attacks first. If a unit suffers casualties prior to resolving their missile attacks, leave them in place until they do resolve their attacks.

## Who May Fire

Models with missile attacks have stats listed in their "Missile" column. A missile attack will describe what the weapon is, its normal range ("#"), its number of attacks and skill as "# / #". Additional information may follow this, such as the weapon's strength, if it is natural or artillery, or if it causes multiple wounds.

Units which are engaged in melee combat may not make any missile attacks. Units may only use missile attacks once per turn! Units which for some reason used their missile attacks during the movement phase, for instance as a stand and fire reaction, may not use them again in the missile phase.

Most missile attacks require the unit to not move in order to fire at full capability. The unit may move up to half speed and still fire, but at a -1 penalty to its skill. If the unit moves over half speed, it may not fire.

Units with natural missile attacks have weapons that do not require so much effort to load and aim, so they may move further and fire without penalty. If a unit with a natural missile attack moves less than half its normal movement, it may fire at no penalty. If it moves between half and full speed, it may still fire but at a -1 penalty to its skill. If it moves over full speed (such as when pursuing another unit), it may not fire. Units with natural missile attacks may also use their missile attacks while charging into combat, with no penalty for movement. Such charging attacks are resolved in the movement phase along with "Stand and Fire" attacks.

Artillery weapons cannot be moved and fired in the same turn. In addition, many will require a turn to reload after firing, which also cannot be done on a turn where the weapon has moved unless the attack is natural.

Units with normal or artillery missile attacks riding a vehicle may treat their missile weapons as natural, so long as only the vehicle is moving (they haven't mounted or dismounted that turn).

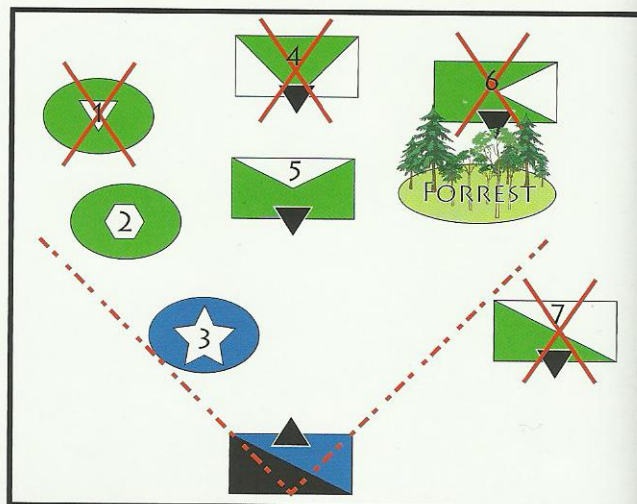
*Example: A unit of 8 crossbowmen in a wagon can fire at no penalty if the wagon moved up to half its normal speed that turn. If it moves half to full speed, they may fire at a -1 penalty. If they were handgunners instead (artillery), then they could fire or reload while the wagon moved.*

## Sighting

RaF units may only fire in their forward 90 degree arc. Only the front two ranks of a RaF unit may fire. Skirmished units can fire 360 degrees, and all models may attack. All models in a unit must fire at the same target unit, and each model that wishes to fire must be able to draw a Line of Sight to some part of the target unit.

Line of Sight (LOS) to the target is blocked by RaF units, enemy skirmished units of 12 or more base units, two or more skirmished units of any size in melee combat, and certain terrain features. A unit may fire through one friendly skirmished unit. LOS extends through friendly units in combat, even if they are in RaF or are a second skirmish unit, so that enemy units engaged can be seen. LOS to units not engaged and beyond any unit involved in the combat remains blocked.

If either the firing unit or the target are elevated over the interposing terrain or blocking unit, LOS is not blocked.



*The RaF bow unit above has a target-rich environment. 3 is a friendly unit. It may not fire at 1, because it is blocked by two skirmishing units 2 and 3. 2 May be targeted, as it is blocked by only one friendly skirmishing unit. 5 is in plain sight. 4 is occluded by a RaF unit, and cannot be targeted. 6 is behind a tall terrain feature, so it cannot be seen, and 7 is out of the 90 degree arc of the RaF unit. If the firing unit was on a hill, all but 6 and 7 could be targeted. From a very tall hill, 6 might also be seen. Note that only the first two ranks of the unit may fire.*

# MISSILE PHASE - ATTACKS

## Resolving Missile Attacks

After determining that a target is within LOS, measure the range from each model in the unit to the target. The normal range in inches is listed by the name of the missile weapon. It is possible to shoot 1/3 further than this number, but such attacks suffer a -1 penalty for shooting at long range. If the target is within 1/3 of the normal range, the attacks are made at a +1 bonus for short range. Some missile attacks such as mortars have a minimum and maximum range instead of a single maximum range. These weapons can only shoot at units that are between their minimum and maximum ranges. There is no modifier for distance for such weapons, nor is it possible to shoot 1/3 further than the maximum range given.

*Example: A unit of 12 bowmen (21" normal range) has three possible targets in sight. One is 6" away, one is 15" away, and one is 27" away. The 6" target is at short range (less than 7"), and so would be +1 to hit. The one 27" away is over 21" but less than 28", and so can be shot at long range with a -1 penalty. The third is in normal range (7" - 21"), and so may be shot at with no range modifier.*

Once the target and range is selected, the attacker rolls one dice for every missile attack the unit could make, needing to roll equal to or less than the models' skill to score a hit with each dice. The skill is modified by range and movement as described above, but also is affected by covering terrain. Targets in cover from forests, high rocks, and walls are at -1 to hit, while full cover, such as a window, door, or castellation\ battlement, reflects a -2 penalty to an archer's skill. If LOS from the shooters can be drawn to any model in the target unit not at least partially in such cover, none of the target unit gets the benefit of it. As with other terrain rules, both players should discuss this before starting the game.

### The full list of modifiers for the attacker

- +1 for close range (1/3 of normal range).
- +1 if the targeted unit has 30 or more base models in RaF formation at the start of the shooting phase. For example, RaF units

consisting of 30 base 1 or 1/2, 15 base 2, 8 base 4, and 4 base 9 models would all grant a +1 to hit bonus to enemy missile troops.

- 1 if the firing model moved less than half of its movement value, or between half and full movement for natural attacks.
- 1 if the target is in cover.
- 2 if the target is in full cover.
- 1 if the target is flying.
- 1 for firing at long range (1/3 greater than normal range).

This may result in the unit needing 0's or less to hit. That's ok, a d6 in Arcana can roll a zero. If zeroes are required to hit, the attacker must re-roll any 1's, needing a 3 or less on the second roll to score the hit. A -1 to hit requires an attacker to first roll a 1 followed by a 2 or less; and a -2 requires a 1 followed by another 1. Anything less than -2 is impossible.

For each hit scored, the target unit can make an armour save, representing the hit being deflected. The target rolls one dice for each hit, needing to roll equal to or less than its armour value. The target's armour value is reduced by the strength of the attack, so an armour 3 target hit by a strength 1 arrow needs to roll a 2 or less.

Models with fixed armour values do not have their armour reduced by strength from normal attacks. However, magical missiles will reduce the fixed armour save by their strength as normal. Artillery weapons reduce fixed saves by half of their strength, rounded up, so an armour 4 fixed dragon hit by a strength 3 ballista will get an armour save of 2.

Targets with the shield ability get +1 to their armour versus missile attacks. Some units may have even larger bonuses against missiles. Unless specifically stated, shield and other bonuses are never fixed, even if the units normal armour save is fixed.

*Example: 12 bowmen (strength 1) score 6 hits against human heavy infantry, Armour 4 - Shield. Since it is a missile attack, the*



# MISSILE PHASE - FIRING INTO COMBAT

footmen have an effective armour of 5 because of the shields, which is reduced back down to a 4 because the arrows are strength 1. The footmen roll 6 dice (1 for each arrow hit) needing 4's or less to shrug off the hit, while each 5 or 6 will cause 1 wound.

Some missile attacks will be eldritch, which ignore armour entirely. Instead, the target gets a magic save against each hit. Otherwise, eldritch missile attacks are resolved the same as other missile attacks.

*Example: If the bowmen above were High Elf Acolytes with eldritch attacks, the 6 hits would not be saved by armour but by the magic resistance of the models. Human heavy infantry have magic resistances of 1, so the player would roll 6 dice needing 1's to save.*

Wounds transfer throughout the target unit, meaning that the wounds are applied against a model until it dies, and then any additional wounds caused affect the next model, until all of the wounds are accounted for.

*Example: From above, the unit saves 3 wounds, and suffers 3 wounds. 3 heavy infantry are removed from the unit as casualties. If the heavy infantry were a greater orc heavy infantry with 2 wounds each, one would die and one would have a dice placed by it indicating it had suffered one wound.*

Targets with Missile Immunity cannot be harmed by normal missiles. They are affected normally by eldritch missile attacks, and have an armour of 5 vs. magical and artillery missile attacks.

Units made up of creatures with 5 or more wounds each may have several models with wounds already on them from melee combat. If these units are hit by missile fire, the most wounded model suffers the missile wounds first, and if it dies, the next most wounded model suffers unapplied wounds, and so on until all wounds caused have been applied.

When casualties are removed, they are taken from the back ranks of RaF units, or from wherever the controlling player likes in skirmished units.

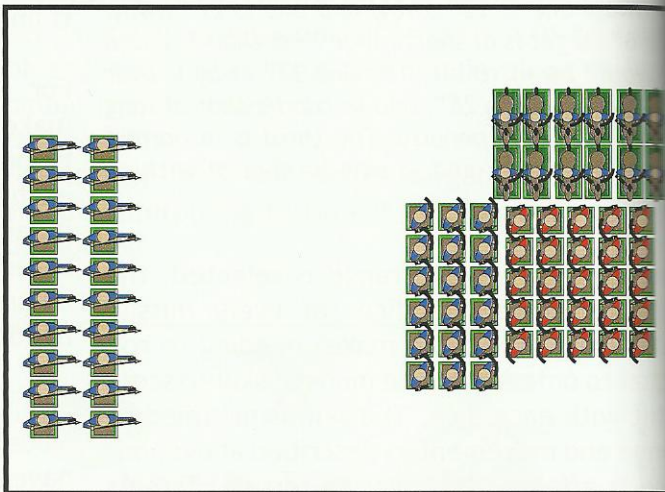
## Firing Into Combat

It will often happen that a player will want a missile unit to "help out" his troops fighting in a melee by shooting at the engaged enemy unit. This is always allowable, but any shots that miss the enemy are then rolled against units the target was engaged with. If the target was engaged with multiple units,

the target's owner decides the order that the missiles will be rolled against engaged units. Note that a missile unit can see into a melee past a friendly unit, even if it is a RaF unit. Spell casters can also see into a melee past friendly units to cast at enemy units engaged with friends. Spellcasters in combat can see all enemy units engaged.

Since allied units never engage each other, missile attacks will never be rolled against a second unit allied with the original target, even if they are in close contact or engaged with units engaged with the target.

Note that when shooting into combat, the bonuses and penalties for range apply for each target being shot. This means that some members of an engagement may be at long or short range while others are within normal range. If a unit in the engagement is out of maximum range, it cannot be shot.



*Example: A unit of 20 bowmen fire into a melee involving an enemy hog unit being attacked by a friendly cavalry and infantry unit. The player rolls 20 dice, and scores 4 hits. Back Shot! The hog player then decides that the 16 misses will be rolled against the cavalry first, then the infantry unit. The player controlling the archers rolls 16 dice, scoring 6 hits on the cavalry! This leaves 10 shots unaccounted for, which are then rolled against the infantry unit. Any which miss the infantry unit will have missed the entire melee.*

## Area Attacks

Area missile attacks are those which can cause multiple hits with one attack. They can be identified by their "Xd3 hits" stat, where "X" indicates a number of dice that are rolled to determine how many hits are caused. Area attacks are less effective against skirmished units (and individual models). When a skirmished unit is hit, it suffers half as many hits as the roll indicates, rounded up.

*Example: A catapult causing 4d3 hits successfully hits its target, so the attacker rolls four d3's and adds the result, scoring 9 hits on the unit. If the target was a single model or skirmished it would only score 5 hits.*

Area missile attacks on non-engaged units may score partial hits. If a weapon misses its "to hit" roll by one, it still causes half as many hits (rounded up). For instance, if the catapult above rolled a 4 when it needed a 3 to hit, it would roll 4d3 and total the results, then divide that total in half.

Area attacks on a unit engaged in a melee will also affect the units it is engaged with. If such a unit is hit, all units it is engaged with suffer half as many hits, rounded up. Area attacks which miss the engaged target must roll to hit the units it is engaged with just like other missile attacks at an engaged unit.

It is possible to halve the results multiple times depending on the situation. For instance, if the catapult above was fired at a target engaged with a skirmished unit, the skirmished unit would take half as many hits as were rolled against the main target, and this number would then be halved again because they are skirmished. If a 9 were rolled for hits on the first unit, the skirmished unit would suffer 5 hits, which would then be halved again to 3 hits.

## Multiple Wounding Attacks

Many weapons will cause multiple wounds per hit. When a hit is rolled by such a weapon, roll an armour save as normal. If

the save succeeds, no damage is taken. If the Armour save fails, roll the required dice to determine how many wounds that hit causes. These wounds can only apply to one model, they cannot "carry through" a unit.

*Example: A ballista (d3 hits, d3 wounds), hits a unit of RaF cavalry with 2 wounds each. The ballista is unlucky, and only scores 1 hit. The cavalry fails its armour save, so the ballista rolls a d3 for wounds, scoring a 3. However, since each cavalry model only has two wounds, the third wound is effectively lost (but the model is really, really dead).*

In the case of multiple hits causing multiple wounds, the attacker may apply the wounds in whatever way he likes to achieve maximum effect. For instance, if he hits a unit of Bear Riders (4 wounds each) with a unit of ballista and scores 5 wounding hits of 1, 2, 2, 2, and 3, he could combine the 1 and 3 to kill one bear, a 2 and 2 to kill a second, and apply the last two wounds to a remaining bear.

## Artillery Weapons

Artillery weapon attacks are resolved the same as normal missile attacks. However, the power of artillery weapons will reduce fixed saving throws. They are not as effective as magical attacks though, so only half of the strength of the artillery attack is applied, rounded up. They can also injure missile immune models, using their full strength against an armour of 5.

Most artillery weapons will require a turn to reload before firing again. An artillery model may not be moved and reloaded in the same turn.



# MELEE PHASE - PHASE 5

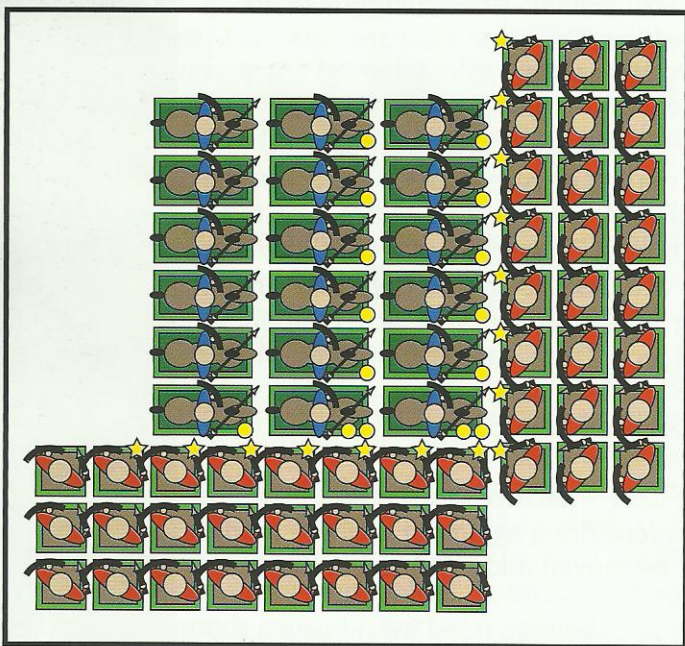
## Melee Phase

Melee combat is considered to be simultaneous, so order of rolling usually does not matter. Models which are killed will get to fight back. The exceptions are that units with the First Strike ability may attack before normal attacks, and units with the Last Strike ability must endure normal attacks before getting to make attacks themselves.

## Who May Fight

Models in contact with enemy models must fight in melee combat. Also, models with long weapons may attack if they are in contact with a friendly model that is in contact with an enemy model.

However, models in RaF formation with long weapons may only strike over their friends to the front of the unit; models in RaF units may not strike over friendly models engaged with enemies on the flanks or rear of the unit.



*Example: The two Hog units have ganged up on a cavalry unit with long weapons (lances). Cavalry models which can make attacks have a dot by them, Hog models which can make attacks have a star by them. Long weapons allow the cavalry to attack in two ranks out of the front of the unit (but not to the sides). Ten of the cavalry must fight the forward hog unit, while one must fight the flanking unit. Two of the cavalry have the option of attacking either unit (marked with two dots). Meanwhile, the Hogs don't have long weapons, so only those contacting the cavalry directly may attack, though diagonal contact is still considered contact.*

Units attacking units made up of models with 5 or more wounds have to declare how they are dividing up their attacks among the enemies they can contact on a per figure basis.

Models in the second rank of a RaF unit may fight at -1 skill if the model in front of them dies before it can attack, such as from opponents with first strike. In the case of units armed with long weapons, models in the second and third rank will move forward, both fighting at -1.

## Resolving Melee Combat

Each model that may attack from a unit should roll the appropriate number of attack dice, needing to roll equal to or under its skill level to hit. The following modifiers apply to melee skill:

- +1 for attacking immobilized or Slow enemies.
- 1 for attacking up a steep slope or stair.
- 1 for attacking through an obstruction, such as a doorway or window.
- 1 for each level of evasion an enemy model possesses.
- 1 if replacing a model in the front rank of a RaF unit killed before it could attack.

It is simplest to roll all of a unit's attacks against another unit at once. Attacks needing 0 or less may still hit in the same way as shooting attacks. Models which are hit may attempt an armour save by rolling equal to or under their Armour Value. The Armour Value is reduced by the Strength of the attack. Armour Values which get reduced below 1 cannot save; the hit automatically cuts through the armour of the model.

Models with fixed armour saves do not have their Armour Value reduced by the strength of the hit. Fixed saves are usually found on models wearing magical armour or with huge layers of skin or fat protecting vital organs.

Models which are hit and do not save suffer a wound. If a model takes as many wounds as it possesses, it is dead. Resolve wounds on units of models with 4 wounds or less collectively; if a unit of goblins with one wound each suffers 5 wounds, remove 5 models. If a unit of goblin wolfriders with 2 wounds each suffers 5 wounds, remove two models and mark that one model has suffered 1 wound.

## Ramming Attacks

These are special attacks that the model may make only on the turn it first engages in a melee or when it is overrunning. These attacks are resolved even if the unit is killed by first strike. Models with ramming that are charged from the rear do not get to use their ramming attacks against that unit. Skirmished units halve the number of ramming hits against them. When ramming a unit which is engaged, re-roll misses on friendly engaged units in the same manner as missile weapons. Note that this means wayward ramming attacks can affect other friendly ramming units which also charged into the same target that turn.

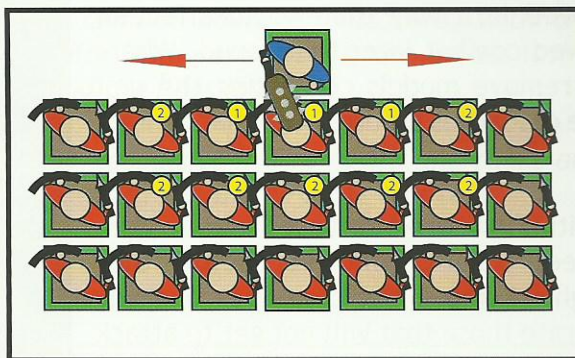
Ramming attacks may not be made against flying creatures which have charged the ramming model, unless the ramming model can also fly, or the flyers used ground movement to make the charge. Flying ramming models can ram other flyers and units on the ground. Flyers that were flying low or on the ground when charged may be rammed. Creatures which are summoned into contact with a ramming model cannot be rammed (nor can they ram themselves, if they have the ability).

Ramming attacks may only be used once per turn. For instance, if the ramming ability is used in the fleeing phase (running down a fleeing unit), it cannot be used again in the melee phase. Or, if they are used in an overrun in the movement phase, they may not be used in the melee phase. It is up to the controlling player when they do so, but all ramming models in the unit must use their rams at the same time.

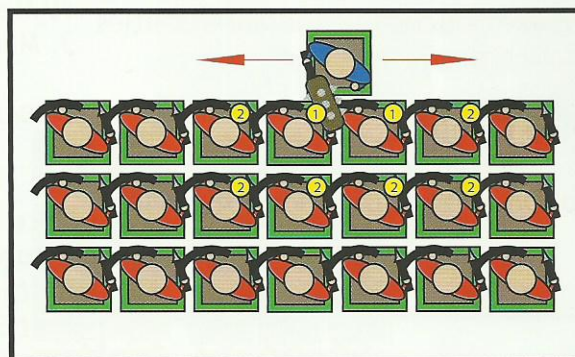
A unit with ramming attacks may choose not to make these attacks at all during a turn, though a berserk unit must use them at some point if able. This is useful when charging into a combat where the enemy is engaged with a friendly unit and the controlling player does not want friendly casualties from missed ramming attacks.

## Sweep Attacks

This model may make a wide, extended



In the diagram above, the sweeping base 1 model is physically touching 3 base 1 models. It could make up to 10 sweep attacks, provided its sweep number was 10 or more.



If there is not corner-to-corner contact with the models in the front rank it would hit less models as only 8 would be within 2 whole base range.

strike, which can hit many enemies. The number in parenthesis is the maximum number of enemies whose base is within 2 base distances which the model may attack. A sweep attack can only be directed at one unit at a time. The diagrams indicates which models are one or two base distances away.

A model with sweep attacks cannot attack from the second rank (i.e. when it is not directly touching an enemy model). For example, a Caliphate Dervisher in the second rank who is not touching any enemy himself but still has enemy models within a 2 base distance of him cannot make his sweep attacks.

## Removing Casualties

Always remove casualties from non-engaged models before removing the engaged. This represents troops filling in for and protecting their fallen comrades, or stepping over the fallen to engage their foes. The general rule is that models



# MELEE PHASE - COMBAT EXAMPLE

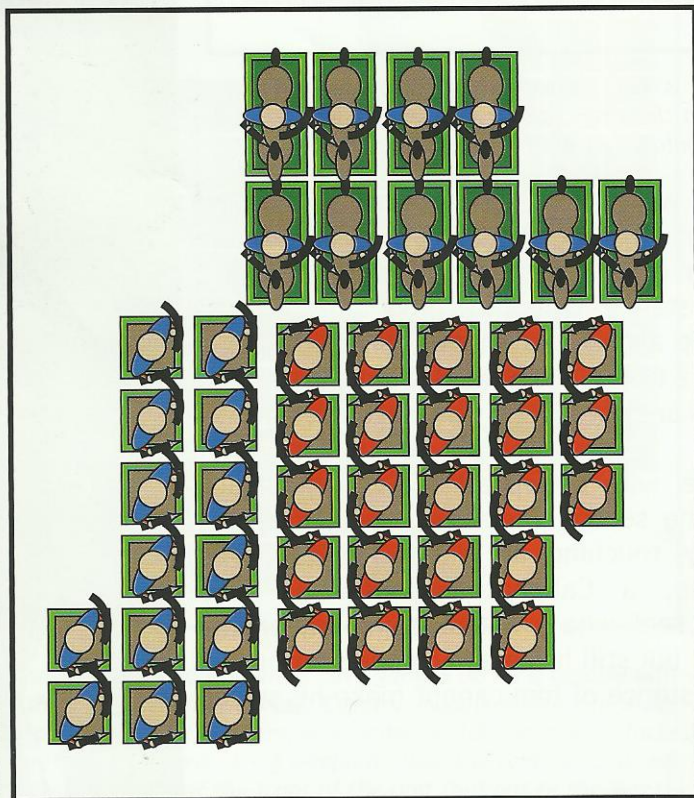
are never removed in a way that would affect or confuse unresolved combat later that round. Where conflicts occur, remove models contacting the unit that inflicted the casualties before those that contact other units.

When dealing with First Strike or Last Strike troops, be certain to keep track of who died before they could have fought. Remove the casualties like any others, but separate those that will not get to attack at all from those who will get to attack at -1 skill or without penalty.

It is also useful to keep fallen models at the rear of the unit to show how many wounds it took during the round. This makes calculating morale penalties easier in the morale phase.

## Example of Melee Combat:

This follows up on the "firing into a melee" example:



The cavalry suffered 5 wounds, the barbarian infantry suffered 4, and the hogs suffered 2. One of the cavalry models has a wound on it left over from the 5 missile wounds. The combatants' stats are:

23 Hog warriors: Wounds: 1, Armour: 2, Melee: 1/2 str(1)

40



10 Medium Cavalry with lance: Wounds: 2, Armour: 3, Melee: 1/2, Str (1), Long Weapon; Horse - 1/2

14 Barbarian Scouts: Wounds: 1, Armour: 2, Melee: 1/3

Since the cavalry have long weapons and just engaged in combat this turn, they have first strike for the turn and so they attack before the two non-First Strike units do. Long weapons allow 2 ranks to attack, so all ten cavalry lances can attack, rolling a dice each and needing a 2 to hit. They score 3 hits, which the hogs then get their armour saved against. Normally hogs have an armour of two, but the strength 1 from the lance attack reduces the armour to a 1. The hogs roll 3 dice, needing 1's and get a 1 and two 5's. Two hogs are killed in first strike by the medium cavalry.

The rest of the combat is simultaneous, including the cavalry unit's horse attacks. The hog player decides to resolve first.

Four hogs can only attack the scouts, and four can only attack the cavalry. One hog has the option of attacking either unit. The hog player decides to put it against the cavalry, as that unit will certainly run them down next turn should the hogs be forced to flee, and they only need to lose one more wound to force a morale test later in the turn (see the morale rules for more details about why). That puts 5 hogs against the cavalry and 4 against the infantry.

However, 2 of the hogs died in first strike, and so cannot attack. However, since the hogs are in a R&F unit, two of the models deeper in who have filled in can make their attacks at a -1 to skill. So, the hogs roll three dice needing 2's to hit the cavalry, and two dice needing 1's. They score a total of two



hits, which the cavalry now get armour saves against. They have an armour of 3, which is reduced because the hogs have strength (1) in their attacks. They roll two dice, but one is a 5 and so the unit suffers a wound. Since they already had a model with a wound on it, that model is removed.

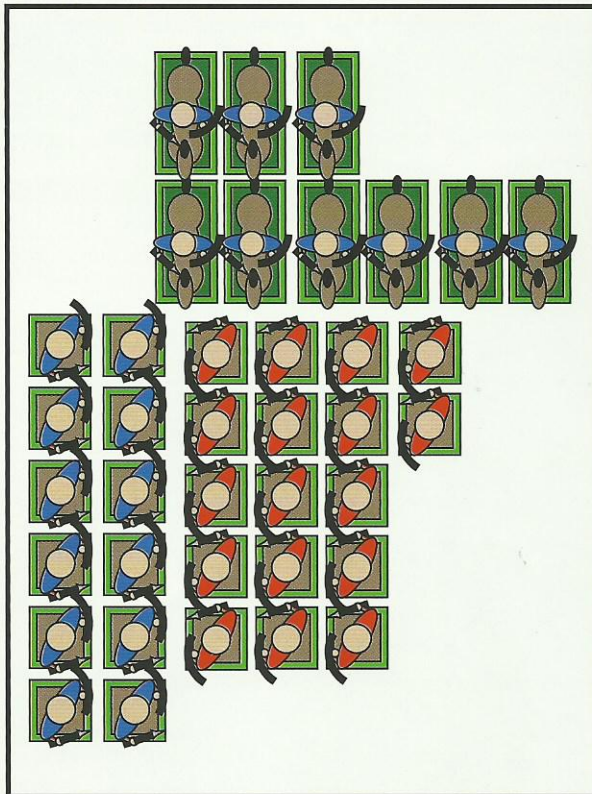
The other four hogs strike at the scouts, needing 2's to hit. They score 2 hits against them, which the scouts need 1's to save. They fail to save either, and two more models are lost.

Since this is considered simultaneous, the casualties caused by the hogs in no way affect the number of models that can attack back. The scouts strike back with the six models in contact, each needing 3's to hit. They score three hits, which the hogs need 2's to save against. They save one, and so lose two more models.

The horses are also attacking at the same time. There are six horses in contact with the unit (the long weapons obviously don't apply to the rear four horses' hooves), each needing a 2 to hit. They score two hits, and with no strength to the hoof attack the hogs again need to save on 2's. They fail them both, and so lose two more models.

This combat has been resolved, with the Cavalry losing one model, the Scouts losing 2, and the hogs losing 6.

After casualties are removed and ranks are redressed, the melee looks like this:



**'THE HOGS OF WAR!'**



# MELEE PHASE



Terrain Warehouse Barbarians, sculpted by Mark Copplestone



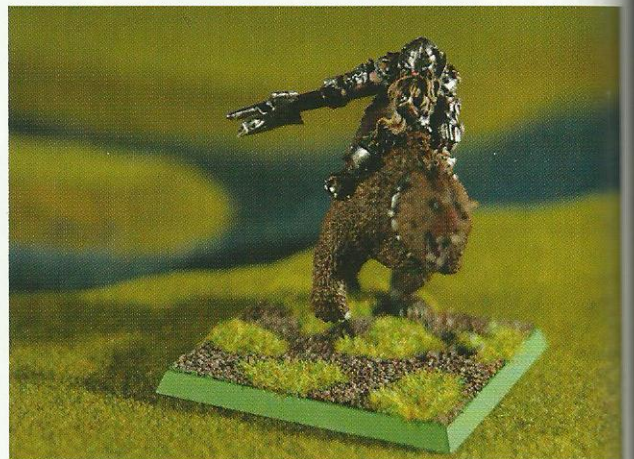
Terrain Warehouse Hogman Pitfighter, sculpted by Chris Bennett



Terrain Warehouse Hogman Hogwatch with command, sculpted by Chris Bennett



Gamezone Undead horseman



Reaper Dwarf Bear rider

# MORALE PHASE

'No ruler should put troops into the field merely to gratify his own spleen; no general should fight a battle simply out of pique.'



# MORALE PHASE - PHASE 6

## Morale Phase

During the morale phase, units which have suffered significant casualties or are facing a superior enemy must take a morale test to see if they continue to fight or flee from the situation. Units whose morale has failed previously may check to see if they are ready to return to the fight.

When a unit fails its morale test and flees, it is said to be Broken. Some units which are Fearless may choose not to flee from the situation, but they will pay a price in extra casualties while they try to recover from the onslaught of the enemy. Units which are Berserk will never flee from combat, and instead suffer additional casualties without regard for personal safety.

## Regeneration Rolls

Regeneration takes place at the start of the morale phase. Models with this ability roll a d6 for every wound they have suffered thus far, healing a wound for every roll of 3 or less. This may affect whether the unit has to take a morale test, as recovered wounds may raise the unit above the threshold required for a morale test. Any models that are dead at the start of the morale phase cannot regenerate.

## Rally Attempts

After regeneration rolls are made, units which started the phase Broken may try to rally. Each Broken unit which is at least 6" or more from any unbroken enemy unit and has taken no casualties this turn may try to rally by rolling 2d6 equal to or less than the highest morale value in the unit. There are no modifiers to this rallying roll. A unit may not rally if it has less than 25% of the starting number of models in the unit. If an independent character is in a fleeing unit that has less than 25% of its starting number alive, the unit and character may not rally. However, if the unit is subsequently killed, the independent character may attempt to rally if all other rally conditions are met.

## Identify Units that Need to Test for Morale

Each unit that meets at least one of the following conditions must then take a morale test to see if it becomes Broken:

1) If the unit has lost a quarter or more of the

models it started the game with during this turn.

*Example: A unit that started the game with 12 models will have to take a morale test if it loses 3 or more models in one turn. A unit that started with 13 models would have to lose 4 models in one turn to take a test.*

2) If the unit now has half or less of the number of wounds it started the game with, and either took a wound this turn or is currently engaged in melee.

*Example: A unit that started the game with 12 wounds would have to take a morale test if it had only 6 wounds left and was engaged with an enemy unit, even if they had not lost a wound this turn.*

3) If the unit is engaged with a Superior enemy. Enemies are Superior if they either:

a) have three times as many wounds as the unit

b) are in Rank and File formation and engaging the unit with their front face but not on the unit's front face, with equal or greater wounds.

c) are in Rank and File formation and engaging the unit with their front face when the unit is skirmish formation, with equal or greater wounds.

4) If the unit loses a model from a melee attack by a fearsome model this turn, unless the unit is Fearless or Berserk. Special attacks from fearsome models, such as ramming and sweep attacks, do not count.

5) If the unit has lost a character this turn.

Fearless and Berserk units only have to make morale tests if they are actually engaged in a melee during the morale phase.

*Example: A Fearless unit of 12 models has 4 killed by bowfire while crossing the field. They do not have to take a morale test even though they lost over a quarter in one turn, because they are not actually engaged in a melee. If they lost those casualties to bowfire while charging an enemy archer unit, and so ended the turn engaged, they would have to test even if they suffered no other casualties in the melee phase.*

## Resolving Morale Tests

Units which must take a morale test must roll 2d6 equal to or less than the highest morale value in the unit. The morale of the unit is modified by the number of casualties it has suffered this turn, as well as the number of enemies it is engaged with. A roll of 2 always passes a morale test. A roll of 12 always fails. The possible modifiers are:

- 1 for every 2 wounds of models that died that turn, OR -1 for every two wounds living models have on them at the time of taking the test, whichever would result in a greater penalty (in either case wounds should be rounded up, i.e. 1 becomes 2, and dead or wounded characters should not be counted).

*For instance, a unit of 4 giants with 6 wounds each lost a model this turn, and so must take a morale test. For losing 6 wounds worth of models, it would take a -3 penalty. However, if the living giants have 8 wounds suffered among them, the -4 penalty for 8 wounds would be used instead.*

- 1 for each character in the unit that died that turn.

- 1 for each Superior enemy unit engaged with the unit.

Units will also inflict morale penalties and improve their own morale based on their numbers, base size and formation. A morale penalty must be inflicted on only one enemy unit in contact, at the owning player's discretion, regardless of how many the unit is engaged with at the time. Rank and File units are focusing their power in one direction, and so they can only inflict a morale penalty to units engaged on their front face, while skirmish units have no such restriction. Where there is a choice, a player should elect which enemy unit will receive the morale penalty before any eligible unit takes its morale test. Please note that a player may not refuse to inflict a penalty on any unit at all!

Morale bonuses operate at all times, regardless of whether the unit is engaged or not.

These "numbers-based" morale modifiers are shown on the table below, with units in RaF formation getting double the modifiers of skirmished units.

Base Units	Skirmished units bonus is + or - 1 every	RaF units bonus is + or - 1 every
1/2	20 models	10 models
1	12 models	6 models
2	8 models	4 models
4	4 models	2 models
9	2 models	each model

*Example: A unit of 20 skirmished base 2 cavalry inflicts a -2 morale penalty on one other unit it is engaged with, and receives a +2 morale bonus should it have to take a test. If it were a RaF unit, it would inflict a -5 morale penalty to one unit engaged on its front face, and would receive a +5 morale bonus should it have to test for any reason. If it were 20 base 1 infantry, they would have a modifier of 1 if skirmished or 3 if RaF*

There is no rounding for this purpose, 23 skirmished base 1 models only inflict a -1 morale penalty against one unit, and only gain a +1 to their own.

## Results of Morale Tests

If the unit passes its morale test, nothing happens to it. It is ready to keep fighting next turn.

If a unit fails its morale test, place a Broken counter by it. It will be forced to flee during the next Fleeing Units Phase.

Fearless units may fail their morale test without breaking, but at a cost of suffering one extra wound for every 15 wounds left in it at the time of taking the test, for every point it missed its morale roll by. Round up all remainders, so a unit with 16 wounds will suffer 2 wounds for every point it missed its morale roll by. Usually, units can simply count and lose models instead of wounds to determine losses.



# MORALE PHASE

*Example: If a fearless unit with 20 models needed a 6 to pass its morale but rolled a 9, it could choose not to break but instead lose 6 models (missed the roll by 3, must lose 2 models per point it missed the roll by).*

Berserk units will never break, but instead they must lose extra casualties as described above if they fail a morale test.

## Check Victory Conditions

After all morale tests have been resolved, players should determine if sufficient victory conditions have been achieved to declare one player a winner. If they have not, then play continues to a new turn.

*Example: This is the aftermath of the shooting into combat and melee examples.*

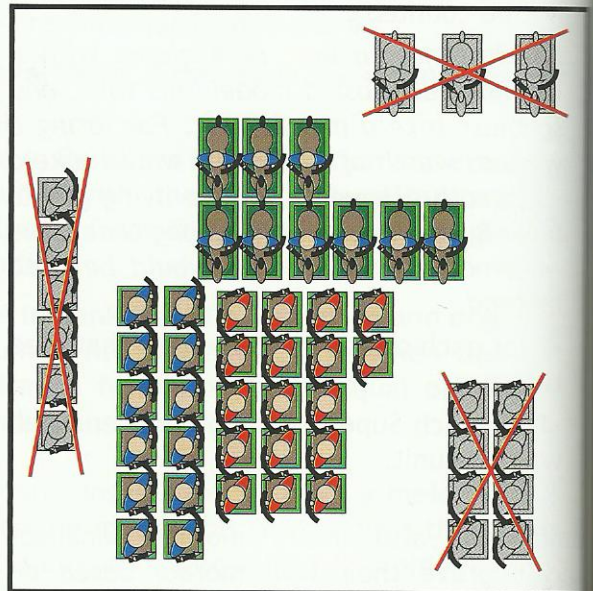
*All three units are going to have to test, as all have lost at least 1/4 of their starting strength; the cavalry lost 3 of 12 starting models (had to lose 3), the scouts lost 6 of 18 models (needed to lose 5 models), and the hogs lost 8 of 25 models (needed to lose 7).*

*The hogs decide to test first. They have lost 8 wounds of models, which is a -4 penalty. They have 17 models, one shy of the 18 needed for a +3 morale bonus for RaF units, so only gain +2 for having at least 12. The scouts are inflicting a -2 penalty against them for having 12 base one models in RaF facing them, and the cavalry also inflict a -2 for having at least 8 base 2 models in RaF facing them. Their total modifiers are -4, -2, -2, +2 = -6. Hog morale is only 7 to start with, so unless they roll a 2 (always passes morale), they will break. They roll a 5, and so a Broken marker is placed by them.*

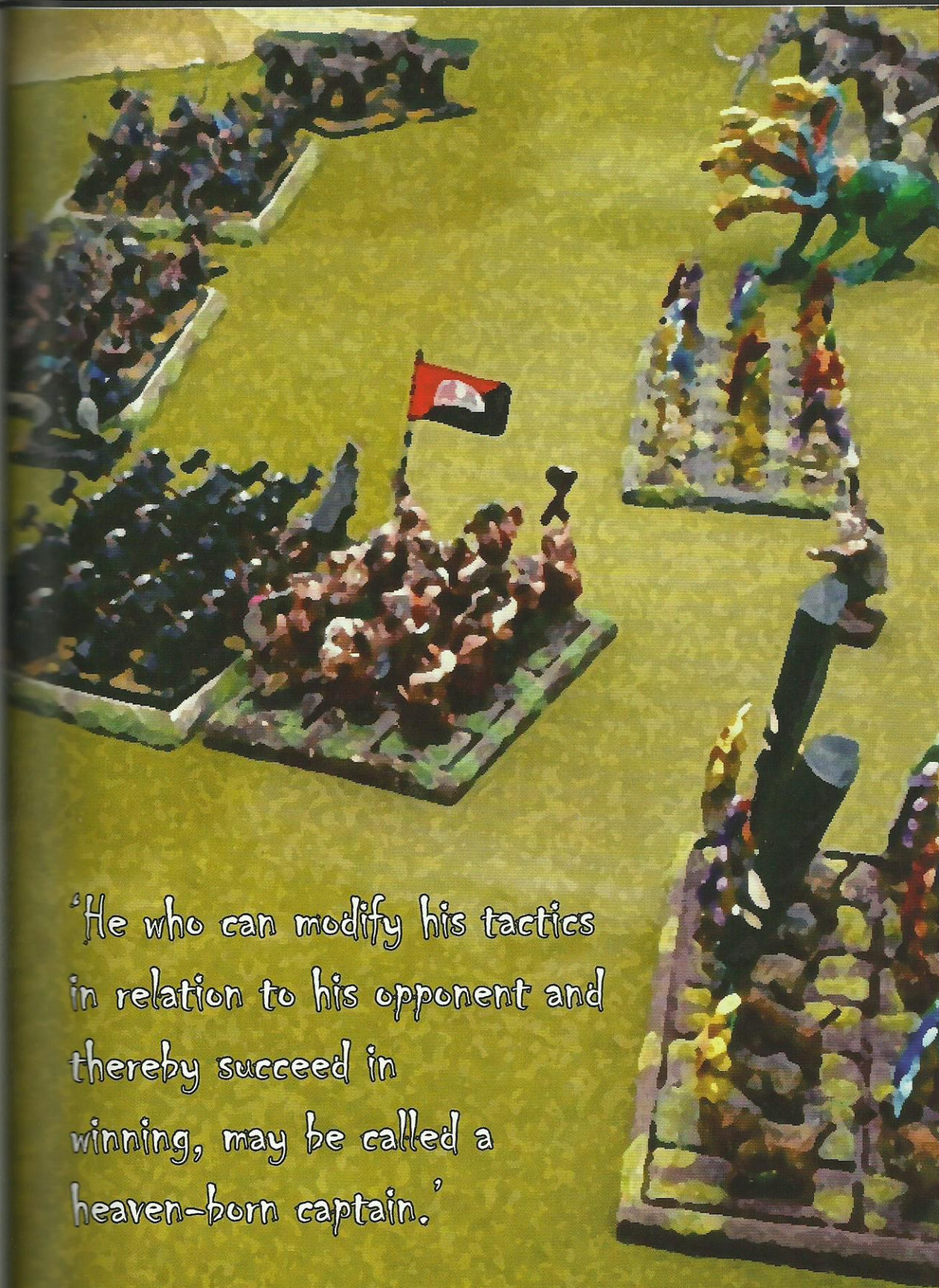
*The scouts then test. They have lost 6 wounds of models for a -3 penalty, but get a +2 for having 12 models of base 1 in RaF. The hog unit inflicts a -2 penalty which can only be applied against the scouts on their front face. The scouts' total modifiers are -3, -2, +2 = -3. Scouts have a morale of 8, and so they need a 5 to pass. They roll a 4, and so are ready to fight again next turn.*

*The cavalry have lost 6 wounds worth of models (each cavalry model has 2 wounds), and so have a -3 penalty. They have at least eight base 2 models in RaF, and so have +2 bonus. The hogs cannot not inflict a morale penalty on them, because the hogs are facing the wrong way (and already used their penalty against the scouts anyway). The cavalry is at a total of  $-3+2 = -1$  penalty. They have a morale of 7 normally, and so need a 6. They roll a 9, and are also Broken.*

*So, the hog unit will be fleeing down and to the right, the cavalry will be fleeing to the north, and the scouts will be able to pursue the fleeing hogs.*



# TO BATTLE



'He who can modify his tactics in relation to his opponent and thereby succeed in winning, may be called a heaven-born captain.'



## Terrain and the Battlefield

Terrain are pieces of scenery that represent actual terrain features that you use to make up your battlefield and create a landscape.

You can obtain terrain in many ways and if you belong to a club they will generally have a terrain horde or cupboard full of wonderfully created scenery. The easiest and probably the first type you will use will be a green cloth thrown over some books to create an uneven landscape; after that it is up to you.

Buy or make depends on the individual - there are many gamers who spend countless hours painting their armies but will not make a single piece of terrain, whilst there are those who enjoy and specialise in making their own terrain.

At the end of the day it will come down to your skill, time and money. If you have the skill and time you will probably make your own if you do not have either time or skill you will buy pieces. There is also



Waystones and obelisks by Terrain Warehouse add an interest to the game board.



Blood river set with bone bridge crossing, can be added to to make a river across the board.

the fact that many of the terrain pieces available through a wide range of outlets are too cost effective to resist. Why go to all the trouble of building a beautifully flowing river when you can buy a good set at a reasonable price?

There will be times however when you decide to play a campaign or scenario for which there is no terrain available, you then have to make your own or approach a terrain company and request them to make it for you.

The more attractive the terrain, the more you will enjoy playing. There is nothing more appealing than seeing two well painted armies deployed on a well turned out battlefield.

### What should the battlefield look like?

That is a question that has always raised a lot of arguments between gamers over the years and the answer is simple, it should be visibly pleasing to the eye and what you and your opponent want to game on.

No battlefield was ever a flat green area. Where possible, most generals would try and select a battlefield of their choosing. One in which they could gain an advantage over their enemy, unless it was a chance encounter between two moving armies.

You as a player will have two choices, are you playing a scenario or a one off game? Both will have a different approach.

In a scenario you have a specific task to fulfil, these could be to capture an objective, assault a

## TO BATTLE - TERRAIN AND THE BATTLEFIELD

fortified building or defend the line. You may also be fighting a scenario in a specific place or region, all of these will dictate your battlefield layout and scenery used.

In a one off game you have the freedom to set up the battlefield as you wish. You must however try and be neutral and have a balanced playing field.

As a player you should try and reflect a real landscape and always set a theme. Before you start setting out the battlefield agree its type and location, for example the desert wastes, a rural hamlet or the open steppe, then gather all your terrain pieces that fit your chosen choice.

You can either just leave it to one person to set up or take it in turns placing scenery. If

you belong to a club you could ask someone independent to set up your battlefield for you.

A good way to set up is for each player to select three or four pieces of terrain, then each player places alternately one piece at a time.

Alternatively you could use the scenery generation chart, agree on the section and the number of pieces each, then roll 2d6 dice on the chart to select each piece.

Once you have your battlefield set up you should roll a dice to select which side you deploy on.



# TO BATTLE - TERRAIN GENERATOR CHARTS

## The Forests

These form large areas on Arcana and range from ancient, deep, endless forests to the small copses, containing clearings and lakes or ponds.

2D6	Result	2D6	Result
2	Small lake A small lake is very difficult terrain	8	Woods Difficult terrain and soft cover.
3	Clearing or glade An open area 300mm in diameter of grass that provides soft cover (use a small hill to signify the area without any hill bonuses).	9	Hill A gently sloping hill. This counts as open terrain for movement.
4	Stream A stream is counted as difficult terrain which you can cross anywhere. Must start and finish at a table edge.	10	Wooded hill A gently sloping hill with one and not more than three trees on it (roll a d3). Counts as soft cover and difficult terrain.
5	Woods Difficult terrain and soft cover.	11	Wooded hill A gently sloping hill with between one and three trees on it (roll a d3). Counts as soft cover and difficult terrain.
6	Woods Difficult terrain and soft cover.	12	Monolith An ancient stone monument to some long forgotten deity.
7	Woods Difficult terrain and soft cover.		

## The Jungles

These are areas of dense jungle, mainly inland and around the bases of a mountain range.

2D6	Result	2D6	Result
2	A crag A rocky crag is difficult terrain, and may have steep impassable cliffs on one or more sides. Instead of cliffs the crag may have dense vegetation on it. The top may be a plateau.	8	Tall rain forest. A clump of tall trees counting as difficult terrain and soft cover. These block any line of sight from any level.
3	A shallow river This can be crossed anywhere but counts as difficult terrain. Must start and finish from a table edge.	9	A hill. A low hill covered in vegetation, counts as difficult terrain and soft cover.
4	Scatter of boulders An area of large boulders covered in vegetation. Difficult terrain and soft cover.	10	Overgrown temple or shrine. Counts as difficult terrain, but can be used as tactically as a hill, providing high ground.
5	Tangled scrub An area of small bushes, cactus and pampas grass. Counts as difficult terrain.	11	Grass huts A group of several huts (2 to 4) may contain a surrounding fence.
6	Swamp An area of shallow water, which is very difficult terrain and impassable to war machines.	12	Lagoon A large area of shallow water containing many dangerous creatures. Very difficult Terrain. Any troops in it suffers 2D6 strength 3 hits at the start of the turn.
7	Dense jungle Very difficult terrain and soft cover.		

# TO BATTLE - TERRAIN GENERATOR CHARTS

## The Swamps and Marshes

The swamps and marshes of Arcana are dangerous, inhospitable places

2D6	Result	2D6	Result
2	A low hill Rises up from within the marsh and gives good terrain.	8	Fen Shallow water and reed beds, difficult terrain.
3	Bog Deep water pits within the marsh, very difficult terrain. At the start of a turn any unit in the bogs rolls a D6. If a 6 is rolled the unit suffers d6 wounds.	9	Flooded trees This area was once a forest before the marsh took over. Use several single trees around a marsh area, difficult terrain and provides soft cover
4	Streams This is an area where several streams criss-cross the landscape. Place at least two streams within the playing area. Counts as difficult terrain.	10	Stone wall. Up to 300mm of stone wall, which is an obstacle and provides cover.
5	Lake or large pond. This is where the water within the swamp/marsh deepens and opens out. This can not be crossed by normal troops, however aquatic troops can swim across, but counts as difficult terrain.	11	Dry path way. An ancient walkway through the swamps. Up to 600mm long and 150mm wide of solid ground through any marsh feature.
6 & 7	Deep Inland River. This terrain feature is a deep river which cuts right through the battle field; it must enter at one table edge and exit the opposite side. Roll a d6, 1-3 it runs between the shortest edge 4-6, the longest. As this is a major feature it counts as two pieces. Comes with D3 +1 bridges	12	Bottomless swamp This area is hell on earth, the mud just sucks you to your doom.  Area may be up to 300mm wide and any unit forced to enter suffers 2d6 wounds at the start of the turn.

## The Desert and Beaches

2D6	Result	2D6	Result
2	A wadi This is a dry river bed which must enter and leave at a table edge. Treat as a stream. The feature is difficult terrain.	8	A palm grove or scrub Area of palm trees or thorny bushes. This is difficult terrain and provides soft cover.
3	Boulders. A scattering of boulders and loose rocks provides hard cover and is difficult terrain.	9	A sand dune.
4	A jebel This is a rugged hill which may have one or more cliffs. The cliffs are impassable and the area is difficult terrain.	10	A ruin A ruin half buried by sand, it may be an old farmstead or watch tower. May have a wall around with at least one gate.
5	A sand dune. These are just like hills, except as they are made out of sand, count as difficult terrain.	11	Oasis. A pool of water surrounded by palm trees, you can not cross the water but the features provides soft cover.
6	A jebel or sand dune	12	Quicksand Any unit entering suffers 2D6 wounds with no saves of any kind at the start of the turn.
7	A palm grove or sand dune.		



# TO BATTLE - SETTING UP THE BATTLEFIELD

## Setting up the battlefield

Lots of possible battles can be fought; caravan raids, sieges, rescues or temple destruction, etc. However, two of the most basic battle types are the Meeting Engagement and the Attrition scenarios, when two armies meet in open battle.

Players decide how many VP each army will have to purchase troops, and build their armies based on that total. For the attrition scenario, it is advisable for each player to have an easy to read list of their units and the point costs for those units to track casualties at the end of each turn.

Players may set up terrain in any mutually agreeable manner. The two most common methods are for one player to set up the table and the other player to choose which side to set up on; or for players to alternate placing terrain pieces until a player decides not to place any more.

In general, it is better to set up terrain and then build the armies' compositions, so that players can plan their units around the terrain. There is no reason it cannot be done the other way, though.

## Placing units

Below are set out two common methods of setting up units, though players are free to use any system they can agree. Either method can be used with either scenario.

Units may be set anywhere within a player's set up zone, with any facing. Set up zones should be 24" apart across the table, and 12" from the battlefield's sides. These can be varied by agreement, especially if armies are large.

**Alternate Method** - Players should count up the number of units they will be placing on the table. The player with the largest number of units sets his units on the table until he has the same number of units not set up as his opponent. At this point, his opponent sets up a unit, and set up goes back and forth until all units have been set up. This means that the player with more units will set up the first units and the last unit.

Units with the infiltration ability may be withheld to appear later in the game; when it is your turn to set up a unit you may declare a unit is infiltrating and place it off to the side, instead of setting it onto the table.

**Attacker/Defender Method** - Players should each roll a dice, and the high roller selects whether to be the attacker or defender.

The defender sets up  $\frac{3}{4}$  of his units, rounded down. The attacker then sets up all of their units. The remaining quarter of the defenders force is then deployed. Infiltrators do not count for initial deployment. For example, if a player had 12 units including one infiltrating unit, he would consider his initial force to be 11 units, and set up 8 of them immediately, then the other 3 after the attacker set up his force. The infiltrating unit would deploy as normal during the game.

The defender automatically wins the initiative on the first round - typically, the attacker will be forced to move first. Afterwards, the game proceeds as normal. The roles of attacker and defender have no further bearing on the game after the first turn. The attacker can always choose to hang back, and the defender could mount a massive charge across the table.

## Victory Conditions

### Meeting Engagement Scenario

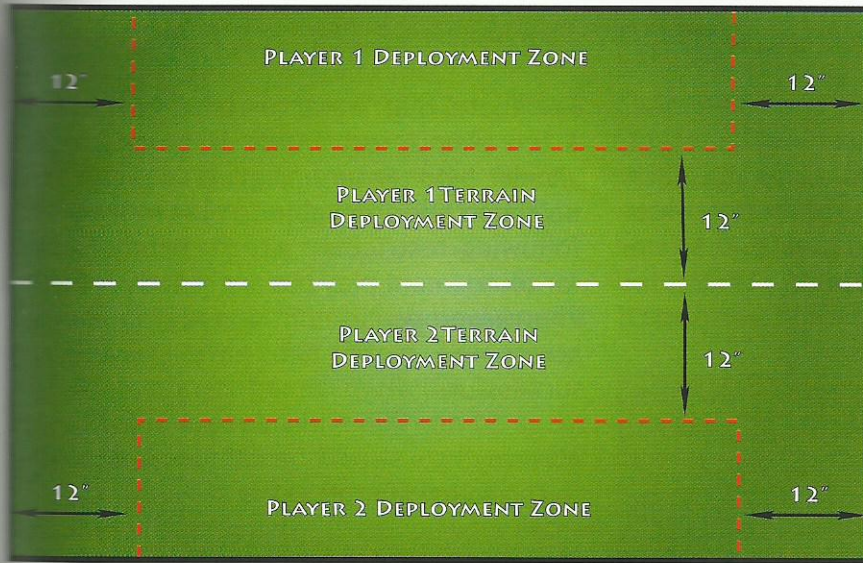
Before units are set up, players pick the victory conditions that their opponent must achieve to win the game. There are several types of objectives, generally categorized as capture a piece of terrain or defeat a particular enemy. Players pick one objective per 2000 points (or part thereof) each army has, so a 5000 point game would have 3 objectives named by each player.

The possible objectives are:

**Capture Terrain** - The enemy must capture a given terrain feature. This terrain feature must be accessible to the opponent's army; you can't put the objective inside of a locked tower, or on top of a cliff without reasonable access. To capture the terrain, the enemy must be the sole occupant of the terrain feature at the end of the turn, or have been the last one with a unit on that feature (it is possible to leave a terrain objective, but the enemy can then easily reclaim it with one of his own units). In the case of a really large terrain feature, such as a large hill top, pick a 6" X 6" area to be the objective.

**Defeat Character** - This must be the most valuable character who sets up normally on the table unless

# TO BATTLE - ATTRITION SCENARIO



The game board is ideally 6' x 4', this creates a 4' x 1' deployment zone for each player.

Terrain is placed by each player in their half of the table.

Units are placed inside the red deployment zone, no closer than 12" from the sides and 24" from the enemies deployment zone.

the opponent agrees otherwise; it cannot be a flying or infiltrating model unless the opponent agrees to it. The objective is considered achieved whenever the character is Broken, has fled off the table, or is completely destroyed.

**Defeat Unit** - This must be the most expensive unit not yet selected unless the opponent agrees otherwise, and it cannot infiltrate or fly. The objective is considered achieved whenever the unit is Broken, has fled off the table, or is completely destroyed.

**Defeat Monster** - This must be the most valuable monster in your army unless the opponent agrees otherwise. It cannot be a flyer or infiltrator. The objective is considered achieved whenever the monster is Broken, has fled off the table, or is completely destroyed.

Once all units have been set up, the battle begins with the normal sequence. It ends in the morale phase when a player achieves all of the victory conditions his opponent set for him, or the players agree that neither side can achieve their victory conditions due to severe casualties, or one player surrenders.

In games with 4 or more objectives per side, it is recommended that players only be required to achieve one less than the total number of objectives, such as 4 of 5 objectives in a 10,000 point game. This keeps players from focusing all their strength on defending one objective and thus turning the battle into one of total attrition.

## Attrition Scenario

Instead of fighting for objectives, players fight simply to break their opponent's army. When an army loses 30% of its starting points in units, it must take an overall break test for the morale of the army. If an army breaks, the other player is victorious.

### Game play

All normal rules apply during the game. However, at the end of each morale phase, both players should count up the points of all broken, depleted, destroyed, or routed units. Depleted units are those that are at less than 1/4 of their starting models. If a broken unit rallies, it no longer counts against the point total unless it is depleted.

If the total points worth of units lost is equal to or greater than 30% of the starting total of points, that army must take a break test. For example, if it were a 5000 point army, once a player had lost 1500 points worth of units, it would take a break test. If both players have lost over 1500 points, the player with the most points worth of units lost takes their test first, and if he passes, the other player takes their test.

### Break Tests

All armies start with a morale of 10, and lose 1 for every 10% worth of points they have lost. For example, if the players were in a 5000 point game, and one player had lost 1900 points worth of units, he would have to take a break test at -3. If he had lost 2000 points, it would be a -4, and so on.



This means the best break test possible is a 7 or less.

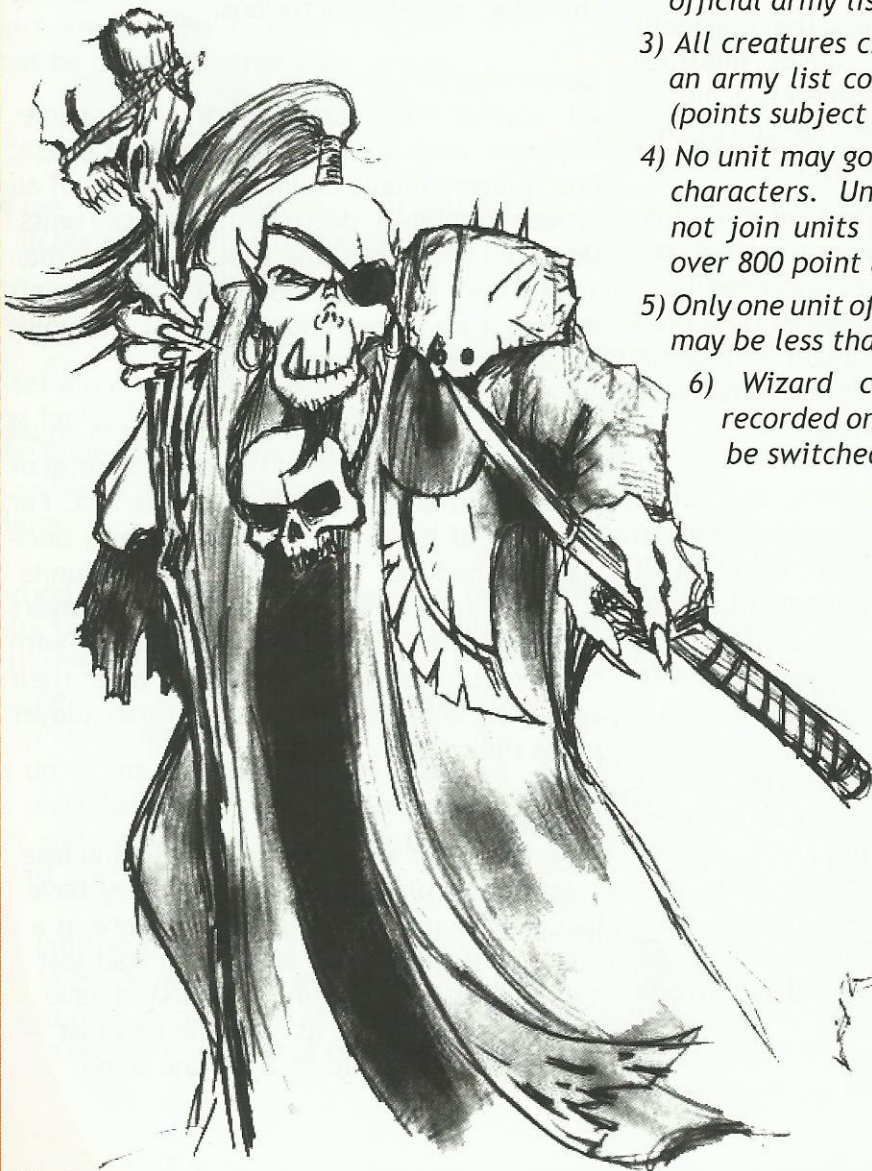
The player rolls 2 dice, needing the total to equal or exceed the break test value. If he fails the test, his army surrenders or flees, and the game is over. If he passes, the game goes another turn, and both players will need to check on the following turn to see if a test needs to be taken.

**Total Victory** - One side defeats the other while losing less than 30% points worth of their units.

**Major Victory** - One side defeats the other, while losing fewer points worth of units than the defeated opponent.

**Minor Victory** - One side defeats the other, but loses more points than the enemy.

**Pyrrhic Victory** - One side defeats the other, but loses over 50% of their forces.



## Tournament Rules

For those that want to run a tournament, a few simple restrictions in army selection should help ensure that armies are well balanced and enjoyable to play against. The following restrictions are recommendations for tournament play but are strictly optional. They have been used in several tournaments across the globe and have proved very successful.

All army lists should be composed according to the following rules:

- 1) 4000 points, obeying the normal 60/40 rules. This could be increased to 5000 however larger battles may be more difficult to resolve within tight time limits.
- 2) Only one army type can be represented for your army (no allies) and from the official army lists.
- 3) All creatures created via the ccf and not an army list count as special troop types (points subject to checking).
- 4) No unit may go over 800 points, including characters. Unattached characters may not join units if that would make them over 800 point units.
- 5) Only one unit of normal troops or monsters may be less than 200 points.
- 6) Wizard casting schools must be recorded on the force list and may not be switched between games.

# TO BATTLE - BUILDING AN ARMY

## Building an Army

At the start of the game players should select a scenario (if they want one) and a point value for the game. In general, players will have the same number of points worth of troops to build their armies.

There is only one limitation on how armies are built, called the 60/40 rule. Essentially, 60% of an army's points must be spent on normal troop types, while 40% can be spent on special troop types, comprising monsters, elite troops, characters, vehicles and war machines. For example, if the players agree to a 5000 point game, each player must use at least 3000 points on basic troop types, and may spend up to 2000 points on special troop types. What troops are purchased are otherwise unlimited. War machine, characters and Vehicle units have some extra considerations and cost adjustments when being purchased, as explained in their respective areas.

If both players agree, monsters which are on base 2 or less and cost 50pts or less, or on greater than base 2 and cost 100pts or less, may be purchased as normal troops.

Armies are bought in units. A unit may comprise one or more models in one only of the following classes: characters (together with their vehicle or monster mounts if desired), monsters of the same type, chariots (of the same type and pulled by the same type of monster), wagons (of the same type and pulled by the same type of monster), howdahs (of the same type and mounted on the same type of monster), normal rank and file models of the same type, or war machines of any type. Any of the above may add a character or characters (on foot or on monster or vehicle mount as desired, without any restriction as to type) to lead it. Remember, you cannot change a unit's composition during a battle; a unit of 20 spearmen cannot split into two units of 10 during the battle, and 2 units of 12 cavalry cannot join together during the battle.

## Missile Weapons for Characters

Characters are able to purchase missile weapons that are common to their army. These points come out of the character portion of points, effectively adding to the cost of the character. The skill of the character will determine the cost of the weapon, according to the chart.

Weapon	Skill 3	Skill 4	Skill 5
Shortbow (15"): Str (0)	11	14	21
Bow (21"): Str (1)	20	27	41
Longbow (27"): Str (2)	33	44	66
Hand Crossbow(12"): Str(1)	14	18	27
Crossbow (18"): Str (2)	24	32	48
Heavy Crossbow (15"): Str (3)	26	35	53
Javelin (9"): Str (1)	19	25	38
Sling (12"): Str (0)	9	12	18
Handgun (21"): Str (3), Artillery	21	27	41

## Counterspelling for Characters

For 75 VP, a character can purchase the ability to cast a Power 0 Counterspell or Dispel once per turn. This ability is used identically to the abilities mages have, but the character adds nothing to its dice roll. Note that mages must normally use 1 Power for these abilities. A single character cannot buy this ability multiple times.

## Infiltration for Characters

Models that may buy the infiltration ability and wish to do so pay the cost listed in the Special Abilities column of their army list. If there is no cost listed, the unit cannot infiltrate. Units that infiltrate may take any character or characters out of their list (to command them) by paying 25% more points for them. Such a character may not be mounted unless the infiltrating unit is also mounted, in which case he can ride a monster or vehicle of the same or smaller base size. It is also acceptable to put together an infiltrating unit with normal point costs, then multiply the entire unit value by 1.25 to determine its infiltrating cost. Wizards that are infiltrating do not



# TO BATTLE - BUILDING AN ARMY

focus power while they are hidden. Independent characters not leading infiltrating units may not purchase the infiltrate ability, unless it appears in the special abilities column of their entry in their army list.

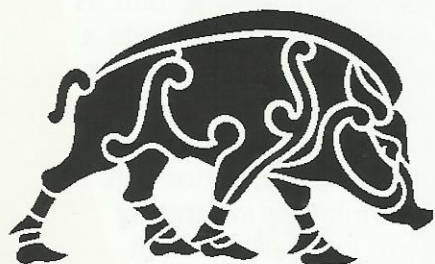
## Allies

Sometimes players will want to field mixed forces, such as a High Elf/ Samurai Human army against a Goblin/ Orc Army. Unless trying to accommodate multiple players per side (a human player and an elf player want to fight the orc and goblin players together) this should be avoided. Each army has strengths and weakness, and taking multiple army types allows you to completely avoid the weakness of the armies.

However, if you really want to use allies, and you opponent agrees, the 60% normal troops and 40% special troops must hold true for each army used, no matter how many points each army has.

Example: The human/elf vs. orc/ goblin scenario above is being fought, 6000 VP per side. The Human/ Elf player decides to have 3000 points of humans and 3000 points of elves. The human side must have 1800 points of normal troops, and the elf side must have 1800 points of normal troops. Meanwhile, the Goblin/ Orc player decides he wants lots of goblins with a few orcs, and so chooses 4000 points of goblins and 2000 points of orcs. The goblins must have 2400 points of normal troops, and the orcs 1200.

The question of which armies can ally with which armies creates another problem. The Armies of Arcana rulebook has a large number of different armies, and new ones will constantly be added to the game via the website. Keeping track of the possible alliances and grudges is too cumbersome to worry about. Besides, almost any enemy can become an ally if a stronger/more hated enemy shows up. In general, use your own judgment. The background for the armies and the developing history of Armies of Arcana will also indicate which armies are likely to ally.



## Building Strategies

Each army will have its own strengths and weaknesses: goblins are weak and cowardly, but there are a LOT of them compared to the enemy. You don't get many dwarves for your points, but their high armour, morale and magic resistance make them worth 2 average men.

Know your enemy when you are building an army. If you are fighting barbarians, you don't need a lot of Str (2) or Str (3) weapons; their armour rarely gets that high. When playing against sylvan elves, take some very fast cavalry or flyers to disrupt their archer units. If you are fighting the undead, take some fearless troops to counter their fearless troops.

## Creating New Creatures

Armies of Arcana allows players to use any figures they can acquire. The point system used for all of the troops in the game is on the following pages, so players can make stats and fairly cost the miniatures they want to play with.

A word of warning: no point system yet devised by any game has been able to hold up to players determined to "cheese" them - meaning trying to maximize ability for the point cost, preferably to make a severely overpowered unit. For that reason, any creature a player makes may be vetoed by an opponent if he thinks the creature is grossly overpowered. Players are welcome to submit new creations to the website in order to make them "official" after they have been posted and playtested by the larger gaming community.

Several steps are involved in working the stats out for a creature. For many attributes, several costs for specific abilities are added together, then that total is multiplied by another ability. For instance, a player may add the costs of Armour 3, Shield, magic resistance and Evasion (1) together for defensive abilities, then multiply that by the number of wounds the model has. Some factors will subtract from the cost of the ability (like last strike for melee ability), and in such cases the value of the ability prior to multiplication can never go below 1.

In some cases, a model may choose one of two abilities to use, such as giants deciding whether to bash with a club or sweep with it, or a dragon which may either fly or move along the ground. In

# TO BATTLE - BUILDING AN ARMY

such either/or cases, the model pays the full value for the more expensive ability, and half for the less costly ability.

## Racial Abilities and Tendencies

When making a set of related creatures, such as a new race with several different troop types, you should decide what the abilities and favoured units of the army will be. For example, goblins tend to wear low quality armour and have low morale, while orcs all have at least one point of strength, and dwarves tend to wear heavy armour and have high magic resistance. Then various armour and weapon packages can be put on the model that will modify those abilities. As a rule of thumb a human sized troop should have 1 wound. Basic troops should rarely exceed 3 wounds.

*Example: Orcs with a basic strength (1) armed with pikes get the abilities Long Weapon and Strength (2) (base 1 plus 1 for the pike) for a melee attack, and may be armed with a shield (+1 armour, plus the shield ability). If given a heavy pole arm like a halberd, they would get a +2 to their normal strength along with Long Weapons, but would not get the benefit of a shield as they require both hands with big swinging motions to wield.*

Other decisions include how fast an unencumbered trooper moves, how skilful they are with their attacks, if they are sensitive to certain kinds of attacks, and many other choices.

## Equipment

Once a basic trooper type is picked, you can select the equipment for them. The number of possibilities is endless, but here is a short list of how various types of equipment will affect relevant stats. For more natural (or supernatural) guidelines, players are encouraged to look through the army lists themselves.

## Armour

The armour you choose affects other stats on the model as per the chart.

Type	Armour	Ability
Cloth	Armour 0	
Boiled Leather	Armour 1	
Chainmail/hard leather	Armour 2	-1 to movement
Scale/plate	Armour 3	-2 to movement
Shield	+1 Armour	Shield ability
Magic Armour	+1 Armour	Fixed ability

## Weaponry

Weapon	Str	Can use shield	Ability
One handed		yes	Considered as the basic trooper
Heavy	+1	yes	
Two handed	+2	no	last strike
Primitive spears	0	yes	Long Weapon
Spears, pikes	+1	yes	Long Weapon
Heavy Polearms	+2	no	Long Weapon
2 weapons		no	Double attacks

Berserk - no armour, +1 attack, may have +1 strength

## Missile Weapons

Weapon	Range	Strength
Shortbow	15"	Str(0)
Bow	21"	Str(1)
Longbow	27"	Str(2)
Hand Crossbow	12"	Str(1)
Crossbow	18"	Str(2)
Heavy Crossbow	15"	Str(3)
Javelin	9"	Str(1)
Sling	12"	Str(0)
Handgun (Artillery)	21"	Str(3)

Once abilities for a model have been decided upon, write out the stats as in



# TO BATTLE - BUILDING AN ARMY

the army list section, and then calculate the points for Movement, Defence, Morale, Melee Attacks, Missile Attacks, and Special Abilities.

## Movement Costs

The cost for movement depends on the type of movement. Flying is a much more expensive form of movement.

Ground Movement Cost = (1/2 of movement in inches) - 1 (6" = 2 points)

Flying = Movement in Inches. (20" = 20 points)

If a creature has two different forms of movement (flying and ground) use half cost for the cheaper of the two forms and add that to the more expensive form of movement. A dragon with movement 8" flying 20" will pay 1.5 points (normally 3 points) for its ground movement and 20 points for its flying movement.

Any kind of ability to move through a specific terrain type (forester, rock climbing, swimming) adds 1 VP per 6" of ground movement, so 2 points for 7" - 12", 3 for 13 - 18", etc.

The ability to ignore all terrain multiplies the VP of ground movement by 2 after the base cost has been calculated. Ex. 6", ignore terrain costs 2 (normal move) x 2 = 4 points.

Large artillery weapons (ballistae, cannons, catapults, etc) pay for 6" movement when created even though they are only allowed 4" in the movement phase.

## Defence Costs

The cost of defence starts with the actual armour value, to which is added additional costs for abilities and magic resistance. This is then multiplied by the number of wounds, with a minimum of 1pt per wound. The base cost for armour level is on the table below, followed by ability costs:

Armour	Normal VP	Fixed VP
0	1	X
1	2	3
2	3	5
3	4	8
4	7	12
5	12	24

Armour	Normal VP	Fixed VP
6	20	X

Element Sensitive ( <i>Fire, Water, Air, Earth</i> )	-1	Element Immune	+1
Slow	-4	Evasion (1)	+6
Magic Resist (1)	+1	Evasion (2)	+15
Magic Resist (2)	+2	Flying (In addition to movement cost)	+3
Magic Resist (3)	+3	Shield or Missile Armour (+1)	+0.5
Magic Resist (4)	+4	Missile Armour (+2)	+1
Magic Resist (5)	+6	Missile Armour (+3)	+2
Regenerate	+4	Missile Armour (+4)	+4
Testudo, must also pay for shield or missile armour (+1)	+2	Missile Immune	+5
Negate long weapons	+5	Charmer, points per wound	-3

## Morale Costs:

There is single VP cost for a given morale value:

Value	Natural, Berserk	Fearless
6	0	2
7	2	4
8	3	8
9	5	12
10	8	18
11	12	26

The Marrian ability discipline is a +1 to the morale cost.

## Melee Costs

Similar to Defences, there is a base cost that comes from the strength of the attacks, to which additional abilities add their costs. This number is then multiplied by the number of attacks. Other factors can multiply this number, such as higher skill or attacks causing multiple wounds.

For Sweep attacks, determine the cost for the number of attacks indicated by the Sweep (#) multiplied by 0.66 (2/3)

If you want alternative melee attacks (marked with OR) then you take full cost of the most expensive attack plus half points for the second.

# TO BATTLE - BUILDING AN ARMY

Strength	Normal VP	Magical VP
Weak	1	2
0	2	3
1	3	4
2	4	6
3	5	9
4	8	13
5	13	25
6	21	40
Eldritch	4	X

Long Weapon	+5
First Strike	+5
Elemental Damage	+1
Last Strike	-3
Phalanx (must also pay for long weapon)	+3

Then multiply based on the Skill of the attack

Skill Level	Multiplier
1	0.5
2	1
3	1.5
4	2
5	3

Also Multiply for multiple hits and wounds

Each d3 of hits X 2  
Each d3 of wounds X 1.5

If you want to have multiple attacks with different stats (e.g the mount's attack) you pay full cost VP for second weapon.

## Missile Costs

This is calculated like melee attacks, except an additional factor based on the weapon's range multiplies the cost.

Strength	Normal VP	Magical VP
Weak	1	2
0	2	3
1	3	4
2	4	6
3	5	9
4	8	13

Strength	Normal VP	Magical VP
5	13	25
6	21	40
Eldritch	4	X

Elemental Damage +1  
Natural +2  
Artillery +1

Then multiply based on Skill (as melee), multiple hits or wounds, and divide by half for missile weapons that require a turn to reload.

Skill Level	Multiplier
1	0.5
2	1
3	1.5
4	2
5	3

Then multiply by the following factor based on the missile weapon's normal range:

Range	Factor
0"	1.25
3"	1.5
6"	2
9"	2.5
12"	3
15"	3.5
18"	4

Range	Factor
21"	4.5
24"	5
27"	5.5
30"	6
36"	7
45"	8.5

If you want alternative missile attacks, then you take full cost of the most expensive attack plus half points for the second.

## Special Ability Costs

**Spell Caster** choosing 2 possible spell lists)+250 or with access to the General spell list only +100

**Infiltration** - multiply the total model's cost by 1.25 if used.

**Ramming** - determine the value as if it were a normal melee attack, and divide by two.

Base Size does NOT affect costs, as the benefits and penalties essentially



balance out for larger bases.

Elite units are those Base 2 and smaller models costing 50 points or more, or any model costing 100 points or more.

After all the sections are calculated the resulting VP is rounded up.

## Orc with Scimitar

Orcs have a movement of 6". This will cost  $(6/2) - 1 = 2$  VP

Defensive costs determined first by looking at the chart for armour 2 normal. 3 VP

To this we add the cost of magic resistance (1). 1 VP

$3 + 1 = 4$  VP total for the orc's defensive abilities. As the orc does not have multiple wounds we do not need to worry about calculating for them.

Morale is calculated by simply looking at the chart and choosing the proper value.

This orc has a morale of 7 natural for 2 VP.

Melee points are determined in a similar manner to defensive points.

First we choose the appropriate cost according to strength and whether or not the attack is magical.

The orc with scimitar has a melee skill of  $1 / 2 - Str (2)$ . For Str (2) the cost is 4 VP.

As he only has one attack at a skill of 2 there are no other modifiers included.

All of the separate costs are then added together to determine his total Victory Points.

Move 2 VP + Defence 4 VP + Morale 2 VP



+Melee 4 VP = 12 VP

## Dwarf Handgunner

Dwarves have a movement of 5". This costs  $(5/2) - 1 = 1.5$  VP

Defensive costs are for armour 3 normal = 4 VP

Add to this magic resistance 4 = 4 VP

$4 + 4 = 8$  VP total for defence.

Morale is 9 natural = 5 VP

This dwarf's melee skill is  $1/2 = 2$  VP

The missile value is determined in the same way as melee value but then modified for the range.

A dwarf handgunner's missile ability is Handgun (21"):  $1/3 - Str (3)$ , artillery.

So we look at the missile chart to determine the cost of a Str (3) attack. 5 VP

To this is added +1 VP for artillery. This total is then multiplied by the modifier for skill 3.

$5 + 1 = 6$  (Str + artillery)  $\times 1.5$  (skill 3) = 9 VP

This value is then multiplied by the modifier for range.  $9$  VP  $\times 4.5$  (21" range) = 40.5 VP

Because artillery is a fire every other turn weapon this total is then divided by 2.

$40.5 / 2 = 20.25$  VP total

All of the separate values are added together.

Move 1.5 VP + Defence 8 VP + Morale 5 VP + Melee 2 VP + Missile 20.25 VP = 36.75 VP total.

This number is then rounded up to = 37 VP

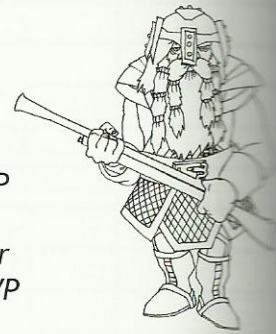
## High Elf Cavalry

High elf cavalry with lance has a movement of 18". This will cost  $18/2 - 1$  points = 8 VP.

Defensive costs are for Armour 3 normal. 4 VP

To this is added the cost for magic (2) +2.  $4 + 2 = 6$  VP.

This 6 VP is then multiplied by 2 for the 2 wounds the cavalry has.  $6 \times 2 = 12$  VP total for defence.



# TO BATTLE - BUILDING AN ARMY - EXAMPLES

The cavalry morale is 8 natural = 3 VP

The cavalry rider has a melee skill of 1 / 3 - Str (1), long weapon.

Strength (1) normal attacks cost 3 VP. To this is added +5 VP for the long weapon ability.  $3 + 5 = 8$

Because the elf's skill is 3, the 8 VP will then be multiplied by 1.5.  $8 \times 1.5 = 12$  VP Total.

If the rider had more than 1 attack (ex. 2/3 Str (1)) then this total would be multiplied again by the number of attacks.

The mount (in this case an elven steed) also has an attack of 1 / 2. This costs 2 VP and there are no modifiers.

The points for these two attacks are then added together.  $12 + 2 = 14$  VP total.



All of these are then added together to calculate the total VP for the creature.

Movement 8 + defence 12 + morale 3 + melee  $14 = 37$  VP for high elven cavalry with lance.

## Young Dragon

Dragons have two different movement types, ground and flying. We calculate the costs for these separately.

Ground move  $8'' = 8 / 2 - 1 = 3$  VP

Flying move  $15'' = 15$  VP

As the ground movement is the lesser of the two values we divide it by 2 again and then

add the result to the value for flying.

$3 / 2 = 1.5 + 15 = 16.5$  VP total for movement

Defensive costs are calculated using armour 4 fixed. 12 VP. Add to this the cost for magic resistance (4).  $4 \text{ VP} + 12 \text{ VP} = 16 \text{ VP}$

Because the dragon can fly another + 3 VP is added.  $16 \text{ VP} + 3 \text{ VP} = 19 \text{ VP}$ . This value is then multiplied by the number of wounds.  $19 \times 5 = 95$  VP total.

Morale is for 9 fearless = 12 VP

The young dragon's melee skill is 8 / 3 - Str (2). STR (2) normal attacks cost 4 VP.

This is multiplied by a 1.5 modifier for skill 3.  $1.5 \times 4 = 6$  VP. This number is then multiplied by the number of attacks.  $8 \times 6 \text{ VP} = 48 \text{ VP}$  total.

Dragons also have a short ranged missile attack to represent their breath. A young dragon's missile ability is

Breath (12''): 1 / 3 - Str (2), magical, 3d3 hits, natural. Str (2) gives us a base value of 6 VP for magical attacks. Add to this +2 for the natural ability.  $6 \text{ VP} + 2 \text{ VP} = 8 \text{ VP}$ .

This is then multiplied by 1.5 for skill 3.  $8 \text{ VP} \times 1.5 = 12 \text{ VP}$ . This is then multiplied again by the modifier for Range (12'').  $12 \text{ VP} \times 3 = 36 \text{ VP}$ .

Because a dragons breath causes multiples hits we then multiply this again by 2 for each d3 of hits.  $36 \text{ VP} \times 6 (2 \times 2 \times 2 \text{ for the } 3 \text{ d}3 \text{ hits}) = 216 \text{ VP}$  Total

The young dragon is a fearsome creature. This adds +5 VP to each of it's melee attacks.  $5 \text{ VP} \times 8 = 40 \text{ VP}$

All of these are then added together.

Move  $16.5 +$  Defence  $95 +$  Morale  $12 +$  Melee  $48 +$  Missile  $216 +$  Fearsome  $40 = 246.5 \text{ VP}$ . This is then rounded to the nearest whole giving us 247 VP total.



## Characters

Characters are powerful individuals who have lived through many battles to become the most fearsome of fighters. Some characters may be great spellcasters. Most characters will carry magical weapons and wear magical armour, and may even rival the power of great monsters and dragons. Characters raise the morale of the units they lead.

Characters have the same types of profiles as other units, though their stats are better than most other models. Most characters will have the number and skill of missile attacks in parentheses, to be used only if a missile weapon is purchased for the character.

## Purchasing Characters

When buying characters before a battle, a player has the option to purchase each character either as a specific unit commander or as a lone model. A unit may have any number of commanding characters, and may in fact be made up of commanding characters only. Commanding characters add their numbers and wounds to the base value of the unit to determine when the unit must take morale tests. However, they may never voluntarily leave the unit they were purchased with.

If a character is bought as a lone model it may join and leave different units throughout the game, but it does not add its number or wounds to the starting strength of the unit it attaches to for determining when morale tests are taken.

*Example: A player buys a unit of 12 archers (1 wound each) with a wizard (3 wounds) to command them. The unit's starting strength is considered to be 13 models and 15 wounds. It would have to take a morale test if it lost 4 models in a turn, or had lost 8 total wounds and was engaged or suffered a casualty that turn. If the wizard was bought as a lone model and then attached to the archer unit, the archer unit would still be considered to have a 12 model, 12 wound starting strength, and would have to test if it lost 3 models in the turn or had lost 6 total wounds worth of models and was engaged or suffered a casualty that turn. It would still get to use the wizard's morale if it was highest.*

Characters may purchase the ability to cast a Power 0 Dispel or Counterspell once per turn for 75VP.

## Characters and Movement

Lone characters (not attached) may move like any other single figure does, and are considered single models. Lone characters may attach to any unit and leave units that have not yet moved (or pursued/fled in the Fleeing Units phase) at will, except when the unit is intending to charge into combat that turn or is already engaged by an enemy unit. A character may not leave a unit and charge himself in the same turn. A lone character can also join a broken unit during movement so it could rally on his morale, but if they failed to rally, he would now also be broken with them.

Characters with skirmish units have to stay within the normal 12" unit cohesion rule. When not engaged, characters in RaF units will lead from the centre files of the front rank. If engaged, characters may be moved as set out in the 'characters and melee' section below, but should be moved back immediately an engagement finishes.

## Characters on Large Bases

Characters may join units consisting of models on different bases than themselves. This can occur when the character is mounted on a vehicle or monster and is commanding or joining a unit of infantry or cavalry. In this situation, including when it moves within the unit to engage enemy monsters or characters, the character and his mount may displace as many normal models as is necessary. For formation purposes, treat the area occupied as if it were filled with normal models of the parent unit. If a unit of mixed base sizes wants to overrun, add up all the wounds of individual models, multiplying by each model's actual base size.

Models on bases larger than those of the normal models in the unit which are also mounted on vehicles or monsters originally of 4 or more wounds, can be targeted by missiles and magic as if they were 'lone characters', as set out below.

For morale and all other purposes not specifically covered here or elsewhere, a unit of mixed base sizes counts all members as the same base size as the normal models of the parent unit. Each counts only as 1 model.

# TO BATTLE - CHARACTERS MISSILE & MELEE

## Targeting Characters with Missiles and Magic

Lone characters, that is characters not currently with a unit, can be targeted by spells like any other unit. Characters with units (commanding or attached) can only be targeted by spells that affect individual models or give individual saves.

Lone characters, if they are engaged in combat or not, may only be targeted by missile attacks if they are the closest target which the shooting unit has a realistic chance of affecting (meaning the missile unit may ignore Missile Immune units or those it needs a zero or less to hit). Lone characters that are flying high or are mounted on creatures or vehicles originally of 4 or more wounds may be targeted without restriction.

If a missile attack on a unit is eldritch, magical or artillery, including a spell which causes missile hits, then each hit has a 1 in 6 chance of affecting a character. If multiple characters are in the unit, randomize the character hits between them. For magical, eldritch or artillery hits that inflict multiple hits, determine the total number of hits before rolling to see if any hits affect characters in the unit.

Otherwise, characters are only affected by wounds the unit suffers from magic or missiles beyond what was needed to kill all of the regular troops in the unit. Saves are first rolled for all hits using normal troops armour saves and other abilities. Any unsaved hits are applied until all models are dead (taking into account multiple wound hits as normal). Any excess hits are then applied to characters in the unit, randomizing each in the case of multiple characters. If the Character is mounted on a monster or vehicle, further allocation may be necessary. Note that no further roll to hit is required, so a character's evasion skill will have no effect. Each character may then make their normal armour save, even if normal models in the unit had already failed one for that hit. All normal abilities that would affect a hit, such as Missile immunity, will also apply. Any unsaved hits are then resolved against the character as normal.

Ramming attacks against units with characters also work the same way.

*Example: A unit of 8 swordsmen (1 wound, Armour 2 Shield) with a hero (2 wounds, Armour 2 fixed, evasion 1) suffers 12 bow hits (Strength 1). These cannot affect the hero while swordsmen are around, so all 12 hits are saved by them first. Only two are saved (needed 2's), so the unit suffers 10 wounds. Only 8 are needed to kill the swordsmen, so 2 can affect the hero. He gets his armour save (the evasion does nothing for him in this case), and saves one of them (needed a two also). He is now a very lonely, wounded hero.*

*Example: As above, but this time the arrows are enchanted (Strength 1 magical). Now the attacker rolls 12 dice (one for each arrow), getting two ones that affect the hero directly. The other ten affect the normal troopers in the unit. The troopers save only one of the hits, so the one "overkill" wound also transfers over to the hero, meaning he must make 3 armour saves of 1 (magical hits reduce the fixed armour). He only saves one, and dies. The archers give high fives all around*

## Characters in Melee

Characters don't get the glory they crave by killing weak normal troops; they want to defeat enemy characters and monsters. They will only attack normal melee troops if all enemy characters and monsters are already engaged by characters. Even then, they may choose to gang up on an already beset enemy, provided they are able to position themselves in base contact with the enemy.

Likewise, you don't get to be the big bad hero if you go around getting stabbed by every peasant with a stick your unit is fighting. Characters cannot be targeted by normal troops unless the enemy troops have no normal troops they can fight. Monsters have the choice to attack either characters or their unit, provided they are in base contact with their desired target.



## TO BATTLE - CHARACTERS MISSILE & MELEE

At the start of the melee phase characters which are not already in contact with an enemy character or monster must try to position themselves so that they are in contact with at least one unengaged enemy character or monster, if able to do so. They may also move to contact already engaged characters and monsters if none are unengaged, but do not have to.

In order to do this, characters in units must (or may) move to any point within their unit, switching themselves for any normal rank and file model to do so. If contact with a character or monster cannot be made, the model stays where it is.

Characters which are not part of larger units, including those mounted on monsters or vehicles, must (or may) move freely to contact any point of the enemy unit where there is sufficient room for their base to fit. However, in doing so they may not move farther than their normal move distance (or the normal move of their monster or vehicle mount). When measuring this distance, measure from any initial point of contact to any final point of contact. Such a move ignores terrain, friendly and enemy models (though the character's final position cannot be within any other unit) or other movement factors such as wheels - simply measure the shortest distance between the two points and compare it to the characters normal movement. A character is not allowed to contact a unit he was not already in contact with as part of this move, and neither can it break contact with an enemy unit, for instance if it were contacted in front and flank (though it could move to a point at which it was still in contact with both). If contact with a character or monster cannot be made, the model stays where it is.

The order in which characters move will be very important. Characters which charged this turn move first, followed by characters which were charged, followed by characters in other states (such as those magically transported or summoned into combat, or which are not otherwise defined as charging or being charged). Multiple characters in any category move in the order desired by the owning player. If a character falls into more than one category, for instance a charging character which is itself later charged, it moves in the category desired by its owner. In the event both sides have charging, charged or other characters, roll a dice to see which side moves its characters in that category first.

Monsters do not move. Characters may attack any

character or monster they end up in contact with, although they must attack unengaged characters or monsters if they are available before 'doubling up' on those already being attacked.

*Example: A unit of goblins led by a noble charges a unit of barbarians led by a hero and a shaman. The goblins charged, and so move first. Unless the noble is already in contact with one of the barbarian characters, the noble must move to attack either the shaman or the hero if it can. The barbarian player goes next. If either or both of the barbarian player's characters are not already engaged with the noble, at least one of them must move to attack the noble, if it can. The barbarian player may then move the other character to also attack the noble. Alternatively, he can leave the other character where it is and have it attack the normal goblins, assuming it is in contact with them.*

If a unit with characters is attacked by multiple units with characters or monsters, it may decide which units its characters move to fight against. However, the characters must still move to fight unengaged characters and monsters before they can attack normal troops, which may prevent them from attacking the unit they want to.

Characters and their mounts, whether vehicles or monsters, are together treated as one character model in melee. Accordingly, a monster mount or vehicle, along with any crew, must also participate in any combat between its rider and other characters and monsters. An enemy character's mount can be targeted by characters and monsters as normal, and mounts can only target or be targeted by normal troops as if they were characters (i.e. only if the normal models have no other targets etc.). Any normal modifiers, such as -1 for targeting a character on a vehicle, or randomizing hits, apply as normal.

All normal rules for abilities such as first strike, long weapons, etc, are applied when characters fight each other. This may well mean that one character can be killed before it gets to strike back. Note that ramming attacks are never applied in character to character/monster combat (unless only characters and monsters are involved, or excess wounds from ramming attacks on normal troops 'spill over' onto the characters) but are inflicted on the normal models in the unit first. Ramming attacks are also applied according to where the ramming model was located before any character moves - so even if a character in a chariot moved within a RaF unit to

# TO BATTLE - CHARACTERS MORALE

the rear to engage an enemy character (a situation in which no ramming attacks are possible) it may still inflict its ramming attacks against any unit it was originally in contact with to its front. Similarly, if a lone character moves away from the front of a ramming unit, he will still suffer ramming attacks.

Excess hits causing wounds beyond what would kill the hero transfer onto the unit, which saves against them normally (essentially getting a second save for those hits). Excess hits on normal troops in melee do not transfer the other way!

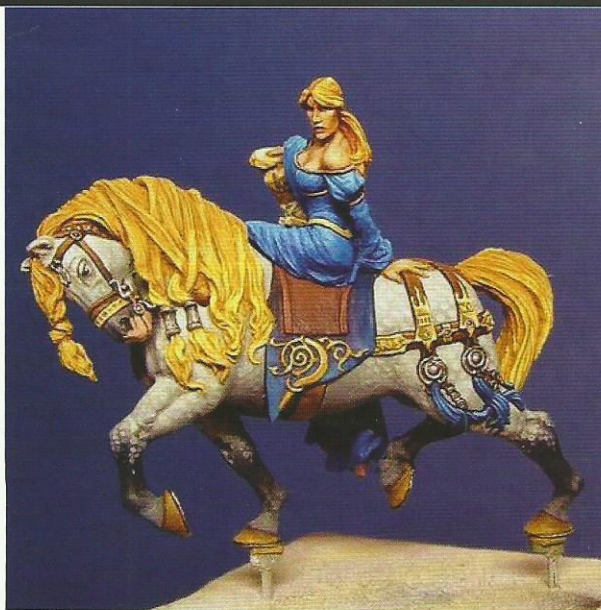
## Characters and Morale

Lone characters take morale tests like any other single model - when engaged by a superior unit or suffering half or more wounds. Nearly all characters are Fearless, so won't take morale tests when on their own unless actually engaged.

As was stated earlier, commanding characters will affect the starting strength of the unit when determining if it must take a morale test, while attached characters will not. In either case, a unit with characters in it will use the highest morale value available to it, which will usually be one of the characters. Characters do not transfer the ability fearless to units they lead. A character with a unit subject to compulsory movement, such as fleeing or berserk, will be carried along with the unit, even if they are fearless or not berserk.

Units which are fearsome or berserk that lose wounds rather than flee on failing a morale test will take any such wounds initially from normal models, but any excess will be applied to characters in the same manner as excess missile hits.

Units which have a character die will have to take a morale test regardless of other factors. The morale penalty for killed characters is always just -1, instead of -1 per two wounds of the lost model.



## Mounted Characters

Characters will often want to buy monster or vehicle mounts, either to keep up with the cavalry unit they are leading or to hop on the back of a big monster. Most army lists will have stats for their standard mounts available to its characters. A character may also purchase any monster or vehicle as a mount, by simply paying the extra points cost.

In the case of vehicles, create the vehicle first using the rules in the Vehicle Rules section, leaving enough room for the character but calculating all other stats for the vehicle as normal. The vehicle's victory point cost should then be calculated using the Creature Creation Rules. Any characters are then purchased separately and mounted on the vehicle, adjusting stats and abilities as set out in the 'Characters on Vehicles' section below. The vehicle's points cost is not adjusted because of any change in stats.

A character cannot choose a mount that is on an equal or smaller base size than himself. Monster mounts may only carry one character at a time. Vehicle mounts may carry multiple characters, along with additional ordinary troops, so long as there is room for them all. A mounted character cannot mount another monster. A dwarf mounted on a giant eagle cannot then be mounted on an elder dragon, for example!



# TO BATTLE - CHARACTERS MOUNTED

Characters purchased without mounts may not subsequently mount monsters nor board vehicles (except as cargo) during the course of the game, even if there is room for them. Characters may not voluntarily dismount from monster mounts, but independent characters not commanding a unit can dismount and re-mount vehicles at will, following the normal rules in the vehicle section of the rules. While he is dismounted, a character's vehicle may operate independently of the character as if it were a normal vehicle model (assuming it has a crew to control it).

## Monster Mounts with 3 Wounds or Less

If the monster mount has 3 or fewer wounds, the character and monster are considered a single creature with both their attacks available (including ramming, missile and special attacks), their wounds added together, and with an armour (including shield bonus) and magic save equal to the better of the two. The character retains his morale. If either the mount or the character were berserk or fearless, the combined model retains these traits. Evasion will always pick the worst statistic of the mount or character. So if the character has (2) and the mount (1) then the combined would be evasion (1). The points cost of the combined character and mount will be the separate cost of the mount and character from the appropriate list.

Regeneration, missile or magic immunity, weapon sensitivity, Charmers and infiltrate are lost unless both character and mount have them. So if an armour 4 fixed dwarf rides a hatchling wyvern, the entire model is treated as Armour 4 fixed. If he rides something missile or fire immune, the merged model is not missile or fire immune. If both the rider and the mount are missile immune, then they are missile immune when merged.

Fearsome, and all missile and melee abilities, only apply to the attacks of the entity that originally had them. If a hero rides a nightmare, only the nightmare's attacks are fearsome (unless the hero also had fearsome attacks).

*Example: A High Elf lord mounted on an Elven steed would pay 217 points for the lord and 14 points for the steed for a total of 231 points. The combined creature would use the steed's movement, add 1 wound to the total and include the steed's attack. All other statistics would be taken from the lord.*

## Monster Mounts with 4 Wounds or More

If a monster mount has four or more wounds, the character and monster's wounds are not merged. Instead, hits against the model from any source are randomized between the character and the mount based on the mounts wounds:

No of Wounds	Dice Role	Who gets wounded
4	1-2	Character
4	3-6	Mount
5	1-2	Character
5	3-6	Mount
6+	1	Character
6+	2-6	Mount

Each of the two uses its own armour value and tracks its wounds separately - it is quite possible for one to die and the other to keep on fighting. Each retains its own regeneration, missile immunity, weapon sensitivity, fearsome ability, and all missile or melee abilities. Each uses its own magic resistance or magic immunity against spells or attacks which affect it separately, or the highest magical save, or any immunity shared by both rider and mount, against those that affect the model as a whole.

The mount may use whatever evasion it normally has, if any, against all attacks to the whole model. Therefore, a dwarf lord on an oriental dragon would still benefit from the oriental dragon's evasion. Slow and all movement abilities are retained only if the monster mount had them, but not otherwise.

If either the mount or the character were berserk or fearless, both will now have these traits.

The character and its mount are treated as one model for morale purposes, with a number of wounds equal to their combined total. They use the higher morale of the two.



# TO BATTLE - CHARACTERS ON VEHICLES

## Characters on Vehicles

If a character rides on a vehicle, the character and the vehicle are not merged, regardless of how many wounds the vehicle has. Instead, hits against the model from any source are randomized between the character and the vehicle (if there are multiple characters randomly allocate any hits between them) based on the vehicle's wounds:

No of Wounds	Dice Role	Who gets wounded
4	1-2	Character
4	3-6	Vehicle
5	1-2	Character
5	3-6	Vehicle
6+	1	Character
6+	2-6	Vehicle

Alternatively, melee attacks only may be directed specifically at a character at -1 skill.

Each of the two uses its own armour value and tracks its wounds separately - it is quite possible for one to die and the other to keep on fighting. Each retains its own regeneration, missile immunity, weapon sensitivity, fearsome ability, and all missile or melee abilities. Each uses its own magic resistance or magic immunity against spells or attacks which affect it separately, or the highest magical save, or any immunity shared by both characters and vehicle, against those that affect the model as a whole.

Vehicles never have evasion. Slow and all movement abilities are retained only if the vehicle mount had them, but not otherwise.

If either the vehicle or any characters on it were berserk or fearless, all will now have these traits.

The character and its vehicle mount are treated as one model for morale purposes, with a number of wounds equal to their combined total. They use the higher morale of the two.

## Characters that Lose Their Mount

Characters who are riding something on the ground or flying low that falls out from under them become foot models. Characters riding on flying models which are killed while flying high or charging to or from flying high are themselves killed, unless they themselves can fly. If they are travelling over terrain which they cannot travel over themselves, such as deep water, lava, or halfway up a cliff, they are killed. If the character loses their mount as part of a stand and fire response to a charge, it ends its move in contact with the charged unit and/or may still make any intervening overruns if it has sufficient wounds to do so..

Characters riding in vehicles which are destroyed may suffer additional damage, as set out in the 'crew' section of the Vehicle rules.

If the character is in a unit with other rideable creatures or vehicles, he may immediately remount one of these, booting off any normal crew model who might be in his way. If the unit was flying high, the character may not leap to another unit member, and will still fall to his death (unless he has the flying ability himself).

*Example: An orc character riding a scorpion is leading a unit of 4 scorpion riders. His scorpion is killed in melee, and he suffers 2 wounds in the process. The character throws one of the regular orcs off an undamaged scorpion and remounts, still with 2 wounds. If the scorpion he is mounting was wounded, it would also keep whatever wounds it had.*



# TO BATTLE - MONSTERS

## Monsters

Most monsters are creatures unaligned with any particular army, but can be cajoled, bribed, threatened or trained to join any army. A few are very powerful creatures that only associate with particular armies, such as the Undead Dracolich or the Lizardman Giant Lizard. In almost all regards, monster units behave like any other unit. Monsters include all sorts of creatures which are not really normal troops, even quite mundane beasts such as dogs and horses.

## Purchasing Monsters

Any army may purchase any monster from the general monster list. All monsters are purchased from the 40% of points for special troop types. Multiple monsters of identical type only may be bought together as units. Monsters may have commanding characters lead them, who may be on foot or mounted on monsters of the same type or vehicles pulled or carried by monsters of the same type. They can be joined by independent characters mounted in any fashion.

If both players agree, monsters which are on base 2 or less and cost 50pts or less, or on greater than base 2 and are 100pts or less, may be purchased from the 60% of points for normal troops.

## Moving Monsters

Monsters move like any other unit, and may form into RaF or skirmished formations. Units of monsters may not join or be joined with other monster units, even if they are the same type. Monsters ridden by characters may attach themselves to units by normal character attachment rules.

## Monsters and Magic

Monsters which are spellcasters behave like any other spellcaster. Monster units may be targeted by spells like any other unit.

## Monsters and Missiles

Monsters shoot and are shot at like any other unit.

## Monsters and Melee

Monsters fight like any other unit. However, they have the option to attack either characters or normal

troops should the option be available to them, even if they are specifically attacked by characters in the engaged unit. To attack a character, they must be in base contact with the character.

## Monsters and Morale

Monsters take morale tests like any other unit.



# TO BATTLE - VEHICLES

## Vehicles

AoA players that are familiar with older versions of the rules will notice some drastic changes to how vehicles are designed and operate. After much discussion and playtesting it was decided to use a simplified set of profile statistics that were in all ways compatible with any other creation using the Creature Creation Formula. The new rules and profiles still allow for a great variety of vehicles to be designed but simplify record keeping for any damage taken during a battle.

## Vehicle Creation

There are several important steps to creating your own vehicles. The first is to determine the size of the vehicle and whether it is a towed vehicle (chariots and wagons) or Howdah carried on a large creature's back.

Once the size and type of vehicle is chosen you will need to determine what creatures will be used to power the vehicle and what creatures will be the crew. It is possible to create a vehicle without a beast for power if it is technologically or magically powered.

The same is true for crew. If the vehicle is used for transport only it is possible to not have any crew attacks. The following sections deal with what is allowable. Once the vehicle's composition and its combined stats are established, its victory point cost is calculated based on those statistics using the Creature Creation Rules.

All vehicles are considered special troops regardless of their points cost.

## Towed vehicle stats

**Max Speed** - a vehicle will have a maximum speed depending on its type, no matter what is pulling it.

Vehicles pulled by creatures with a move less than the max speed should have that speed reduced to the creatures' movement. If you want to put one little pony in front of a Dwarven warwagon, that shall be your embarrassment. Movement special abilities

may apply to a towed vehicle, but they must be shared by the creatures pulling it.

**Max Wounds** - A towed vehicle may have any number of wounds desired, up to its maximum wounds which are set by its size.

It does not matter what is pulling it, or what is riding it. When its wounds are reduced to half or less, it suffers a -1 penalty to hit for its ramming attacks. At this point, it also loses 1 crew attack per further wound it suffers.

**Max Armour** - Chariots have an armour of 3 fixed, war wagons have an armour of 4 fixed.

Players can add or subtract 1 from the armour for significantly improved or shoddy vehicles, for instance, a goblin war wagon typically has an armour of 3 fixed because they don't build much for quality.

Towed vehicles do not get arrow immunity, unless every member of the crew and the beasts are also arrow immune. Skeletons in a chariot pulled by Skeletal Horses get arrow immunity, but not if they are pulled by Nightmares, or if the crew were instead Elves.

Towed vehicles never get evasion.

**Max Crew** - This is the maximum number of bases worth of troops that can go on a towed vehicle and still allow the troops to fight.

Crew are selected from those models normally available to the relevant army which fight on foot (i.e. are not themselves mounted, or are horse-like creatures such as centaurs. Try to be sensible!).

Monsters may be crew, if there is sufficient room for them. Crew that can fight have their melee and missile stats added to the vehicle stats as described below.

War machines may be added, taking up crew spaces according to their base size (usually 9).

Some crew space may be set aside for "cargo". These are models that are only



## TO BATTLE - VEHICLES

along for the ride, and will not be able to fight and protect the vehicle in melee, nor be able to use their missile weapons.

2 bases worth of troops can fit in for each base worth set aside for cargo. It is even possible for all of the space to be set aside as cargo, though this means the crew will get no melee or missile attacks at all.

Models occupying cargo spaces are not purchased specifically as part of the vehicle, rather they should be purchased normally as separate units, and may start the game deployed separately, or already loaded into their vehicles.

In fact any unit can be carried as cargo by vehicles, whether or not the unit was originally intended for that purpose, as long as they can fit in the space allocated.

Cargo space in all vehicles within a unit can be combined to carry a single large unit as cargo. For instance, 3 wagons purchased as a unit with 5 crew spaces allocated to cargo in each could together transport a unit of 30 base 1 models. Cargo may be of any type, including mounted models, war machines, monsters, or even other vehicles.

**Magic Resistance** - The magic resistance of a towed vehicle equals the best magic resistance of the crew or the beasts pulling it. Immunities and sensitivities apply only if the crew and beasts all have that ability.

**Morale** - Morale equals the best of the crew's morale.

**Melee Attacks** - All beast attacks are used. Normal crew with multiple attacks are only allowed 1 attack each from a vehicle as they are too crowded to achieve their full number of attacks.

This attack must be selected when the vehicle is created. The total number of melee attacks will thus equal a maximum of 1 attack for each crew member plus the normal amount of attacks for all of the beasts.

**Missile Attacks** - All crew and beast attacks are used. Missile attacks from crew become Natural.

This ability must be paid for in the vehicles creation using the normal creation rules. An attack from a war machine can be added as well, if there is sufficient crew room in the vehicle.

**Special Abilities** - Vehicles never Infiltrate. The Ramming attacks of vehicles shown in the table are used.

The ramming attacks of any pulling beasts are not added to the ramming stats of the towed vehicle. These creatures are using all of their energy to pull the heavy vehicle instead. No other special abilities apply unless all of the crew and the beasts have them.

**Minimum Base Size** - Each vehicle has a minimum base size that the model must fit on. A player may mount their vehicle on bases larger than the minimum base size. However, the base size must have at least the minimum width AND length as that of the minimum base size.

**Selecting Monsters** - Although a vehicle can be self-propelled, a player may decide to have their vehicle pulled by one or more monsters from the monster list. The total base units of the monsters cannot exceed the minimum base size of the vehicle.

*Example: A base 9 dragon cannot pull a light chariot as the light chariot's minimum base size is 6. Similarly, while 2 trolls could pull a large chariot, 3 trolls could not. All monsters pulling a vehicle must be of the same type. The monsters are placed on the same base as the vehicle so the entire model may sit on the same minimum base size.*

**Victory Point Value** - After the stats are created, calculate the victory point cost of the model as if the vehicle were now a single creature, using the Creature Creation Rules.

These are the maximum allowable statistics for various classes of towed vehicles (with blanks indicating stats to be determined by its crew and pulling beasts):

# TO BATTLE - VEHICLES

Name	Max Speed	Max Wounds	Max Armour	Max Crew	Ramming	min base size	Magical resistance	Melee	Missile	Special
Light Chariot	18	3	3 Fixed	2	6/3 Str(1)	6 (2X3) counts as 4				
Med Chariot	16	4	3 Fixed	3	9/3 Str(2)	9				
Large Chariot	14	5	3 Fixed	4	12/3 Str(2)	9				
Wagon	12	6	3 Fixed	6	12/3 Str(2)	15 (3x5) counts as 9				
War Wagon	12	8	4 Fixed	10	12/3 Str(2)	15 (3x5) counts as 9				

## Howdah stats

Howdahs are created in the same way as towed vehicles, and use many of the same rules. Howdahs are platforms or structures on the back of large creatures, which should be selected from the monsters available to the army.

The stats of the combined vehicle start with those of the creature bearing it, with the type of howdah and the crew adding wounds, attacks and sometimes armour to those of the creature, as set out below.

Name	Max Speed	Wound Bonus	Armour	Max Crew	min Monster size
Light Howdah	16	+1	2 Fixed	3	Base 4 4 Wounds
Med Howdah	12	+1	3 Fixed	6	Base 9 5 wounds
Large Howdah	10	+2	3 Fixed	9	Base 9 6 Wounds
Giant Howdah	10	+2	3 Fixed	12	Base 9 7 Wounds

Creatures carrying Howdahs will have their speed reduced to the maximum listed above. Creatures with Howdahs lose 1/4 of their flying movement (round down, if needed)

The Wound Bonus is added to the creature's wounds

Armour may be adjusted in the same way as for towed vehicles. Arrow immunity is also handled the same way. The vehicle may use either the creature's or the Howdah's armour, or combine both (Armour 4, 2 fixed for example)

Howdahs never get evasion, even on evasive creatures. Howdahs on Slow creatures are considered Slow. The howdah retains all other movement abilities of the creature carrying it.

A creature has to be big enough to carry a Howdah, based on the minimum monster size. A Base 9, 5 wound monster (elephant) could not carry a Large Howdah.

Crew and cargo spaces are selected and add melee and missile attacks in the same way as for towed vehicles.

Morale and magic resistance are dealt with in the same way as for towed vehicles, as are special abilities, with the exception that creatures with Howdahs may use their ramming attacks, but a Howdah does not have any of its own.



# TO BATTLE - MOVING VEHICLES

## Moving Vehicles

Multiple vehicles may be purchased as units if they are all of the same type and pulled/carried by the same monster. Such units may form either rank and file or skirmish units just like other units. However towed vehicles always suffer terrain movement penalties as if they were in RaF formation.

Towed vehicles moving through rough terrain also suffer a hit for every 1" of movement through the terrain. Very rough terrain inflicts Str (2) hits. They can be carefully pulled through such terrain without risk, by moving 2" or less per turn.

They do not get ramming attacks if they engage in combat while moving carefully. Howdahs do not suffer any special penalties when moving through terrain, as they are carried on the backs of creatures.

Light chariots and light Howdahs are considered to be base 4 creatures for overrun purposes. All other vehicles are considered to be base 9.

## Cargo

Models occupying cargo spaces on a vehicle may embark or disembark at any point during the vehicle's move if the vehicle moves 8" or less. They may not embark and re-embark on the same model in the same turn.

A vehicle doing this may not charge an enemy on the same turn, but it may overrun. Disembarking cargo is considered to have moved half its normal move, and accordingly may not charge into combat that turn, though it may overrun. Embarking costs no movement. Cargo models disembark or embark on any base edge of the carrying vehicle, and always do so in skirmish formation. They may not adopt rank and file formation on the turn they disembark.

If the vehicle suffers wounds from any source while carrying models as cargo, one such model (determined randomly) must take an additional hit for each wound, of the same type and at the same strength. Armour saves apply as normal.

If the vehicle is destroyed, all cargo and characters in the vehicle roll a d6. On a roll of 4 or higher, that model suffers a single str(1) hit. If the vehicle is destroyed by missiles as it engages an enemy unit, the surviving cargo and characters are placed in contact with the enemy. If the vehicle was flying

high when it was destroyed, or was charging to or from flying high, all cargo and characters are automatically killed unless they can fly, in which case they suffer hits as described above.

If models are part of a unit carried in multiple vehicles, the whole unit must stay together, either by dismounting or remounting as soon as possible. If the unit cannot maintain integrity by the end of the next movement phase, the smaller portion (or the one without a character) scatter and are lost.

## Vehicles and Magic

Vehicles cannot be affected by Heal, Bind Wounds or Resurrection spells. However, if a unit of towed vehicles does not move and is not engaged in melee, at the start of the magic phase it may dismantle one or more damaged vehicles to repair and re-crew other damaged vehicles in the same unit, transferring the remaining wounds from a damaged vehicle to others in the same unit, in effect healing those vehicles.

*Example: If a unit of four Great Orc Heavy Chariots with 5 wounds each has vehicles that have 2, 3, 4 and 4 wounds left, it could take a turn to redistribute the remaining wounds from the 2 wound vehicle. It would remove the 2 wound chariot, and give those wounds to the other vehicles as desired: for instance, they could completely repair the 3 wound vehicle (5, 4, 4 wounds left on chariots), or bring the two least damaged chariots up to full (3, 5, 5 wounds left).*

## Vehicles and Missile Fire

Vehicles hit by multi-hit or multi-wound weapons or spells take the full damage from such attacks, regardless of their formation. A ballista hit on a vehicle will cause d3 hits and each hit will cause d3 wounds if not saved by armour.

Missile attacks affect the most wounded model in a vehicle unit first. When a towed vehicle drops to half of its starting wounds or less, it suffers a -1 penalty to hit for its ramming attacks. At this point, it also loses 1 crew attack per further wound it suffers.

Howdahs work slightly differently in that the crew loses 1 crew attack per wound it suffers after it is under half wounds but the beast retains full movement and attacks until the entire vehicle is destroyed.

# TO BATTLE - VEHICLE CREATION

Vehicles with missile attacks follow all of the normal rules for shooting. Missile attacks belonging to crew are natural. The monsters pulling or carrying the vehicle may use their missile attacks, as normal.

## Vehicles and Melee

All of a vehicle's crew and beasts are assumed to be able to attack enemies on any side of the vehicle in melee.

## Vehicles and Morale

Vehicles take morale tests just like other units. They receive morale bonuses and penalties based on their base size and formation just like other units.

## Vehicles and Characters

Characters which are intended to ride in vehicles are not purchased as part of the vehicle. See the Character section of the rules for full details.

## An example of vehicle creation

In this example we want to create a standard light chariot of the type that may be used by many human nations, including Graccans, Marr and barbarians.

The beasts pulling the chariot will be normal horses and the crew will use javelins. A quick read through the army lists shows us that these will be the individual profiles of each of the parts of the chariot:

Name	Max Speed	Max Wounds	Max Armour	Max Crew	Ramming	min base size	Magical resistance	Melee	Missile	Special
Light Chariot	16"	3	3 Fixed	2	6/3 Str(1)	6 (2X3) counts as 4				
2 Horses	16"	1	0	0			1	1/2		
2 Barbarian with Javelin	7"	1	1	0			1	1/2	Javelin (9") 1/2/ Str (1) Natural	Morale 7

We see that the horses may pull the chariot at up to it's maximum allowable limit. So movement = 16"

Wounds and armour are chosen by what is allowed for this class of vehicle. As it is a standard light chariot we will not adjust the armour value up or down by 1 point.

Wounds = 3

Amour = 3 fixed

The highest magic resistance of each of the components is 1.

The highest morale amongst the crew is 7.

Melee values are the total from each crew

member(maximum 1 each) and each of the beasts. So crew attacks = 2/2 and beast attacks = 2/2.

Missile values are the total of each crew. Javelin (9"): 2 / 2 Str (1), natural.



So this light chariot would have the following in the army list section profile.

Name	Victory Points	Movement	Wounds	Armour	Magic	Melee	Missile	Morale	Special
2 Horse Light Chariot with 2 Barbarians with Javelins	78	16	3	3 Fixed	1	Crew 2/2 Beast 2/2	Javelin (9") 2/2 Str(1) Natural	7	Ram 6/3 Str(1) Base 4

These statistics are then used in the Creature Creation Formula to assign proper victory points. This comes to 78 VP. As with all vehicles, it is considered a special troop type. For those players that do not wish to create their own vehicles, a selection of generic pre-built vehicles is included



# TO BATTLE - WAR MACHINES

## War Machines

War machines use the same stats as normal units, but they have some specific rules regarding being purchased and taking damage. Most of them have powerful missile attacks inflicting multiple scatter hits. Most require a turn to reload after firing, but can break a unit in one shot when they hit.

## Purchasing War Machines

A war machine is purchased with 4 wounds, roughly representing its crew. Any number of war machines, of varying types, may be purchased as a unit. Characters may also command or attach themselves to a war machine unit, with the normal rules regarding break points applying. All war machine units operate in skirmish formation, never RaF.

Any war machine may reinforce its crew, normally costing an additional 44 points though some armies have higher or lower war machines reinforcement costs, which are stated on their army lists. Reinforced war machines increase their wounds and attacks by 4. For example, a normal, unwounded ballista has 4 wounds and 4 attacks. A reinforced ballista has 8 wounds and 8 attacks. Reinforcing war machines does not increase its base size. A war machine can only be reinforced once.

*Example: A player buys two reinforced cannons and a character (3 wounds) to lead them. The unit has a total of 19 starting wounds, and so will have to test if it suffers 10 total wounds and was engaged or suffered a wound. As it had 2 models at the start, if it loses 1 of them it would also have to test.*

## Moving War Machines

All war machine units have a movement of 4". They may embark and disembark from vehicles by the normal rules.

War machines may not move and fire, nor move and reload. If mounted on a vehicle, the vehicle may move and the war machines fire or reload at the same time, with normal skill penalties for movement applying as for Natural weapons.

War machines are always considered to be RaF units for applying terrain penalties, but may not actually adopt a RaF formation. War machines always operate in skirmish formation.

## Attacking War Machines

War machines have 4 wounds when purchased, which represent the crew and the weapon. When a war machine takes hits, it has a fixed save that represents hits dividing between ineffective hits on the war machine weapon's body, effective hits on the weapon's body, and hits on the crew.

Wounds on a war machine do not affect its ability to fire; it may be fired normally with only one wound left. If the war machine is reduced to zero wounds, it is considered destroyed for morale and victory purposes.

If the war machine is bought as part of a unit, all of the war machines are able to share their crewmen, effectively allowing them to share wounds. The controlling player can distribute and re-distribute wounds at any time he wishes to try and keep all war machines operating with at least one wound. War machines may not swap wounds between units.

## War machines and Missile Attacks

War machines are always in skirmish formation and may therefore fire in any direction, needing line of sight like any other missile attack. They resolve their attacks like any other missile weapon. War machines that have the Artillery attribute can affect missile immune troops as described in the abilities section of the rules.

Most war machines take a turn to reload. War machines which move or are engaged during the Missile Phase may not reload. A war machine may stand and fire like any other missile unit, provided it is reloaded. Artillery weapons may fire at units flying high, just like other missile units. In a world of dragons, the engineers of Arcana have had to design their weapons to deal with such threats.



When a war machine unit suffers a multi-hit scatter attack, it suffers hits as a skirmished unit. Weapons which cause multiple wounds DO transfer through the unit, so if a ballista hits a war machine unit, it will always inflict d3 wounds, not just enough to kill the model it hits.

## War Machines in Melee

While the actual weapons have no melee attacks, their crews will defend them. The attacks for a war machine are shown as "wounds / #", meaning the unit gets one attack per wound of crewmen left on the model, at the skill shown by the "#".

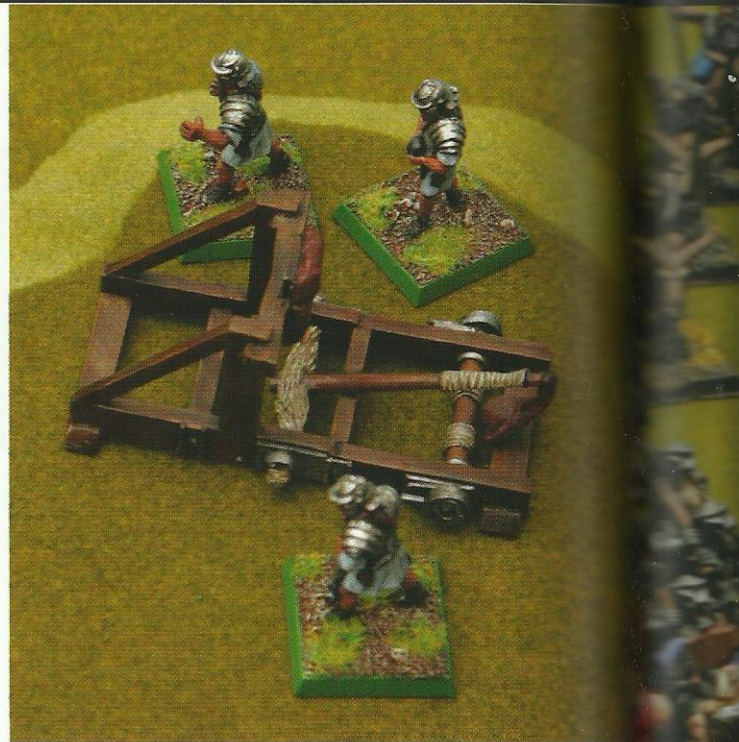
*Example: A unit of 2 reinforced catapults would be a unit of 2 base 9 models that have 16 attacks. If they lost 3 wounds, they would have 13 attacks.*

Attacks against a war machine unit are resolved like any other attack. Ramming attacks are resolved as against a skirmishing unit. Hits causing multiple wounds can inflict those wounds through the unit. Sweep attacks are resolved assuming each wound on a war machine model within 2 base distance of the sweeping model represents a model which can be hit.

*Example: A giant attacks the unit described above (2 / 3 Str(4) d3 wounds, OR Sweep (10) / 3 Str (3)). If he attacks with his 2 / 3 attack, he will inflict d3 wounds for each hit that penetrates the catapult's armour. If he does his sweep attack and is within 2 bases of both war machines, it assumes all 16 crew are within range of his sweep attack, but he may only make ten attack rolls as his sweep is limited to 10.*

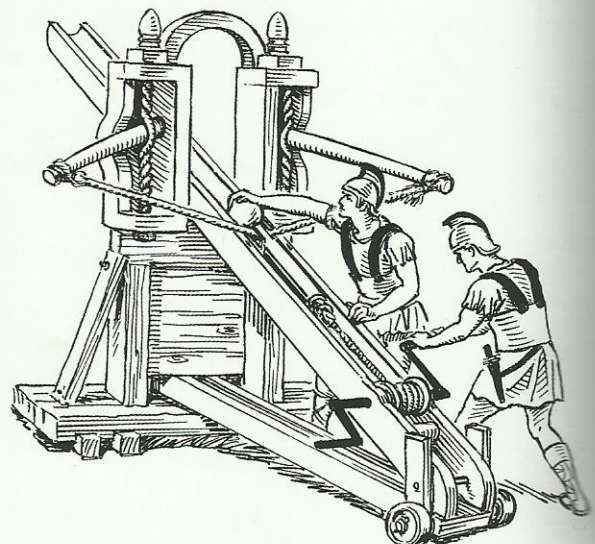
## War Machine Morale

War machines take morale tests like any other unit. However, they do not consider all of the crewmen as single models to determine if they have to test for losing a quarter of the units models; instead only the actual war machine models count in this regard, along with commanding characters.



*Example: A unit with 2 Ballistae, 2 reinforced Ballistae and a commanding wizard (3 wounds) is built. It is considered to have a starting strength of 27 wounds, and 5 models (4 war machines plus the character). The unit would have to lose two weapons or a weapon and the wizard in a turn to be required to take a morale test for losing over 1/4 of its starting models in one turn. It would have to lose 14 wounds to be considered below half wounds. If the wizard died, the unit would have to take a morale test.*

When war machine units fail their morale test, they do not run away but instead suffer additional wounds in the same way as fearless units. Again, the controlling player is free to distribute these additional wounds as he wishes in a unit of war machines.



# MAGIC SPELLS



‘To unleash the  
unnatural forces on your  
enemy will bring panic,  
terror and misery to  
him’



## Spell Notes

There are eight core spells for use in the game plus a set of general spells listed below. **Optional spells have been added for your enjoyment and can be used if both players agree.** More spells will be added to the website for use. In tournaments, only the core spells can be used.

**Choice of Magic** - Any wizard can only choose one spell list for a battle, even when he has several to choose from. This should be chosen when creating the army list.

**Meld Spells** - Any wizard who has access to Meld spells may also cast the spell on himself only as a level 1 spell.

If the wizard or unit reappear in contact with an enemy, the enemy gets a unit save. If the save is made, the melding unit is trapped and dies.

If the spell is countered based on LOS to where it was cast, the unit never melds. If it is dispelled based on where it reappears, the unit is trapped and dies. The caster should give the opponent a chance to decide if he wants to counter before declaring where the unit will reappear. If he waits to find out where the unit will reappear, he must base counterspelling LOS on the emergence point.

Wizards may not cast spells while merged, but they do focus power as normal. They may cast spells and counterspell as normal on the turn they emerge. Units may not use missile weapons on the turn they reappear, but they do fight in melee normally.

**Summoning spells** - If the summoned creatures appear in contact with an enemy, the enemy may take a unit save to counter the spell. Summoned creatures cannot form units unless otherwise stated in the spell's description. Once successfully summoned, creatures cannot be dispelled.

**Scatter damage spells** - Some spells which cause multiple dice worth of hits (d6, 3d3, etc) will have those hits halved when attacking skirmished units, and some won't, as described in the spell's description. Those that do will also do half damage to all units engaged in melee with the targeted unit, unless those units are already being affected by the spell (template spells).

## General Spells

These are available to all spell casters.

**Dispel** - Level 1, Range: Line of Sight, Instant, No Save

Attempts to remove one persistent spell. The dispeller rolls a d6 and adds the power expended on the spell and the controller of the target spell rolls a d6 and adds the level of the spell. If the dispeller rolls equal to or higher than the targeted spell's controller, the spell is dispelled and removed from play.

**Enchant Weapons** - Level 2, Range: 12", Persistent, No Save

Models in targeted unit have one of their melee attacks made magical, chosen at the time of casting.

**Bind Wounds** - Level 2, Range: 6", Instant, No Save

One model has d3 wounds healed. Caster may heal an additional d3 wounds for each extra point of power used when casting.

**Enchant Missiles** - Level 3, Range: 12", Persistent, No Save

Models in targeted unit have one of their missile attacks made magical, chosen at the time of casting.

**Scrying** - Level 2, Range Irrelevant, Instant, Unit save.

When scrying is cast, the opposing player must select one of his infiltrating units, and make a unit save with it. If he fails, the unit must be immediately placed on the battlefield, with normal rules for placement. If it has a wizard, it will not focus power this turn. If it had missile weapons, it may fire them at -1 in the missile phase normally, like units that are placed after movement. The spell may only be countered by wizards or characters who can see the caster.

# MAGIC SPELLS - CORE



## LIFE SPELLS

**HEAL** - Level 1, Range: 6", Instant, No Save or Individual Save

One model has d3 wounds healed, or one undead creature suffers d3 wounds. The target may not be healed above its starting total of wounds. The caster may roll an additional d3 for each additional point of power spent.

**HOLY ARMOR** - Level 1, Range: 12", Persistent, No Save

One unit gains the ability Armor 2 Fixed.

**MAGIC SHIELD** - Level 1, Range: 12", Persistent, No Save

One unit's Magic Resistance is increased to 4.

**RALLY CRY** - Level 2, Range 12", Instant, No Save

The target unit is instantly rallied - remove its Broken counter. It may not fire missile weapons this turn, but it may fight in melee combat should a unit be moved into it during the magic phase.

**COURAGE** - Level 2, Range: 12", Persistent, No Save

One unit gains +2 morale

**RESURRECT** - Level 3, Range: 6", Summoning, No Save

One unit of non-elite troops recovers 3d3 wounds worth of models, or one character or monster or unit of elite troops recover 2d3 wounds worth of models that have been killed. A model must have all of its wounds healed to be placed back on the table. The target must be selected prior to determining the number of wounds affected. Undead troops may not be Resurrected. Completely destroyed or routed units may not be resurrected.

**BLESS** - Level 3, Range: 12", Persistent, No Save

Each model in the unit gains +1 skill to one of its melee or missile attacks, and that attack becomes magical.

**GUARDIAN SPIRIT** - Level 3, Range: 12", Persistent, No Save

One unit gains the ability Evasion (1).





## DEATH SPELLS

**LIFE SIPHON** - Level 1, Range: 6", Instant, Individual Saves

Targeted model suffers d3 eldritch hits. Each wound inflicted may be used to give an immediate regeneration roll to a model within 6" of the target or caster.

**CLOAK OF FEAR** - Level 1, Persistent, Range: 12", No Save

Target unit becomes Fearsome

**INVOKE TERROR** - Level 1, Persistent, Range: 12", Unit Save

Target unit loses 2 from its morale, and loses the ability Fearless if it had it. Berserk units do not lose berserk but do lose 2 from their morale.

**RAISE DEAD** - Level 1, Summoning, Range: 12", No Save but Unit Save

Creates 3 skeleton warriors. Extra power may be used to summon 3 skeleton warriors per point used. They may form their own unit, or may be used to replace destroyed skeletons in a unit, in which case they use whatever weapons the unit uses. They may not raise the size of the skeleton unit above that at the start of the game.

**MOTIVATE DEAD** - Level 1, Persistent, Range: 12", No Save

Target undead unit gains 4" to its normal movement in later turns.

**CURSE** - Level 2, Persistent, Range: 12", Unit Save

Target Unit loses 1 from all melee and missile skills.

**DEATH HOWL** - Level 2, Instantaneous, Range: 12", No Save

Target unit must take a morale test in the next morale phase. Fearless units may ignore this.

**ENERGIZE DEAD** - Level 2, Persistent, Range: 12", No Save

Target undead unit gets one additional melee attack, identical to one it already has.

**UNHOLY CHANNELLING** - Level 3, Persistent, Range: 18", Special Saves

Each model that dies in the target unit must make an individual save or become a skeleton warrior under control of the caster. This may not be cast on an Undead unit. The skeletons are summoned creatures that may appear anywhere within 4" of the target unit in skirmish formation, decided by the casting player. If summoned into combat with an enemy unit (including the target), the target unit may make a unit save to counter their summoning as normal. The summoned skeletons may be added to an existing unit of skeleton warriors within range, in which case they use whatever weapons the unit uses.

**VORTEX OF SOULS** - Level 3, Persistent, Range: 12", No Save but Unit Save, Template

Summons a 3 base diameter vortex. Units contacted by the vortex suffer 3d3 eldritch hits, halved for skirmished units. Models killed by the vortex become skeleton warriors under the control of spell's caster. The skeleton warriors appear in skirmish formation engaged with the target unit and the enemy may not make a unit save to counter them, as with normal summoned creatures. The vortex scatters 2d6" at the beginning of each magic phase. Template blocks Line of Sight.



## NATURE SPELLS

**TANGLEFOOT** - Level 1, Range: 18", Persistent, Unit Save

An enemy unit has its ground movement halved, and models in the unit lose any evasion bonuses they may have had. The unit may not make ramming attacks.

**STRANGLING THORNS** - Level 1, Range: Contact, Instant, No Save

One model suffers a Str(1) magical hit, doing d3 wounds.

**PATHFINDING** - Level 1, Range: 12", Persistent, No Save

One unit gains the ability Forestwalking.

**CALL OF THE WILD** - Level 1, Range: 6", Summoning, No Save but Unit Save

Summons a pack of 3 wolves. They operate as a separate unit for the rest of the game. A player may summon an additional 3 wolves for each point of magic spent on the spell.

**CREATE FOREST** - Level 2, Range: 12", Persistent, No Save but Unit Save, Template

Creates a section of light forest no larger than 5" X 5", or 4" X 6". It is treated as difficult terrain, and blocks line of sight like other sections of forest. If it is raised in contact with an enemy unit, the unit may make a unit save to counter the spell.

**SUMMON SWARM** - Level 2, Range: 6", Persistent, No Save but Unit Save, Template

A base 4 diameter swarm template is summoned. It inflicts 2d3 str (0) hits to a unit it contacts in the magic phase. It moves 6" per turn towards the nearest enemy unit at the start of each magic phase. It cannot be attacked, only dispelled.

**WOOD MELD** - Level 2, Range: Self, Instant, No Save but Unit Save

The wizard and any unit with the wizard merge with a forest (or other overgrown area) they are in contact with and reappear in any forest within 36", no LOS required. The unit may remain melded and reappear at the start of any magic phase, with an additional 36" of range from its merge point (6' after a turn of melding, and so on). See the special rules for Meld spells in the Magic Section.

**STRENGTH** - Level 2, Range: 12", Persistent, No Save

One unit gains +2 Strength to melee attacks, and + 2" of movement.

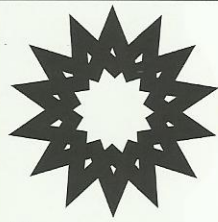
**GAIA'S MARCH** - Level 3, Range: 18", Instant, Special Save

Up to a 5" x 5" area of forest may be moved up to 4". Any enemy model contacted by the moving forest suffers a skill 3 melee attack, Str (2), unless their unit makes a unit save.

**SUMMON TREEMAN** - Level 3, Range: 6", Summoning, No Save but Unit Save

Summons a Treeman. The Treeman operates as a separate unit for the rest of the game.





## CHAOS SPELLS

**ENRAGE** - Level 1, Range: 12", Persistent, No Save but Individual Save

One model must move to attack the closest model (determined by caster to resolve equidistant targets). It may make an immediate 3" move to do so, and must use its full movement each subsequent turn. The model leaves any unit it may have been with, counting as a casualty. Characters that leave their unit do not cause a morale test, either when they leave or if they are killed while enraged.

**CONFUSION** - Level 1, Range: 12", Persistent, Individual Save

Immediately, and at the beginning of each turn, the casting player and model's owner roll one dice; the low roller controls the model until the beginning of the next turn. If a tie results, the model stands in place and does nothing unless attacked, in which case it will attack back. If with a unit it will not pass on its Morale value to the unit (if it is a character), and if the unit chooses to move, the model should be left in place, or positioned as close as possible to its original position before the unit moved.

If the confused model is in a unit, it will be placed engaged in combat with the unit as close to possible to where it previously was positioned and will attack the unit. Normal morale tests etc. will ensue just as if it were a normal engagement. The unit may of course treat the model like an enemy also, including possibly overrunning it, pursuit etc, but if they want to keep the model alive (as best they can) they may choose not to attack or pursue the model in the overrun or combat. If the model was in a unit and is forced to leave it for any of the reasons above, and later returns to the players control, it may remain outside the unit (and effectively create its own new unit), or re-join it if it can move far enough, like a character (even if it isn't a character).

Confused enemy spell casters do allow you to use their magic if they have not made a casting action that turn, and they can counterspell normally. They cannot turn off spells they cast when not under enemy control. Characters that abandon their units as a result of confusion do not cause morale tests, either when they leave or if they are killed while

under enemy control.

**MARK OF CHAOS** - Level 1, Range: 12", Persistent, No Save but Individual Save

One model is randomly affected upon casting and at the beginning of each turn, by the roll of a d6:

- 1) +1 melee attacks from new limbs (identical to an existing attack).
- 2) +1 Strength from enlarged muscles.
- 3) +1 Armour from horns and scales
- 4) +2" foot movement.
- 5) Nothing happens.
- 6) Explosion - The model dies; all models within 1 base are hit by a Str (2) magical attack.

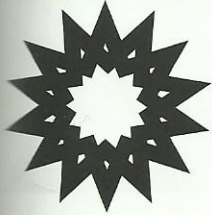
These bonuses are cumulative. Repeats of each are possible (except 6, of course). If the spell is dispelled, all benefits gained through the spell are lost.

**STEAL ENCHANTMENT** - Level 1, Range: 18", Instant, Special Save

The caster tries to steal one enemy persistent spell and transfer it to one of his own units. The caster rolls a d6, and the spell's owner rolls a d6 and adds the level of the spell to his roll. If the caster's total is equal to or higher than the spell owner's total, the persistent spell can be transferred to any friendly unit within 6" and LOS of the caster (obeying normal spell limits). For each additional point of power spent at the time of casting, the caster may add one to his dice roll. The stolen persistent spell is no longer under the control of its caster, it belongs to the owner of whatever unit the spell was bestowed upon. This means the new owner can roll for specific effects, and the original caster may not deactivate the spell with anything but a dispel attempt.

**CORRUPT ARMOUR** - Level 2, Range: 18", Persistent, Unit Save

All models in the unit have their armour values reduced by 2, including fixed armours.



## CHAOS SPELLS

**WARP WEAPON** - Level 2, Range: 18", Persistent, Unit Save

Each model in the unit has one of its attacks corrupted (caster's choice). If it is a missile attack, the attack is lost. If it is a melee attack, it becomes a skill 1 attack with no strength or other special abilities.

**CHAOS VORTEX** - Level 2, Range: 12", Persistent, No Save but Unit Save

A 3 base diameter template appears within 12" of caster. It scatters 2d6" at the end of each turn. Roll to determine the template's effects when it is cast and after it moves to determine its effects on any unit(s) it contacts:

- 1 - 2) No effect; the vortex is too weak.
- 3 - 5) 5d3 eldritch hits are inflicted on each unit, halved against skirmished units
- 6) 5d3 models in the unit must make a magic save or be destroyed, halved if skirmished. No model must save more than once per turn.

Template blocks Line of Sight.

**AURA OF CHAOS** - Level 2, Range: 12", Persistent, No Save but Unit Save

All models in one unit are affected by a random effect, immediately and at the beginning of each magic phase. Roll a d6:

- 1) +1 attacks from new limbs
- 2) +1 Strength
- 3) +1 Armour
- 4) Berserk - same as spell
- 5) Nothing happens
- 6) Madness; every model applies its melee attacks against the unit. Survivors may attack normally in the melee phase if engaged. The unit will not take a morale test for any reason this turn.

These results are cumulative. Repeats are possible. If the spell is dispelled, all benefits gained through the spell are lost. Multiple Berserk results do nothing.

The Aura may be placed on enemy units, in which case they must make a unit save to counter the spell.

**MASS CONFUSION** - Level 3, Range: 12", Persistent, Unit Save

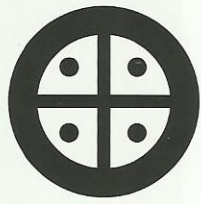
One unit is affected as confusion.

**BERSERK** - Level 3, Range: 12", Persistent, No Save but Unit Save

One unit gains the ability Berserk. This also gives models in the unit +1 attacks (identical to an existing attack) and removes any evasion or shield bonuses. A unit that has Berserk cast on it must adopt a skirmish formation in its next movement phase. A Broken unit that has Berserk cast on it immediately rallies.

Berserk may be cast on enemy units, in which case they must make a unit save to counter the spell.





## EARTH SPELLS

**PETRIFY** - Level 1, Range: Contact, Instant, Individual Save

One model must make its magical save or be turned to stone, killing the model. The caster must roll 2d3 equal to or greater than the target's current number of wounds to affect the target. He may add a d3 for each additional point of power used.

**EARTHBIND** - Level 1, Range: 18", Persistent, Individual Save

The affected model must roll a 1 on a d6 at the beginning of each turn or it may not move, loses any evasion bonus it may have had, and becomes a Slow target. Models with flying may only be affected when they start the movement phase on the ground. Models may not Ram while immobilized. It may not be cast on a single model within a unit.

**GEYSER** - Level 2, Range: 12", Instant, Unit Save  
One unit suffers 3d3 Str (0) water hits, halved for skirmished units, and must adopt a skirmish formation if it was in RaF. If it was in RaF and was engaged in combat, it must immediately use 3" of movement to more fully engage the enemy, as per normal skirmish rules.

**TREMORS** - Level 2, Range: 18", Persistent, Unit Save

One unit loses 1 from all of its missile and melee skills, and must make a unit save to move each turn.

**STONE ARMOUR** - Level 2, Range: 12", Persistent, No Save

One unit gains the ability Armour (3) fixed.

**SINKHOLE** - Level 3, Range: 18", Persistent, No Save but Unit Save, Template

A 5 base diameter hole opens up in the ground. Each model in the area of the template or crossing it must make a saving roll based on their movement, or fall in and die:

4" or less = 1

5" to 8" = 2 or less

9" to 12" = 3 or less

13" to 16" = 4 or less

17" or higher = 5 or less

Models which can fly or burrow automatically escape death. Template does not block Line of Sight. Surviving members of the unit are placed in skirmish formation as close as possible to the edge of the template but no longer touching it.

**MASS EARTH MELD** - Level 3, Range: Contact, Instant, No Save

The wizard and the unit he is with may merge into the ground, reappearing immediately or at the beginning of any Magic Phase in any open ground within 24", plus 24" for each turn spent merged. If the wizard reappears immediately, it must be within LOS of his merge point. The unit may make no further moves the turn it re-emerges and may not fire missile weapons, but it may appear in contact with an enemy unit.

**SUMMON EARTH ELEMENTAL** - Level 3, Range: 6", Summoning, No Save but Unit Save

An earth elemental appears within 6" of the caster. It operates as a separate unit for the rest of the game.

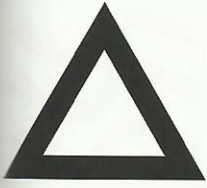
**MASS PETRIFY** - Level 3, Range: 12", Instant, Individual Saves

4d3 wounds-worth of models must make magical saves or become petrified, destroying them. Models are not affected unless all of their wounds are covered by the dice roll: i.e.; if a 7 is rolled, it can affect seven 1 wound models, three 2 wound models, two 3 wound models, etc.

**MASS EARTHBIND** - Level 3, Range: 18", Persistent, Unit Save

The affected unit must roll a 1 on a d6 at the beginning of each turn or it may not move, loses any evasion bonus it may have had, and becomes a Slow target. Models with flying may only be affected when they start the movement phase on the ground. Models may not Ram while immobilized.

# MAGIC SPELLS - CORE



## FIRE SPELLS

**FIRE SPRAY** - Level 1, Range: 6", Instant, No Save

One unit suffers d6 Str (0) magical fire missile hits, not halved for skirmished units.

**FLAMING WEAPONS** - Level 1, Range: 12", Persistent, No Save

Each model in the unit gains +1 strength to one of its melee attacks, and that attack becomes a magical fire attack. Models with Fire Immunity may ignore these bonuses when hit by these attacks.

**FIRE WALL** - Level 2, Range: 18", Persistent, No Save but Unit Save, Template  
Creates a 6 base by 1 base wall of fire. Each model in the area of the template or crossing it suffers a Str (0) magical fire hit for each base unit the model has; for example, a Base 4 Elemental would suffer 4 hits. An additional template may be placed in contact with one already placed for each additional point of Power spent. Template blocks Line of Sight.

**PYROTECHNICS** - Level 2, Range: 18", Persistent, Unit Save

One enemy unit loses 1 from its melee and missile skills, and moves at 1/2 speed.

**FIRE BREATH** - Level 2, Range: 12", Persistent, No Save

Gives every member of one unit an extra melee attack, at skill 3, Str (1) magical, fire.

**IMMOLATION** - Level 2, Range: Self, Persistent, No Save

The wizard and mount burst into flames, becoming in all respects a fire elemental with the same number of wounds it had at casting. It may no longer lead or be part of a unit unless the unit has Fire Immunity, but may cast spells as normal. It is placed as close as possible to its original position.

**COMBUSTION** - Level 3, Range: 18", Instant, Individual Save

A model suffers 3d3 wounds with no saves allowed. All models in contact with the targeted model suffer a Str (1) magical fire hit.

**FLAMING ARROWS** - Level 3, Range: 12", Persistent, No Save

Each model in the unit has one of its missile attacks become a Str (2) magical fire missile attack of the same range and skill. Models with fire immunity hit by these attacks uses the original missile attack's stats.

**FIRE SHIELD** - Level 3, Range: 12", Persistent, No Save

Target unit gains Fire Immunity and Evasion (1) to units without Fire Immunity.

**SUMMON FIRE ELEMENTAL** - Level 3, Range: 6", Summoning, No Save but Unit Save

A fire elemental appears within 6" of the caster. It operates as a separate unit for the rest of the game.

**FLAMESTRIKE** - Level 3, Range: 18", Instant, No Save

Target unit suffers 6d3 Str (1) magical fire missile hits, halved for skirmished units.





## WATER SPELLS

**CREATE POND** - Level 1, Range: 18", Persistent, No Save but Unit Save, Template

A 5 base diameter pool of water opens up. This is treated as difficult terrain. Template does not block Line of Sight.

**WATER SPIRIT** - Level 1, Range: 18", Persistent, No Save

Adds a water spirit to the target body of water. Immediately and at the start of every subsequent magic phase the water spirit may make 3 skill 3, Str (0) melee attacks each turn at a unit (cannot target characters within units) within 3" of the body of water. Any number of water spirits can be placed in the body of water. Instead of attacking, a water spirit may water meld to another body of water within 36". If all water mages on the caster's side die or flee, all water spirits are instantly dispelled.

**FOG CLOUD** - Level 1, Range: 12", Persistent, No Save but Unit Save, Template

Creates a 5 base diameter template of fog, which blocks all line of sight into, out of, or through it. Melee inside a Fog Cloud is treated normally.

**SWIMMING** - Level 1, Range 12", Persistent, No Save

One unit gains the ability Swimming, and may move at full movement through any water.

**WATER MELD** - Level 2, Range: Contact, Instant, No Save

The wizard and any unit with the wizard merge with a body of water they are in contact with and reappear in any body of water within 36", no LOS required. The unit may remain melded and reappear at the start of any magic phase, with an additional 36" of range from its merge point (6' after a turn of melding, and so on). See the special rules for Meld spells in the Magic Section.

**GEYSER** - Level 2, Range: 12", Instant, Unit Save  
One unit suffers 3d3 Str (0) water hits, halved for skirmished units, and must adopt a skirmish formation if it was in RaF. If it was in RaF and was

engaged in combat, it must immediately use 3" of movement to more fully engage the enemy, as per normal skirmish rules.

**CLOUDBURST** - Level 2, Range: 18", Persistent, Unit Save

The targeted unit has its movement halved, its missile skill is reduced by 1, and it loses the ability to fly. If it was flying it is immediately grounded.

**DESICCATE** - Level 3, Range: 12", Instant, Multiple Saves

One unit suffers 4d3 eldritch hits, not halved for skirmished units.

**SUMMON WATER ELEMENTAL** - Level 3, Range: 6", Summoning, No Save but Unit Save

A water elemental appears within 6" of the caster. It operates as a separate unit for the rest of the game.

**QUICKSAND** - Level 3, Range: 18", Persistent, No Save but Unit Save, Template

A 5 base diameter area of battlefield turns to quicksand. Any model in the pool or crossing it must roll a 5 or lower on a d6 or be killed. Armored models must add their Armour Value to the roll (unless the Armour is Fixed); units with Shields may throw them away permanently to lower their Armour value by 1 before rolling. The whole unit must throw away its Shields, even those not in the pit. Template does not block Line of Sight. Surviving members of the unit are placed in skirmish formation as close as possible to the edge of the template but no longer touching it.

**HAIL STORM** - Level 3, Range: 18", Persistent, Special Save

Targeted unit suffers 3d3 Weak missile hits per turn, not halved for skirmished units. The unit moves at half speed, and must make a unit save each time it wishes to use a missile attack, or the attack is prevented for that turn.

# MAGIC SPELLS - CORE



## AIR SPELLS

**GUARDIAN WIND** - Level 1, Range: 12", Persistent, No Save  
Unit gains Evasion (1) to missiles.

**WIND SPIRIT** - Level 1, Range: 18", Persistent, Individual Save  
One flying creature loses its flying movement. If it has no form of ground movement, it is immobilized and becomes a Slow target. It is grounded immediately if it was already flying.

**SPARK** - Level 1, Range: 12", Instant, Multiple Saves  
One model suffers 3 eldritch hits.

**WIND WALK** - Level 2, Range: Self, Persistent, No Save  
Caster and unit with the caster gains Flying 15". If the spell is dispelled or the caster is killed while the unit is flying high, the unit falls to its death.

**LIGHTNING STRIKE** - Level 2, Range: 24", Instant, Multiple Saves  
One unit suffers 6 eldritch hits, not halved for skirmished units.

**DUST DEVIL** - Level 2, Range: 18", Persistent, Unit Save  
A unit suffers -1 to missile skill, loses 1/2 of its movement, and must adopt a skirmish formation. If flying, each model is blown to the ground immediately and may not take off.

**TORNADO** - Level 3, Range: 18", Persistent, No Save, Template  
Creates a 3 base diameter whirlwind. Any unit contacted suffers 4d3 Str (1) magical missile hits, halved for skirmished units, and must adopt a skirmish formation. Each turn the tornado moves 2d6 inches in a random direction at the beginning of the magic phase.

Any unit it ends its movement on is affected as above. Template blocks Line of Sight.

**SUMMON AIR ELEMENTAL** - Level 3, Range: 6", Summoning, No Save but Unit Save

An air elemental appears within 6" of the caster. It operates as a separate unit for the rest of the game.

**LIGHTNING STORM** - Level 3, Range: 18", Persistent, Multiple Saves  
Target unit suffers d6 eldritch hits, not halved for skirmished units, immediately and at the beginning of each Magic Phase.

**WIND SPIRIT HOST** - Level 3, Range: 24", Persistent, Unit Save  
One unit loses its ability to fly. If it has no form of ground movement, it is immobilized and treated as a Slow target. It is grounded immediately if it was already flying.





## PLAGUE SPELLS

**LEPROUS TOUCH** - Level 1, Range: Touch, Instant, Special Save  
Target Model suffers a single eldritch hit. If it fails its save, it takes a wound and suffers another eldritch hit. This continues until the model dies, or makes a saving throw vs. the eldritch hit.

**POX** - Level 1, Range: 18", Persistent, Unit Save  
Target unit loses half of its movement, and suffers a -1 to its morale value whenever it must take a morale test.

**INOCULATE** - Level 1, Range: 12", Persistent, No Save except Unit Save  
Target unit becomes immune to Plague magic, and gains +1 Magic Resistance to a maximum of 4.

**BLIGHT** - Level 2, Range: 18", Persistent, No Save  
A 5" x 5" or 6" x 4" area of forest or scrub withers and dies, clearing it completely in terms of cover, line of sight and difficult terrain.

**STENCH OF ROT** - Level 2, Range: 12", Persistent, No Save except Unit Save  
Target unit inflicts a -2 morale penalty against any unit engaged with it.

**THE BLACK BREATH** - Level 2, Range: 12", Persistent, No Save except Unit Save  
Target Unit gains an additional melee attack, at skill 2, eldritch.

**SUMMON PLAGUE RATS** - Level 2, Range: 6", Persistent, No Save except Unit Save, Template  
A base 4 diameter template of ghostly rats is summoned, inflicting 2d3 eldritch melee hits against any enemy unit it is in contact with (do not randomize for character hits). It moves 6" towards the closest enemy unit at the start of each magic phase. It cannot be attacked, only dispelled.

**EBOLIC FEVER** - Level 3, Range: 18", Persistent, Unit Save  
Target unit suffers 3d3 eldritch hits immediately and at the start of each magic phase. It loses 1 from its melee and morale skills.

**CONTAGION** - Level 3, Range: 18", Instant, Individual Saves  
Target unit suffers 4d3 eldritch hits, 100% halved for skirmished units. All units within 2" of the target unit suffer half as many hits, including friendly units.

**FESTERING WOUNDS** - Level 3, Range: 12", Persistent, Unit save  
Whenever a model in the target unit suffers a wound, it suffers a second wound. Extra wounds are not carried through the unit, so the spell has no useful effect on units of 1-wound models. For instance, 6 wounds on a unit would kill 6 one-wound models, 6 two-wound models, 3 three-wound models, 2 four-wound models, 2 five-wound models, etc.

# WORLD OF ARCANA

'It is only one who is thoroughly acquainted with the evils of war that can thoroughly understand the profitable way of carrying it on.'

## The Races of Arcana

Arcana is a large world, with large continents separated by wild oceans (see map). Many races have existed for thousands of years, while others have been created through magic or summoning.

Trying to write the whole history of Arcana's races within this book would take up a great deal of space - instead, most of the history can be found on the [Armiesofarcana.com](http://Armiesofarcana.com) webstie. However, here is a brief description of the main Arcanan races.

**Elves** - The elves were the first surface dwellers to build an empire. They enslaved much of the human and orc population to do the farming and mining tasks they so hated. Their great cities were built on the backs of these labourers - the elves believed they were masters of Arcana and all lesser races were there to serve them.

However, religious dissension eventually tore apart their empire. In the mage war that followed, most of the Elven cities were destroyed forcing one faction to return to the seas. The remnants of the land elves belong to 3 factions: the High Elves who believe they are Masters of Arcana and should inspire other races to be like them; Dark Elves who believe they are Masters of Arcana and all other races must serve them; and Sylvan Elves who believe they are Masters of Arcana and must protect it from other races.

**Humans** - Much of the human race was enslaved by the elves while they were still living in barbaric tribes. Many slaves escaped back to their wild cousins with knowledge of elven civilization - for this reason, much of human civilization works like elven civilization.

The humans have since been mostly freed of elven bondage, and many small empires have developed across Arcana. Barbarian tribes still exist in the wilder areas of Arcana as well. Humans followed a similar development to those on earth, with a roman style empire spreading across the land, bringing new engineering and technology that all other races soon exploited.

**Dwarves** - The dwarves are one of the oldest of Arcana's races. Preferring to live in deep underground caverns, Dwarves have managed to avoid much of the strife which inflicts itself on surface dwellers. Dwarves lost most of their magical abilities while

defending themselves during the Elven Mage War, but have a high resistance to magic to compensate for their limited spell choices. Dwarves all wear strong armour, and are exceedingly brave in combat.

**The Giant Kings** - Giants grow slowly, and don't achieve mental and emotional maturity until they are half a century old. As a result, most of the young are typically loners, sometimes banding together in small clans, and don't live long enough to become rational. However, one clan managed to stay alive long enough to reach critical mass, and started to conquer lesser clans around them. They soon built a formidable kingdom of giants in the mountains in the centre of Arcana.

**Halflings and Centaurs** - Though a strange combination to see, Halflings and centaurs are ideal partners - they live in the same terrain, yet the Halflings live under it while the centaurs live over it. The Halflings can build and climb in ways the centaurs can't, and the centaurs' strength is much greater than the Halflings'. Also, the Halflings never ask for rides.

**Orcs** - Orcs are much stronger than humans, but not quite as bright. They were favourites of the elves for the really hard labour, and now very much hate all elves. They tend to live in the dry areas of Arcana, but can adapt to any climate if they have to. They live in warlike clans, some of which have grown to be full city states in the deserts and plains.

**Goblins** - Goblins were considered too wild and small to be useful slaves - they were instead hunted by elven nobles for sport. They live in tribes where



# ARCANA - RACES OF ARCANA

the strongest and sliest rule, where a village may have a half dozen kings on very bloody days. Occasionally a king can gather many tribes under him for a particular battle, but fortunately such instances are rare. A successful goblin king is the fastest, trickiest and dirtiest fighting opponent a character could have to face.

**Undead** - The undead were unknown on Arcana before the Elven Mage War - the first known army arose from the fused glass of a blasted coastal city. It is believed that they are creatures from another realm of existence, crossing through areas where the fabric of Arcana's reality has been weakened by intense magic. Many varieties of undead are known to exist, and even a few undead kingdoms have taken hold. The undead are fearless opponents, and the bodies of the slain are taken to become new hosts for whatever the undead are.

**Beastmen** - The beastmen were created during the Elven Mage War, in an especially unpleasant event where a whole valley of human refugees became merged with all other life in the valley. The High Elf mages quickly tried to counter these effects, but only partially succeeded. Many types of Beastmen are known - lizardmen, wolfmen, ratmen, etc. Most of these live in their own enclaves in the wilds, but a few groups have banded together to form more cosmopolitan kingdoms.

**Lizardmen** - Lizardmen are a mix of several different ancient breeds, the Tyrosaur and



Heirosaur, and a wide variety of humans fused with other lizards, such as the snake-like Ophidians and the frog-like Amphidians. Most of the time these different breeds live intermingled with each other, though some exclusive enclaves and warbands do exist.

**Demons** - The Dark Elves search for allies in a hostile world led to the Demons being brought to Arcana from whatever worlds of chaos they originally lived in. Both sides quickly recognized the other as treacherous, and the alliance fell apart. The problem for demons is that the trip to Arcana is one-way until they learn how to get back. Many demon lords are OK with that, as they see Arcana full of weaker races to be conquered, whereas their homeworlds are pretty well divvied up.

**Hogs** - Hogs were spawned from the mage wars and are a mainly Pig/Human meld. They are more powerful than humans and their bodies are resistant to fatigue. Hogs are not often driven by war and conquest rather they usually fight to protect their lands, farms and families. Capigula was the most famous of the hogs, a crusader that drew feral pigs and disaffected hogs to war for 30 years, destroying all those not flat of snout. Hog despise Orcs, Goblins and Hobgoblins and hate Wolfen with a passion.



# ARCANA - MONSTER PROFILES

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
Basilisk	188	8"	4	3 Fixed	3	9 Fearless	4/2 Str(1) or 1/3 Str (2) d3 Wnds	Gaze (12") 2/4 Eldritch d3 wnds, Natural	Base 9
Large Bat	26	12" Fly	1	0 Evasion (1)	1	7	1/2 Weak		Base 1
Bear	27	12" Swim	3	1	1	7	3/2 Str (1)		Base 4
Beastmen	14	8"	1	2	2	7	1/2 Str (1)		Ram 1/3 Str (1)
Bugbears	19	6"	2	3	1	8	1/2 Str (2)		
Chimera	287	8" 15" Fly	6	3 Fixed	4	9 Fearless	5/3 Str (2) Roar: Sweep (6)/3 Str (1)	Firebreath (12") 1/3 Str (1) magic, 3d3 hits	Ramming: 1/4 Str (2) 2d3 wnds Base 9
Cockatrice	48	12"	3	3	3	7 Fearless	2/3 Eldritch, d3 wnds		Base 4
Cobrans	72	8"	3	2 Fixed Evasion (1)	2	8	2/3 Str (1)	Spit (6") 1/3 Eldritch, Natural	Base 4
<b>Dragons</b>									
Dragon, Hatchling	247	8" 12" Fly	3	3 Fixed	4	8 Fearless	6/3 Str (2)	Breath (12") 1/3 Str (2) Magical, 2d3 hits, Natural	Base 4
Dragon, Young	428	8" 15" Fly	5	4 Fixed	4	9 Fearless	8/3 Str (2)	Breath (12") 1/3 Str (2) Magical, 3d3 hits, Natural	Base 9 Fearsome
Dragon, Adult	561	8" 20" Fly	7	4 Fixed	4	10 Fearless	8/3 Str (3)	Breath (12") 1/3 Str (2) Magical, 4d3 hits, Natural	Base 9 Fearsome
Dragon, Elder	704	8" 20" Fly	9	4 Fixed	4	11 Fearless	10/3 Str (3)	Breath (12") 1/3 Str (2) Magical, 5d3 hits, Natural	Base 9 Fearsome
Wyrms, Hatchling	84	10"	3	3 Fixed	4	8 Fearless	6/3 Str (2)		Base 4
Wyrms, Young	184	10"	5	4 Fixed	4	9 Fearless	8/3 Str (2)		Base 9 Fearsome
Wyrms, Adult	259	10"	7	4 Fixed	4	10 Fearless	10/3 Str (3)		Base 9 Fearsome
Wyrms, Elder	324	10"	9	4 Fixed	4	11 Fearless	12/3 Str (3)		Base 9 Fearsome
Dragon, Oriental	315	10" 20" Fly	7	4 Fixed Evasion (1)	4	10 Fearless	8/3 Str (3)		Base 9 Fearsome
Drake, Ice	595	8" 20" Fly	7	4 Fixed	4 Water Immune	10 Fearless	8/3 Str (3)	Ice breath (12") 10/3 Eldritch, Natural, Water	Base 9 Fearsome
Drake, Fire	604	8" 20" Fly	7	4 Fixed	4 Fire Immune	10 Fearless	8/3 Str (3)	Fire breath (12") 1/3 Str (2) Magical, 4d3 hits, Natural, Fire	Base 9 Fearsome
Drake, Earth	564	8" 20" Fly	7	4 Fixed	4 Earth Immune	10 Fearless	8/3 Str (3)	Petrifying breath (12") 1/3 Eldritch, 3d3 hits, d3 wounds Natural, Earth	Base 9 Fearsome
Drake, Sky	595	8" 20" Fly	7	4 Fixed	4 Air Immune	10 Fearless	8/3 Str (3)	Lightning breath (24") 1/3 Eldritch, 3d3 hits, Natural, Air	Base 9 Fearsome
Dragon, Fae	86	15" Fly	2	2 Fixed Evasion (1)	3	8	1 / 2 Str (0)	Magic (15"): 1 / 3 Eldritch hit, Natural	Base: 1

# ARCANA - MONSTER PROFILES

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
Dragon Turtle	444	6" 12" Swim	7	4 Fixed	4	10 Fearless	6/3 Str (3) or 1/3 Str (4) 2d3 Wnds	Steam (12") 1/3 Str (1) Magical, 5d3 hits, Water	Base 9
Wyvern, Hatchling	95	8" 15" Fly	3	2 Fixed	2	8	3/3 Str (2) or 1/4 Str (2), d3 wnds, First Strike		Base 4
Wyvern, Young	137	8" 20" Fly	4	3 Fixed	2	9	4/3 Str (2) or 1/4 Str (2), d3 wnds, First Strike		Base 9
Wyvern, Adult	193	8" 20" Fly	6	3 Fixed	4	9 Fearless	4/3 Str (2) or 1/5 Str (3), d3 wnds, First Strike		Base 9
Wyvern, Elder	292	8" 20" Fly	7	3 Fixed	4	10 Fearless	5/3 Str (2) or 1/5 Str (4), 2d3 wnds, First Strike		Base 9
Doom Serpent	165	10	6	3 Fixed Evasion (1)	2	9 Fearless	1/3 Str (3) d3 wnds or sweep (10)/ 2 Str (1)	Dark Fire (6") - 1/3 Str (1) Magical, d3 wnds, Natural	Base 9
Elemental, Fire	136	8"	4	3 fixed Missile Immune	3 Fire Immune	9 Fearless	5 / 3 - Str (2), Magical, Fire		Base: 4
Elemental, Earth	138	5"	4	5 fixed Missile Immune	3 Earth Immune	9 Fearless	2 / 3 - Str (4), d3 Wnds, Earth		Base: 4
Elemental, Water	136	8" Swim	4	3 fixed Missile Immune	3 Water Immune	9 Fearless	5 / 3 - Str (2), Magical, Water		Base: 4
Elemental, Air	160	15" Fly	4	3 fixed Missile Immune Evasion (1)	3 Air Immune	9 Fearless	Sweep (4) / 4 - Str (1), Magical, Air		Base: 4
Elephant	108	10	5	1 Fixed	1	8	6/3 Str (3)		Base 9 Ram 12/3 Str (2)
<b>Giants</b>									
Cyclops	79	8"	5	2 Missile +2	2	9 Fearless	2/3 Str(3), d3 wnds or Sweep (8)/2 Str (2)		Base 9
Ettin	246	8"	6	2 Missle +2	2	8 Fearless	4/3 Str (4) d3 Wnds or 2 sweeps (10)/3 Str (3)	Rocks (15") 2/2 Str (2) d3 Wnds, natural	Base 9
Firbolg	85	8"	4	3 Fixed	4 Fire Immune	9	1/3 Str (2) d3 Wnds or Sweep (5)/3 Str (2)		Base 4
Giant	147	8"	6	2 Missle +2	2	8 Fearless	2/3 Str (4) d3 Wnds or Sweep (10)/3 Str (3)	Rocks (15") 1/2 Str (2) d3 Wnds, natural	Base 9
Minotaur	59	8"	4	2	2	9 Fearless	3/3 Str (2)		Base 4 Ram 2/3 Str (2)
Ogre	34	6"	3	2	1	9	2/3 Str (3)		Base 4
Titan	385	8"	8	3 Fixed Missile +2	4	9 Fearless	2/4 Str (4), d3 wnds or Sweep (10)/4 Str (4)	Lightning (24") 3/3 Eldritch, Natural	Base 9
Troll	62	6"	3	2 Fixed Regen.	3	9 Fearless	2/3 Str (2)		Base 4
Treeman	114	8" Forester	5	3 Fire sensitive Missile immune	3	10 Fearless	4/3 Str (2) or 1/4 Str (4) d3 wnds		Base 4

# ARCANA - MONSTER PROFILES

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
Forest Titan	420	8"	8	4 Fixed Fire sensitive Missile Immune	4	10 Fearless	2/4 Str (4) d3 wnds or Sweep (1)/4 Str (2)	Thorns (12") 1/3 Str (2) 3d3 hits Natural	Base 9
Giant Eagle	80	4" 25" Fly	3	0 Evasion (1)	2	9	3/3 Str (1)		Base 4
Griffin	78	12" 20" Fly	4	1	3	9	4/3 Str (1)		Base 4
Griffin, Elder	167	10" 18" Fly	7	2	3	10 Fearless	6/3 Str (2)		Base 9 Fearsome
<b>Golems</b>									
Golem, Clay	18	5"	2	4 Water sensitive Slow	3	7 Fearless	2/2 Str (2) Last Strike		
Golem, Wood	25	5"	3	4 Fire sensitive Slow	3	7 Fearless	2/2 Str (3) Last Strike		
Golem, Metal	42	5"	3	5 Lightning sensitive Slow	3	7 Fearless	2/2 Str (3) Last Strike, d3 wnds		
Golem, Stone	45	5"	3	5 Slow	3	7 Fearless	2/2 Str (3) Last Strike, d3 wnds		
Greater Golem, Clay	34	5"	4	4 Water sensitive Slow	3	8 Fearless	4/2 Str (2) Last Strike		Base 4
Greater Golem, Wood	43	5"	5	4 Fire sensitive Slow	3	8 Fearless	4/2 Str (3) Last Strike		Base 4
Greater Golem, Metal	72	5"	5	5 Lightning sensitive Slow	3	8 Fearless	4/2 Str (3) Last Strike, d3 wnds		Base 4
Greater Golem, Stone	77	5"	5	5 Slow	3	8 Fearless	4/2 Str (3) Last Strike, d3 wnds		Base 4
<b>Other Creatures</b>									
Harpy	37	15" Fly	2	0	3	7 Fearless	2/2 Str (0)		Base 1
Horse	13	16"	1	0	1	7	1/2		Base 2
Hydra, Body	140	10"	6	4	4	10 Fearless	4/2 Str (4)		Base 9 Fearsome Heads die first.
Hydra, Head (6 headed Hydra = 470VP)	+55 each		1 ea	4 Regen.			1/3 Str (3)	Fire Jet (6") 1/3 Str (2) Magical, Fire, Natural	
Kobolds	7	8"	1	1	1	6	1/2 Weak		Base 1/2
Lizard, Raptor	30	14	2	0 Evasion (1)	1	7	1/3 Str (2)		Base 2
Lizard, Giant	109	10" Swim	5	2 Fixed	2	7	4/3 Str (3)		Base 9 Ram 12/3 Str(2)
Lion	26	14"	2	0	1	7	3/3 Str (1)		Base 2
Manticora	104	10" 18" Fly	5	1	3	8 Fearless	4/3 Str (2) 1/4 Str (2) d3 wnds		Base 4
Manticore	139	10" 18" Fly	5	1	3	8 Fearless	4/3 Str (2)	Tail Spikes (6") 3/3 Str (1) Natural	Base 4
Medusa	145	5"	3	0 Evasion (1)	3	8	1/2	Gaze (12") 2/4 Eldritch, d3 wnds Natural	Base 1 (or 2)

# ARCANA - MONSTER PROFILES

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
Nightmares	64	18"	2	3 Fixed	3	9 Fearless	2/3 Str (1) Magical		Base 2 Fersome
Owlbear	45	8"	4	3	2	7 Fearless	3/3 Str (1)		Base 4
Panther	24	16"	2	1	1	7	2/3 Str (1)		Base 2
Pegasus	63	20" 25" Fly	2	0 Evasion (1)	2	8	2/2 Str (1)		Base 4
Phoenix	283	8" 20" Fly	6	3 Fixed Missile immune Regen	4 Fire immune	10 Fearless	6/3 Str (2) Magical Fire or Sweep (12)/3 Str (1) Magical Fire		Base 9
Roc	327	6" 20" Fly	12	2 Missile +4	2	10 Fearless	2/3 Str (3) 2d3 wnds or 1/4 Str (3) 3d3 wnds		Base 9 Ram 18/3 Str (2)
Winged Sabertooth	68	12" 20" Fly	3	1	3	8	3/3 Str (2)		Base 4
Salamander	91	10"	3	2 Fixed	3 Fire immune	8	2/3 Str (1) Fire	Fire Breath (9") 1/3 Str (1) Fire d3 hits, Natural	Base 4
Shadow	51	8"	2	0 Evasion (2)	2	7 Fearless	2/2 Eldritch		Base 1
Snake, Giant	67	8" Ignores terrain	5	3	1	8	1/3 Str (3) 2d3 wnds or Sweep (10)/2 Str (1)		Base 9
Spider, Large	16	8" Ignores terrain	1	1	1	7	1/2 Str (1) d3 wnds		Base 1 Infiltrate (20)
Spider, Huge	45	12" Ignores terrain	3	2	2	7	2/3 Str (2) d3 wnds		Base 4 Infiltrate (56)
Spider, Giant	83	12" Ignores terrain	5	2 Missile +2	2	8	2/3 Str (3) d3 wnds 2/3 Str (2)		Base 9 Infiltrate (104)
Insect, Giant	158	10"	5	4 Missile +2	2	8 Fearless	8/3 Str (3)		Base 9 Ram 12/3 Str (2)
Scorpion, Giant	74	12" Rock Climber	5	3 Missile +2	1	7	4/2 Str (3) tail: 1/4 Str (3) d3 wnds		Base 9
Sprite	47	10" Fly	1	0 Evasion (1)	3	7	1/1 Str(0)	Magic (15") 1/3 Eldritch hit	Base 1/2
Unicorn	63	20"	2	2 Fixed	5	9	3/3 Str (2)		Base 2
Viper	8	4" Ignores terrain	1	0	1	7	1/2 Str (0)		Base 1 Infiltrate (10)
Werewolf	79	10"	3	4 Fixed	3	8 Fearless	2/3 Str (2)		Base 1 Fearsome
Wolf	14	18"	1	0	1	7	1/2 Str (0)		Base 1 or 2
Wolf, Winter	48	18"	2	0	3	9	1/3 Str (2) d3 wnds	Frost Breath (6") 1/3 Eldritch, Natural	Base 2
Wolf, Dire	38	18"	2	0 evasion (1)	2	8	1/3 Str (2) d3 wnds		Base 2
Warg	21	18"	2	0	1	8	1/2 Str (2) d3 wnds		Base 2

# ARCANA - VEHICLE PROFILES

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
<b>Standard Vehicles</b>									
The following is a list of generic, pre-built vehicles. Players are free to use these or create their own									
Light Chariot with spearman and 2 horses	57	16"	3	3 Fixed	1	7	Crew: 1/2 Str (1) Long Weapon Beasts: 2/2		Ram: 6/3 Str (1)
Light Chariot with veteran spearman and 2 trained horses	75	18"	3	3 Fixed	2	8	Crew: 1/3 Str (1) Long Weapon Beasts: 2/2		Ram: 6/3 Str (1)
Medium Chariot with 3 spearmen and 4 Horses	103	14"	4	3 Fixed	1	7	Crew: 3/2 Str (1) Long Weapon Beasts: 4/2		Ram: 9/3 Str (2)
Medium Chariot with 3 veteran spearmen and 4 trained horses	117	16"	4	3 Fixed	2	8	Crew: 3/2 Str (1) Long Weapon Beasts: 4/2		Ram: 9/3 Str (2)
Medium Chariot with 3 archers and 4 Horses	144	14"	4	3 Fixed	1	7	Crew: 3/2 Beasts: 4/2	Longbows (21"): 3 / 3 Str (1) Natural	Ram: 9/3 Str (2)
Medium Chariot with 3 veteran archers and 4 trained horses	243	16"	4	3 Fixed	2	8	Crew: 3/3 Beasts: 4/2	Longbows (27"): 3 / 3 Str (2) Natural	Ram: 9/3 Str (2)
Heavy Chariot with 4 javelins and 4 horses	178	12"	5	3 Fixed	1	7	Crew: 4/2 Str (1) Long Weapons Beasts: 4/2	Javelins (9"): 4/2 Str (1) Natural	Ram: 12/3 Str (2)
Heavy Chariot with 4 archers and 2 bears	192	12"	5	3 Fixed	1	7	Crew: 4/2 Beasts: 6/2 Str (1)	Bow (21"): 4/2 Str (1) Natural	Ram: 12/3 Str (2)
Heavy Chariot with 4 veteran archers and 2 bears	247	12"	5	3 Fixed	2	8	Crew: 4/3 Beasts: 6/2 Str (1)	Bow (21"): 4/3 Str (1) Natural	Ram: 12/3 Str (2)
Heavy Chariot with 4 veteran halberdiers and 4 beasts	171	12"	5	3 Fixed	2	8	Crew: 4/3 Str (3) Long Weapons Beasts: 4/2 Str (1)		Ram: 12/3 Str (2)
War wagon with 2 ballistae and 2 beasts	614	8"	8	4 Fixed	1	7	Crew: 12/2 Beasts: 2/2 Str (2)	Ballista (30"): 3/3 Str (3) Artillery, Natural	Ram: 12/3 Str (2)
War wagon with 12 archers and 2 beasts.	444	8"	8	3 Fixed	1	7	Crew: 12/2 Beasts: 2/2	Bows (21"): 12/2 Str (1) Natural	Ram: 12/3 Str (2)
Assault Wagon, 4 horses, 1 crew, 5 cargo	106	10"	6	3 Fixed	1	7	Crew: 1/2 Beast: 4/2		Ram: 12/3 Str (2) 5 Cargo
<b>Howdahs</b>									
Giant Howdah, 12 archers on giant lizard	352	10" Swim	8	3 Fixed	2	8	Crew: 12/2 Beast: 6/3 Str (2)	Short Bows (15"): 12/2, Natural	Ram: 12/3 Str (2)
Howdah, 3 spearmen on Elephant	148	10"	6	2 Fixed	1	8	Crew: 3/2 Str (1) Long Weapons Beast: 6/3 - Str (3)		Ram: 12/3 Str (2)

# ARCANA - WAR MACHINES PROFILES

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
<b>Standard War Machines</b>									
A war machine may reinforce its crew, costing an additional 44 points unless otherwise stated in the different races' army lists. Reinforced war machines increase their wounds and attacks by 4. A war machine can only be reinforced once.									
All war machine missile attacks are considered to have the "Artillery" ability.									
All war machines fire every other turn, unless otherwise marked.									
Ballista	211	4" (6" VP)	4	3 Fixed	1	8	Wounds/2	1/3, Range:30", Str (3), d3 hits, d3 wnds	Base 4 Fires every turn
Light Catapult	166	4" (6" VP)	4	3 Fixed	1	8	Wounds/2	Stone: 1/3, Range:30", Str (3), d3 hits, d3 wounds or Shot: 1/3, Range 18", Str (1), 3d3 hits	Base 9
Catapult	298	4" (6" VP)	4	3 Fixed	1	8	Wounds/2	Stone: 1/3, Range:36", Str (3), 2d3 hits, d3 wounds or Shot: 1/3, Range 24", Str (1), 4d3 hits	Base 9
Light Cannon	348	4" (6" VP)	4	3 Fixed	1	8	Wounds/2	Ball: 1/3, Range:30", Str (4), 2d3 hits, d3 wounds or Shot: 1/3, Range 24", Str (2), 3d3 hits	Base 9
Cannon	691	4" (6" VP)	4	3 Fixed	1	8	Wounds/2	Ball: 1/3, Range:36", Str (4), 2d3 hits, 2d3 wounds OR Shot: 1/3, Range 24", Str (2), 4d3 hits	Base 9
Heavy Cannon	1025	4" (6" VP)	4	3 Fixed	1	8	Wounds/2	Ball: 1/3, Range:36", Str (5), 2d3 hits, 2d3 wounds or Shot: 1/3, Range 24", Str (2), 5d3 hits	Base 9
Mortar	199	4" (6" VP)	4	3 Fixed	1	8	Wounds/2	1/3, Range: 12" - 36", Str (2), 4d3 hits	Base 9
Heavy Mortar	342	4" (6" VP)	4	3 Fixed	1	8	Wounds/2	1/3, Range: 12" - 45", Str (2), 6d3 hits	Base 9

## Designing War Machines

When creating a new war machine all of the steps are the same as in creating an ordinary creature with the Creature Creation Formula with one exception. War machines always pay for movement 6" (2 VP) even though they are only allowed to move 4" on the table top.

They all have as basic  
 4 wounds,  
 3 fixed armour,  
 magic resistance of 1 and  
 Moral is 8 normal

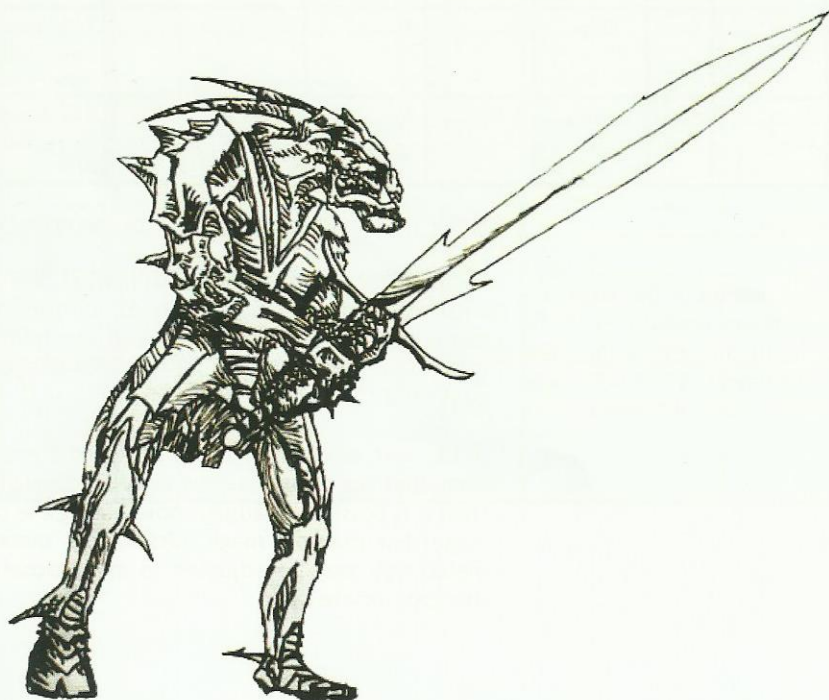
Melee is calculated using 4 / 2 for the crew.

Missile attacks are calculated as normal. War machines with a minimum range, such as mortars, calculate the cost using the range between the minimum and maximum. For example a mortar with Range: 12"-36" pays for 24" of range (36-12).

If the war machine is being designed for a specific army that has different crew statistics than standard, then it is possible to adjust those during the creation stage. For example magic resistance, morale and melee skill may be adjusted to more closely suit the appropriate race.

# ARCANA - DAEMON ARMY LIST

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
<b>Daemon Army</b>									
Imps	13	6" 12" Fly	1	2 Fixed	2	6 Fearless	1/2		
Flying Imps	27	6" 12" Fly	1	2 Fixed	2	6 Fearless	1/2		
Eyes of Chaos	95	8" Ignore	2	3 Fixed	4 Chaos immune	8 Fearless	2/2 Eldritch	Gaze (15") 1/3 Eldritch d3 wnds Natural	Base 4
Ice Daemon	29	6"	1	3 Fixed	2 Water immune	7 Fearless	2/3 Eldritch		
Fire Daemon	48	6"	1	3 Fixed	2 Fire immune	7 Fearless	2/2 Str (1) Fire	Force (12") 1/3 Str (1) Natural	
Howlers	33	12"	2	2 Fixed	2	8 Fearless	1/3 Str (2)		Base 1
Chain Daemon	71	6"	3	3 Fixed	3	7 Fearless	4/2 Str(1) Long weapons		Base 4
Barons	87	8"	3	3 Fixed	2	9 Fearless	2/3 Str (2)	Force (18"): 1 / 3 Str (1), Natural	Base 4
Avara Daemons	68	6" 15" Fly	3	3 Fixed	2	7 Fearless	2/3 Str (1)		Base 4
Hell Hounds	45	16"	2	2 Fixed	2 Fire immune	7 Fearless	1/3 Str (1) Fire	Firebreath (6"): 1 / 2 Str (1) Fire, Natural	Base 2
Daemon Knights	30	6"	1	4 Fixed	2	8 Fearless	1/3 Str (1) Magical		
Deamon Knight Cavalry	49	14"	2	4 Fixed	2	7 Fearless	1/3 Str (1) Magical Mount: 1/3 Str(1)		Base 2
Daemon Knight Lancer	59	14"	2	4 Fixed	2	8 Fearless	1/3 Str (1), Long Weapons Mount: 1/3 Str (1)		Base 2 Elite
<b>Daemon Leaders</b>									
Daemon Lord (Spellcaster: Chaos, Fire +250 VP)	159	8" 15" Fly	4	4 Fixed	4	9 Fearless	4/4 Str (2) Magical	(1/4)	Base 4
Daemon Prince	116	8" 15" Fly	3	4 Fixed	4	10 Fearless	4/3 Str (1) Magical	1/ 3)	
Cacodeamons (Spellcaster: Chaos, Fire +250 VP)	140	8" Ignores terrain	4	3 Fixed	3	9 Fearless	2/3 Str (1) 1/3 Str (2), d3 Wounds	Eyebeam (24"): 1/3, Str (2) Magical, Natural	Base 4



# ARCANA - DWARVEN ARMY LIST

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
<b>Dwarves</b>									
All Dwarven war machines have a Magic Resistance of 4 and Morale of 9, and costs 15 more VP than standard war machines. The reinforcement cost is 56 points.									
Axemen	20	5"	1	4 Shield	4	9	1/2		
Double Axemen	19	5"	1	3	4	9	2/2		
Pikemen	26	5"	1	4 Shield	4	9	1/2 Str (1) Long Weapon		
Halberds	24	5"	1	3	4	9	1/2 Str (2) Long Weapons		
Dwarves with Heavy Weapons	18	5"	1	3	4	9	1/2 Str (1)		
Dwarves with 2-handed Weapons	16	5"	1	3	4	9	1/2 Str (2) Last Strike		
Mithril Warriors	29	5"	1	4 Fixed Shield	4	9	1/3 Str (1) Magical		
Crossbowmen	33	5"	1	3	4	9	1/2	Crossbow (18"): 1/2 Str (2)	
Handgunner	37	5"	1	3	4	9	1/2	Handgun (21"): 1/3 Str (3), Artillery	Fires every other turn
Berserker	24	5"	1	0	4	10	2 / 3 Str (1)		Berserk
Berserker Boar Rider	41	14"	3	0	4	10	2 / 3 Str (1) Boar - 1 / 2 Str (1)		Base 2 Berserk
Ram Cavalry with Lance	45	10" Rock Climb	2	4	4	9	1 / 2 Str (1), Long Weapon Ram: 1 / 2		Base 2 Ram: 1/2 -Str (2)
Ram Cavalry with Sword	40	10" Rock Climb	2	4	4	9	1 / 2 Str (1) Ram: 1 / 2		Base 2 Ram: 1/2 -Str (2)
Bear Cavalry with Lance	80	12" Swim	4	4	4	10	1 / 3 Str (1), Long Weapon Bear: 3 / 2, Str (1)		Base: 4
Bear Cavalry with Sword	73	12" Swim	4	4	4	10	1 / 3 Str (1) Bear: 3 / 2 Str (1)		Base: 4
<b>Dwarf Characters</b>									
Dwarf Lord	200	5"	4	4 fixed Evasion (1)	4	11 Fearless	3 / 4 Str (3), First Strike, Magical	(1/4)	
Dwarf Champion	117	5"	3	4 fixed	4	10 Fearless	3 / 3 Str (2), First Strike, Magical	(1/3)	
Dwarf Wizard	318	5"	3	3 fixed	4	10 Fearless	2 / 3 Str (1), Magical	(1/3)	Spellcaster Earth

# ARCANA - DARK ELVES ARMY LIST

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
<b>Dark Elves</b>									
Elf war machines have skill 3 melee attacks, magic resistance 2, and cost 8 points more than standard war machines. The reinforcement cost is 52 points.									
Human Slaves	5	6"	1	0	1	6	1/1		
Orc Slaves	8	6"	1	0	1	7	1/1 Str (1)		
Longswordsmen	16	6"	1	3 Shield	2	8	1/3 Str (1)		
Pikemen	24	6"	1	3 Shield	2	8	1 / 3 Str (1), Long Weapons		
Halberdiers	24	6"	1	2	2	8	1 / 3 Str (2), Long Weapons		
Warriors with 2 weapons	19	6"	1	2	2	8	2 / 3 Str (1)		
Longbowmen	46	6"	1	2	2	8	1 / 3	Longbow (27"): 1 / 3 Str (2)	
Double Crossbowmen	45	6"	1	2	2	8	1 / 3	Double X-bow (18"): 2 / 2 Str (2)	
Berserker	24	7"	1	0	2	9	3 / 3 Str (1)		Berserk
Assassin	41	7"	1	0 Evasion (1)	2	9	1 / 4 Str (1), d3 wounds	Darts (9"): 1 / 4, d3 wounds	Infiltrate (51)
Night Hunter	67	7"	1	2 Fixed	2	9	1 / 3 Str (1)	Double X-bow (18"): 2 / 3 Str (2)	Elite Infiltrate (84)
Mounted Night Hunter	83	18"	2	2 Fixed	2	9	1 / 3 Str (1) Horse: 1 / 2	Double X-bow (18"): 2 / 3 Str (2)	Base 2 Elite
Med. Cavalry with Lance	36	16"	2	3	2	8	1 / 3 Str (1), Long Weapons Horse: 1 / 2		Base 2
Med. Cavalry	29	16"	2	3	2	8	1 / 3 Str (1) Horse: 1 / 2		Base 2
<b>Dark Elf Characters</b>									
Elf Lord	217	7"	4	3 Fixed Evasion (2)	3	11 Fearless	3 / 4 Str (2), Magical, First Strike	(1/4)	
Champion	121	7"	3	3 Fixed Evasion (1)	3	10 Fearless	3 / 3 Str (2), Magical, First Strike	(1/4)	
Wizard	343	7"	3	2 Fixed Evasion (1)	4	10 Fearless	2 / 3 Str (1), Magical, First Strike	(1/4)	Spell Caster Death, Chaos, Fire
Elven Steed	14	18"	1	0	1	7	1/2		Base 2
Elf Multi-balista	166	4" (6" VP)	4	3 Fixed	2	8	Wounds/3	Bolts (24"): 1 / 3 Str (2), 2d3 hits, d3 wounds	Base 9 Fires every other turn

# ARCANA - HIGH ELVES ARMY LIST

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
<b>High Elves</b>									
Elf war machines have skill 3 melee attacks, magic resistance 2, and cost 8 points more than standard war machines. The reinforcement cost is 52 points.									
Longswordsmen	16	6"	1	3 Shield	2	8	1/3 Str (1)		
Pikemen	24	6"	1	3 Shield	2	8	1 / 3 Str (1), Long Weapons		
Halberdiers	24	6"	1	2	2	8	1 / 3 Str (2), Long Weapons		
Sun Blades	26	6"	1	3 Shield	2	9	1 / 4 Str (2) Magical		
Longbowmen	46	6"	1	2	2	8	1 / 3	Longbow (27"): 1 / 3 Str (2)	
Acolytes	46	7"	1	2 Fixed	3	9	1 / 3 Eldritch	Magic (18"): 1 / 3 Eldritch	
Cavalry with Lance	37	18"	2	3	2	8	1 / 3 Str (1), Long Weapons Horse: 1 / 2		Base 2
Cavalry with Sword	30	18"	2	3	2	8	1 / 3 Str (1) Horse: 1 / 2		Base 2
Horse Archers	48	18"	2	2	2	8	1 / 3 Str (1) Horse: 1 / 2	Bow (18"): 1 / 3 Str (1)	Base 2
Noble Cavalry	47	14"	2	4	2	9	1 / 4 Str (1), Long Weapons Horse: 1 / 2		Base 2
<b>High Elf Characters</b>									
Elf Lord	217	7"	4	3 Fixed Evasion (2)	3	11 Fearless	3 / 4 Str (3), Magical, First Strike	(1/4)	
Champion	121	7"	3	3 Fixed Evasion (1)	3	10 Fearless	3 / 3 Str (2), Magical, First Strike	(1/4)	
Wizard	343	7"	3	2 Fixed Evasion (1)	4	10 Fearless	2 / 3 Str (1), Magical, First Strike	(1/4)	Spell Caster Water, Air, Life
Elven Steed	14	18"	1	0	1	7	1/2		Base 2
Elf Multi-balista	166	4" (6" VP)	4	3 Fixed	2	8	Wounds/3	Bolts (24"): 1 / 3 Str (2), 2d3 hits, d3 wounds	Base 9 Fires every other turn



# ARCANA - SYLVAN ELVES ARMY LIST

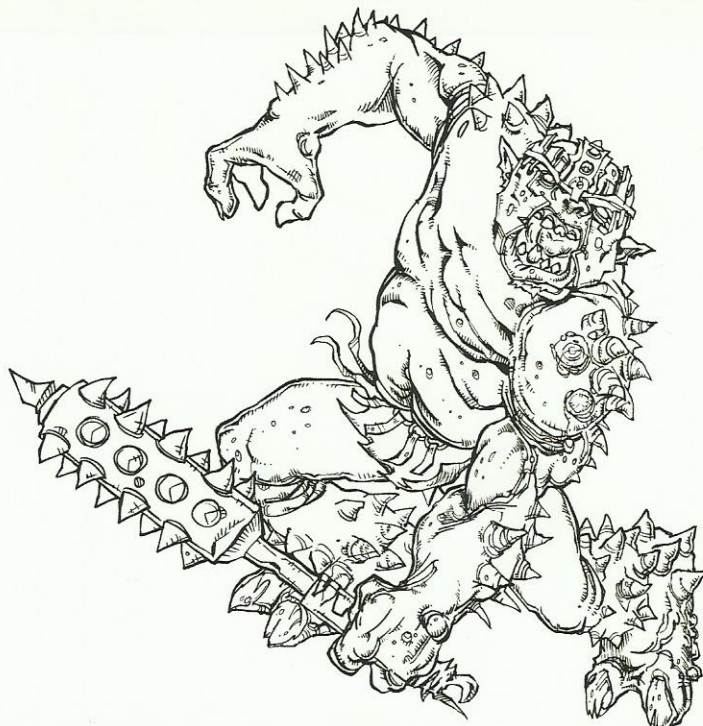
Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
<b>Sylvan Elves</b>									
All Sylvan Elves may move as Forestwalkers, even cavalry. Elf war machines have skill 3 melee attacks, magic resistance 2, and cost 8 points more than standard war machines. The reinforcement cost is 52 points.									
Warrior	16	7"	1	2 Shield	2	8	1/3		
Warrior with Spear	25	7"	1	2 Shield	2	8	1/3 Str (1) Long weapon		
Warrior with Bow	42	7"	1	1	2	8	1/3	Bow (21"): 1/4 Str (1)	
Scout	17	7"	1	1	2	9	1/3		Infiltrate (21)
Scout with Bow	44	7"	1	1	2	9	1/3	Bow (21") 1/4	Infiltrate (55)
Feral Elves	35	8"	1	0 Evasion (1)	2	9 Fearless	2/3 Str (1)		
Light Cavalry	31	18"	2	2	2	8	1/3 Str (1) Horse: 1/2		Base 2
Light Cavalry with Lance	38	18"	2	2	2	8	1/3 Str (1) Long weapon Horse: 1/2		Base 2
Light Cavalry with Bow	58	18"	2	2	2	8	1/3 Str (1) Horse: 1/2	Bow (21"): 1/4 Str (1)	Base 2 Elite
Tree Spirit	39	6" Forest	2	2 Fixed	3	8 Fearless	2/3 Str (1) Magical		
<b>Sylvan Elf Characters</b>									
Elf Lord	201	7" Forest	4	3 Fixed Evasion (2)	3	11 Fearless	3 / 4 Str (3), Magical, First Strike	(1/5)	
Champion	123	7" Forest	3	3 Fixed Evasion (1)	3	10 Fearless	3 / 3 Str (2), Magical, First Strike	(1/5)	
Feral Elf Pack Leader	125	8" Forest	2	0 Evasion (2)	2	10 Fearless	4 / 3 Str (2), Magical, First Strike		
Wizard	345	7" Forest	3	2 Fixed Evasion (1)	4	10 Fearless	2 / 3 Str (1), Magical, First Strike	(1/4)	Spell Caster Nature, Life, Water
Elf Horse	14	18"	1	0	1	7	1/2		Base 2

# ARCANA - GIANT KINGS ARMY LIST

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
<b>The Giant Kings</b>									
All Giants have the ability to Negate First Strike from Long Weapons, because of training to use their better reach.									
All Giants in a unit may buy one identical piece of special equipment, including leaders. Only the VP of the weapon is considered elite, not the Giant's VP.									
Any Giant always has the option to attack a hero in melee instead of normal troops. Normal Troops may target hero Giants in melee.									
Young Giant	183	8"	6	3 Missile +2	2	8 Fearless	2/3 Str (4) d3 wounds, or Sweep (10)/3, Str (3)	Rocks (15"): 1/2 Str (2), d3 wounds, Natural (or special weapon if chosen)	Base 9
Adult Giant	230	8"	7	3 Missile +2	2	9 Fearless	2/4 Str (4) d3 wounds, or Sweep (12)/3 Str (3)	Rocks (15"): 1 / 3 Str (2), d3 wounds, Natural (or special weapon if chosen)	Base 9
Elder Giant	288	8"	8	3 Missile +2	2	10 Fearless	2/ 4 Str (4) d3 wounds, or Sweep (15)/4 Str (3)	Rocks (15"): 1/3 Str (2) d3 wounds, Natural (or special weapon if chosen)	Base 9
<b>Special Equipment</b>									
Rollers	+35	6"					When using ramming attacks, giants are vulnerable to first strike from Long Weapons.		Ram: 12/3 Str (2)
Lobbers	+72							Lobber (18"): 1/3 Str(1), 3d3 hits, Artillery	Base 9 Elite, Fire every other turn
Ballista	+162							Ballista (30"): 1/3 Str (3), d3 hits, d3 wounds, Artillery	Base 9 Elite
<b>Giant Heroes</b>									
Marshall	424	8"	10	4 Missile +2	3	11 Fearless	3/4 Str (4) 2d3 wounds, or Sweep (15)/4 Str (3)	Rocks (15"): 1/4 Str (2) d3 wounds, Natural	Base: 9 Cannot be mounted
Priest	348	8"	8	3 Missile +2	4	10 Fearless	2/3 Str (4) d3 wounds, or Sweep (10)/3 Str (3)	Rocks (15"): 1/3 Str (2) d3 wounds, Natural	Base: 9 Magic: General Spells only; Cannot be mounted

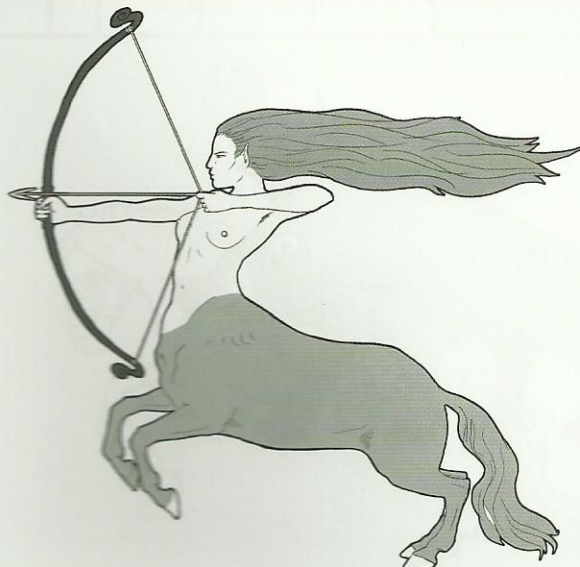
# ARCANA - GOBLIN ARMY LIST

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
<b>Goblins</b>									
Goblin Regulars	9	6"	1	2 Shield	1	6	1/2		
Goblin Spearmen	14	6"	1	2 Shield	1	6	1/2 Str (0) Long weapon		
Goblin Polearms	13	6"	1	1	1	6	1/2 Str (1) Long weapon		
Goblin Bowmen	21	6"	1	1	1	6	1/2	Bow (21") 1/2 Str (1)	
Dervishes	37	6"	2	0	3	8	Sweep (3)/3 Str (1), First strike		Berserk
Hobgoblins	23	7"	2	2 Fixed	2	8	1/2 Str (1)		
Hobgoblins with 2-handed Weapons	22	7"	2	2 Fixed	2	8	1/2 Str (3), Last strike		
Hobgoblins with Spears	29	7"	2	2 Fixed	2	8	1/2 Str (2), Long weapons		
Wolfriders	22	18"	2	2	1	7	1/2 Wolf: 1/2		Base 2
Wolfrider Scouts	31	18"	2	2	1	7	1/2 Wolf: 1/2	Light X-bow (12"): 1/2 Str (1)	Base 2
<b>Goblin Heroes</b>									
Goblin King	184	6"	4	3 fixed Evasion (2)	3	9 Fearless	3/4 Str (2), Magical, First strike	(1 / 4)	
Goblin Noble	90	6"	3	2 fixed Evasion (1)	2	8 Fearless	3/3 Str (1), Magical, First strike	(1 / 3)	
Goblin Shaman	313	6"	3	2 fixed Evasion (1)	4	7 Fearless	2/3 Str (1), Magical	(1 / 3)	Spell Caster Chaos, Fire, Air
Hobgoblin Hero	170	7"	4	2 fixed Evasion (1)	3	9 Fearless	3/4 Str (3), Magical, First strike		Fearsome
Goblin Cannon	249	4" (6" VP)	4	3 Fixed	1	8	Wounds/2	Ball (30"): 1/2 Str (4), 2d3 hits, d3 wounds OR Shot (24"): 1/2 Str (2) 3d3 hits	Base 9 Fires every other turn



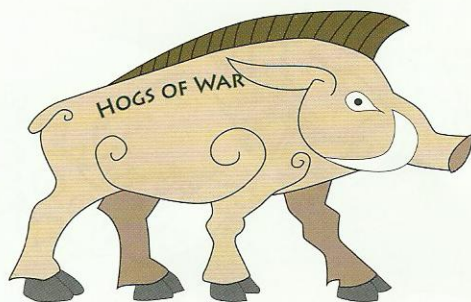
# ARCANA - HALFLINGS & CENTAURS ARMY LIST

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
<b>Halflings &amp; Centaurs</b>									
Halfling	16	5"	1	0 Evasion (1)	3	8	1/2 Weak		Base 1/2
Halfling Spearmen	23	5"	1	1 Evasion (1)	3	8	1/2 Long weapons		Base 1/2
Halfling Militia (Sword and Shield)	18	5"	1	2 Shield Evasion (1)	3	8	1/2 Weak		Base 1/2
Halfling Slings	25	5"	1	0 Evasion (1)	3	8	1/2 Weak	Sling (12"): 1/3 Str (0)	Base 1/2
Halfling Bowmen	32	5"	1	0 Evasion (1)	3	8	1/2 Weak	Shortbow (15"): 1/3 Str (1)	Base 1/2
Centaur	22	16"	2	0	2	8	Hand: 1/2 Str (1) Hoof: 1/2 Str (1)		Base 2
Centaur Bowman	72	16"	2	0	2	8	Hand: 1/2 Str (1) Hoof: 1/2 Str (1)	Longbow (27"): 1/3 Str (2), Natural	Base 2 Elite
Centaur Knight	33	16"	2	3 Shield	2	8	1/2 Str (1), Long Weapon Hoof: 1/2 Str (1)		Base 2
<b>Halfling &amp; Centaur Characters</b>									
Halfling Squire	97	5"	3	1 Evasion (2)	3	10	2/3 Str (1), Magical, First Strike	(1/4)	Base 1/2
Halfling Sheriff	65	5"	2	1 Evasion (1)	3	9	3/3 Magical, First Strike	(1/4)	Base 1/2
Halfling Bishop	306	5"	3	2 Fixed Evasion (1)	4	9	2/2 Str (1), Magical	(1/3)	Base 1/2 Spell Caster Life, Nature
Centaur Hero	159	16"	4	2 Fixed Evasion (1)	3	9 Fearless	3/4 Str (3), Magical, First Strike	(1/4)	Base:2 Cannot be mounted
Centaur Champion	120	16"	3	2 Fixed Evasion (1)	2	8 Fearless	3 / 4 Str (2) Magical, First Strike	(1/4)	Base:2 Cannot be mounted
Great Sling	94	4" (6" VP)	4	3 Fixed	3	8	Wounds/2	Stones (18") 1/3 Str (1), d3 hits, Artillery	Base 4 Fires every turn



# ARCANA - HOGMAN ARMY LIST

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
<b>Hogmen</b>									
Swine	11	5"	1	2 Shield	1	7	1/2 Str (1)		
Swine with spear	17	5"	1	2 Shield	1	7	1/2 Str (2) Long weapon		
Swine with two weapons	13	5"	1	1	1	7	2/2 Str (1)		
Hog Watch	22	5"	2	3 Shield	2	8	1/2 Str (2)		
Hog Watch with spear, halberd or pike	28	5"	2	3 Shield	2	8	1/2 Str (3) Long weapon		Pikes can form Phalanx (31)
Butcher	14	5"	2	1	2	8	1/2 Str (2) Last strike d3 wounds		
Hunter	36	6" Forest	1	1	2	7	1/2 Str (1)	X bow (18") 1/3 Str (2)	
Gladiator	29	5"	2	3	1	9	2/3 Str (2)		Berserk
Pig Centaur	30	14"	3	2	2	8	2/2 Str (1)		Base 2
Pig Centaur with crossbow	54	14"	3	2	2	8	2/2 Str (1)	X bow (18") 1/3 Str (2)	Base 2 Elite
Razorback	43	8"	3	2	2	8 Fearless	3/2 Str (2)		Base 4 Ram 1/3 Str (2) d3 wnds
<b>Hogmen Heroes</b>									
Mayor	186	5"	5	3 Fixed Evasion (1)	3	10 Fearless	3/3 Str (4) Magical, First strike	(1/2)	
Pen Master	113	5"	3	3 Fixed	2	10 Fearless	3/3 Str (3) Magical, First strike	(1/3)	
Shaman	309	5"	3	2 Fixed	4	9 Fearless	2/3 Str (2) Magical		Spell caster Chaos, Nature, Earth
Hog's Bull (used as mount only)	26	10"	2	1	1	7	3/2 Str(2)		Base 4 Ram 2/2 Str (2)
Swill Pump (Hog Cannon)	312	4" (6" VP)	4	3 Fixed	1	8	Wounds/2	Pig Swill: (24") 1 / 3 Str (4), Earth, Artillery, 2d3 hits, 1d3 wnds or Water Blast (21") 1 / 3 Str (2), Water, 3d3 wnds	Base 9 Artillery



# ARCANA - BARBARIAN ARMY LIST

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
<b>Barbarian (Humans)</b>									
Wood Warrior (2 hand weapons)	11	6"	1	1	1	7	2/2		
Barbarian Warrior	11	6"	1	2 Shield	1	7	1/2		
Barbarian spearman	11	6"	1	1	1	7	1/2, Long weapon		
Barbarian with 2 handed weapon	8	6"	1	1	1	7	1/2 Str (2) Last strike		
Barbarian javelin thrower	22	7"	1	1	1	7	1/2	Javelin (9") 1/2 Str (1) Natural	
Barbarian with javelin and shield	24	6"	1	2 Shield	1	7	1/2 Str (1) Long weapon	Javelin (9") 1/2 Str (1)	
Barbarian with bow	23	6"	1	1	1	7	1/2	Bow (21") 1/2 Str (1)	
Berserker	13	6"	1	0	1	7	2/2 Str (1)		Berserk
Scout	12	7"	1	1	1	8	1/3		Infiltrate (15)
Scouts with javelins	30	7"	1	1	1	8	1/3	Javelin (9") 1/2 Str (1) Natural	Infiltrate (38)
Scouts with bows	32	7"	1	1	1	8	1/3	Bow (21") 1/2 Str (1)	Infiltrate (40)
Light Cavalry	22	16"	2	2	1	7	1/2 Str (1) Horse 1/2		Base 2
Light Cavalry with lances and bows	41	16"	2	2	1	7	1/2 Str (1) Long weapon Horse 1/2	Bow (21") 1/2 Str (1)	Base 2
Light Cavalry with lances	27	16"	2	2	1	7	1/2 Str (1) Long weapon Horse 1/2		Base 2
Horse Archers	36	16"	2	2	1	7	1/2 Str (1) Horse 1/2	Bow (21") 1/2 Str (1)	Base 2
Medium Cavalry	33	14"	2	2	1	8	1/3 Str (1) Long weapon Horse 1/2		Base 2
<b>Barbarian Human Characters</b>									
Hero	90	6"	2	2 Fixed Evasion (1)	2	9 Fearless	3/3 Str (2) Magical First strike	(1/4)	
Great Hero	155	6"	3	2 Fixed Evasion (2)	3	10 Fearless	3/4 Str (2) Magical First strike	(1/3)	
Wiseman	309	6"	3	2 Fixed	4	10 Fearless	2/3 Str (2) Magical	(1/3)	Spell caster Chaos, Nature, Air



# ARCANA - GRACCANS ARMY LIST

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
<b>Graccans (Greek/ Macedonian Humans)</b>									
Phalanx units may strike forward with first 3 ranks when in RaF									
Phalangite Gaurd	28	4"	1	3 Shield	1	9	1/3 Str (1) Long weapons		Phalanx
Phalangite	20	4"	1	3 Shield	1	8	1/2 Str (1) Long weapons		Phalanx
Green Phalangite	14	4"	1	3 Shield	1	7	1/1 Str (1) Long weapons		Phalanx
Regular Hoplites	11	5"	1	3 Shield	1	7	1/2		
Trained Hoplites	21	5"	1	3 Shield	1	8	1/3 First strike		
Slinger	11	7"	1	0	1	7	1/1	Sling (15") 1/2 Weak	
Trained Slinger	15	7"	1	0	1	8	1/2	Sling (15") 1/3 Weak	
Archer	16	6"	1	1	1	7	1/2	Short Bow (15") 1/2 Str (0)	
Skirmisher	23	7"	1	1	1	8	1/2	Javelin (9") 1/2 Str (1) Natural	Infiltrate (2)
Light Cavalry	22	16"	2	2	1	7	1/2 Str (1) Horse 1/2		Base 2
Light Cavalry with Spears	27	16"	2	2	1	7	1/2 Str (1) Long weapons Horse 1/2		Base 2
Light Cavalry with Short Bows	29	16"	2	2	1	7	1/2 Str (1) Horse 1/2	Short Bow (15") 1/2 Str (0)	Base 2
Medium Cavalry	23	14"	2	3	1	7	1/2 Str (1) Horse 1/2		Base 2
Medium Cavalry with Lances	28	14"	2	3	1	7	1/2 Str (1) Long weapons Horse 1/2		Base 2
Pegasi Cavalry	81	18" 20" Fly	3	0 Evasion (1)	2	8	1/3 Str (1) Long weapons 2/2 Str (1)		Base 4
<b>Graccan Heroes</b>									
Champion	87	6"	2	3 Fixed Evasion (1)	2	9 Fearless	3/3 Str (1) Magical, First strike	(1/3)	
General	134	6"	3	3 Fixed Evasion (1)	2	10 Fearless	3/4 Str (1) Magical, First strike	(1/4)	
Oracle	332	6"	3	2 Fixed Evasion (1)	4	8 Fearless	2/3 Str (1) Magical, First strike	(1/3)	Magic: Earth, Water, Life
Child of the Gods	172	6"	4	3 Fixed Evasion (1)	3	10 Fearless	4/4 Str (1) Magical, First strike	(1/4)	May not lead Phalanx

# ARCANA - EMPIRE OF MARR

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
<b>Empire of Marr (Roman Humans)</b>									
Testudo - When in RaF, the unit has an armour of 6 against missiles									
Disciplined - When in RaF, the unit may lose casualties as if fearless when failing a break test. It still takes morale tests like normal units. They lose their special rule bonuses if they fall below the minimum numbers for rank and file units, as they can no longer form RAF									
Praetorian	34	5"	1	3 Shield	1	9	1/3 Str (1)	Pilum (6") 1/3 Str (1) Natural	Testudo, Disciplined
Legionnaire	25	5"	1	3 Shield	1	8	1/2	Pilum (6") 1/2 Str (1) Natural	Testudo, Disciplined
Archer	25	5"	1	2	1	8	1/2	Bow (21") 1/2 Str (1)	Disciplined
Equites (cavalry)	25	14"	2	3	1	8	1/2 Str (1) Horse 1/2		Base 2 Disciplined
Auxiliaries	11	6"	1	2 Shield	1	7	1/2		
Lancearii	17	6"	1	2 Shield	1	7	1/2 Str (1) Long weapon		
Nabataean archers (slaves)	23	6"	1	1	1	7	1/2	Bow (21"): 1/2 Str (1)	
Velites (conscript)	23	7"	1	1 Shield	1	7	1/2	Javelin (9"): 1/2 Str (1), Natural	
Antesignani (light cavalry)	22	16"	2	2	1	7	1/2 Str (1) Horse 1/2		Base 2
Sagittarii (horse archer)	29	16"	2	2	1	7	1/2 Str (1) Horse 1/2	Shortbow (15"): 1 / 2 - Str (0)	Base 2
<b>Marrrian Heros</b>									
Centurion	75	6"	2	3 Fixed	2	9 Fearless	3/3 Str (1) Magical, First strike	(1/3)	
Legate	136	6"	3	3 Fixed Evasion (1)	3	10 Fearless	3/4 Str (1) Magical, First strike	(1/4)	
Priest	299	6"	3	2 Fixed	4	8 Fearless	2/3 Str (1) Magical	(1/3)	Spell caster Fire, Earth, Life
Child of the Gods	172	6"	4	3 Fixed Evasion (1)	3	10 Fearless	4/4 Str (1) Magical, First strike	(1/4)	
Auxillary Sergeant	55	6"	2	2 Fixed	2	9 Fearless	2/3 Str (1) Magical, First strike	(1/3)	
Heavy Onager	298	4" (6" VP)	4	3 Fixed	1	8	Wounds/2	Stone: 1/3, Range:36", Str (3), 2d3 hits, d3 wounds OR Shot: 1/3, Range 24", Str (1), 4d3 hits	Base 9

# ARCANA - LIZARDMEN ARMY LIST

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
<b>Lizardmen</b>									
All Lizardmen can swim including cavalry. Lizardman war machines have 2 attacks per remaining wound, and cost 8 VP over standard war machines. War machines cannot Swim. The reinforcement cost is 52 points.									
Tyrosaur Warrior	20	5" Swim	1	3 Shield 2 Fixed	1	9	1/2 Bite 1/2 Str (1)		
Tyrosaur Spearman	26	5" Swim	1	3 Shield 2 Fixed	1	9	1/2 Str (1) Long weapon Bite 1/2 Str (1)		
Tyrosaur Archer	31	5" Swim	1	2 Fixed	1	9	1/2 Bite 1/2 Str (1)	Bow (21") 1/2 Str (1)	
Tyrosaur Raptor Cavalry	32	14" Swim	2	2 Fixed	1	9	1/2 St (1) Mount 1/3 Str (2)		Base 2
Ophidian Warrior	23	6" Swim	1	1 Shield	1	8	1/2 Bite 1/2	Spit (6") 1/2 Str (1) Natural	
Ophidian Spearman	29	6" Swim	1	1 Shield	1	8	1/2 Long weapon Bite 1/2	Spit (6") 1/2 Str (1) Natural	
Ophidian Archer	30	6" Swim	1	0	1	8	1/2 Bite 1/2	Bow (21") 1/2 Str (1) or Spit (6") 1/2 Str (1) Natural	
Amphidian Warrior	12	8" Swim	1	1 Shield	1	6	1/2 Bite 1/2		Base 1/2
Amphidian Spearman	17	8" Swim	1	1 Shield	1	6	1/2 Str (1) Long weapon Bite 1/2		Base 1/2
Amphidian Archer	17	8" Swim	1	0	1	6	1/2 Bite 1/2	Shortbow (15") 1/2 Str (1)	Base 1/2
Amphidian Scout	23	8" Swim	1	0	1	8	1/2 Str (1) Bite 1/2	Blowgun (12") 1/2 Str (1)	Base 1/2 Infiltrate (29)
Amphidian Dactan Rider with Lance	56	4" 15" Fly Swim	3	0	1	7	2/2 - Str (0) Long Weapons 2/2 - Str (1) 1/3 - Str (2)		Base 4
Amphidian Dactan Rider with Bows	70	4" 15" Fly Swim	3	0	1	7	2/2 - Str (1) 1/3 - Str (2)	Short Bows (15"); 2/2 Str (0) Natural	Base 4
Heirosaur	40	6" Swim	3	2 Fixed	1	8 Fearless	2 / 2 - Str (2) 1 / 3 - Str (1), d3 wounds		Base 4
<b>Lizardman Heroes</b>									
Tyrosaur Champion	78	5" Swim	3	3 Fixed	3	10 Fearless	3/3 Str (1) Magical Bite: 1/3 Str (2)	(1 / 3)	
Tyrosaur Hero	139	5" Swim	4	3 Fixed Evasion (1)	3	11 Fearless	3/4 Str (2) Magical Bite: 1/3 Str (2)	(1 / 3)	
Ophidian Champion	65	6" Swim	2	2 Fixed	2	9 Fearless	3/3 Str (1) Magical Bite: 1/3	Spit (6"): 1 / 3 - Str (1), Natural	
Ophidian Hero	133	6" Swim	3	3 Fixed Evasion (1)	3	10 Fearless	3/4 Str (2) Magical Bite: 1/3 Str (1)	Spit (6"): 1 / 4 - Str (1), Natural	
Ophidian Shaman	321	6" Swim	3	2 Fixed	4	9 Fearless	2/3 Str (1) Magical Bite 1/2	Spit (6") 1/3 Str (1) Natural	Spell Caster, Water, Nature, Life
Amphidian Champion	56	8" Swim	2	2 Fixed Evasion (1)	2	8 Fearless	3/3 Str (1) Magical Bite 1/3	(1/3)	Base 1/2

# ARCANA - RATMEN ARMY LIST

## LIZARDMEN - CONT.

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
Amphidian Hero	113	8" Swim	3	2 Fixed Evasion (2)	3	9 Fearless	3/4 Str (1) Magical Bite 1/3		Base 1/2
Amphidian Shaman	322	8" Swim	3	2 Fixed Evasion (1)	4	8 Fearless	2/3 Str (1) Magical Bite 1/2		Base 1/2 Spell caster Water, Nature, Life
Dactan Mount	44	4" 15" Fly	3	0	1	7	2/2 Str (1) 1/3 Str (2)		Base 4
Giant War Lizard	146	10" Swim	6	3 Fixed	2	8 Fearless	6/3 Str (2)		Base 9 Ram 12/3 Str (2)

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
<b>Ratmen</b> All Ratmen can swim.									
Slaves	8	8" Swim	1	0	1	6	1/1		
Slaves with Spears	11	8" Swim	1	0	1	6	1/1 Str (1) Long Weapon		
Warrior	15	8" Swim	1	2 Shield	2	7	1/2		
Warrior Spearmen	21	8" Swim	1	2 Shield	2	7	1/2 Str (1) Long Weapon		
Warrior Bowmen	26	8" Swim	1	1	2	7	1/2	Bow (21") 1/2 Str (1)	
Master Warrior	23	8" Swim	1	2 Shield Evasion (1)	2	8	1/3		
Master Warrior Two weapons	24	8" Swim	1	1 Evasion (1)	2	8	2/3		
Scout	14	8" Swim	1	1	2	7	1/3		Infiltrate (18)
Assassin	23	8" Swim	1	0 Evasion (1)	2	8	1/4 Str (1)		Infiltrate (29)
Plague Dancer	27	8" Swim	1	0	3	7	Sweep (3)/3 Eldritch		Berserk
Plague Slinger	34	8" Swim	1	0	3	7	1/2	Sling (15") 1/3 Eldritch	
<b>Ratmen Heroes</b>									
Pack Master	167	8" Swim	3	3 Fixed Evasion (2)	3	10 Fearless	3/4 Str (2) Magical, First Strike	(1/4)	
Pack Noble	104	8" Swim	2	2 Fixed Evasion (2)	3	9 Fearless	3/3 Str (1) Magical, First Strike	(1/3)	
Master Assassin	158	8" Swim	3	2 Fixed Evasion (2)	3	10 Fearless	2/4 Str (2) d3 wnds, Magical, First strike	(1/4)	Infiltrate (198)
Shamen	324	8" Swim	3	2 Fixed Evasion (1)	4	9 Fearless	2/3 Str (1) Magical	(1/3)	Spell caster, Chaos, Water, Earth
Rat Avatar	178	12" Swim	6	3 Fixed Evasion (2)	4	10 Fearless	6/3 Str (3) Magical		Base 4

# ARCANA - UNDEAD ARMY LIST

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
<b>Undead</b>									
All undead war machines are Missile Immune and have morale 7 Fearless, and cost 22 VP more than standard war machines. The reinforcement cost is 64 points. Undead units are Fearless and Missile immune unless otherwise stated. Dragons and Vampire Masters can be upgraded to spell casters for an additional 250VP with Death Magic.									
Skeleton Warriors	18	6"	1	2 Missile immune	2	7 Fearless	1/2		
Skeletons with Pikes	24	6"	1	2 Missile immune	2	7 Fearless	1/2 Str (1) Long weapon		
Skeletons with 2-handed Weapons	17	6"	1	2 Missile immune	2	7 Fearless	1/2 Str (2) Last Strike		
Skeletons with 2 Weapons	20	6"	1	2 Missile immune	2	7 Fearless	2/2		
Skeletons with Bows	32	6"	1	2 Missile immune	2	7 Fearless	1/2	Bow (21") 1/2 Str (1)	
Skeletons with Crossbows	36	6"	1	2 Missile immune	2	7 Fearless	1/2	Heavy X Bow (15") 1/2 Str (3)	
Zombies	25	4"	2	0 Missile Immune	2	7 Fearless	1/2 Str (2)		
Ghouls	21	6"	1	2 Fixed	2	7 Fearless	1/2 Str (1)		Fearsome
Mummies	47	4"	3	0 Missile Immune Fire Sensitive	3	9 Fearless	2/2 Str (3)		
Fell Vulture	38	4" 15" Fly	2	0	2	7 Fearless	3/2		Base 4
Death Hound	20	12"	1	0 Missile Immune	2	7 Fearless	1/3		Base 2
Vampire	75	7" 15" Fly	2	2 Fixed Evasion (1)	3	8 Fearless	1/3 Str (1)		Elite Fearsome
Reaper	42	6"	1	2 Fixed Missile immune	3	8 Fearless	1/3 Str (2) First strike		Fearsome
Reaper with Soul Whip	42	6"	1	2 Fixed Missile immune	3	8 Fearless	1/3 Eldritch Long weapon		Fearsome
Skeleton Cavalry	36	16"	2	2 Missile immune	2	7 Fearless	1/2 Str (1) Horse 1/2		Base 2
Skeleton Knights	41	16"	2	2 Missile immune	2	7 Fearless	1/2 Str (1) Long weapon Horse 1/2		Base 2
Mounted Reaper	59	16"	2	2 Fixed Missile immune	3	8 Fearless	1/3 Str (2) Horse 1/2		Base 2 Fearsome Elite
<b>Undead Characters and Monsters</b>									
Great Reaper	188	6"	3	2 Fixed Missile imm. Evasion (1)	4	10 Fearless	3/4 Str (3), First Strike, Magical	(1/4)	Fearsome
Vampire Master	220	7" 15" Fly	4	2 Fixed Evasion (2)	4	10 Fearless	3/3 Str (3) Magical, First Strike	(1/3)	Fearsome Spell caster (470) Death
Necromancer	350	6"	3	3 Fixed Evasion (1)	4	11 Fearless	3/3 Str (1), Magical	(1/3)	Spell caster, Death
Skeletal Captain	64	6"	2	3 Fixed Missle Imm.	3	9 Fearless	3/3 Str (1), Magical	(1/3)	
Large Skeletons (ogre, minotaur, troll, etc)	46	8"	3	2 Missile immune	2	7 Fearless	3/2 Str (1)		Base 4

# ARCANA - SNAKEMEN ARMY LIST

## UNDEAD - CONT.

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
Large Zombies (ogre, minotaur, troll, etc)	53	5"	4	0 Missile Immune	2	7 Fearless	3/2 Str (3)		Base 4 Elite
Skeletal Giant	236	8"	5	2 Missile Immune	3	10 Fearless	2/3 Str (4) d3 wnds or Sweep (10)/3 Str (3)	Rocks (15"): 1/2 - Str (2), d3 wnds, Natural	Base 9 Fearsome
Skeletal Horses	23	16"	1	2 Missile Immune	2	7 Fearless	1/2		
Soul Cannon	224	4" (6" VP)	4	3 Fixed Missile Immune	2	7 Fearless	Wounds/2	Steal Soul (24") 1/3 Eldritch, 4d3 hits	Base 9 Artillery
Skeleton Dragon (+250 Spell caster)	464	8" 20" Fly	5	3 Fixed Missile Imm.	4	11 Fearless	8/3 Str (3)	(18") 1/3 Eldritch, 3d3 hits, Natural	Base 9 Fearsome

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
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### Snakemen

All Snakemen Ignore Terrain, and are Base 2

Charming enemies - any enemy unit engaged with Charmers must take a unit save at the beginning of the magic phase. Those which fail lose a point of evasion, or become "slow" targets if they had no evasion, until the end of the turn. (3 point/wound ability). Enemy units with twice as many wounds as there are Charmers are immune.

Nyoka Swordsman	17	6" Ignore	1	3 Shield	2	7	2/2		Base 2 Infiltrate (21)
Nyoka Spearman	23	6" Ignore	1	3 Shield	2	7	1/2 Str (1) Long weapons 1/2		Base 2 Infiltrate (29)
Nyoka Bowmen	29	6" Ignore	1	2	2	7	2/2	Bow (21") 1/2 Str (1)	Base 2 Infiltrate (36)
Nyoka Charmer	32	6" Ignore	1	2 Evasion (1)	3	8	1/2 Eldritch Long weapon 1/2		Base 2 Infiltrate (40) Charm
Nyoka Python Sword	21	5" Ignore	1	4 Shield	2	7	2/2 1/2 Str (3) Last strike		Base 2 Infiltrate (26)
Nyoka Mamba Dual Swords	31	8" Ignore	1	2 Evasion (1)	2	7	2/2 1/2 Str (1) First strike		Base 2 Infiltrate (39)
Kaa Swordsman	27	6" Ignore	1	3 Shield	2	8	1/3 Eldritch 1/2 First strike		Base 2 Infiltrate (34)
Kaa Hurler	38	6" Ignore	1	3 Shield	2	8	1/3 Eldritch 1/2 Str (1)	Knife (9") 1/2 Str (2) Natural	Base 2 Infiltrate (48)
Kaa Snake Archer	38	6" Ignore	1	2	2	8	1/3 Eldritch 1/2	Bow (21") 1/2 Str (1) Magical	Base 2 Infiltrate (48)

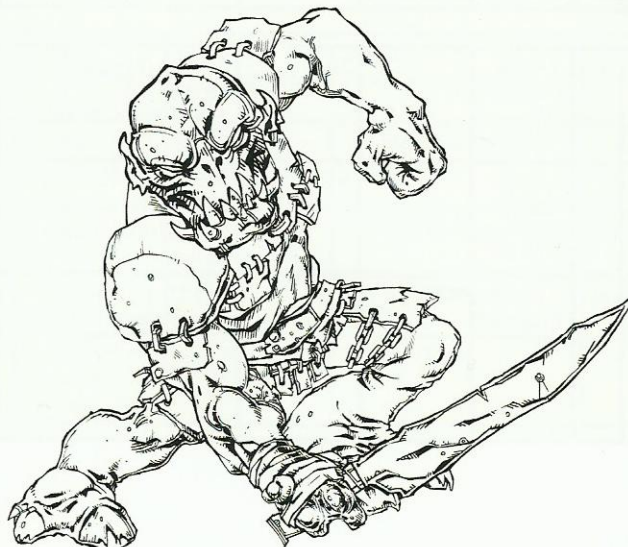
### Snakemen Heroes

Kaa Lord	164	8" Ignore	4	3 Fixed Evasion (1)	3	10 Fearless	3/4 Str (1) Magical, First strike 1/4 Eldritch, First Strike	(1/3)	Base 2 Infiltrate (205)
Kaa Commander	128	8" Ignore	3	3 Fixed Evasion (1)	3	9 Fearless	3/3 Str (1) Magical, First strike 1/4 Eldritch, First strike	(1/3)	Base 2 Infiltrate (160)
Kaa Wizard	363	8" Ignore	3	3 Fixed Evasion (1)	4	9 Fearless	2/3 Str (1) Magical, First strike 1/4 Eldritch, First strike	(1/3)	Base 2 Infiltrate (454) Spell caster, Earth, Water, Nature

# ARCANA - ORC ARMY LIST

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
<b>Orcs</b>									
Orc Warrior	12	6"	1	2 Shield	1	7	1/2 Str (1)		
Orc with Scimitar	12	6"	1	2	1	7	1/2 Str (2)		
Orc with 2-Handed weapon	9	6"	1	1	1	7	1/2 Str (3) Last strike		
Orc with Spear	18	6"	1	2 Shield	1	7	1/2 Str (2) Long weapon		
Orc with 2 weapons	13	6"	1	1	1	7	2/2 Str (1)		
Orc with Bow	32	6"	1	1	1	7	1/2 Str (1)	Longbow (27") 1/2 Str (2)	
Greater Orc	24	6"	2	3 Shield	2	8	1/3 Str (2)		
Greater Orc with Spear	33	6"	2	3 Shield	2	8	1/3 Str (3) Long weapon		
Greater Orc with 2-handed Weapon	18	6"	2	2	2	8	1/3 Str (3) Last strike		
Greater Orc with Bow	43	6"	2	2	2	8	1/3 Str (2)	Longbow (27") 1/2 Str (2)	
Orc Berserker	19	6"	1	0	1	8	2/3 Str (2)		Berserk
Orc Beast Rider Sword	31	14"	3	3	1	7	1/2 Str (1) Beast 1/2 Str (1)		Base 2 Ram 1/2 Str (2)
Orc Beast Rider Lance	37	14"	3	3	1	7	1/2 Str (2) Long Weapon Beast 1/2 Str (1)		Base 2 Ram 1/2 Str (2)
Orc Scorpion Rider Lance	91	12" Rock Climb	5	3 Missile Immune +2	1	9	1/3 Str (2) Long Weapon Scorpion 4/2 Str (3) Tail 1/4 Str (3) d3 wnds		Base 9
<b>Orc Characters</b>									
Orc Chieftain	208	6"	5	3 Fixed Evasion (1)	3	10 Fearless	3/4 Str (4) Magical, First strike	(1/3)	
Orc Hero	85	6"	3	2 Fixed	2	9 Fearless	3/3 Str (2) Magical, First strike	(1/3)	
Orc Shaman	314	6"	4	2 Fixed	4	8 Fearless	2/3 Str (2) Magical	(1/3)	Spell caster, Earth, Air, Chaos
Greater Orc Hero	121	6"	4	3 Fixed	3	9 Fearless	3/3 Str (3) Magical, First strike	(1/3)	
Riding Beast	19	14"	1	3	1	7	1/2 Str (1)		Ram 1/3 Str (2)

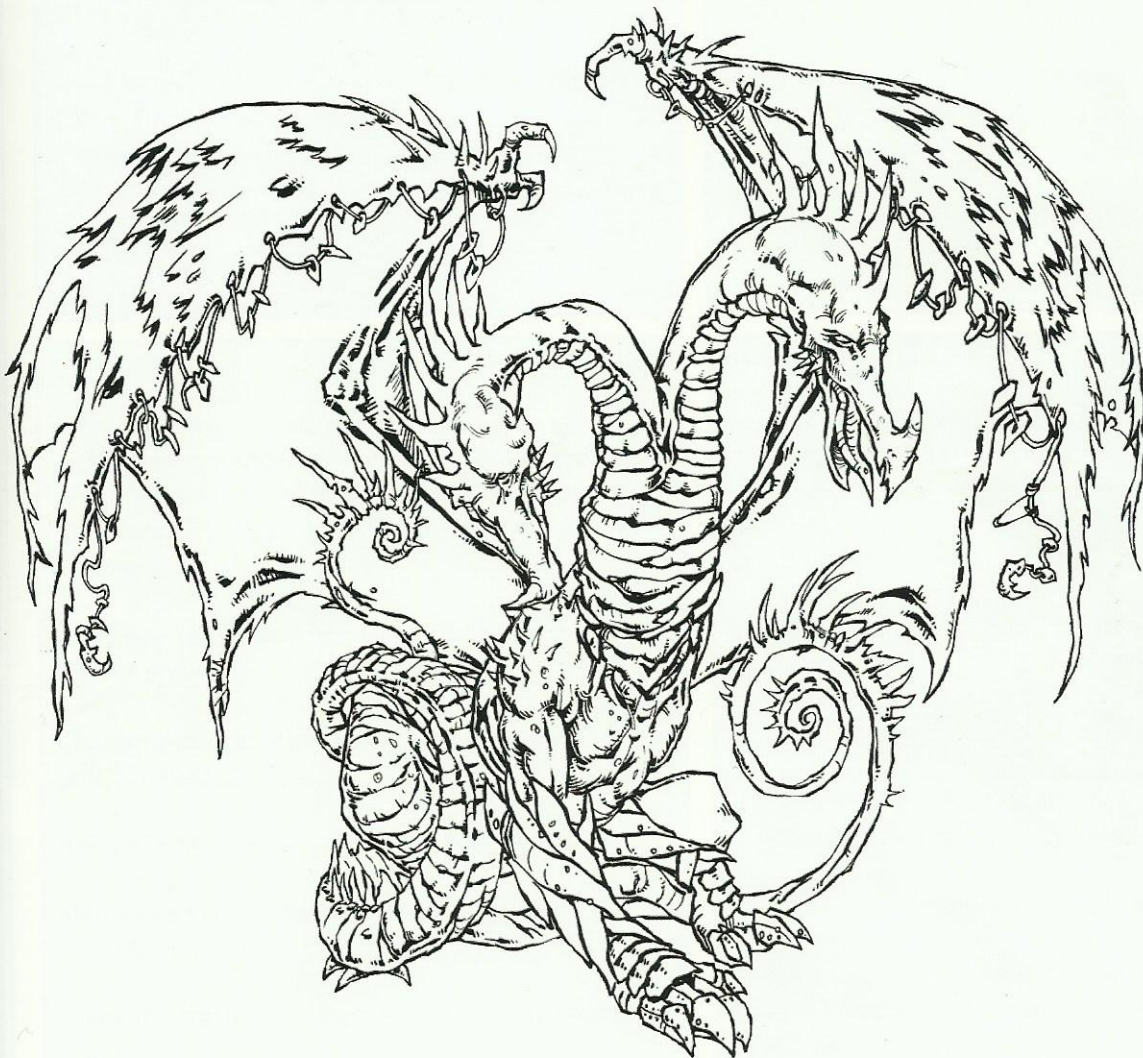
MORE ARMY LISTS CAN BE FOUND ON THE WEBSITE



# TEMPLATES

This next section contains templates that can be cut out, copied or downloaded from the website, for use with the game.

There are spell template masters in 25 and 15mm, plus spell markers so you can identify units that have spells cast on them.



# ARMIES OF ARCANA

## REFERENCE SHEET

### Turn Sequence and Special Events

Fleeing  
Non-engaged Broken Units  
Engaged Broken Units and Pursuers  
Movement  
Place infiltrators (May shoot and move normally)  
Roll Initiative (High wins)  
Players move all units, resolving Overruns and special shooting events  
Place infiltrators (-1 to shoot, no moving)  
Magic  
Existing spells effects resolved  
Wizards alternate casting  
Missile Fire  
All resolved simultaneously  
Melee  
All resolved simultaneously, except first and last strike  
Morale  
Regenerate  
Rally broken units  
Test units

### Fleeing Units Phase

Move Non-engaged units before engaged.

Non-Engaged must move d6" and may add normal movement

Engaged must move d6" + full normal movement, and may be pursued by unbroken units

Pursuers move d6" + full normal move, or until they catch the fleeing unit.

Pursuing units inflict 1 automatic wound per melee attack they could make if they catch the fleeing unit.

Units moving in the fleeing phase do not get to move in the movement phase, except for 3" bonus move for skirmishers

### Movement

Infiltrators may set up outside of enemy deployment area and 6" away from all enemies. An infiltrating unit may also be placed at the end of movement phase, after skirmishers have been adjusted.

Each side rolls initiative. High roller may move first or second.

Charges must be made within the first quarter of a unit's movement.

RaF units may wheel to completely engage

Skirmishers (charged or charging) get 3" extra to more fully engage.

Overrun attacks are resolved during movement

Missile attacks from charged units are resolved during movement

Natural missile attacks from charging units are resolved during movement

### Magic

Persistent spells with reoccurring effects are resolved at the start of the phase.

All non-broken and non-melded spellcasters gain one point of power

The side that moved first may decide to cast first or second

Casters alternate casting between sides.

A player may choose to not cast a spell. If a player passes, he may not cast any more spells that turn

A caster may cast only one spell per turn

Casters may counterspell as long as they have power. Counterspells must be declared before resolving the spell's effects.

Ties go to caster in counterspell attempts

Ties go to dispeller in dispel attempts

# ARMIES OF ARCAN

## REFERENCE SHEET

### Melee

All melee combat is considered to be simultaneous, except that first strikes are resolved in a melee before normal attacks, and last strikes are resolved after normal. Ramming attacks count as always striking even if the ramming creature is killed by first strike.

Characters must fight enemy characters or monsters if they are available and not already fighting a character. If all enemy characters and monsters are occupied, characters may double up on enemy heroes or monsters or attack normal troops.

Monsters may attack whichever they want from characters or normal troops that are in base to base contact with them.

Models with long weapons may attack over one friendly model that is in contact with the enemy, or from the first two ranks in a RaF unit.

To hit an enemy in melee a model must roll equal or less than its skill level on a d6. This may be modified by the following.

- +1 for attacking immobilized or Slow enemies.
- 1 for attacking up a steep slope or stair.
- 1 for attacking through an obstruction, such as a doorway or window.
- 1 for each level of evasion an enemy model possesses.

Amour saves are made using the amour value of the defending model modified by the strength of the attack.

Fixed amour is not modified by strength unless the attack is magical.

### Missile Fire

All missile fire is considered to be simultaneous

Missile attacks have normal range listed.

Missile attacks may fire 1/3 further at a -1 long range penalty

To hit an enemy in melee a model must roll equal or less than its skill level on a d6 using the following modifiers.

Missile attack skill modifiers:

- 1 Long Range
- +1 Short Range (target within 1/3 of normal range)
- 1 for covered targets (woods, walls, etc)
- 2 for heavily covered targets (crenellations, in building windows)
- 1 if target is flying
- +1 if target is Slow or Immobile
- 1 per point of target's evasion
- +1 if target has 30 or more bases of models in RaF

Scatter attacks causing Xd3 hits which miss by 1 cause half as many hits (partial hit)

Scatter attacks cause half as many hits to skirmished units or single models

When firing into combat, re-roll misses against units engaged with the target

Amour saves are made using the amour value of the defending model modified by the strength of the attack.

Fixed amour is not modified by strength unless the attack is magical.

Artillery attacks against fixed amour will use half of the strength of the artillery attack is applied, rounded up. They can also injure missile immune models, using their full strength against an armor of 5.

### Morale

Models with regenerate roll for their wounds before determining if they must take a break test

Units that were broken at the start of the phase may roll their base morale to rally before testing non-broken units.

Fearless and berserk units never take break tests unless they are engaged in a melee.

Units must take morale tests if:

- 1) They have lost 1/4 of the models they started the game with during this turn.
- 2) They have lost 1/2 or more of their starting number of wounds and are engaged or suffered a wound this turn.
- 3) They are engaged with a superior enemy. Superior units have 3x as many wounds, or are engaged with the face of a RaF unit of equal wounds on their own flank or side, or while they are skirmished.
- 4) They have suffered a casualty from a Fearsome model's melee attacks (unless they are fearless).
- 5) The unit has lost a character this turn.

Morale is modified by:

-1 per every 2 wounds of models lost this turn, or for every wound on existing models, which ever is higher.

-1 for every X enemy models engaged. X depends on the base size and formation:

Base Units	Skirmished units bonus is + or - 1 every	RaF units bonus is + or - 1 every
1/2	20 models	10 models
1	12 models	6 models
2	8 models	4 models
4	4 models	2 models
9	2 models	each model

+1 for every X model within the units, as on the table above.

Check victory conditions after all morale rolls are resolved.

25MM BASE 6X1  
25 X 150MM

BASIC TEMPLATE  
SHAPES 15 & 25MM

15MM BASE 6X1  
15 X 90MM

28MM BASE 4  
100MM DIA

15MM BASE 4  
60MM DIA

25MM BASE 3  
15MM BASE 5  
75MM DIA

25MM BASE 5  
125MM DIA

15MM BASE 3  
45MM DIA

25MM BASE 1  
25MM DIA

15MM BASE 1  
15MM DIA

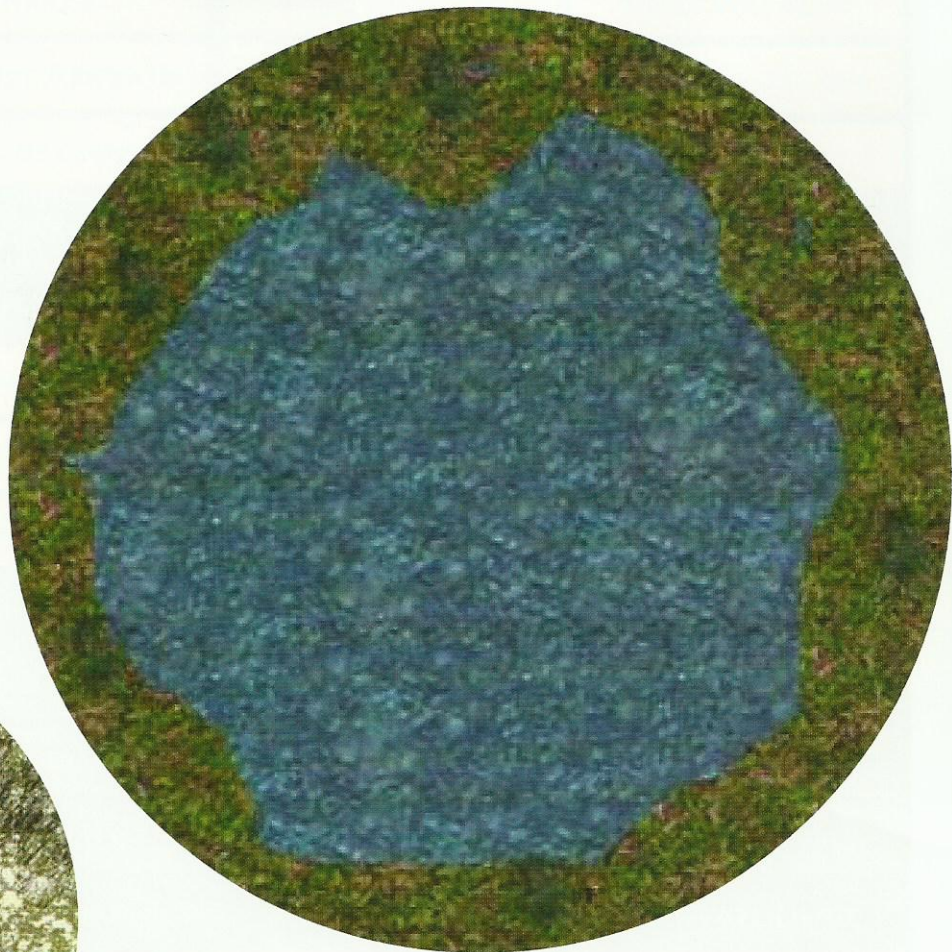
25/28MM  
TEMPLATES



BASE 1x6  
FIRE WALL



BASE 4  
CREATE SWARM



BASE 5  
CREATE POND



BASE 3  
VORTEX OF SOULS

ENCHANT WEAPONS	ENCHANT WEAPONS	ENCHANT MISSILES	ENCHANT MISSILES
ENCHANT WEAPONS	COURAGE	COURAGE	BLESS
HOLY ARMOUR	HOLY ARMOUR	HOLY ARMOUR	BLESS
MAGIC SHIELD	MAGIC SHIELD	GUARDIAN SPIRIT	GUARDIAN SPIRIT
CLOAK OF FEAR	INVOKE TERROR	CURSE	ENERGISE DEAD
CLOAK OF FEAR	INVOKE TERROR	CURSE	ENERGISE DEAD
UNHOLY CHANNELING	UNHOLY CHANNELING	TANGLEFOOT	TANGLEFOOT
PATHFINDING	PATHFINDING	STRENGTH	STRENGTH
CONFUSION	CONFUSION	MARK OF CHAOS	MARK OF CHAOS
CONFUSION	CONFUSION	MARK OF CHAOS	MARK OF CHAOS
CONFUSION	CONFUSION	MARK OF CHAOS	MARK OF CHAOS
ENRAGE	ENRAGE	WARP WEAPONS	WARP WEAPONS
CORRUPT ARMOUR	CORRUPT ARMOUR	MASS CONFUSION	MASS CONFUSION
AURA OF CHAOS	AURA OF CHAOS	BERSERK	BERSERK
EARTHBIND	STONE ARMOUR	TREMOURS	MASS EARTHBIND
EARTHBIND	STONE ARMOUR	TREMOURS	MASS EARTHBIND
FLAMING WEAPONS	PYROTECHNICS	FIRE BREATH	FIRE BREATH
FLAMING WEAPONS	PYROTECHNICS	FIRE SHIELD	FIRE SHIELD
FLAMING WEAPONS	FLAMING ARROWS	FLAMING ARROWS	CLOUD BURST
SWIMMING	HAILSTORM	HAILSTORM	CLOUD BURST
SWIMMING	GUARDIAN WIND	GUARDIAN WIND	GUARDIAN WIND
DUST DEVIL	WIND WALK	LIGHTNING STORM	WIND SPIRIT
WIND SPIRIT HOST	WIND WALK	LIGHTNING STORM	WIND SPIRIT
WATER SPIRIT	WATER SPIRIT	MOTIVATE DEAD	MOTIVATE DEAD
BROKEN	BROKEN	BROKEN	BROKEN
BROKEN	BROKEN	BROKEN	BROKEN
BROKEN	BROKEN	BROKEN	BROKEN





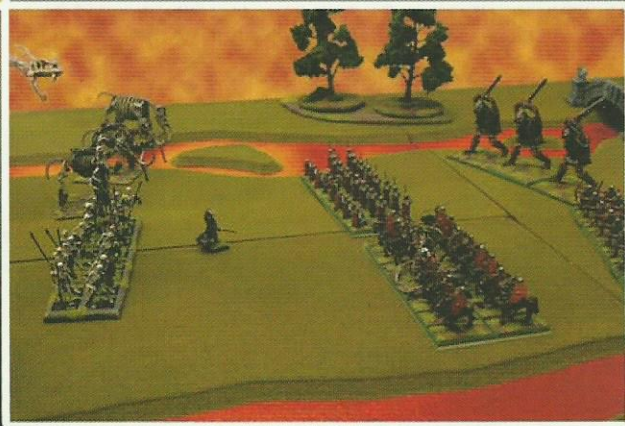
[www.armiesofarcana.com](http://www.armiesofarcana.com)

**A**rcana! Land of constant warfare, from a seemingly endless variety of foes. You will lead one of these armies - choosing your troops, organising their leaders and recruiting allies from monsters that come in all shapes and sizes. You will take your army into battle with the aim to crush your enemy using your tactics, manoeuvres and magic. Once you play Armies of Arcana you may never play another game system again.



Armies of Arcana is an immensely flexible system, allowing players to play games of a handful of figures per side to many hundreds. It was built to favour tactics and manoeuvres as much as raw power and magic. This makes it more important what you do with your troops than what troops you take, although their fate is still tied to the luck of the dice. The game was designed to play quickly, with small games lasting less than an hour, and games with a thousand figures only a few.

All the rules needed to play Armies of Arcana are included in this rule book, along with over 17 army lists with more downloadable from [www.armiesofarcana.com](http://www.armiesofarcana.com). It includes the same points system for creature generation that was used for the lists, so you can create an army to match your figures. All the spells are provided along with templates and new spells will appear online. No supplements or army books are needed to play the game. This is the only book you need.



The rules in this book try to recreate and simulate real choices and events you would find on a battlefield making outcomes more logical. The focus is on tactical skill, not big single characters causing chaos in the game, testing the players skill as a general. Magic is powerful but controllable, morale is important but not unpredictable and combat is realistic without being over complicated. The points system brings flexibility and diversity to the game, making your imagination the only limitation, the system allows the use of historical, ancient and medieval armies, so you can play AoA without buying new figures. The game is open to all fantasy figure manufacturers and to figures of any scale.

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