

# DEMONWORLD

FANTASY BATTLES IN MINIATURE



**HOBBY  
PRODUCTS**



This is a special edition of the '**DEMONWORLD® Fantasy Battles in Miniature**' game rules developed and published by **HOBBY PRODUCTS GmbH** in 1994. This version is available for free to provide some teaser for the upcoming **DEMONWORLD® 2nd Edition** rules, to get some response, and (admittedly) to break some 'language barriers' impeding sales of our miniatures!

We wanted to optimize this document for fast download and distribution over the net, so we left out the 'chrome' in form of decorative illustrations, and, out of necessity, some of the game material needed. Therefore, please ignore all references to game markers 'included' – you will have to supply these yourself (see p. 14 for details). The necessary maps are not included in this version either – downloading and printing out a full-colour TIFF of 40 x 60 cms size was not considered a feasible option for most users. Any 20 mm hexagonal grid will work fine, however, and all 16 maps done so far should be available at good game stores, and can be ordered from **HOBBY PRODUCTS** as well. The other required accessories are included on pages 124 ff.

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... and so it happened that at the beginning of the Second Age, the elves controlled the fate of the world, and they built their floating cities and pacified the land, and every creature had a solid place in the way things went, and there was a fair world order during many thousand sun runs. This, however, displeased S'h-Karath, Prince of Destruction, and so he summoned up a portal between the dimensions, and he sent Xeribulos Dan Hurrorcon, Ruler of Ice, and K'rak-Than, Ruler of Fire, on the world to destroy the elves and to bring chaos and death over them. And Xeribulos Dan Hurrorcon created a desert of ice in the north that continually expanded and buried all life under itself, and K'rak-Than sent his flame-walls against the elves and destroyed their armies, and he let the southern continents wither and become a desert.

...and so it happened that the armies of the elves were destroyed and their cities levelled, and every creature fled before the onrush of fire and ice, and many tribes and cultures were destroyed, while chaos and destruction gained the upper hand. But then the location of the lost swords of the elements was revealed to the elves. And so the High Council of the elves sent Lindradil, the prince of the elves, with the Swords of Water and Earth against K'rak-Than to vanquish him, and Ilmarion, the greatest hero of the elves, was sent with the Swords of Fire and Air to banish Xeribulos Dan Hurrorcon. There was a fight between Lindradil and K'rak-Than that lasted many days, and the desert reverberated with the howl of the fire-demon, as Lindradil succeeded in banishing and chaining him in the Necropolis of the South. And Ilmarion fought many days and nights against Xeribulos Dan Hurrorcon and killed his demon-hordes. And the desert of ice trembled under the wrath of the fighters, and Ilmarion succeeded in banishing Xeribulos to the ice caverns of Norgal. And the Swords of Water and Earth locked the portals of the Necropolis of the South, and the Swords of Fire and Air banished Xeribulos to the ice caverns, and the swords vanished from the face of the earth. And thus ended the Second Age.

...and so it happened that at the beginning of the Third Age, the desert of ice in the north began to retreat, and the withered desert in the south became fertile again after many sun runs. The people breathed a sigh of relief because the demons were gone from the face of the earth; but, the elves knew that the power of S'h-Karath had not been broken. And then again the elves created another big empire that extended from the Cold Sea in the north to the Ocean of Storms in the south, and from the Inner Sea in the west to the Green Ocean in the east. Their armies were strong and numerous, and they practiced great magic in order to be able to defend themselves against S'h-Karath. But they never succeeded in destroying the demons of S'h-Karath completely, and they never built their floating cities again.

*The Book of Ages*

*"The history of the Third Age, my Prince, is known better to us in many details than to the humans that lived during that time. Nevertheless, even today, a lot of things lie too close to us to be assessed in their meaning. Also, too many things were lost in the darkness of forgetting and in the thicket of recriminations and rumors for a true history of the last centuries to be written down. However, that time is stamped by the ascension and slow downfall of the Empire, and so you will understand, my Prince, that we will use the calendar of the Empire, even if this was not even in existence at the beginning of our story..."*

*"At the beginning of the Third Age, my Prince, the elves saw themselves as the rulers of the known world, even though the threat of the demons of S'h-Karath had not been completely banished. They had brought peace to almost all races under their reign, and had also given some knowledge. However, being prosperous and at peace too long leads to negligence and weariness, and so the races under the elves' rule won increasing independence, to which the elves themselves had contributed through shared knowledge. Especially in the region of the future Empire, the relationship between the elves and the humans seemed to evolve to one of equal ranking—although it was mostly the humans that saw it that way. During all this time, the mages of the elves worked powerful spells to destroy forever the bond that was slowly strengthening again between S'h-Karath and the banished demons."*

*"111 years before the calendar of the Empire, my Prince, two lines of fate met and united; and two events of that year would decide the fate of many races in the coming centuries, even if they were not aware of it at the time. For one thing, the banishing spells of the elven mages became mightier and mightier and the essence of S'h-Karath sensed that the bond between the dimensions, and thereby his control, was about to snap and be forever lost. On the other hand, the relationship between humans and elves had progressed so far that the High Council allowed an elven woman to lie with a human. In the fateful night of that year, as the half-elf Rhagai was conceived, the banishing spells of the elves reached their peak, and S'h-Karath sensed that his influence on this plane would be lost. So he cursed the yet unborn child, and condemned it to creating eternal hatred and hostility between all races and to continuing the unfinished work of destruction. When the curse was spoken, the bond between the dimensions snapped."*

*"Do you feel chilly, my Prince? Now, I will instruct the servants to get more wood. But the coldness that you feel comes from within you, because you have recognized that on that day evil entered the world. But nobody recognized it on that day, and so history took its course. Ten moons later, the child was born and grew up within three decades to become an honored member of the High Council and a mighty mage. Inwardly however, Rhagai had a hatred for everything and felt like he belonged to neither the elves nor the humans. He began to knot his threads in secret, and knew that he had all the time in the world to complete his work. ...You know, my Prince, that the elves live for millenniums; and, the half-elf Rhagai could be sure to live many centuries because the curse had made him physically immortal."*

*"During this time, the elves began to convey the knowledge of magic to the humans, and they educated the first human mages. The members of the High Council were amazed at how quickly the humans learned, and attributed this to their comparatively short life span (which gave evolution less time to work on an individual*

*of the human race, and therefore had to proceed faster, in the opinion of the philosophers). We do not know who persuaded the High Council to make the decision to teach the humans magic. However, we suspect that they were influenced by Rhagai, for it fitted in his plan, as the following incidents show."*

*"More than a generation later — it was 48 years before the founding of the Empire — Rhagai, who could because of his powerful magic change his shape and travel unrecognized among other races, made an ancient, apparently incomplete manuscript containing mighty spells previously unknown to the humans available to an ambitious human mage. My Prince, you know the humans well enough to know what had to come about; forbidden knowledge arouses curiosity the most, and unknown things, that are within reach, must be tried.... The magician began to study and work the spells, without comprehending their meaning or realizing their consequences. We don't know exactly what happened ... but, we do know that some time later a huge and powerful tear was opened between the dimensions. Then, the elemental powers broke through and destroyed the portals of the ice caverns of Norgal. The swords of Fire and Air shattered, and the dreadful Xeribulos Dan Hurrocon wandered, wailing with joy, over the earth again."*

*"The mages of the High Council were aware that Xeribulos had been set free; and they also knew that a human mage was responsible. This knowledge reinforced (completely in Rhagai's favor) the growing tensions already present between the elves and humans because now many members of the High Council believed that the humans had learned magic too fast and were using it irresponsibly. It was, however, predominately the humans who suffered most from the situation because the ice carpet slowly moved forward again, devouring everything that lived. As a result, there were famines in the north, and many refugees in the south."*

*"After long, futile fights against the demon hordes, the High Council decided to once more banish Xeribulos. They sent a small group through a magic portal into the ice caverns of Norgal to reclaim the needed swords of the elements. However, the elves returned with only shattered swords unusable for banishing. Then they decided to weld together the blades of the two swords to create a mighty one-and-a-half-handed sword, whose combined elemental powers of fire and air would have a chance of defeating Xeribulos. However, the elven smiths had never been the best and it would have taken them nearly ten years to weld a sword with such mighty powers. So the High Council turned to the dwarven blacksmith, Vaska Torgrimm, who created the powerful sword, called Sardasil, within a few months."*

*"Xeribulos continued to rage in the north, while his magic buried more and more lands under ice. Time was critical; the elf prince Valareth was hastily sent to the north as soon as the sword was finished, with only a small escort to fight against Xeribulos. However, Rhagai ... by all the Gods, Rhagai, you of all people! ... was then selected to give the dwarfs their arranged payment, which included vast amounts of gold, jewels, and their highly valued mithril. The following events are darkened by the shadow of the past centuries and are no longer seen accurately — but the fact remains that ever since the dwarves have been malicious to the elves and claim that they never received their payment, while the elves, at least in those days, were convinced that a member of their High Council did deliver the payment."*



*"Wait, my Prince, I will pour you some more, for listening makes thirsty. Lean back and make yourself comfortable ... we still have a long night before us if you want to hear the rest of the story about Rhagai and the sword – which is also the story of the Empire, and whole races."*

*"In the darkness of history, we lose track of Rhagai for a few years now. ... So let's continue with the events surrounding the sword, whose fate seems to be linked with Rhagai in some mysterious way. Accompanied only by his groom, the elf prince Valareth rode north, as quickly as the horses would carry them, to slay Xeribulos with the sword. You know the lingering legends about the ice desert of Isthak, my Prince. Also, you know that the events that followed, even today, are not well known because rarely did anyone go into the ice desert and come back alive. It is well-known that Valareth crossed the North Marks of the later Empire and that all trace of him was lost somewhere in the north of Thingstedt in the ice desert. It is also a known fact that thereafter the ice ceased to expand. Why? We don't know. It is firmly believed that Valareth did not survive the fight against Xeribulos because he was never seen again after entering the desert of ice."*

*"The sword? ... Patience, my Prince, the whereabouts of the sword were not known for a short time. Soon, however, fate will again unite it with Rhagai. Even the elves didn't know what had happened to the sword. About two years later, the Empire was filled with rumors about the ... so many claimed ... the son of a farmer named Beroll, who had a small, but ever growing, band of followers. With this group of supporters, he led a revolt that later expanded into an open rebellion of humans against the elves in large regions of the later Empire. Beroll's reputation was based on a large magic sword that he carried which apparently made him invincible and scattered his adversaries like leaves in the wind."*

*"We know today that the legendary magic sword that Beroll held was the one-and-a-half-handed sword forged by the dwarfs, even if we don't know how Beroll attained it. Now turned against its previous owners, the sacred sword in the hands of Beroll won him victory. After their first successes, this initially small group of Beroll's followers was transformed into a huge, though badly organized, horde, which pressed hard on the elven garrisons."*

*"After several years had passed, Beroll and his supporters had gained control over large territories of the later Empire. For a while the High Council of the elves had mostly ignored these uprisings, regarding them as just a local revolt. In year 2632 of the High Council, which was six years before the imperial calendar began, the High Council decided then however, to confront the human's rebellion. At Samar, the first big battle between humans and elves took place. The troops on both sides were of approximately equal strength; however, the elves decided the battle in their favour quite easily through the concentrated power of their spells, for the use of magic had not spread very much in the human race at that time. Many human units ran away in blind panic; and even Beroll, with the sacred sword, could not win against the superior strength, and retreated, beaten, along with the remainder his army to the east."*

*"And now, my Prince, something happened, which we will encounter more often in the story of the sword and Rhagai, for they seem to be linked in some mysterious way. Wherever the sword appears, Rhagai is never far behind, even though he may*

*appear in some other form. Shortly after the lost battle at Samar, while Beroll's army were still licking their wounds, a man appeared in Beroll's Council, who called himself Kumkor. He advanced quickly, and made a name for himself as a consultant of Beroll and, also, as a great mage. We know today that Kumkor was in reality Rhagai; but it was not known in those days, and even if it had been, it wouldn't have annoyed anyone. Anyway, Kumkor or Rhagai began to teach the destructive and dark side of magic to the human mages, and within only two years the humans had the knowledge to cast deadly spells of destruction."*

*"No, my Prince, in contrast to warfare, whose one way you command perfectly, magic has as many different schools and ways, as many as there are dimensions in the universe ... all of which are interwoven and influence each other; but, nevertheless, they remain independent and diverse. In those days, the power of the elven magic was extracted from the light levels of the universe. The magic was mighty, but it did not kill. The dark school of magic goes back into the underworlds of the dark dimensions of destruction, where chaos, death and doom prevail. Only very few mages can successfully master more than one school, and still remain sane."*

*"Anyway, the High Council never used the advantage of their victory at Samar to pursue the remainder of Beroll's troops. Perhaps, at that time, the elves had already lost interest in the affairs of the humans. This, however, gave Beroll the opportunity to rebuild his army and to strengthen it with mages of the dark school. He brought the main lands of the later Empire under his control. Then, three years after the first battle, the elves were again forced to raise a huge army and to fight Beroll. The armies met west of Eliahay and, as legend says, both enemies were so impressed with each other's power that the two armies faced each other and stood motionless for two days because neither side dared to make the first move. Finally, one side gave the order to attack, and the carnage began. Under Kumkor's instructions, the human mages unleashed a firestorm that could destroy the elves, despite their protective magic. However, the insatiable flames consumed not just the elves; the humans also fell victims of their own magic. Beroll saw the disaster of the battle and realized that Kumkor's magic was deceptive and uncontrollable. He wanted to attack Kumkor, who, however, escaped, disappearing by means of his magic."*

*"But now, my Prince, something happened that we will experience often in the following centuries, and which we still have no explanation for. Sardasil, the sacred sword, suddenly began to glow very bright in Beroll's hand. Its glow seemed to blind all elves, but none of the humans. Beroll was gripped by a godlike power as he assaulted the top of the hill with his men, where the leaders of the elves were directing the battle, and he personally slew them one by one with the sacred sword. The units of the elves started to panic, and the battle ended in a draw with great losses on both sides. Beroll was found seriously injured among the fallen elves. Dying, he handed the sacred sword to his son Berill, and instructed him to lead the humans to freedom."*

*"Berill began to secure the main lands of the later Empire, and to rebuild his army again. There was little resistance, for many of the elves wanted to quit interfering in human affairs after the catastrophe of Eliahay. So began the exodus of hundreds of thousands of elves to the west, where they, as we suspect, settled on a continent beyond the Great Ocean."*

"Two years later, with large regions of our continent already under the control of the humans, a third battle against the elves took place at Zoltana. Since this battle led to the final expulsion of the elves and to the establishment of the Empire, it is, as you know, my Prince, sung about in many heroic songs and described in many legends. However, in reality, it was a small battle, and the honor that was glorified in hero epics, belonged, most certainly, to the second battle at Elianhay."

"In the following year, Berill declared the foundation of the new Empire in Emessa, the newly established capital, and was crowned the first emperor. In the Empire's main lands the humans were no longer threatened, since the remainder of the elfen race had retreated into the forests of Iconessa. The next four and a half centuries offer many opportunities to study the art of war. They are, however, rather boring from a historical viewpoint. As the Empire grew, prosperity was bestowed upon its citizens. Through many campaigns and battles, the Empire expanded north to the borders of Isthak, the desert of ice, and south to near the gulf of Veneta, and west as far as Iconessa and the Street of Thain, and east to the swamps of Gazaka and the orc territories."

"Rhagai? ... Oh, excuse me, my Prince, if I annoy you with my repetitious tales. Naturally, we want to pursue the story of Rhagai and the sword further. Over the centuries, the sword was passed from each emperor to his successor. The sacred sword always symbolized the nobility of the emperor and the might of the Empire. As it came to pass, every emperor could personally decide a battle in critical moments if he pulled Sardasil and rode with the glowing sword in his hand against the enemy. Essentially, this alone will have contributed much to the expansion of the Empire. However, each emperor who pulled Sardasil in battle died in that same battle – even if the Empire won. So it became custom that an emperor was only allowed to take part in a battle if his succession was already secured."

"The passage of history is measured by ages, my Prince. But, for a creature like S'h-Karath, centuries are equivalent to only one day in the cosmic order of things. So, more than four hundred years pass before we find traces of Rhagai again. The time was in the year 448 of the imperial calendar, when hordes of orcs grew stronger because a successful chief united part of the tribes. Instead of fighting among themselves, which was their usual pastime, they now went against the Empire. In the year 449, Berill V, the emperor at that time, led an army to the east and it came to the battle of Mahsal."

"The battle did not go to the advantage of the Empire, as the imperial army was not only exhausted from a month-long campaign, but also starved due to the devastation of the surrounding country. Berill accepted his destiny to salvage victory and to confront death. With Sardasil in his hand, he rode against the orcs at the head of his bodyguard. But the sacred sword remained dark; no orc was blinded by its splendor. The emperor, however, had instilled courage within the troops and won the battle, but just barely. Then, Berill fell and in the confusion of the melee, an orc succeeded in snatching the sword away from the dying emperor and fled before anybody knew what had happened."

"Every civilization advances and declines in the process of history, my Prince, and the Empire was then at the zenith of its power. The revolving wheel of history had brought the Empire to its supreme power, but now the descent started slowly downward.

Centuries of prosperity and relative peace had led to decadence and laziness, and corruption in the administration of the vast area did the rest."

"After the battle of Mahsal, the Empire was robbed of the symbol that represented their power and pride. Following this, a gradual and lengthy collapse began. Berill's son, Gandalon, died in the great pestilence in Emessa while his father was fighting in Mahsal. With the chosen successor now departed, the next years were marked by intrigues and power struggles which paralyzed the Empire. Though Erwyn the Cruel brought this vigorously to an end in the year 475, the desire for conquest was lacking, and the imperial army that once had been victorious in conquest now became simply a garrison of troops."

"For a long time the whereabouts of the sacred sword and any trace of Rhagai were lost in darkness. Nevertheless, we must assume that he secretly continues to fulfill the bequest of S'h-Karath. From the events of the last seventy years, it appears that Rhagai has disappeared from sight in the civilizations we know, but he is by no means idle."

"In the years after 645, rumors came thick and fast from the northern marches of the Empire that some isolated villages had been attacked by hordes of dreadful creatures, which were part human and part animal. The inhabitants were either mutilated, killed or carried off. With the Empire in a state of decline, it took years to investigate these rumors. The massacres had left few survivors, and the little information that was to be had appeared too unbelievable to be true. As the invasions steadily advanced, in the year 662 Emperor Ondra VIII was compelled to send an army into the ice desert of Isthak, to divert the impending threat. ... As you know, it never came to an open battle, for the total expeditionary force was destroyed in a few weeks through the constant attacks by beastmen, ice witches, and demons."

"As we know today, these episodes in the ice desert were evidence of Rhagai at work, as he set in motion the destruction from the north. In the years that followed, however, events revealed that the web of fatal entanglements designed to drive all races into conflict and ruin was much more tightly woven by him than the menace from the ice desert suggested."

"Now, as the wheel of history turned faster, the alignment of fate that was predestined centuries ago intertwined and merged. ... Pour yourself some more, my Prince, and hear the rest of the story. ... The events that followed occurred blow by blow, measured in cosmic dimensions."

"In the year 665, high ranking commanders of the Empire and a part of the clergy founded the Order of the Purifying Light at a Council in Karmana. Because of the defeat in the north, there was a determination to counteract the downfall of the Empire. The Order, as we know, has indeed succeeded in strengthening the imperial might during the last years, even though the Empire is attacked from all sides. ... A mistake in the plan of S'h-Karath, my Prince? ... Or solely a devilish trick by Rhagai to prolong the agony of the Empire and multiply the aftermath of the impending destruction?"

"However, twelve years after the establishment of the Order, all orc tribes, with a few exceptions, united. Under the leadership of Clanngett, they attacked the imperial area east of the Gavril



river. Commanded by a capable leader like Clanngett, the orcs were remarkably successful, and two years later the invasion had advanced so far that the dwarven empire of Gaeta was threatened as well. So, ultimately the dwarves of Gaeta fought side by side with the troops of the Empire against the advancing orcs."

"So the troops of the Empire were now bound in the north and in the east. The Empire would have managed this threat alone, since their troops were numerous, and the Order had increased their fighting strength and morale. But, in the year 683, the next strike occurred and the fertile southern provinces seceded from the Empire. A short, but bloody civil war followed, and in 685, emperor Erwyn V was forced to accept the independence of the southern city states after losing battle at Bassano. The Empire was deprived of its most fertile provinces. This, however, was not, by a long stretch, the last defeat."

"In the year 694, emperor Dadalon III ordered his personal advisor and favorite, Duke Fraiz Alkaldo, to finally resolve the problem in the north. Alkaldo was given far-reaching imperial authority, but was at that time already corrupted by Rhagai's promises, and the lure of evil power. He recruited a following of dubious subjects, mainly knights who had lost their honour and power-hungry nobles, and brought the northern provinces to the brink of chaos through horrendous taxation and inhumane treatment of the population. Finally, he united his army with the armies of the Ice Lords of Isthak and turned against the Empire. He brought the imperial mining city of Elkar under his control and established the Order of the Purifying Darkness."

"Unfortunately, this shall not be the last of what we hear of Duke Alkaldo, for in the year 710, and by this time advanced to one of the Ice Lords of Isthak, he attacked Wesgard, the northernmost imperial seaport, with a troop of demons and undead knights and took the city after only three days of siege."

"The course of fate and the plans forged by Rhagai in secret, seem to cross, to accelerate and to consolidate now, my Prince. Only two years after these incidents the tribes of the warlords of Thain attacked. Imperial forces have stood their ground against the tribes up to now, and the attack was not directed against only the Empire, for the tribes had skirmishes with the elves, and fought the Ice Lords as well. Nevertheless, a new threat has emerged from a third side."

"Finally, the actual invasion of Isthak began two years ago. At first the invasion was directed against the imperial city of Berlak ... or the ruins of Berlak, as we must say today ... but by now, another army of the Ice Lords has invaded the province of Markhelm, where they fight against Thain and the Empire over the ownership of Waalford."

"The fire? I believe that we can let it go out now because morning already dawns, and our story ends here. The sacred sword? Oh yes, the sword — we don't know what became of the sword, and we also don't know if we'll ever meet again to continue the story. The Empire is being attacked on all borders, and every new morning can be our last. But empires die slowly, my Prince, and there's always a gleam of hope, for who knows on whom the fortune of war will shine?"

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# I. Introduction

With the **DEMONWORLD** game-system you can recreate epic fantasy battles between the armies of most different races and empires, courageous heroes, dangerous monsters, mighty wizards and fantastic fighting machines, whereby the armies of both sides are deployed and pitted against the other. As a rule two players participate in a game and each player will lead an army. Larger scenarios with many units can be played with two or more players on each side, with each leading a certain contingent or a wing of the respective army. Larger games with many players are more fun and are played to a quicker end!

**DEMONWORLD** can be played with the enclosed game counters or with miniatures. The enclosed game counters enable you to instantaneously start a game with smaller armies of orcs and the Empire. However, they do not include all of the existing troop types of these races. Complete information about history, troops, magic of the orcs and the Empire, as well as other races like elves, dwarves or the Icelords of Isthak are included in the **DEMONWORLD** source books. For the construction of such armies, or other units not included here, **DEMONWORLD** miniatures are available. These not only look more attractive than game counters, but provide valuable information like direction of movement, armor-plating or weaponry and facilitate the application of long range combat rules.

## GAME COMPONENTS

Your **DEMONWORLD** game consists of this rulebook, three die-cut counter sheets with counters for orders, spells and different game situations, two sets of identical sheets with a summary of all the required rules and spells, four dice, three die-cut sheets of recruiting cards, three die-cut sheets with preprinted units and four colored playing maps.

To play the game you will need a game surface (for example a table) with a size of 90 x 120 cm or larger and at least another player.

## Game Rules

The **DEMONWORLD** game rules are divided into three

sections for ease in learning the game system. Game rules are always printed in **bold** and examples of play in *italics*.

The **basic game** explains important attributes of models and units. Then (simplified) rules are given for the actions in a round, for orders, movement as well as melee and shooting. The rules of the basic game do not cover all of the tactical possibilities. However, you can play simple scenarios and familiarize yourself with the basic rules. The chapter 'Winners and Losers' describes how to set up a game area and where to set up the armies.

The **standard game** adds rules for an expanded list of actions during a round, for commanders and other special figures, for special formations and for the effects of terrain and morale, on movement and behavior of the troops. Your games become more complex but also more realistic.

In the **expert game** you will find rules for large monsters like dragons or giants, for chariots and artillery, fires and, naturally, magic.

The chapter '**Painting**' includes tips for the painting of miniatures and the formation of the miniature bases.

In the **appendices** you will find an overview of all base sizes used in the game and more information about the included game counters and units.

## Game Counters

The enclosed game counters are used for the issuing of orders and make the identification or control of different game situations easier to resolve. The illustration on the next page explains all counters occurring in the game; for the basic game you will only need some of the order and hit counters.

## Dice

Included in the game are two twenty-sided dice (the sides numbered 1 through 20) and two six-sided dice. The six-sided dice will be referred to as 'D6', the twenty-sided dice will be referred to as 'D20'.

## GAME COUNTERS



**ORDER COUNTERS** used for Move, Skirmish, Attack and Hold orders



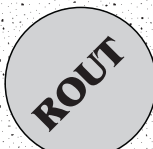
**HIT COUNTERS** are used to record hits in unclear situations



**TARGET COUNTERS** are used to identify artillery targets for shooting in the Expert Game, or to mark the desired target field when shooting into a melee



These counters are used to identify special objectives (see chapter "Winners and Losers" in the basic game)



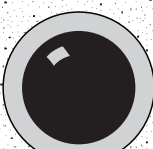
Counters used to show impetuous and routing units



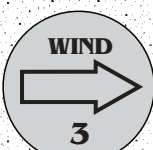
This counter is used to show units flying after breaking off from a melee (see chapter "Flight" in the Expert Game)



Counters used to announce spells



These counters are used to earmark accumulation of load points (see chapter "Artillery" in the Expert Game)



This counter is used to record wind speed and direction (see chapter "Fire" in the Expert Game)

## Game Maps

The game includes four different colored maps, that can be fitted together in many ways to form different playing surfaces.

The game maps are printed with hexagonal grids, which are used to regulate troop movements and maneuvers. A hexagon is referred to as a 'hex' or 'field'. A movement of one hex would be a movement from one hexagon into any of the six adjacent hexagons. The dot in the center of each hex is important for the control of shooting and (in the standard game) for the effects of terrain.

The color-printed side of the game maps includes terrain-formations like hills and forests which have effect on movement, combat and visibility in the standard game. The back of the game maps is printed with hexagons to prepare your own game maps. This side should be used when playing the basic game.

The upper left-hand corner of each map sheet includes a hex which indicates six different directions represented by the numbers 1 through 6. These six 'wind directions' are required in some situations to determine a direction at random by a throw of a D6.

If you look very closely you'll discover a number in hex O17 of each map sheet of the **DEMONWORLD** game. This number identifies each map sheet and makes simple set-ups of scenarios possible.

Each hex contains an alphanumeric designation, for example; 'B3', so that a certain hex on a map can be identified. '3/E3', for example, describes hex E3 on map sheet 3. This makes hidden movement or plots of certain positions possible as well as the simple description of a lineup. When putting together the playing area you will notice that all of the edge fields of the map sheets show two designations, such hexes can obviously be described through both coordinates. If several map sheets of the same type are used in a game, the designation of a hex is not always obvious. Because this fact has no effect on the game, we did not issue special rules for this case. We recommend that you regulate these situations by the use of house rules before beginning the game.

The map sheets included in the game are also available separately if you want to set up other or bigger game areas. For example; the hills from map sheet 1 and 2 not only fit together, but each of the hills also fits to itself if you use another map sheet of the same number. Additional sets of game maps with other terrain are in preparation or may already be available when you read this.

## Recruiting Cards

The recruiting cards are used before the start of a game for the composition of your army and during the game to find required data. A single recruiting card gives precise information of all game-important attributes of a specific unit or single figure.

The recruiting cards, together with the enclosed game counters, are sufficient to form small armies of the orcs and the Empire. Further units of these and other factions are described in the **DEMONWORLD** sourcebooks. The-



## RECRUITING CARDS

**Unit Designation**

Number of Movement Points for each order, number of allowed maneuvers and possible formations (Standard Game)

Refers to the empire or faction; within these rules, only ORCS and EMPIRE

This entry has no meaning within these rules

Further game values (☛ is armor value, ☚ is missile weapon skill in the Standard Game)

Number of Hit Points (Standard Game)

These values are required for morale tests in the Standard Game

Points value for setting up armies of equal fighting power (Standard Game)

Number and kind of elements; ☚, ☛ and ☞ refer to leaders, musicians and standard bearers in the Standard Game

**IMPERIAL ARQUEBUSIERS**

M:16 / A:12 / S:8 2 Maneuvers ☛

ARQUEBUSE 4 Fields: 7 7 Fields: 3

Handweapon 5 Initiative 2

Size 1 ☚0 ☚1

Fear Factor 1 Morale 9/16

no special rules

90 POINTS

se also include all the required recruiting cards for the respective faction.

For games using only the basic rules you only need the nine recruiting cards of sheet 1. The sheets with game counters contain information about which game counters are to be used to build the unit described on each recruiting card. Cut out the required game counters and recreate the game situations while reading the rules.

## MODELS AND ELEMENTS

Each of the hexagonal game counters can be positioned and matched to fit the hexes on the game map. The front of the game counters are represented through printed arrows and, when positioned, always face one corner of the hex. Rules for the positioning of larger game counters are covered in the expert rules.

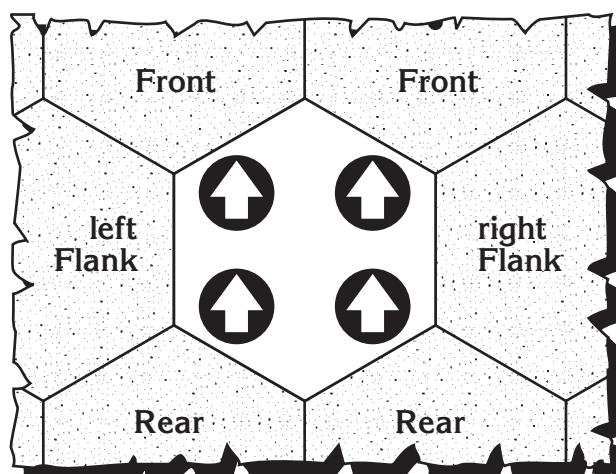
If you play **DEMONWORLD** with miniatures, they are placed and are to be positioned on a hexagonal base, with a side length of 20 mm. The front of the base, represented by the movement direction of the models or the direction in which the weapons are pointing, has to be clear. All **DEMONWORLD** miniature sets from MetalMagic include the required hexagon bases.

**DEMONWORLD** miniatures from MetalMagic representing average sized humans or human size monsters are about 15 mm high. Miniatures representing giants or dwarfs would be taller or smaller but on the same scale. This 15 mm scale allows the realistic display of larger units, monsters, buildings or war machines without letting the dimensions of the game area grow too large.

All normal-sized **DEMONWORLD** foot figures come with a round base of 10 mm diameter, and all normal-sized horsemen come with an oval base of 25x7 mm. The cavities in the **DEMONWORLD** plastic bases are designed to fit the bases of the metal miniatures. Up to five normal-sized foot figures or two normal-sized riders, or cavalry figures, can be placed on one base. The number of miniatures on one base is important for the control of shooting and melee. The recruiting card of a unit gives

precise information about the composition of the models on a base. The appendix contains an illustration which explains all existing possibilities.

A hexagonal base with a side length of 20 mm (or a game counter) is called an 'element' regardless of the type or number of figures it contains. Each element consists of a front that is determined through the alignment of the models as well as a right flank, left flank and a rear.



With some weapons it is important whether they are used against infantry or cavalry. Whether an element is to be referred to as infantry or cavalry is normally determined by the models themselves. For monsters or war machines a different ranking may be specified and is then given in the description of the element.

## UNITS

Elements usually do not run alone over the game map, but are combined to form units. Normally, eight to ten elements close ranks and form a unit, fighting and moving together during the course of the game. The recruiting card provides information about how many elements comprise a unit.

When playing the basic game, all attributes are the same for all elements of a unit.

If you play with the game counters, the attributes are found on the recruiting cards.

If you play with miniatures, you must select models that fit the attributes and values on the recruiting card. The description of a unit in these rules, or in any of the **DEMONWORLD** source books, informs you which Metal/Magic miniatures are suitable for your unit. All attributes and game values are the same for all miniatures of a unit even if there are slight differences in pose, type or armor plating.

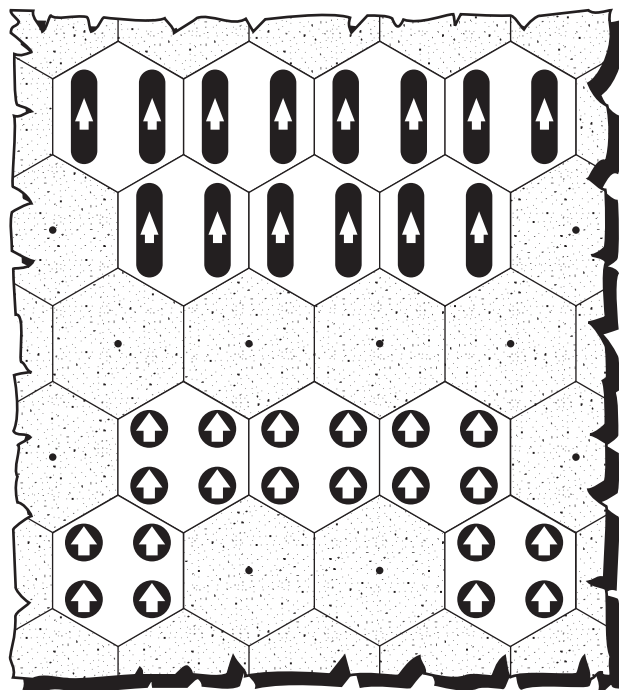
In playing the standard game most units contain leaders, musicians and standard bearers that are based in a special manner. If you wish to play with miniatures now, please read the chapter 'Special Figures' in the standard game first.

## Orderly and Disorganized Units

The elements that form a unit are placed on the game map and lined up in the hexagons. The elements can be set up in any order and alignment. A chaotic setup is not prohibited and can occur. However, this is most certainly NOT useful in specific situations (melee for example) and does not represent the usual combat formation of a unit and hinders its movement. We distinguish therefore between 'orderly' units or units in 'orderly formation' and 'disorganized' units or units in 'disorganized formation'.

**A unit is only in orderly formation if all of its elements have the same alignment; AND a straight front row (called rank) that is perpendicular to the alignment of the elements exists; AND no rank with the exception the last has a gap; AND each rank with the exception of the last has the same number of elements. The last rank may have fewer elements than the preceding ranks.**

In the illustration below we see the front rank has to be straight, so there are only three possible directions for this. All elements can be rotated by 180°, which allows a unit to be aligned in six possible directions. (The drawings in this rule book often show units only containing three or

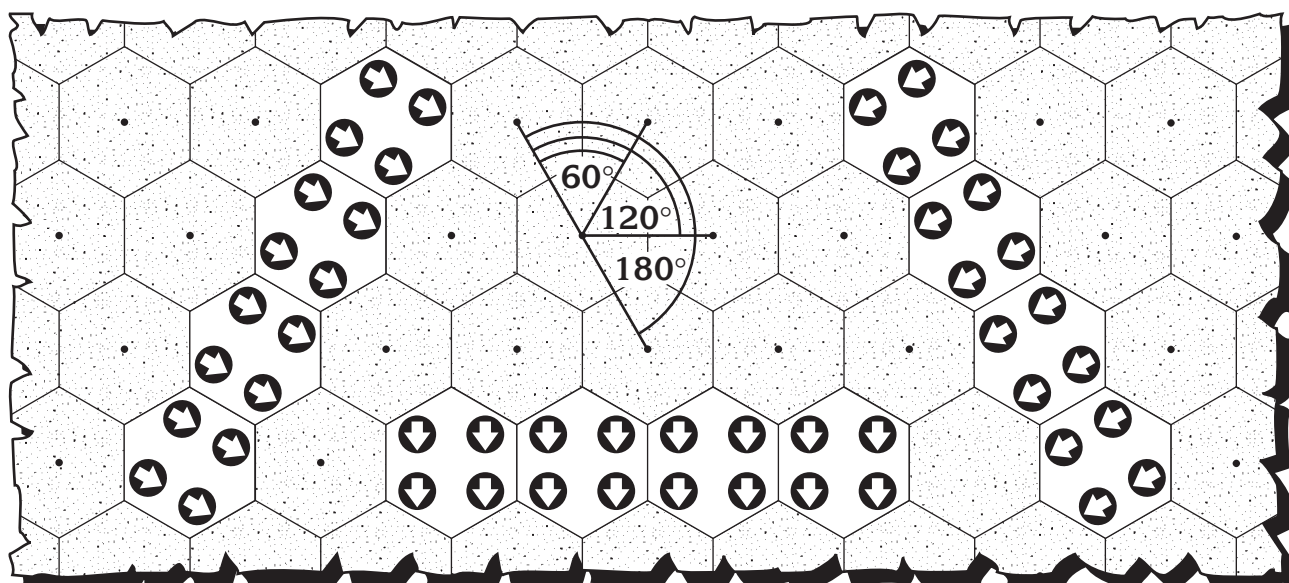


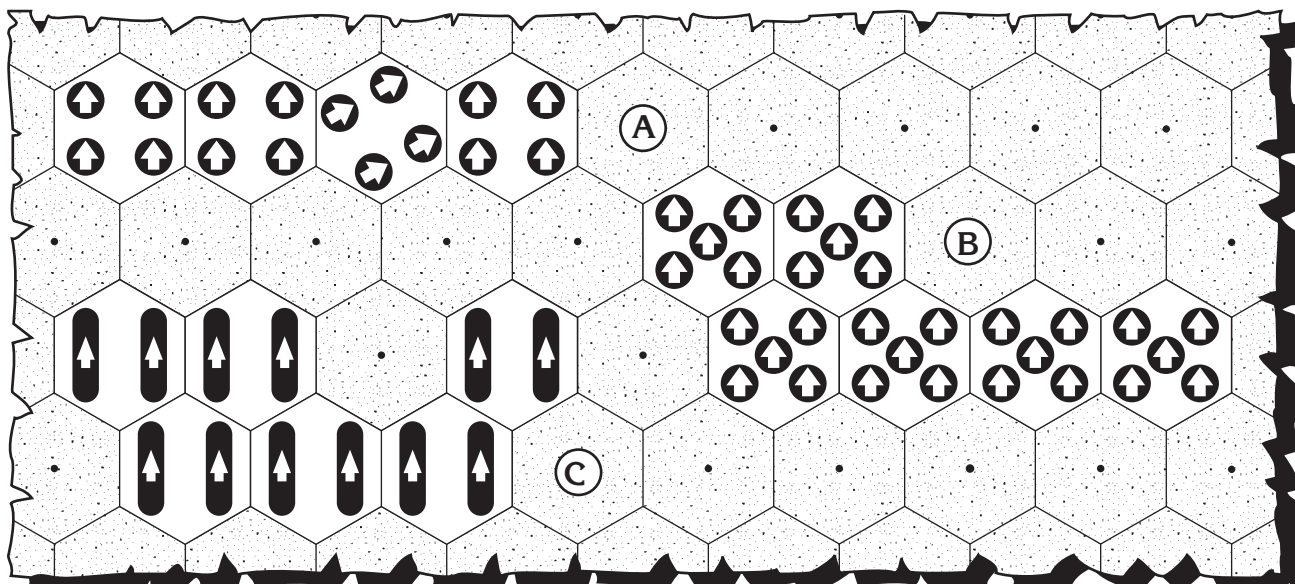
four elements, considerably fewer than the normal strength. This is simply to save space in the text.)

The angles shown in the drawings are only used for easier explanation. The '°' symbol is used when explaining some maneuvers (for example 'wheel' or 'turn').

At the beginning of a game, if you want to set up a unit in orderly formation and have a surplus of elements that cannot form a complete rank, it is possible to put these elements at any position in the back rank. There is no effect on the unit being orderly whether you place these elements in the middle of the rank, on both sides or any other place as long as all elements of the unit are properly aligned.

*Example: A unit consisting of eight elements can be set up in organized formation in several ways. 4-4, two ranks each consisting of four elements. 6-2, the first rank containing 6 elements and the last rank with 2 in any order. A formation of 3-5 would not be considered in good order as the rear rank would be larger than the first rank. 4-2-2*





would also be disorganized as there is more than one rank with a fewer number of elements than the first. It will often happen that the last (second) rank has fewer elements than the first, but this alone does not lead to disorganization.

The units in the drawing at the top of the previous page are in orderly formation. The (upper) cavalry unit arranged 4-3 shows the standard grouping because an uninterrupted last rank guarantees the best options for a fight (see chapter 'melee'). The infantry unit below is in orderly formation, too, even though the last rank contains gaps.

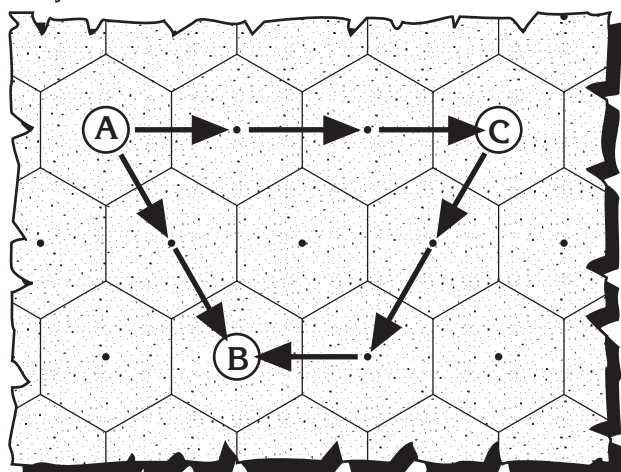
*Example: All units shown above are in disorganized formation. Unit A has a linear front rank, but only three of the four elements are aligned perpendicular. The elements of unit B have no linear front rank as the rear rank is composed of more elements than the first, despite proper alignment. Finally, unit C does not have a closed front-rank because of a gap.*

A disorganized unit has a disadvantage in melee and shooting and is hampered by movement restrictions, which lowers its effectiveness as a fighting formation. These limitations are explained in the chapters 'Shooting', 'Movement' and 'Melee'. In general, it is not a good idea to let units act in a disorganized formation on the battlefield!

## DISTANCES

Distances are given in hexes or fields. The distance between two hexes is the minimal number of hex sides that have to be crossed while moving from one of these hexes to the other.

The distance between field A and field C is three hexes; field B is from field A two and from field C three hexes away.



## Elements that are Adjacent and in Contact

Two neighboring hexes, i.e. two fields sharing a common hex side, are one field part. Such hexes are said to be 'adjacent', and two elements on these hexes are adjacent to each other.

Two adjacent elements able to melee each other (see chapter 'Melee') are said to be 'in contact'. In the basic game, two adjacent elements are always in contact with each other, and this needs no further consideration. In the standard and expert game there can be situations, however, where two elements are adjacent, but not in contact with each other, for example in case of insurmountable height differences.



# II.

# Characteristics of Models

The units and races of a Fantasy world have a number of characteristic attributes. In the basic game this is armor, size, movement points, maneuvers, initiative and weapons. These values are printed on the recruiting card of the unit.

## ARMOR

The armor value of an element is 0 for un-armored troops but can have a value of 3 or more, depending on the type of armor and whether the unit has a shield. The value is given on the recruiting card following the symbol '♣'. The more heavily an element is armored, the higher is its armor value. Higher armor values are more difficult to hit, but their added weight makes them significantly slower when it comes to movement.

## SIZE

The size of an element gives its height and mass in relation to other elements. Humans and human-like creatures have a size value of 2, dwarfs and halflings of 1, and ogres and trolls of 3. The larger an element is, the more dangerous it is in melee, but, it represents an easier target for missiles in the standard game.

## MOVEMENT POINTS AND MANEUVERS

Movements on the game map occur as 'advancing', or as 'maneuvers', by which movement points (MPs) are used up. The movement points of an element or a unit depend on the race and armor of the unit and the orders that the unit has in the turn. The recruiting card shows the number of MPs for the respective orders.

The appendixes also include rules for determining the MPs for different races, armor values, and orders, thus enabling you to convert armies of other systems to the armies used in **DEMONWORLD**. How to execute movements will be described in the chapter 'Movement'.

## INITIATIVE

Initiative is a measure of agility and quick reaction of an element. Most races have an initiative of 2, elves of 3, most Undead have an initiative of 0. The initiative of an element can be changed by the order that currently applies, and in some cases by the weapon being used. Initiative determines who strikes first in melee.

## WEAPONS

Each weapon in **DEMONWORLD** has its own fighting strength, which is shown on a scale of 1 to 20, 1 being the worst and 20 the best fighting strength or 'Battle Factor'.

The armament of an element derives from the weapons being carried and is also given on the recruiting card. A Battle Factor is also needed in many other game situations, for example, for artillery shots, or monsters that use talons, claws, or teeth. The relevant Battle Factor is then given in a description or rule, and is used in a similar fashion to weapon Battle Factors.

## Missile Weapons

Missile weapons are suitable for shooting or throwing, i.e. affecting targets at a distance. This does not work indefinitely, however, but only up to certain distances given on the recruiting card. For weapons whose penetration power decreases with distance, the recruiting card shows two Battle Factors. These two Battle Factors show the maximum distance for the weapon where the weapon has the respective Battle Factor.

*Example: An element with a missile weapon described as '6 fields: 6 9 fields: 5' can shoot at targets up to 6 hexes away with a Battle Factor of 6, and at targets up to 9 hexes away with a Battle Factor of 5.*

Most models with a missile weapon also have an improvised or hand weapon (see following section) that they

can use in melee. This weapon – if present – is also shown on the recruiting card.

**Slings.** This is the collective name for all kinds of slings. We do not distinguish between lighter and heavier slings, as the inferior effect of light slings is balanced by a higher rate of fire (which in game terms, however, is given as only one Battle Factor 3 nevertheless).

**Battle Factor 6 Fields: 3.**

**Bows.** We do not differentiate between several smaller types of bows because more highly developed samples like composite bows are only easier to use, but do not significantly increase penetration-power or maximum range. Please note that mounted archers have a different arc of fire than archers on foot (see chapter 'Shooting').

**Battle Factor 9 Fields: 4.**

**Longbows.** This type of bow has its own class because it has a greater distance and a better penetration-power.

**Battle Factor 12 Fields: 5.**

**Crossbows.** This type of crossbow includes all kinds, regardless of whether it has to be loaded mechanically or by hand. Since loading takes time, an element can fire a crossbow only if it has Hold orders (see chapter 'Actions and Commands').

**Battle Factor 6 Fields: 6 9 Fields: 5.**

**Javelins.** These weapons, because of their limited distance, have only limited use, but are also usable as hand weapons. The term also includes throwing-axes. It is assumed that a model armed with javelins has several of them, and that these are collected again if the situation allows. For the sake of simplicity, therefore, an unrestricted supply is available.

**Battle Factor 2 Fields: 4 4 Fields: 3.**

**Arquebuses.** This includes any hand-carried type of weapon firing a projectile through the use of gunpowder. Because loading takes considerable time, an element can fire this weapon only if it has Hold orders.

**Battle Factor 4 Fields: 7 7 Fields: 3.**

## Melee Weapons

Melee arms are weapons used for hand-to-hand combat or 'melee'. Because the weapons can only be used

against elements on an adjacent field, the descriptions only contain a Battle Factor, and no range.

**Handweapons.** This is the category for small swords and war-hammers, one-handed axes, clubs, flails, maces, morning-stars and other combat weapons carried with one hand.

**Battle Factor: 5.**

**Two-handed Weapons.** This includes halberds, two-handed battle axes or heavy clubs, two-handed swords, scythes and any other hand-to-hand-combat weapons that require two hands to use.

**Battle Factor: 7.**

**Improvised Weapons.** This includes knives or daggers, little clubs, nightsticks, stones and other makeshift arms that have very little efficiency.

**Battle Factor: 3.**

**Javelins.** Can be used for missile combat, but also for melee.

**Battle Factor: 4.**

**Spears.** This includes all spears between about 6' and 12' in length that are usually used with one hand. An element armed with a spear increases its initiative value by 1 in the first round of a melee.

**Battle Factor: 7 against cavalry, 6 against infantry.**

**Pikes.** These are all spears that are over 12' in length and require two hands to use in combat. An element armed with pikes increases its initiative value by 2 in the first round of a melee.

**Battle Factor: 8 against cavalry, 7 against infantry.**

**Lances.** These are similar to spears, but can only be used by cavalry. An element armed with a lance increases its initiative value by 1 in the first round of a melee. A lance may only be used in the first phase of a melee. Therefore, most elements so armed also have a hand weapon to carry on a melee. This hand weapon – if it exists – is also given on the recruiting card.

**Battle Factor: 6.**

# III.

# Actions and Orders

**DEMONWORLD** is played in rounds. A round in the basic game is composed of five phases played sequentially, in which all players participate.

In the first phase of a turn, the 'order phase', you give each of your units an order by placing an order counter beside the unit. This order determines what the unit can do, or is allowed to do during the next four phases.

Laying out an order counter represents the unit-leader's decision as to what the unit should do, based on HIS rapid assessment of the situation. When giving orders, the players should therefore not spend too much time reviewing the overall battlefield and making complicated calculations to determine which order is best suited for a unit (for in reality the unit-leader cannot do this either!). For players with a similar level of experience, we recommend setting a time limit for laying out orders (for example, one minute).

## ORDERS

There are four different orders in **DEMONWORLD** and each has different effects on movement and combat.

### Move Order

A unit with Move (or M) orders forfeits combat and attack options in exchange for further movement. The troopers put their arms away in order to move unhampered and more quickly. The order is very useful to ensure rapid troop deployment, but makes the unit very susceptible to attacks and can therefore be very dangerous if given in the proximity of enemy troops.

**A unit with Move orders may not shoot.**

**Units with Move orders always move FIRST in the movement-phase. A unit with Move orders may not attack an enemy unit.**

### Skirmish Order

Skirmishing units usually only have light armor and are supposed to provoke the enemy to undertake ill-considered actions, and attempt to avoid any melee. A unit with Skirmish (or S) orders has the most varied possibilities of actions, but is not very good at either movement or melee.

**A unit with Skirmish orders is allowed to shoot in the first shooting phase of a turn.**

**Units with Skirmish orders move SECOND in the movement phase. A unit with Skirmish orders may attack an enemy unit and conducts melee with an initiative increased by 1.**

### Attack Order

A unit with Attack (or A) orders may attack an enemy unit and usually inflicts more damage during melee. The unit forfeits shooting for the benefit of a more aggressive attack.

**A unit with Attack orders may not shoot.**

**Units with Attack orders move THIRD in the movement phase. A unit with Attack orders may attack an enemy unit and conducts melee with an initiative increased by 2.**

### Hold Order

A unit with Hold (or H) orders defends its current position. The unit has many movement restrictions, but is very strong in defense.

**A unit with Hold orders is allowed to shoot in the second shooting phase of a turn, even if the unit was brought into melee in the previous movement phase.**



A unit with Hold orders may not move or wheel and is not allowed to attack an enemy unit; but, it may turn and/or shift single elements. These maneuvers are carried out **LAST** in the movement phase. Units with Attack orders conduct melee with an initiative increased by 2.

The terms 'wheel', 'turn' and 'shift of single elements' are explained in chapter 'Movement'.

## **THE SEQUENCE OF ACTION DURING A TURN**

The five phases of each turn are played in the following sequence. When all phases are finished the order counters which were laid out in the first phase are removed and a new turn begins with new order counters being laid out.

### **1. Order Phase**

At the beginning of the order phase of every round all players lay out one **HIDDEN** order counter for each of their units not engaged in melee.

The order counters should be placed with the printed side down so they cannot be seen by the opposing side. Place the chosen order counter next to or behind the unit that you want to assign the order to. The exact position does not matter as long as it is obvious what unit has an order. If you move the unit, the order counter will be moved too.

Units that are still engaged in melee from previous turns do not receive any orders. The action possibilities of these units will be explained in the chapter 'Melee' in section 'The Second and Following Turns of Melee'.

When all orders for all the units have been laid out they are then turned over or uncovered so that all players can see them. If an order counter has been forgotten for a unit, that unit then automatically gets a Hold order.

### **2. First Shooting Phase**

All units with Skirmish orders that are not engaged in melee may shoot.

This is described in chapter 'Shooting'.

### **3. Movement Phase**

All units that are not engaged in melee may move and perform maneuvers, as far as their orders permit.

This is described in chapter 'Movement'.

### **4. Second Shooting Phase**

All units with Hold orders that are not engaged in melee from **PREVIOUS** turns may shoot.

The procedure is the same as in the first shooting phase.

### **5. Melee Phase**

All units that were engaged in melee in this turn or are still so engaged from previous turns, engage in combat now. At the end of the melee phase movements of single elements are performed.

This procedure is described in chapter 'Melee'.

## **RULES FOR THE SEQUENCE OF ACTION**

Actions allowed but not enforced by the rules do not have to be conducted; it is left to the owning player to act with all, some or none of his elements/units.

*Example: A player has five units that may all move because of their orders. The player may decide if he wants to move one, two, three, four, all five or none of these units.*

**Actions not undertaken are forfeited. These cannot be transferred to other units or elements, or later phases or turns.**

*Example 1: If one of your units may move and you do not do this in a movement phase, this possibility is forfeited. You cannot make up for this movement in another phase, or move another unit more than allowed in this phase. The unit in question can, if its orders permit, move in the movement phase of the next turn; but, then only has its normal number of movement points.*

*Example 2: A unit that does not spend all of its movement points, or that shoots or attacks with only some of its elements which are entitled to do so, can neither make up for these lost actions in later phases or turns, nor transfer these actions to other elements or units.*

# IV.

# Shooting

Shooting is defined as firing on other elements using missile weapons.

**Each element of an orderly unit with Skirmish orders may shoot in the first shooting phase of a turn. Each element of a unit with Hold orders may shoot in the second shooting phase of a turn.**

A unit with Skirmish Orders may only shoot if it is organized. A unit with Hold orders may shoot even though it may be disorganized.

**No element belonging to a unit engaged in melee may shoot.**

This also holds true if the element itself is not engaged in melee; for example, if it is on a flank of a protracted unit that is engaged in melee on the other flank. A unit engaged in melee has other things to consider than looking for worthwhile targets on the battlefield.

**An element can only shoot if it has an unobstructed line of sight to a target element; and #1, if the target element is not in contact with the shooting element, or #2, (for units with Hold orders only) if the target element made contact with the shooting element in the immediate preceding movement phase.**

The first case (target element not in contact) is the usual situation for shooting. Your elements either shoot at distant elements or at elements that are neighboring, but not in contact (for example, due to insurmountable height differences in the standard game).

The second case (target element that you just came into contact with) only involves units with Hold orders that do not shoot until they can see the white in the eyes of the enemy. This means that they do not shoot until the enemy is in melee range. In the second shooting phase, these units are not considered to be in melee yet and therefore can shoot (and fight immediately in the following melee phase). In the following turns, when these units are actually engaged in melee, they, of course, may not shoot.

## THE TIME FOR SHOOTING

All shooting in one shooting phase is simultaneous.

Therefore, it does not matter in which sequence shooting is performed or handled. You can do this player-wise, from one side of the battlefield to the other for units of both sides, or in any other way you like. Elements that are equipped with missile weapons and entitled to shoot can do so even if they have already been hit themselves. It is therefore best to let one side do its shooting first and keep track of casualties through the use of hit counters. Then, let the other side do its shooting. Once both sides are finished, missile casualties are then removed simultaneously.

Note that shooting in the first shooting phase is not simultaneous to that of the second shooting phase. Elements lost in the first shooting phase cannot shoot in the second shooting phase. If a unit with Skirmish orders and a unit with Hold orders fire at each other, the skirmishers would shoot first, as this would occur in the first shooting phase.

## RESOLVING ATTACKS WITH MISSILE WEAPONS

When shooting, you have to announce and be clear as to which elements of your unit are shooting at which enemy elements. Then you determine the range and check the Battle Factor of your elements at that range. Then you have to check whether the target element is to be removed from play.

If a unit is shooting, each element entitled to do so can shoot at a single enemy element, and it is possible to 'support' shooting elements with other elements from the same unit (see section 'Support'). The player can decide the exact division including the arrangement of supporting elements in any legal way, but it must be announced completely before any shooting takes place.

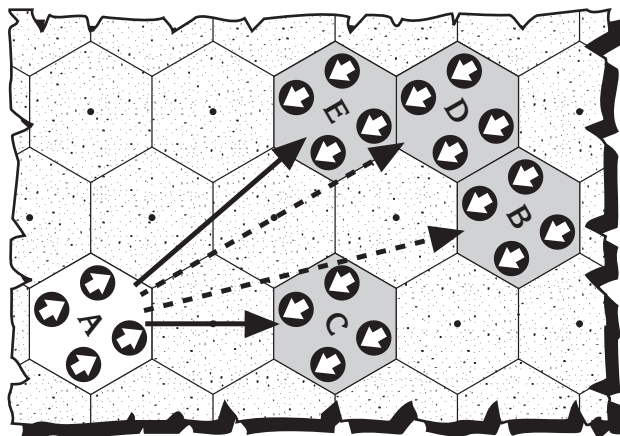
You can also shoot at an enemy element with several elements (without support). This also has to be announced before the commencement of any shooting. If the first shot kills the target, the remaining elements lose their attack – it is not permitted for them to change targets in the middle of an attack.

## Elements Entitled to Shoot

All elements that have a clear view of an enemy element within their arc of fire may shoot.

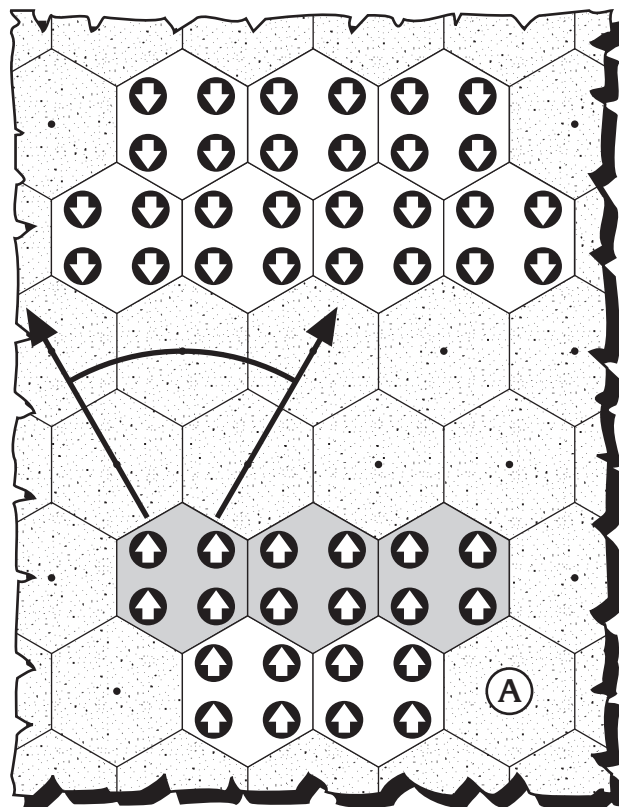
The illustration at the bottom of this page shows the arc of fire of an infantry and a cavalry element and the fields which they could shoot into. Cavalry elements have a wider arc of fire because the riders can, to a limited extent, turn in the saddle.

You have a clear view if you can trace a straight line from the center of the shooter's field to the center of the target's field that is not touching any other (own or enemy) elements.



If in doubt, connect the center dots in question with a ruler or string. If the ruler or string touches the base of another element you do not have a clear line of sight. In the drawing above, element A can therefore only shoot at element C or E, but not at element B or D, because the line of sight to element B is interrupted by C, and to element D by element E.

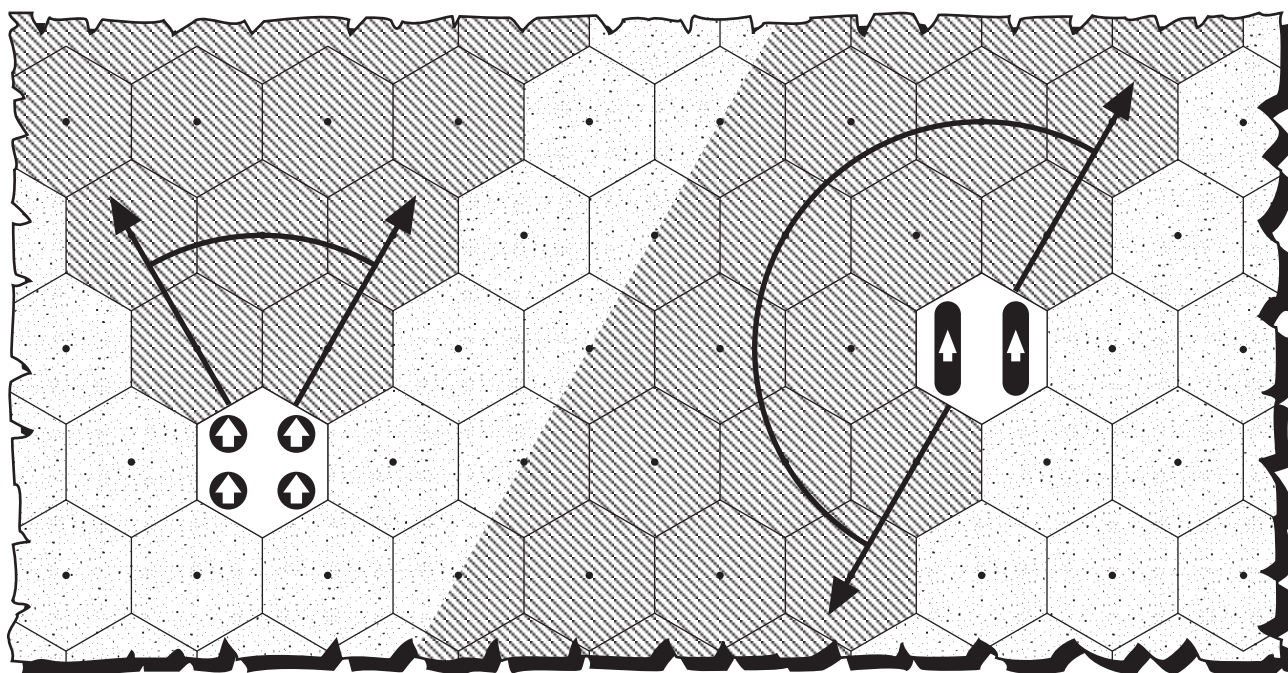
In the drawing at the top right only the gray marked elements of unit A could shoot at elements of the enemy unit, because the back rank of A would have to fire over its own front rank. These elements can only shoot at elements on the facing side of the enemy unit (the front



rank in the drawing), because the back elements are protected by the front elements. Finally, each of these elements could shoot only at an enemy element within its arc of fire. The left element in the front-rank of unit A, for example, could only shoot at one of the three elements on the left (seen from unit A) of the enemy unit.

## Support

If a heavily-armored element is shot at with weapons that have a weak Battle Factor, then it is possible that the firing element cannot inflict any damage at all. This is okay for a single shooting element. Because of the way shooting is handled, however, this situation would be the same



even if a large number of such elements shot at a heavily-armored enemy element (a hit-chance of 0 multiplied by any number of shooting elements is still a hit-chance of 0). To get unrealistic events like this out of the way, we introduce the ability to 'support'. This enables elements to combine their fire on a single enemy element and turn this into a single shooting attack.

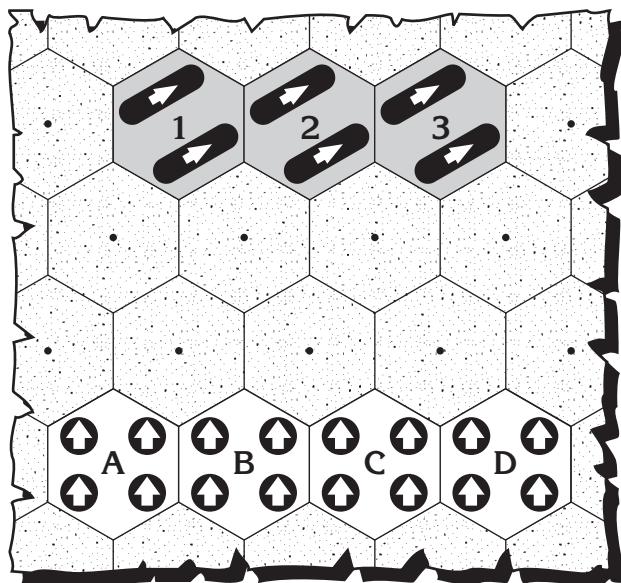
**An element can support the shooting of another element of the same unit if it can shoot at the enemy element with at least the same Battle Factor as the supported element. Furthermore it has to be in contact with the element that is supported or with another element that is supporting the same attack.**

Also, the supporting element has to have a free line of sight on the enemy element, and the enemy element has to be within shooting range.

Only elements of their own unit can be supported. The shooting attack of an element belonging to another unit cannot be supported, even if the elements are in contact.

The support has to be performed with at least the same Battle Factor as the supported attack. Therefore, an attack with weapons of a lower Battle Factor (or with a lower Battle Factor because of the distance to the target element) cannot be supported. If you still want to support in an event like this, you have to fight the actual attack with elements of low Battle Factors and support with the other elements.

Because a supporting element has to be in contact with the supported element or another element that supports the same attack, you have to create a complete chain of supporting elements that are supporting the attack.



In a situation like the one above, each of the four elements A through D could shoot on one of the target elements 1 through 3, each attack being aimed against a target element within the respective arc of fire.

Element A could support element B and C and fire on either element 1 or 2 (element 3 is outside the arc of fire of A, and because of that it cannot be fired upon by A

either directly or as a support). Element A shooting at element 2 could not be supported by B and D while C leads its own attack, because the chain of supporting elements would then be broken by C.

Whatever form of missile combat the player decides upon – each division of attacks or supports must be announced completely before the shooting can begin.

**An element that supports the shooting attack of another element cannot perform other shooting attacks in that turn.**

Each element can only support one shooting attack per turn.

## THE EXECUTION OF SHOOTING

To execute a shooting attack, you first have to announce which of your elements is shooting at which target element and by which elements it is being supported.

Test for each shooting attack to see if the target element is in range for all shooting and supporting elements. Should the target element be too far away for one or more supporting elements, these elements are just ignored. They do not break the chain of supporting elements and they cannot shoot in any other shooting attack this turn.

**Roll 1D20 for each shooting attack and add or subtract the following factors:**

- + Battle Factor of the weapon used
- armor (☒) of the element that has been shot at
- +2 for each element that supports the attack
- 1, if an element with fewer than four models supports or shoots

**If the result is 20 or greater; the targeted enemy element is destroyed and is removed from play.**

*Example 1: An element of imperial arquebusiers shoots at short range (Battle Factor 7) at an element of un-armored barbarians (☒ of 0). Based on the modifying factors (+7 for Battle Factor; no deduction for armor), the rolled 16 becomes a 23. The barbarian element is removed from the game.*

*Example 2: An orcish wolf archer element (with 2 models) that is supported by another element of the same unit shoots with bows (Battle Factor of 4) at an element of light armored imperial troops (☒ of 1). The player rolls 1D20 for an 11. Because of the combat modifiers (+4 for Battle Factor, –1 for armor of the target, +2 because one element is supporting, and –2 because two elements with fewer than four models support); the number becomes a 14. The imperial troops are not impressed.*

If an element with less than four models supports, you can also just add 1, (instead of adding 2 and then subtracting 1) because of the number of models.



## SHOOTING INTO A MELEE

As already stated, elements with their unit in melee cannot shoot.

Of course, it is allowed to shoot at elements that are fighting a melee, provided that the target element is in the arc of fire and visible. Although elements engaged in a melee do not move around on the game map, in reality, however, they are moving around and battle-lines are moving forward or are pushed backwards. If an element shoots into a melee, it is therefore possible to hit the wrong target.

**If you shoot at an element that is engaged in melee, you have to roll 1D6. If you roll 1–3, you hit the right element, and the shooting is resolved against this element. If you roll 4–6, one of the neighboring fields will be hit. In this event, roll again with a D6 to find the direction of the deviation by using the compass printed on every map. The attack hits with the original Battle Factor against any element (even if it is friendly) on that field. If there is no element there, the attack is lost.**

An element is in melee when it is in contact with an enemy element. Also, elements that cannot strike in a turn (because only their flank or back is in contact with an adversary) are still regarded as 'in melee'. On the other hand, if you shoot at elements belonging to a unit in melee, but not in contact with an enemy themselves, the shooting is resolved normally.

When shooting into a melee there has to be a free line of sight to the originally chosen target element. It is not allowed to select an element in the middle of a melee as a target (when there is no clear line of sight) in the hopes that the missile will hit an enemy element somewhere. It is allowed, however, to select one of your own elements as the target element and hope that in the final analysis an enemy element will be hit.

It is also possible that there is no line of sight to the element affected in the end, or that this element is beyond the maximum range of the firing weapon. An attack like this is still resolved, because the elements in a melee move around and an element in contact can be on the target field for a short time.

**There can be no support while shooting into a melee.**

If you shoot with several elements at an element in melee and if the element is destroyed before all attacks have been resolved, (in contrast to the other shooting attacks) you still have to execute the remaining attacks because they could hit one of the neighboring elements.

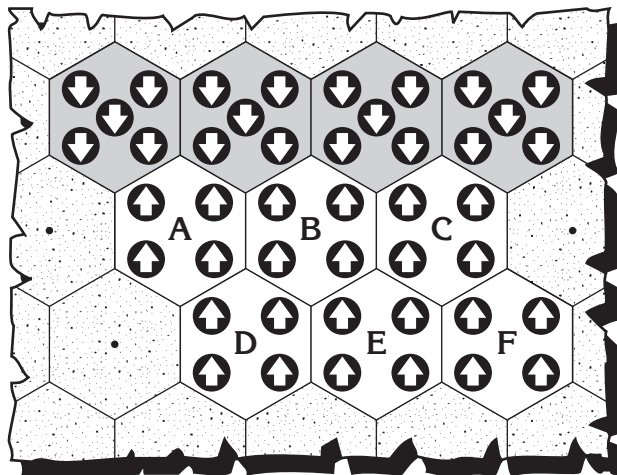
## AFTER THE SHOOTING

As a result of a successful shooting attack, one or more elements of the unit that has been shot at will be removed. The unit's formation can develop gaps and become disorganized. A unit, though, will attempt to get into a new orderly formation instead of standing on the battlefield

like a disorganized horde. Therefore, other elements of the unit will move to close the gaps and rebuild the original formation.

**If a unit has suffered shooting casualties, then every element that is not in contact with an enemy can be moved by 1 field in any direction; as long as the field moved to had been occupied by another element of the same unit before the shooting began.**

These movements occur in the first or second fire phase depending on when losses due to shooting have occurred. This 'repairing' of the formation does not count as movement and because of that, it does not cost movement points or maneuvers. Note that only a movement is allowed, but not additional turning.



*Example: In the above drawing the elements A to F are in melee. If element A has to be removed as a shooting casualty, element D can move to the now vacated position. Element B cannot move because it is in contact with an enemy element. The elements E and F cannot move to the position vacated by A, because they would have to move 2 and respectively 3 fields. If element D moves to the position vacated by A, element E could move to the position of D, and element F to the position of E, because these fields had been occupied by elements of the unit before the shooting attack began.*

Theoretically an event could occur where the formation of a unit, through combat losses, gets better. A unit, for example, that is in disorganized formation, because one element in the last rank is aligned differently, would get organized through the loss of this element, and would therefore get a bonus for movements because of the loss (!!). The writers are aware of the rule conflict; but, they would rather leave the mistake than add boring rules in order to get rid of it. And, you will also find out that this situation has virtually no importance during the game.

In the event that the formation of an orderly unit is torn apart extensively by shooting losses, and cannot be rebuilt through moving; the unit becomes disorganized. This deterioration of the formation leads to restrictions in movement and fighting that will be explained in the following chapters 'Movement' and 'Melee'.

# V.

# Movement

**In the movement phase, the players may move their units as far as their given orders permit, provided that the units are not engaged in melee from previous turns.**

Movements by units in melee are not performed in the movement phase, but at the end of the melee phase. This is further described in chapter 'Melee', section 'The Second and Following Rounds of Melee'.

The following rules assume that a unit is composed of more than three elements. Special rules for units with three or fewer elements are to be found in paragraph 'Units With Three or Less Elements'.

In movement, a unit is either advancing or maneuvering. When advancing in organized formation, the entire unit is moved in a frontal direction, and expends movement points for this. In a maneuver, some or all elements are either moved or turned, or the unit does a 'wheel'.

The difference between advancing and a maneuver is an important part of this chapter, and subsequently we distinguish here between the two whenever it is necessary. In both cases, however, the unit in whole or part moves in some way or the alignment changes, therefore, both can be summed up as movement.

The recruiting card of a unit shows the number of movement points that a unit has, and how many maneuvers it may accomplish.

**The movement points of a unit depend on its present order. In each movement phase, a unit may not expend more movement points than its order permits.**

*Example: A unit with the entry 'M:24 / A:18 / S:12' can expend, per movement phase, with a Move order at most 24, with an Attack order at most 18, and with a Skirmish order at most 12 movement points. An entry 'H:...' for a Hold order is not given, as units with Hold orders cannot expend movement points, but may only accomplish certain maneuvers.*

Movement points are expended when entering an adjacent field and are dependent on the kind of terrain entered. In the basic game there is only normal terrain, which can be entered with 3 movement points per field. A unit in organized formation, with 18 movement points

at its disposal, could therefore advance six fields in this terrain.

**The number of maneuvers shown indicates how many maneuvers, per movement phase of a round, the unit may accomplish.**

The number allowed depends on the respective unit. This value becomes more important in the standard game. In the basic game ALL units always have two maneuvers available, regardless of the value given on the recruiting card.

**For the first executed maneuver, a unit consumes half of its available movement points. Units with only one maneuver may not advance after the maneuver is executed. Units with more than one maneuver may execute one maneuver and then advance, but may not advance if more than one maneuver is executed.**

*Example: A unit with three maneuvers and 18 movement points may choose not to maneuver at all and advance instead, expending all of its 18 movement points; or perform one maneuver and advance expending the remaining 9 movement points; or perform two or three maneuvers and advance not at all. Should the unit have only one maneuver at its disposal, it could not advance after the maneuver was executed.*

Please note: movement points expended are counted against executed maneuvers and vice versa. No unit can expend all of its MPs AND maneuvers.

A player may, as desired, split up movement into advancing and maneuvering. A unit which wants to accomplish a maneuver and still has half of its movement points remaining, can maneuver first and then advance; or advance first and then maneuver; or expend a part of its movement points, maneuver, and subsequently expend the remainder of the movement points.

You can not, however, save any remaining movement points or maneuvers to make up for any shortfall in a later round. A unit, for example, with 10 movement points when advancing exclusively through open terrain (at 3 movement points per field) can never completely exhaust its movement points. It still, however, does not have the option to save (the) one remaining point. Movement

points of that kind become more meaningful in the standard game where different terrain types are used.

The movement of a unit is finished when the number of allowed movement points or maneuvers are used up; or when the game rules do not allow any further movements; or when the player decides that he does not want to further advance the unit or execute maneuvers with it.

The conclusion of movement is binding – you cannot retrace a finished move or save remaining movement points for later use.

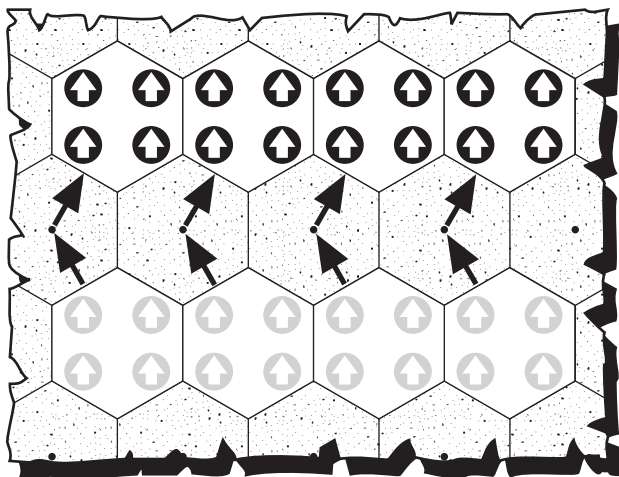
## MOVING AN INDIVIDUAL UNIT

The elements of a unit are formed (mostly) in a certain order, and they will try to keep the formation while moving. A moving unit, therefore, is not a horde of figures moving somehow in a given direction. Movement is a combination of advances, turns, wheels and formation changes executed by the whole unit as a formed body of troops.

## Movements

When moving an element, the element is moved from one field to another neighboring field without changing the element's alignment. If the move occurs into one of the two front fields of the element, the element is advancing, and for this (mostly) only movement points depending on the type of field entered are used. If this move occurs into one of the flank or rear fields, it is a maneuver.

If a unit in organized formation is moved (advanced) in the direction of the front fields, all elements are moved the same way and distance without changing their alignment or position relative to each other. The whole unit only uses the movement points that one element would have to use for the same movement.



The organized unit in the illustration above has advanced two fields and used for this (2x3=) 6 movement points. Advancing does not have to be performed in a zigzag pattern as above, but can also cover several fields in the same direction, which allows diagonal advancing.

**Movements in directions outside the front field for units in organized formation, and movements in any direction for disordered units are only possible from one field to**

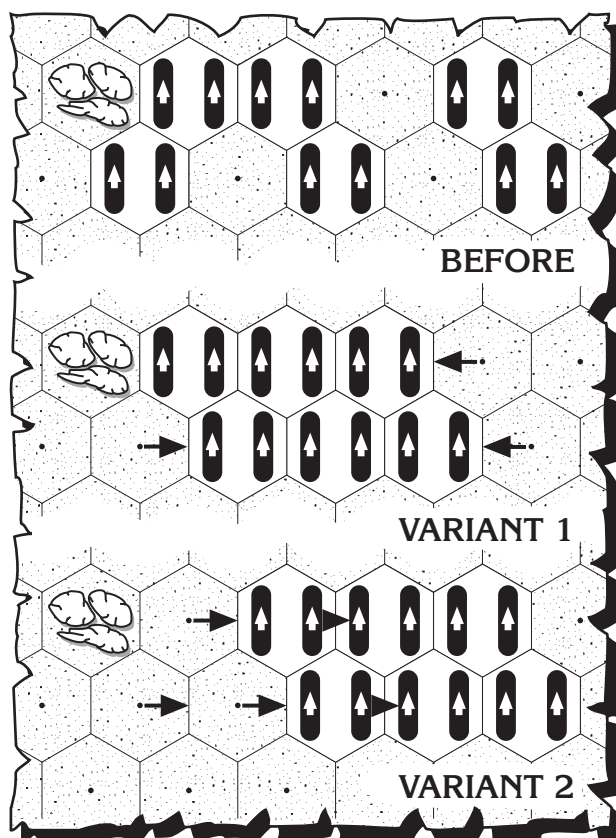
**another field. For this, each movement of the entire unit by 1 field is considered to be a maneuver.**

If the unit in the previous example had been disorganized, (for example, because one of the elements was aligned differently) the execution of the shown movement would have cost 2 maneuvers (and used up all movement points of the unit). In the same way, an organized unit moving one field to the right, left or back (outside the front fields) would have to expend one maneuver.

By expending maneuvers, a move normally results in much less distance covered than a move that expends movement points. Therefore, units in disorganized formation are subject to considerable movement restrictions, and such situations should be avoided if possible. Reasonable exceptions are units with Hold orders, which want to shoot in several directions, or (in the standard game) square formations.

Nevertheless, there are cases, where casualties are removed following a melee, that a unit will stand more or less in confusion on the battlefield. Before it can fight and move on normally, the unit must 're-deploy' individual elements and make 'repairs' to its formation, thereby reverting to an organized formation again.

**If all elements of a unit are not moved in the same manner, then each displacement by 'one field in distance' counts as one maneuver. Regardless of the number of elements moved, the maneuver costs are based on the element that moved the furthest.**



The unit in the illustration marked 'before' is in disorganized formation and can 're-group' its individual elements on the hexagonal grid and again assume an organized formation. The final positions shown are only two examples of the numerous possibilities. In variant 1, three

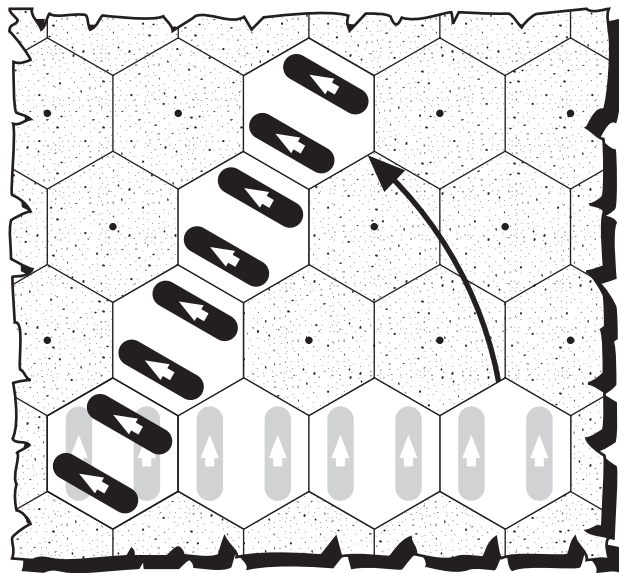
elements have been moved by one field; this re-deployment counts as one maneuver, and the unit would still have half its movement points left at its disposal. In variant 2, the extreme left element, in the last rank has been moved by two fields; the unit has accomplished this with two maneuvers and has no more movement points left.

It should be noted that even an organized unit, moving completely in the direction of its front area, can execute a movement of one field forward as a 'maneuver' and not as an 'advance'. While this rule appears at first to be senseless, it is used (in the standard game) to give units with three or more maneuvers an advantage over units with only two maneuvers. These units may still be moved straight ahead after executing two maneuvers. Secondly, units with Hold orders are only allowed maneuvers, and so with three maneuvers available, they may accomplish some further movement.

In all cases above, the orientation of the unit (the alignment of the unit and each individual element in relationship to the playing area) has remained constant. If this is to be changed, there are two possibilities for this: the 'wheel' (where the entire unit turns around on a pivot point); and, the 'turn' (where individual elements turn around their center).

## Wheels

A wheel can be executed only by units in organized formation. If a unit executes a wheel, the extreme right or left element in the front rank is determined as the pivoting point, and the entire unit then swings 60° or 120° forward around this point. Each wheel is a maneuver independent of the angle.



The unit in the drawing above has wheeled forward 60° and has executed a maneuver. If the unit had wheeled forward 120°, this would also have counted as one maneuver. The form of the unit is not changed while performing a wheel; the elements of possible further ranks behind the front rank are so displaced that their position relative to each other and the front rank remains.

A unit can only wheel forward. A back wheel is a maneuver best left to well-drilled troops of the 18th and

19th century than to the races of a fantasy world. A unit with two maneuvers may, of course, wheel around by ( $2 \times 120^\circ =$ ) 240° and thus has practically executed a reverse wheel of 120°. While such a movement is allowed, it counts as two maneuvers, requires sufficient space in order to be accomplished, and lastly would be more appropriate on a parade ground than in the thick of battle.

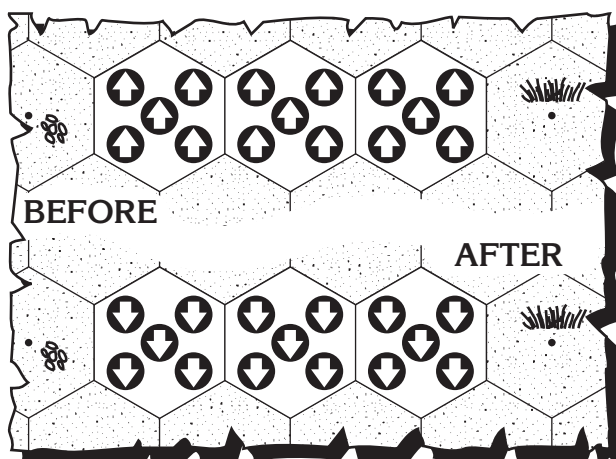
**A left and right wheel cannot be combined in a movement phase.**

This rule prevents a unit setting itself up in a width of 10 elements and then practically advancing 10 fields by implementing a left and a right wheel.

Naturally, units with three (or more) maneuvers may make a wheel, then advance one field by expending a maneuver and then, again, execute a further wheel. This, however, must also be executed in the same direction as the first.

## Turns

When turning, each individual element of a unit can accomplish a turn around its center, thereby changing its alignment. Turns can only be made in multiples of 60°. A turn is a maneuver, regardless of the number of elements in the unit that were turned, or the angle or direction of the turn.

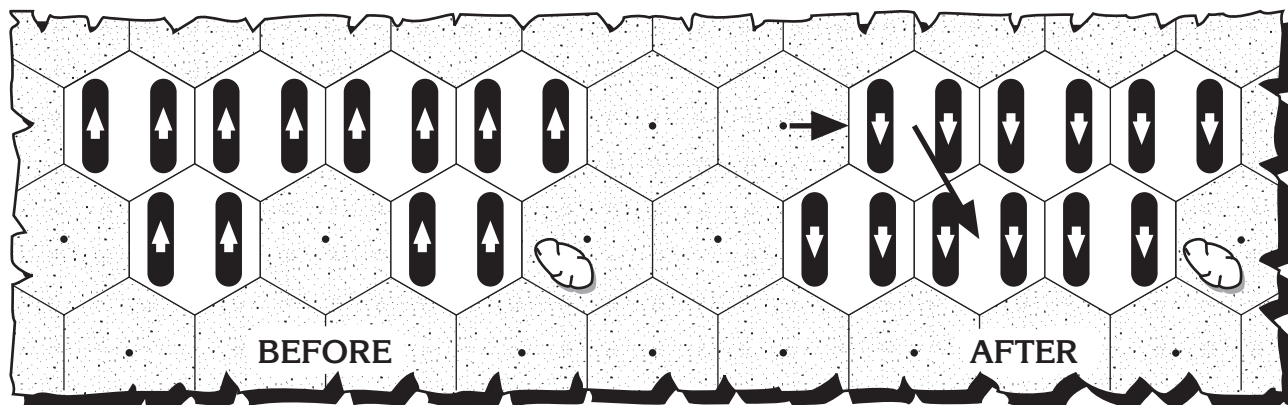


All elements of the unit above have turned around 180°; the unit has accomplished this with one maneuver.

A unit which was in organized formation before turning AND has turned all its elements in the same direction and angle can move single elements by one field, provided the unit is disordered after execution of the turn, and then only as far as is necessary to regain an organized formation. This does not count as movement or as an additional maneuver.

In the illustration at the top of the next page, the organized unit has a gap in the last rank and is therefore disorganized after executing a turn, because the new front rank has a gap. Since the unit was organized before turning and ALL elements have turned around 180°, it can move individual elements one field and into an organized formation without having to spend additional moving points or maneuvers.





If re-grouping elements by one field is not sufficient to get into an organized formation, elements can be further regrouped if the player so wishes. In this case, each re-grouping for one field counts as a maneuver regardless of the number of elements moved, and again only the element(s) which moved the furthest will determine the cost of the maneuver.

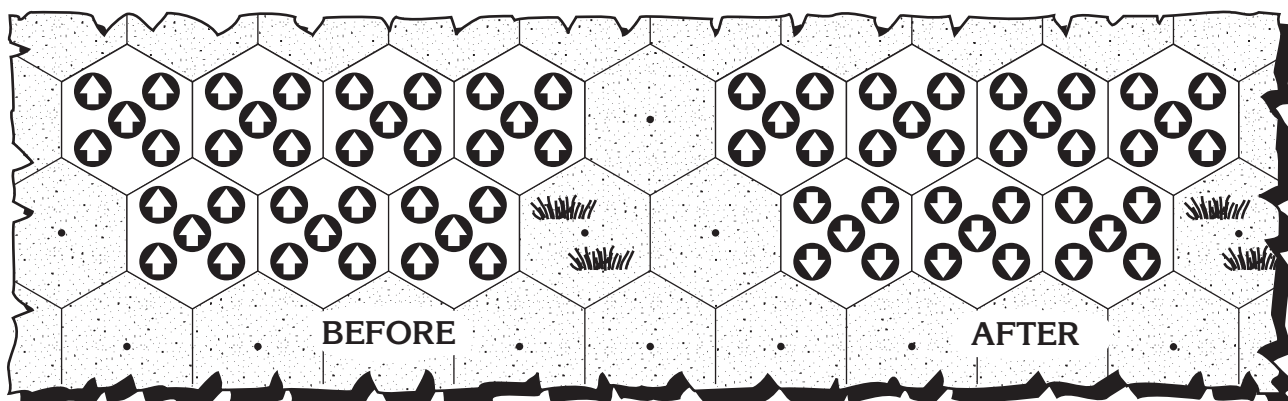
This is always the case for any disorderly unit which executes a turn and then wishes to regroup, as they do not receive a 'free re-group' because of their disorganization.

In most cases, all elements of a unit turn around by the same angle and in the same direction. This, however, is not a condition; each individual element can turn as the player wishes.

formation changes of this kind, you can give a unit virtually any form. Most of these 'formations', however, are disorganized, and although allowed by the rules, they are of no concern here. The formation changes described as follows are expanding and reducing a unit's frontage.

When **expanding the frontage**, you increase the number of elements in the front rank. If necessary, this applies to back ranks as well, in order to keep an organized formation. This can be very important in or before entering melee, as it brings more elements into the front rank to fight the enemy.

When **reducing the frontage**, the number of elements in the front rank is reduced. If necessary, additional ranks must be created in the rear for any surplus elements if the



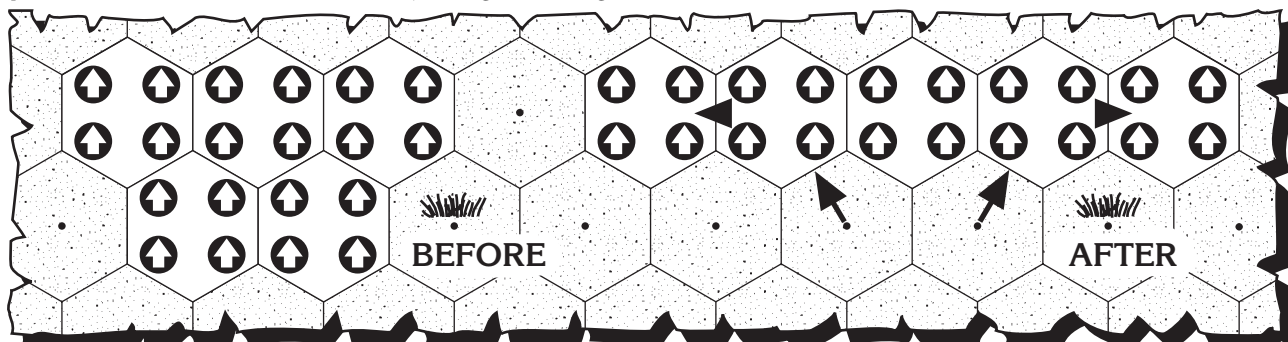
In the drawing above the unit has accomplished a maneuver, even if only a part of the elements has turned.

## Formation Changes

Strictly speaking, every movement of individual elements of a unit (by one or more fields) is a 'formation change', in as much as the form of the unit (the relative position of the elements to each other) changes. Through

player wishes the unit to stay organized. This maneuver can become necessary to move through gaps or to avoid splitting up the unit into several parts, which (in the standard game) is very disadvantageous in case of a 'morale test'.

The re-grouping of elements, necessary to carry out these formation changes count as maneuvers. As usual, only the element(s) that moved the furthest will determine the maneuver cost.



In the drawing at the bottom of the last page, the unit has expanded its front from three to five elements and executed one maneuver.

## Combination of Several Maneuvers

A turn or re-grouping of individual elements by one field always counts as a maneuver for the entire unit, even if only some elements have turned or moved. It is not permissible to count different maneuvers that were performed by different elements against each other.

If, in a unit, some elements have executed a turn and other elements were re-grouped by one field, the unit has executed two maneuvers.

## Columns

Until now we have simply assumed that an organized unit was formed up in a width of two or more elements, since the usual fighting formations in the game mostly operate in a width of five or more elements. Such units are said to be deployed 'in line formation'.

A unit, however, can also reduce its front to one element width, for example, to move around an obstacle, or (in the standard game) to follow a road. Such a unit is described as being 'in column' and is subject to slightly amended movement rules.

**A column is a formation that is one element wide. All elements in a column must be so aligned that the preceding element (if any) is in one of the element's front fields.**

Therefore, you can deploy a column in a curved line, a semicircle, and similar formations.

**A column is an organized formation.**

This is a 'technical exception' to the rules regarding organized units and also applies should the formation be 'technically' disorganized, because not all of the elements have the same alignment.

**If a column moves, the first element of the column may execute a turn and then move into one of its (new) front fields. Each following element must move on to the field**

**formerly occupied by the element in front of it, and if necessary turn, so that the preceding element is (again) in one of its front fields. As long as a column executes such a movement, the entire unit only uses the maximum number of movement points that any one element has to use. Turns executed by elements in column do not cost maneuvers or movement points.**

The illustration at the bottom exemplifies the above. The turns executed by the unit cost nothing.

**A column may not execute a wheel.**

The elements of a column are allowed to turn in such a way that the preceding element is no longer in one of the front fields. Such a turn, however, is not free, but counts as one maneuver.

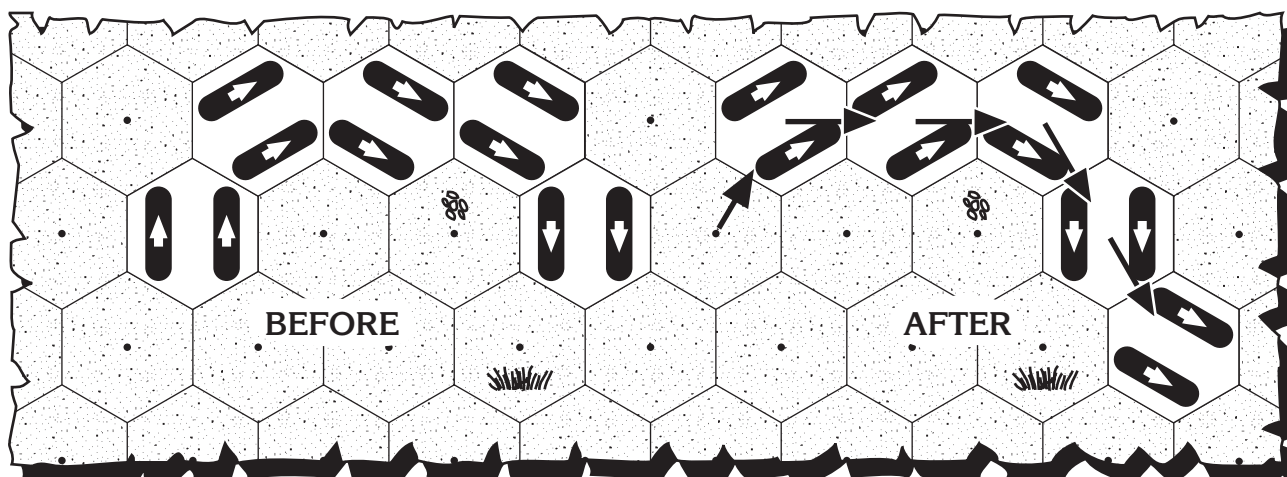
If all elements of a column turn in the same direction and angle and the column thereby becomes disorganized, you may as usual freely 're-group' elements one field to get into an organized formation again. This formation does not have to be a column.

## Units With Three or Less Elements

The fighting strength of a unit can be reduced to three or less elements because of casualties suffered. This situation is quite frequent in the basic game. In the standard game, it will only rarely occur, since the morale of a unit is taken into account and by the time a unit is reduced to three elements, it will likely be fleeing from the battlefield anyway. However, there may be units of fanatics or undead that will disregard their own losses and fight on to the very last man (or skeleton).

A unit with three or less elements is said to be a 'small unit' and can accomplish movements more freely than some larger units.

**When a small unit moves each element may move independently of the formation and the direction of movement by spending movement points or maneuvers. The unit's order determines the number of movement points available. The elements of small units with Hold orders may move as many fields as the unit has maneuvers. They may execute turns for free and can do so at will during movement.**



**A small unit may not execute a wheel.**

A unit is only 'small' if it totals no more than three elements. Larger units are subject to the normal movement restrictions, even if they are split into several small units for whatever reason.

## SEQUENCE OF MOVEMENT

The movement phase is composed of **FOUR** steps. In the first step, all players may move their units that have **Move** orders. Then all units with **Skirmish** orders may move. After the conclusion of these movements all units with **Attack** orders may be moved. Finally, units with **Hold** order may execute desired turns and/or re-group individual elements.

**A unit can be moved only in the step of the movement phase corresponding to the orders of the unit.**

If, during the 'Move order' step, you have not moved a unit with Move orders, then you cannot move the unit during the Skirmish orders, Attack orders or Hold orders steps.

**With EACH step of the movement phase the side which has the LEAST corresponding orders for that step decides if they will move first or second with all of their qualified units. In case of a tie, the players can roll a die to determine the order of the step.**

*Example: Player A has 3 units with Move orders, player B has none. First player A moves all of his units with Move orders – here we have no sequence since player B does not have units with Move orders. Both players then have 2 units with Skirmish orders. Here a die must be rolled, and, depending on the result, the movement sequence for these units is either 'A-A-B-B' or 'B-B-A-A'. Player A has 4 units with Attack orders, player B has 2. Here player B, who has the least number of Attack orders, decides whether he begins with the movement (the sequence is then 'B-B-A-A-A-A'), or whether player A should go first (sequence 'A-A-A-A-B-B'). At the conclusion of the Movement Phase remaining units with Hold orders perform maneuvers in a similar way.*

This sequence appears rather complicated at first, but can very often be simplified. If both players have units with the same orders at far off points of the playing area, these can be moved simultaneously as long as they are obviously unable to hinder or influence each other. The stepped movement sequence as such (Move orders moving before anyone else, and so forth) is very important. Within each of the steps, however, the actual sequence of movement is only relevant when one of the players hopes to gain something, before the other player has a chance to prevent this.

**During each of the movement steps, each player moves his units singly and one after the other.**

You will find that due to the stepped movement sequence, your units may not always be able to accomplish your desired orders or actions. For example, a unit with Skirmish orders, that originally intended to advance, may find the way blocked by a unit (with Move orders) that moved first and is now in the way. Similarly, a unit may be given an Attack order, because it had a clear path to an

enemy unit in the order phase. Now, however, it may see a totally different enemy unit in its way once movement begins (which it can also attack, of course).

## MOVING SEVERAL UNITS

Until now we have assumed that a unit could move as the player wished, as long as it had movement points/maneuvers and no other units 'stood in the way'. This, however, is not the reality in a battle. Other units, whether friend or foe, can bar the desired way and an attack is only allowed under certain circumstances. The following rules take these circumstances into account.

**No element may be 'on top of' another (own or enemy) element before, during, or after movement.**

If you want one of your units to advance and one of your own units stands in the way, you must either move around this unit, or their orders must allow them to move first. This also applies if your unit could finish its own move on the far side of the blocking unit – 'passing through' is not allowed either. The same holds true for units executing a wheel – before, during or after this maneuver, no element may be 'on top of' another element.

In the expert game, certain large monsters and war machines can execute an 'overrun attack', allowing exceptions to this rule.

## Movement Near Enemy Units

In the movement phase individual units are moved one after the other. Theoretically, a unit could therefore move into contact with an enemy and perform long-winded and time-consuming maneuvers, while the enemy would have to wait idly until it was their turn to react. This, however, would only be a result of the stepped movement sequence and of course be unrealistic. Contact with an enemy unit may therefore result only according to the following rules.

**Every movement that brings an element into contact with an enemy element is an attack.**

'Movement' includes advancing, re-grouping individual elements, turns, formation changes, or a wheel.

The requirements that govern whether or not a hostile unit may be attacked depend on whether the attacking unit, at the start of the attack, is engaged in melee itself or not.

**A unit already in melee may attack another enemy unit.**

A unit is 'already in melee' if it has either already come in contact with an enemy unit in the current movement phase, or if it is still in melee from previous turns.

An attacking unit which has made contact with an enemy unit in the current movement phase can, in certain cases, re-group individual elements in order to bring more elements into contact with the enemy. Of course, this re-grouping can bring elements in contact with a second enemy unit besides the one attacked first. This is explained in section 'Getting Into Melee'.

A unit engaged in melee from previous turns can, at the end of the melee phase, re-group elements – this can bring them into contact with a further enemy unit as well (see chapter ‘Melee’, section ‘The Second and Following Rounds of melee’).

Since movement capabilities in both cases are low, such an attack is only possible if the ‘other’ enemy unit is in close proximity to the current enemy. The requirements in the next paragraph then do not have to be regarded – the swing of melee carries the fighters on to another adversary.

**A unit that is not (yet) in melee can only attack another unit if the attacking unit is in organized formation AND has either Attack or Skirmish orders AND advances in the direction of its front onto the field on which contact is made.**

Here are some explanations of these conditions.

**The attacking unit must be in organized formation.** Units that are disorganized are so occupied trying to restore their formation that they cannot attack another unit. It is, however, allowed to restore a unit’s formation by executing maneuvers at the beginning of movement, and then (in organized formation) attack an enemy unit, provided the other requirements (in particular sufficient movement allowance remaining) are met.

**The attacking unit must have Attack or Skirmish orders.** Units with Move or Hold orders are not allowed to attack.

**The attacking unit must advance in the direction of its front onto the field on which contact is made.** It does not matter if this is accomplished by advancing or by maneuvers, as long as the attacker establishes contact by moving in the direction of its front. You cannot, for example, move in front of an enemy unit from its side and then execute a turn. It is also forbidden to move into melee by executing a movement backwards or sideways.

Naturally, the attacking unit must use the required number of movement points and/or maneuvers to come into contact with the enemy unit. If, during movement, you notice that you have too few movement points or maneuvers left to make contact, you must stop as soon as your movement points/maneuvers are exhausted, or one field away from the enemy (whichever comes first). On the other hand, you do not have to bring ALL of the attacking unit’s elements into contact with the enemy. A melee is established as soon as ONE of the attacking elements makes contact.

## Getting Into Melee

**Move the attacking unit (only) so far, until at least one of the elements is in contact with the unit that is to be attacked.**

Most of the time, after advancing or executing a maneuver, several elements come into contact at the same time – this, however, presents no obstacle for the melee to follow (on the contrary!).

**Stop movement at the instant of first contact and check**

**whether the attacked unit has already moved during this movement phase.**

The movement of units with M orders is always over, because they can only be attacked by later moving units with S or A orders. The same holds true for a unit with S orders being attacked by a unit with A orders. The movement of a unit with H orders is always done last, and thus can never be over. The same applies for a unit with A orders being attacked by a unit with S orders. If units with S orders attack other skirmishers, or if units with A orders attack other attackers, the actual movement order (in the present step of the movement phase) determines whether the movement is already over.

**If the attacked unit has already moved, all of its elements remain in their position and order, and the movement of the attacking unit is brought to an end as described below.**

It is especially advantageous to attack a unit that has finished moving in the flank or rear because elements attacked (only) in the back and flank cannot fight in the first melee phase.

**If the attacked unit has not yet moved, all its elements, which are not in contact with an enemy element, NOW may perform turns/and or re-grouping within the limits of the unit’s maneuvers. Elements IN contact with an enemy element may only turn.**

This reaction to the attack represents an ‘anticipated movement’ of the attacked unit. The attacked unit may of course not move any more for the rest of the Movement Phase. The player decides whether to re-group any elements (not in contact) towards the enemy or away from enemy elements.

**After this, the movement of the attacking unit is brought to an end. All elements that are not in contact with enemy elements may NOW move in the direction of their front fields until their movement points or maneuvers are exhausted, or until contact is established. Turns are NOT permitted.**

*Example 1: A unit has an A order and 12 movement points. If the unit consumed 6 movement points (and no maneuver) to make first contact, then the individual elements (not in contact) may still move for another 6 movement points in the direction of their front, thus taking them another 2 hexes further in normal terrain.*

*Example 2: A unit with 4 maneuvers uses 2 of these at the beginning of its movement to bring itself into an organized formation, and then comes into melee contact using the third maneuver. The unit has one maneuver left in which to bring more elements into contact with either the unit being attacked or another unit.*

*Example 3: A unit with 2 maneuvers has used (not more than) half of its movement points to get into melee. Individual elements could now be moved by one hex as a maneuver, or they could accomplish this movement by using up the remaining half of the movement points. Here the best option depends on the number of movement points left and (at least in the standard game) the type of terrain entered.*

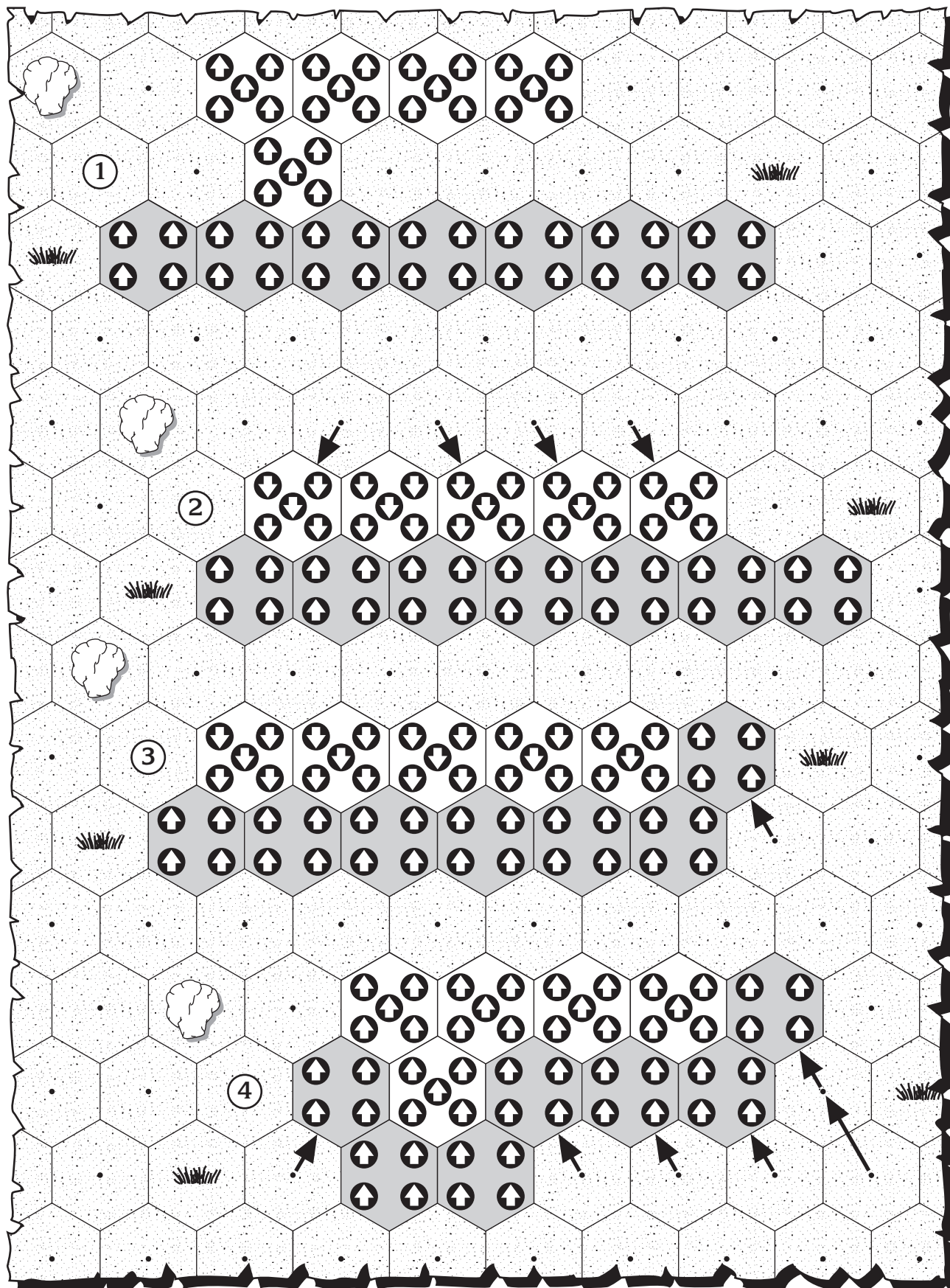


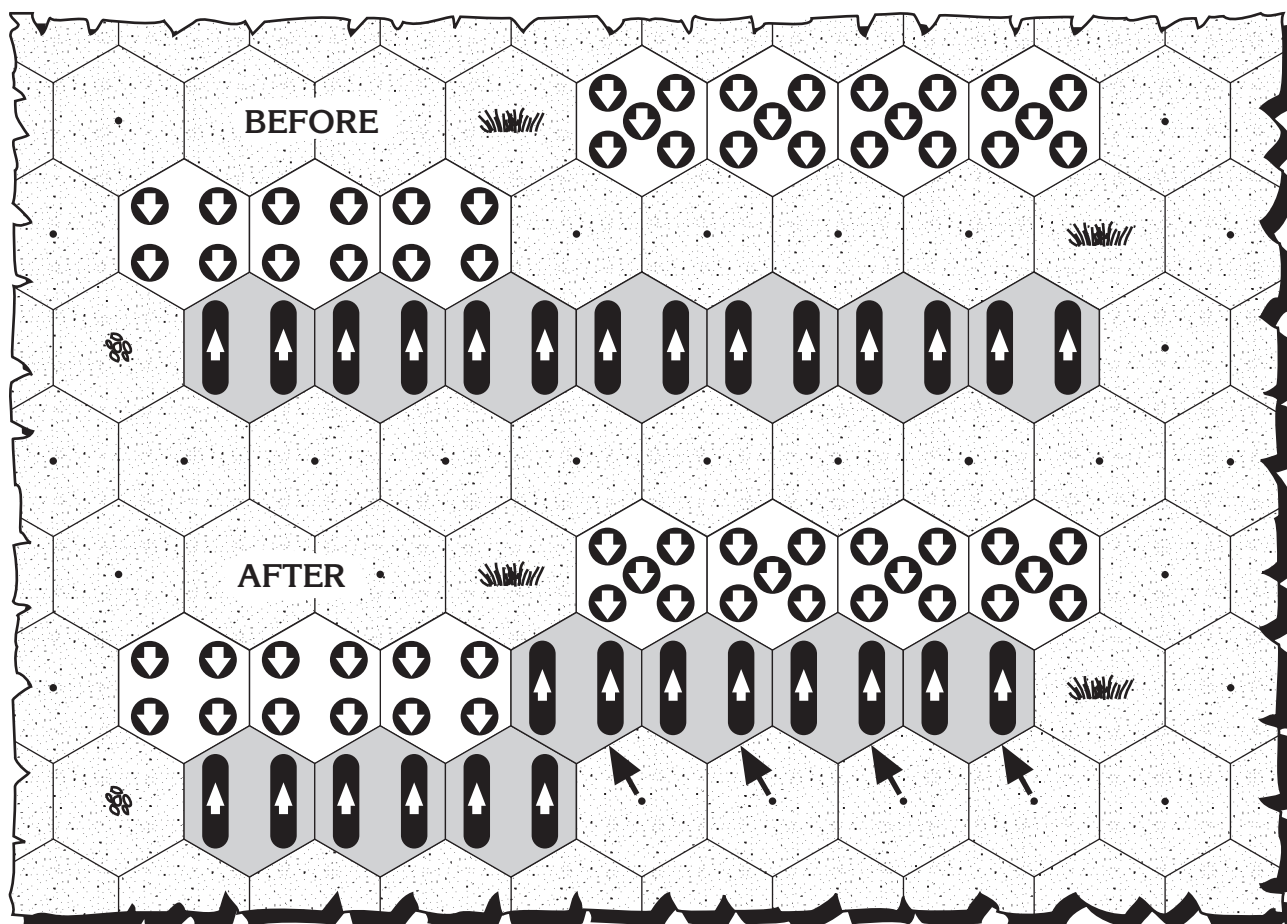
The player is also allowed to move into melee by spending movement points if all the moving elements did not move in the same manner. This is an exception to the rules about advancing.

The illustration below demonstrates once more how to get into melee. We assume that the unit shaded gray has

just moved into (first) melee contact as depicted in '1'; the unit's movement is interrupted at this point.

If the unit which is being attacked in the rear is still allowed to move in this movement phase, it can now re-group its elements, for example, into the position depicted in '2'.





If the attacking (gray) unit still has some movement points or maneuvers left, it could then advance the right front element (that has not been in contact with the enemy up to now) into the position depicted in '3'.

If the movement of the attacked (white) unit had already been over, the attacker could have moved directly into, for example, the (more advantageous) position depicted in '4'.

The above 'before and after' illustration demonstrates another case. In 'before', the attacking cavalry unit first makes contact with the infantry elements on the left side. If the cavalry unit still had movement left, then the four elements on its right could move into the position depicted in 'after' and thus attack the second unit located in the rear.

The four cavalry elements which had advanced further could have executed this movement as an 'oblique right',

instead of the 'oblique left'. This would not have made any difference in the immediately following melee phase; it would, however, have split the unit into two parts. Although this is allowed, in the standard game (where morale rules apply) a split unit suffers severe disadvantages. Therefore, you should now get into the habit of leaving your units in solid blocks.

**The elements of the attacked units with Hold orders that are armed with missile weapons may now fire on any visible enemy within their arc of fire.**

For this the permitted targets are enemy elements that just came into contact with the shooters, as well as elements further away (or not yet in melee with the shooters).

This shooting is resolved in the second shooting phase (immediately following the movement phase).

# VI.

# Melee

Hand to Hand combat or 'melee' is a fight between two or more elements which are in contact with each other. In the melee phase of a round, all units fight if they entered melee during the movement phase of the round, or if they are still in melee from preceding rounds.

Please note that units with M or H orders can also fight a melee. Their orders only forbid them to attack. However, if they are attacked, the unit can, of course, fight back (if its elements are aligned suitably).

## CONDUCTING MELEE

In contrast to shooting, melee is not necessarily performed simultaneously, but rather in sequential order. Who goes first in melee depends on initiative, orders, and in some cases weaponry.

**In melee, all units involved will fight in the sequence of their momentary initiative. The initiative of units with Hold or Attack orders is increased by 2, that of units with Skirmish orders by 1. Elements armed with spears or lances receive an additional '+1' on their initiative for the first round of melee (only). Elements armed with pikes receive an additional '+2' on their initiative for the first round of melee (only). A melee is simultaneous if both sides in this melee have the same momentary initiative.**

*Example: A unit of elves, with an initiative of 3 and Attack orders (+2 to their initiative), fight (the first round of a melee) against a unit of goblins with an initiative of 2 and Attack orders (+2). The elves, with a momentary initiative of 5, strike before the goblins with a momentary initiative of 4. If the elves had Skirmish orders (+1) for a momentary initiative of 4, melee would have been simultaneous.*

Increases to the initiative because of orders and weaponry only apply in the first round of a melee. All melees continuing into the second or subsequent rounds are performed according to the (unchanged) initiative values given on the recruiting cards.

*Example: A unit of humans (initiative 2) armed with pikes (+2 initiative) and with Hold orders (+2 initiative) has a momentary initiative of (2+2+2=) 6 in the first round*

*of a melee, and a momentary initiative of only 2 in subsequent rounds.*

If three or more units, with different momentary initiative values, engage in melee, this must be resolved in several stages.

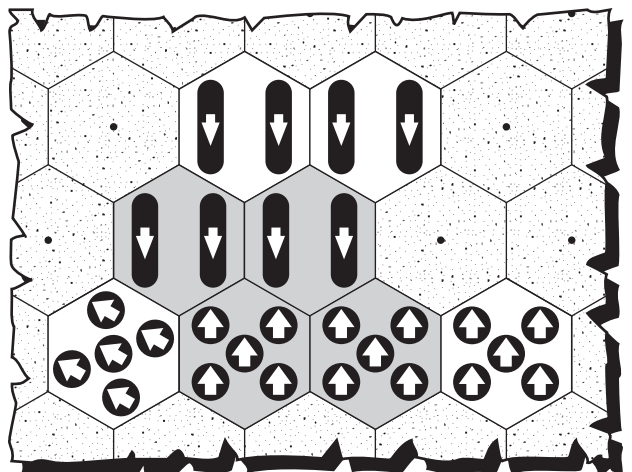
If melee is not simultaneous, the elements which are killed first will have no chance of fighting back; therefore, the sequence in which melee is conducted is very important.

For practical purposes, all melees should be resolved 'melee-wise'. That is, a melee should be resolved for all units/elements participating in it, before going on to the next. It does not matter in which actual order the melees are resolved.

For each individual melee, you must first determine which elements are entitled to fight, i.e. those that are actually able to strike at an enemy. Then the success of the attacking element is determined by the dice.

## Qualifying for Melee

In melee, each element can fight a hostile element in frontal contact.



In the illustration above, only the gray elements can fight. The element on the right of the infantry unit cannot fight,

since it is not in contact with an enemy. Although the element on the left of the infantry unit is in contact with a cavalry element, it cannot fight, because its own front is not in contact. Both cavalry elements can fight back because both are in contact with enemy elements on their front hexes.

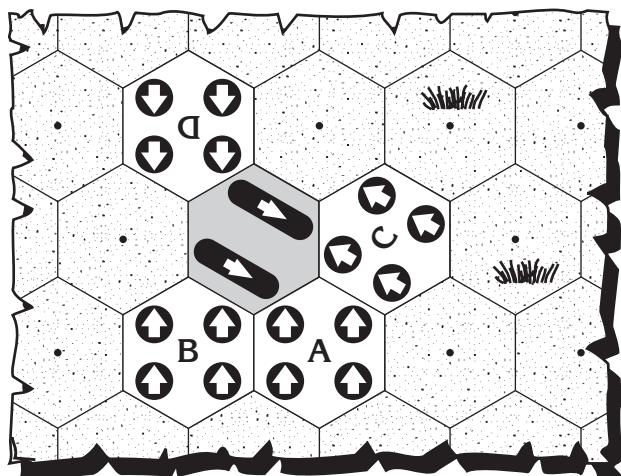
## Support

In melee, elements can concentrate their attacks, so that the attack of an individual element is supported in a similar way to shooting.

**An element of the same unit can support the attack of another element if it could, by itself, attack the element which is being attacked.**

In contrast to shooting, supporting elements do not have to be in contact with the supported or with another supporting element. Also, you may support an attack with an element which is on the opposite side of the attacked element (without forming a 'chain' of support).

During melee, in contrast to shooting, you can also support if the supporting weapon has a lower combat strength than the attacking element's weapon.



In the illustration above, if the surrounded cavalry element is attacked on its front by element A, then elements B, C and D can support the attack. The player can also decide to attack with element D (attacking the cavalry in the back) and support with elements A, B and C (the more profitable version!). You could also attack with element B with support from A, and also attack with D supported by C; or, make four individual attacks without support.

**An element supporting the attack of another element cannot attack itself in the melee phase.**

**Each element can only support one attack per round.**

## Resolving a Melee Attack

To execute a melee attack, you have to announce which element is attacking which enemy element, and, if necessary, which elements are supporting the attack.

You must announce this for all attacking elements in a

melee before attacks are resolved. If an attacked element is killed before all attacks against it are resolved, the remaining attacks are wasted; these may not be 're-routed'.

**Roll 1D20 then and apply the following modifiers to the result:**

+ Battle Factor of the weapon used  
- armor (♥) of the attacked models

+ size of the attacking models  
- size of the attacked models

+2, if an element with 5 figures attacks  
+1, if an element with 3 or fewer figures is attacked

+ charge bonus for cavalry units with Attack order in first phase of melee  
-1, if attacking pikes from their front hexes

+2, if attacking the flank of an element  
+4, if attacking the rear of an element

+3 for each element which supports the attack

**If the result is 20 or more, the attacked element is destroyed and is removed from the game.**

Following, there are some explanations for the above conditions.

**Size of the models.** Most elements have a size value of 2, which, due to the addition and corresponding subtraction, does not have to be taken into account at all. Exceptions to this are, dwarves, halflings, cavalry, and (in the expert game) dragons and giants.

**Elements with 5 figures.** These represent infantry in close formation. Usually, these units have only 8 elements instead of the usual 10; however, they have more 'punch' in melee.

**Elements with 3 or fewer figures.** In the basic game, this factor applies only if a cavalry element is attacked. If these elements attack (other elements with more than 3 figures) themselves, the factor is not regarded.

**Charge bonus.** For cavalry, this is indicated on the recruiting card, and represents the additional impact of a cavalry charge in the first phase of a melee when the units clash.

The more heavily armored the horses are, the higher this factor is. This factor also applies if a cavalry unit with Attack orders is brought into melee through enemy movement instead of its own movement. The factor does NOT apply to cavalry units with orders other than Attack orders.

**Frontal attack against pikes.** This factor only applies if pike elements are attacked from their own front hexes. There is no reduction in attacking a pike element from the element's back or rear. Instead, it profits from the increased



factors for conducting a flank (+2) or rear (+4) attack. In contrast to the initiative increase of a pike element in the first round of a melee, this factor applies for all rounds of a melee.

**Flank or rear attack.** This factor only applies to the original attacking element and not to supporting elements. If you have surrounded a hostile element on several sides, it is more beneficial to make the attack by an element in the flank or rear and to support with an element that is attacking on the front.

**Supporting elements.** A supporting element always gets the +3 factor, regardless of any factors that the element would have if it attacked by itself. Supporting in melee, therefore, only makes sense if the supporting element would have an overall factor of less than 3 if attacking by itself.

*Example 1: An element with hand weapons (Battle Factor 5) fights against a lightly armored element (♥ 1) of equal size; other factors do not apply. Based on the factors (Battle Factor 5 minus armor 1 for a total of +4), a 16 or higher must be rolled on 1D20 in order to destroy the element.*

*Example 2: An element supplied with improvised weapons (Battle Factor 3) fights against a heavily armored adversary (♥ 3), whose size value is 1 more than the attacker's. Since the factors here (Battle Factor 3 minus armor 3 minus 1 because of the difference in size) total -1, the hostile element cannot be destroyed.*

*In this case, you must support your attack to gain a chance for a hit. For instance, several weak elements might band together to kill a strong foe.*

*Example 3: A cavalry unit (size 3) on Attack orders with armor value 3 and charge bonus 1, armed with lances and hand weapons, attacks an orc unit with no armor and armed with hand weapons (♥ 0, size 2).*

*Each cavalry element fights the first round of melee with a lance and therefore gets a +1 on initiative. If both units have an initial initiative of 2, the cavalry winds up with a final Initiative of 5 (2 plus 2, because of Attack orders; plus 1, because of the lance) and therefore strikes first in any case, even if the orcs were on Hold orders. This is done with a final Battle Factor of 8 (Battle Factor of the lance 6; minus armor of the orcs 0; plus size of the cavalry 3; minus size of the orcs 2; plus charge bonus 1). In order for a cavalry element to destroy an element of orcs, they would only need to roll a 12 or better on 1D20.*

*When the remaining orcs fight back, this is done with a final Battle Factor of 2 (hand weapon 5, plus own size 2, minus size of the cavalry 3, minus armor of the cavalry 3, plus 1 because the attacked element has less than 3 figures); the orc player should therefore support his attacks.*

*In the melee phase of the next round, the cavalry can no longer use their lances and must reach for their trusted hand weapons. There are no longer initiative changes due to orders, and the cavalry must get along without their charge bonus. Based on the final Battle Factor of 6 (Battle Factor of the hand weapon 5, plus 1, because of the size difference), a cavalry element now needs to roll a 14 or higher on 1D20 to destroy an orc element.*

*The pathetic orcs still need to roll 18 or higher and therefore should still conduct supported attacks (or start praying); but at least they can now fight simultaneously with the cavalry.*

## Fighting Back

If the units involved in a melee have the same momentary initiative, the fighting is simultaneous. This is handled similar to shooting. First resolve the combat with one of the units and mark any enemy elements to be removed as casualties (provided they can fight back at all). Then conduct combat of the other unit(s) in the melee as well and remove all casualties.

If a melee is not fought simultaneously, all elements that are entitled to fight must first resolve their combat and then remove any casualties that were inflicted. After that, the attacked unit can strike back with any elements that are still in frontal contact to an enemy.

## The Second and Following Rounds of a Melee

It will only rarely occur that a unit is completely destroyed (or flees, in the standard game) in the first round of a melee. Therefore, most melees last for several rounds, and the units involved have limited movement possibilities.

At the end of each melee phase, each element of each unit involved that is not in contact with an enemy element can be moved two hexes in any direction, but no further if it comes into contact with an enemy. Elements which are in contact with one enemy element may move one hex in any direction, but not out of contact. Elements in contact with at least two hostile elements may not move. Furthermore, each element of each unit, whether in contact (with one or several elements) or not, may make a turn in any direction and angle if the player wishes.

The player who, in this phase and in this melee, has inflicted the highest losses, i.e. removed the most enemy elements, has the option to move and/or turn first or second.

If both sides have inflicted the same number of casualties, roll a die to determine who goes first. The player who re-groups first has to conduct movements, as well as turns, first.

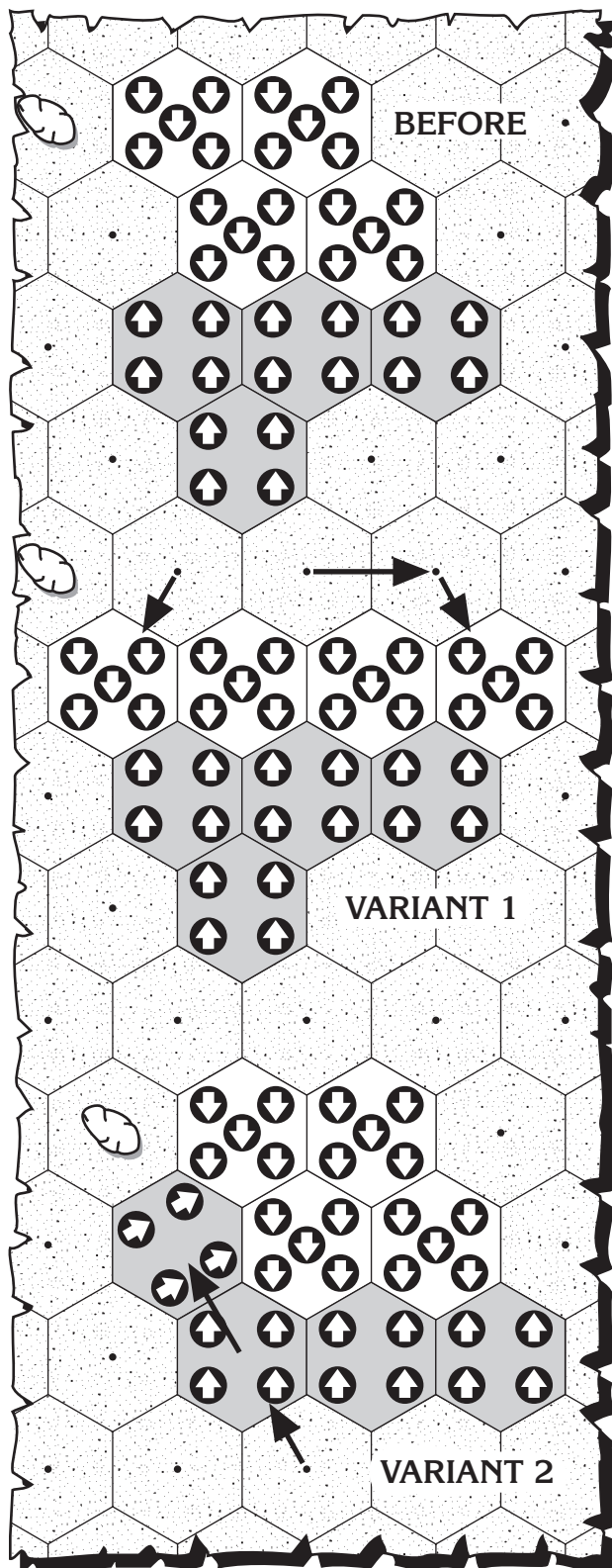
Whether an element is in contact with none, one or several enemy elements is determined at the exact point in time when it is due to move. The player who re-groups first at the end of a melee phase can therefore restrict movements of enemy elements by bringing them into contact with his own elements.

A unit that has destroyed all enemy elements in its contact is still considered to be in melee.

Such a unit, therefore, has the same movement options as any other unit in melee. These can be used to reorganize the unit, or to bring a new (or an old) enemy into melee contact (again).

The rules about re-grouping at the end of the melee phase have a multitude of consequences throughout the course of the game. Following you will find three examples.

By moving around single elements, an enemy that was until now only attacked on its front can now be attacked on its flank as well.

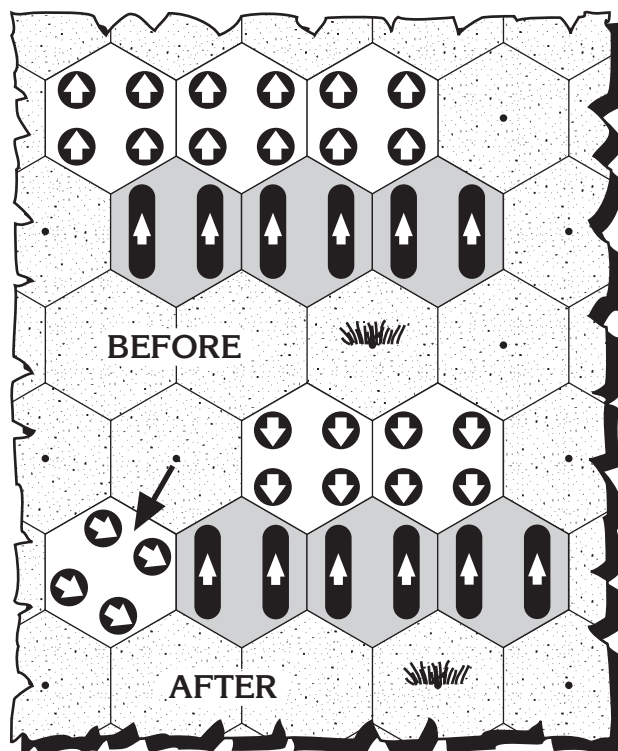


Example: In the illustration above, we assume that the elements as shown in 'before' have just exchanged blows in melee, but still have to re-group. If the white unit (in close formation) were to move first, it could assume a position as seen in 'variant 1'. The rear element on the

right in the drawing is not in contact with an enemy and is therefore allowed to move 2 hexes to make contact. The second rear element on the left in the drawing is also not in contact and has moved 1 hex (into contact with an enemy). If the gray elements move after that, only the rear element of the unit could be moved, because each of the elements in front is in contact with two hostile elements. All elements could, of course, execute a turn, but in this situation there would be no advantage to this.

If the gray unit is allowed to move first from the 'before' position, the elements could assume a position as shown in 'variant 2'. Here, the gray elements are moved in such a manner that the element on the left is ready to attack the left front element of the white unit in the flank. (The front left element, although in contact moved 1 field, never breaking contact, and turned 60° right. The rear element moved one field to close the gap vacated by the other element and makes contact.) The right element in the gray unit's front rank could also move one hex 'oblique right' and execute a 60° turn in order to attack another of the white elements in the flank; this is not shown in the drawing. If the white unit moved after that, the left element in the rear rank could be moved one hex to the left (onto the stone) in order to get a flank attack on the gray element.

Elements that were unable to fight in the first round of melee, because they were attacked on a flank or from the rear and their own movement at the time of establishing contact was already over, can now turn onto their adversary.



Example: Again in the illustration above we have a 'before and after' situation at the end of the melee phase (before re-grouping). When the infantry moves from the 'before' position, the element on the left can move into the cavalry element's flank, thus creating a situation where that element will be attacked in the flank during the next melee phase no matter how it turns.

The other two infantry elements are not allowed to move, as both are in contact with two enemy elements; they can, however, turn as depicted in the drawing.

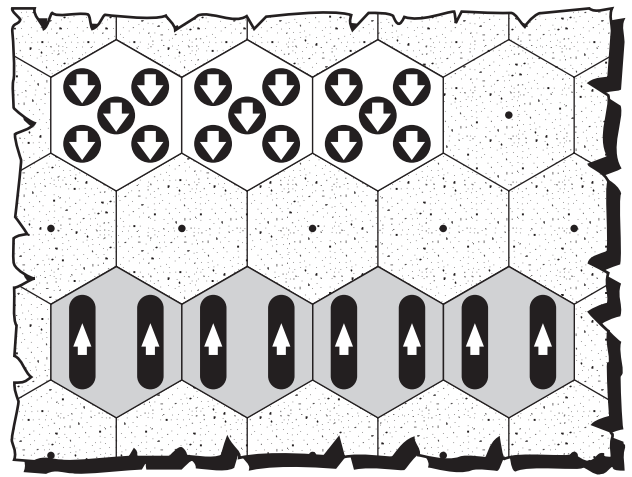
If the cavalry unit moves, the right element could move one hex 'oblique right' and thus attack an infantry element in the flank.

**Units that are no longer in contact with any enemy AFTER ALL moves at the end of the melee phase have been executed are no longer in melee.**

Such units can then receive new orders in the order phase of the following round.

*Example: In the drawing on the right, we assume that all elements of both units that were in contact with an enemy have just been removed as casualties. If the cavalry were allowed to move first, each of its elements could move one or two hexes to make contact and thus 'bind' the infantry unit again in melee. The player of the cavalry could also elect to move two hexes back or away from the infantry, thus preventing the infantry unit from making contact again, and avoid melee altogether. Even the winner of a round of melee is not bound to continue fighting!*

*If the infantry moves first, the player must decide whether*



*he will continue fighting by moving into contact again, or whether he will move two hexes away from the cavalry unit, thereby preventing the cavalry unit from making contact again. Then the infantry could turn 180°, and then in the next round select a Move order and get away from the cavalry unit entirely. Whether or not this strategy is of any benefit depends entirely on the situation. Now the cavalry could move with an S- or A-Order in the next round and, because of their higher rate of movement, get back into contact and attack the infantry in the back!*

# VII.

# Winners and Losers

Painting and building up your armies, testing new rules and tactics, and perhaps using a new trick on an old adversary are all essential ingredients for playing **DEMONWORLD**. Many battles are therefore carried out as 'friendly' games, to test out new units or simply to have fun.

If you play **DEMONWORLD** with that frame of mind, you are not only in the best company, but you are also free to determine game length, set-up, troop composition and victory conditions in any manner that you like, as long as your game partners are in agreement. If you want to draft your own scenarios, perhaps a scenario in which one side has considerably more troops than the other, but is also required to 'attain' more in the course of the game, you will need to collaborate and organize this together with your fellow gamers for it is the only way to set up such scenarios!

Nevertheless, **DEMONWORLD** is a game about fantasy battles, and most battles have a winner and a loser. In most cases it will be obvious who has won without any rules being necessary – results being that the loser's units were destroyed or routed (in the standard game), and the winner will be the player whose units are still on the field of battle (more or less intact).

However, not all cases will be so clear, and sufficient time will not always be available to play the battle to the bitter end for one side. Also, for **DEMONWORLD** games played as part of a competition or tournament, a clear decision as to who won is required.

For this, consider the following paragraphs. These rules should always be used whenever **DEMONWORLD** is not played just for the 'fun of it', and whenever it is necessary to have a clear and decisive winner, or as part of a competition or tournament. Feel free to change some or all of the rules in this chapter or disregard it entirely if this seems suitable and your fellow gamers agree.

## PLAYING AREA AND DEPLOYMENT

The enclosed game maps numbered 1 through 4 can be combined in a multitude of ways, and additional **DEMONWORLD** map sets make it possible to set up other and/or larger playing areas. For the units contained in the game, however, a playing area of four map sheets is large enough and should be used as long as you are not playing with excessively larger armies.

**Before starting the game, one of the players sets up the playing area.**

With four game maps, a set-up of '2 sheets long x 2 sheets wide' is recommended, as arrangements such as '1 wide x 4 long' lead to peculiar battle situations and should be reserved for very special scenarios of your own design. If playing on more than four maps, these should be put together forming a complete rectangle. Playing areas with a gap or a break should always be avoided in any event.

**The OTHER player will then choose on which side of the playing area that he will set up his troops. The first player then sets up his troops on the opposite side of the playing area.**

The long sides of the individual map sheets are aligned parallel to the hexagons. A playing area should be set up so that the long sides of the maps will form the long sides of the playing area. In this arrangement the opposing battle lines can deploy parallel to each other, and the following comments will confirm this case.

**Each side may set up their own troops on the three outer hex rows on their own side of the playing area.**

On a playing area using only one game map this would be rows B, C and D for one side and M, N and O for the other side. Rows A and P (depicting 'half' hexes) are passable, but should only be used for set-up if you are suffering from an acute lack of space.



If you play with especially large armies or use a very large playing area, deployment zones can be increased to four or more hex rows. A narrow deployment zone on a wide playing area usually results in a loss of time until the armies come into contact with each other. A broad deployment zone on a narrow playing area usually means that some troops are within the enemy's shooting range after the first turn of movement. Neither option is very desirable; therefore, the exact establishment of the deployment zones and the size of the playing area is left up to you.

#### **Deployment is done simultaneously.**

Generally this should ensure that the set-up of one side does not influence the set-up of the other, because in reality each army would be arranged in a predetermined set-up before the battle. There is a certain type of player, however, where this method of set-up leads to the one or the other unit being swiftly re-deployed on the other wing after a quick glance at the opponent's deployment. With this type of player, hidden deployment should be used. For this, you may simply put some game boxes or other type of screen in the middle of the playing area to prevent spotting and conceal the opponent's deployment.

Of course, you could also write down every element's position and alignment before the battle using the coordinates printed on the game maps (a very lengthy solution!); or, for every unit involved you could write down whether it is to be deployed on the left or right wing of your army, or in the center.

### **PUTTING TOGETHER THE ARMIES**

For games using the basic rules you will need the standard size counters enclosed (showing four infantry or two cavalry) and the corresponding recruiting cards. The counters showing only one foot figure, and the multi-hex counters depicting heroes and commanders, chariots, artillery or large monsters, are all introduced in the standard and expert rules.

The recruiting card shows which elements comprise a certain unit. These units are set up (preferably, in an organized formation) within their own deployment zone.

The back of each recruiting card also gives the 'points value' of every unit. This is determined according to the unit's statistics such as movement points, Battle Factor, armor or (in the standard game) morale. This allows the set up of very different armies, that nevertheless have the same fighting power, by using the **DEMONWORLD** source books.

For games using the basic rules, all nine units enclosed should be used. The point values here are important only for the purpose of determining a victor, and are not required for the composition of your army. When playing the standard or expert game, you should ensure that the point values available to each side are the same so that each player will have an equal chance of winning. But sometimes this will not be totally possible; differences of plus or minus 5% (50 points if using 1000 point armies) are, however, considered acceptable.

### **GAME LENGTH**

Theoretically a game can be continued until one side is completely destroyed or has fled (in the standard game) the playing area. When playing using the standard rules, this is quite acceptable, as the standard game takes the units' morale into account. Most units will flee the field of battle long before their total extinction, thereby shortening the game. When playing using the basic rules, however, this often leads to boring game play, or to a wild chase of the last remaining elements across the board.

We therefore recommend that you set either a fixed number of rounds or a time limit before the game begins. If you play with a set number of rounds, 5 to 10 (depending on the size of the playing area) should be sufficient to draw the game to a conclusion. If a time limit is used in a tournament, the round in progress at the end must of course be finished in order to give each player the same possibilities of acting.

### **ENDING THE GAME**

At the end of play check which units have been completely eliminated. The point values of these units are then awarded to the opposition. The winner of the game is the side with the most points.

When playing the standard or expert game, a check is made to determine which units or elements have been completely eliminated or have left the playing area while routing. The point values of these units and elements, including any lost magic items, are awarded to the opposition. The winner of the game is the side with the most points.

Note that only completely destroyed units or units that left the playing area are counted. This encourages players to quickly seek a decision rather than skirmish around each other indecisively.

### **SPECIAL OBJECTIVES**

When playing using the preceding rules, two hostile armies will meet in about the middle of the playing area and 'fight it out'. This acceptably represents the usual course of a battle; but it does not take special situations into account. A 'special situation' arises when an enemy army is attacked not in order to destroy it, or force it to withdraw, but when this attack is only a step within a more global scheme; perhaps a magic shrine must be captured, or a bridge spanning a river has to be secured in order to maintain a supply line. In such cases, control over a specific point of the playing area, or (in the standard game) a particular terrain formation can be more important than beating the enemy. The following rules take this into account. However, they are only used if all the players involved agree, or if this is a condition in a tournament.

When setting up the playing area, a set number of 'objective counters' are also laid out. The player who sets up the playing area also determines the point value of each counter.

These objective counters represent very important targets that must be conquered or defended. The number of objective counters must be decided among the players. The suitable number depends on the size and composition of the playing area. The amount used should be no more than half of the number of maps used. Therefore, a playing area using four maps would have two counters, and so on. The point value of each counter allows for 'weighing' objectives and should be between 100 and 400 points.

**No objective counter may be placed within the deployment zones or within ten hexes of another objective counter.**

**After setting up the playing area and the objective counters, the OTHER player decides on which side of the playing area to set up his troops. The first player**

**then sets up his troops on the opposite side of the playing area.**

**The player who controls an objective counter at the end of play is awarded its point value.**

A player controls an objective counter if, at the end of play, one of his own elements that is not in melee (or, in the standard and expert games, routing) is in the same hex as the objective counter. If there is no element in the hex, or if the hex is under dispute, no points are awarded.

When using objective counters, the outcome of a battle not only depends on casualties suffered or inflicted, but also on control over specific terrain features. This can lead to interesting tactical situations whereby an army that has suffered many casualties and inflicted only a few can still emerge the winner!

# VIII.

# Introduction

The **DEMONWORLD** standard game introduces rules for special miniatures within a unit, commanders and heroes, troops' morale, formations, the effects of terrain on movement and combat, and additional rules for melee and shooting. These rules lead to a more realistic battle and offer you more tactical possibilities. There are, however, more factors to consider during a game as well. You should therefore be well acquainted with the basic rules and have already played a few battles before you decide to tackle the standard game.

If the standard game rules appear too lengthy or complicated at first glance, you can also introduce them into your games 'chapter-wise', eg have a battle following the basic rules plus only the material presented in chapters 'Special Figures' and 'Terrain'. This eases getting into the standard game although no guarantee can be given that every conceivable combination of chapters will lead to balanced games.

## CHARACTERISTICS OF MODELS

The standard game introduces four further characteristics of models – hit points, weapon skill, morale, and the fear factor.

### Hit Points

An element's hit points indicate how many hits the element can sustain before it is destroyed. Most elements are removed from play after just one hit, and this was handled accordingly up to now.

Heroes or especially large monsters, however, can have more than one hit point – a strike that would kill a normal human only wounds a hero. The recruitment card of any such element contains a number of boxes corresponding to the number of hit points it has. The element is only removed from play once it has lost its last hit point. You can cross off hits on the recruitment card; we recommend working with a copy, a separate sheet of paper or the hit markers enclosed.

**An element is only then considered a casualty if it has lost its last hit point and is removed from play.**

*Example: At the end of the melee phase the side that has*

*inflicted the most losses in a melee can decide whether its own elements or those of the enemy re-group first. If one of the sides engaged in a melee has lost two (normal) elements, while a hero belonging to the other side has lost three hit points, the first side is the loser of this round of melee.*

### Weapon Skill

Some units are especially well-trained with their weapons, or have a natural talent in using them. These units can therefore put their weapons to more efficient use, ie hit more easily in melee and shooting, or defend themselves better in melee.

Such units have a weapon skill for melee or shooting, which is given on their recruitment card together with the symbols '☒' (for shooting) or '☒' (for melee).

**A shooting (☒-) skill can be used with all missile weapons; a melee (☒-) skill can be used with all melee weapons.**

A javelin can be used as a missile or melee weapon. An element possessing a weapon skill only profits from a ☒-skill if the javelin is used as a melee weapon, and from a ☒-skill if the javelin is used as a missile weapon.

**If an element with a ☒-skill makes a missile attack, the skill value is added to the die roll.**

This only applies to the original shooting element, not to supporting elements.

A element's ☒-skill is not taken into account if the element is shot AT.

**If an element with a ☒-skill makes a melee attack, the skill value is added to the die roll.**

This also does not apply to supporting elements.

**If an element with a ☒-skill is attacked in melee, the skill value is deducted from the opponent's die roll (exception: attacks from the rear).**

A ☒-skill therefore is of no use if the element is attacked

from the rear. Even a well-trained fighter cannot defend himself better against an attack he cannot see. Note that the skill does count against attacks from the flank.

## Morale

The morale or morale value of a unit is a measure of the unit's reliability, its fighting spirit and obedience. This is always given as two numbers in the form 'a/b' on the recruitment card. These numbers are used for morale tests as described in chapter 'Morale'.

A unit can become 'impetuous' or 'routed' as a result of a morale test. A routed unit no longer obeys orders and is only concerned with saving its own skin. An impetuous unit is in a fighting frenzy and attacks the nearest opponent without regard to its own security, even if the unit's orders might stipulate otherwise. These states are mentioned in the following chapters where relevant, but are only fully explained in chapter 'Morale'.

## Fear Factor

The fear factor of an element or a unit is given on its recruitment card. It is a measure of how much fear the element can instill in other races or beings, and is used for conducting morale tests. The higher the value, the more fear the element spreads in battle.

The fear factor is not simply a measure of how 'dangerous' an element is, but also takes into account factors such as magical abilities or properties, or the frequency of the element being encountered. A heavily-armored knight with a two-handed weapon is much more dangerous in melee than a lightly-armored goblin with an improvised weapon. Both elements, however, have the same fear factor, as neither are unknown phenomena on the battlefield. A horde of slowly advancing undead, on the other hand, might not be overly dangerous in melee, but has a higher fear factor than normal beings, as these phenomena are frightening and unaccustomed.

Equal fear factors cancel each other out when conducting a morale test. Beings with equal fear factors therefore do not 'fear' each other, even if their fear factors are based on different properties.

## THE SEQUENCE OF ACTION DURING A TURN

The introduction of morale and leaders and commanders makes an expanded sequence of action necessary in the standard game; a round therefore consists of six phases. Unless otherwise noted, the same rules for the sequence of action apply as in the basic game.

### 1. Order Phase

At the beginning of the order phase of each round all players lay out order markers for each of their units which have a leader or are under the command of a commander. Routed or impetuous units or units in melee do not receive order markers.

Chapter 'Morale' describes how a unit can become routed or impetuous. Laying out order markers is done somewhat differently in the standard game; this procedure is described in detail in chapter 'Commanders'.

Roll a D6 for units that neither have a leader (any longer) nor are under the command of a commander: '1', the unit has H-Orders, '2', the unit has A-Orders, '3', the unit has S-Orders, '4', the unit has M-Orders, and '5' and '6', the unit has an order of your choice.

After revealing order markers, morale tests triggered by nearby enemy units are conducted.

This is described in chapter 'Morale'.

### 2. First Shooting Phase

All orderly units with S-Orders that are not engaged in melee, routing or impetuous may shoot.

Morale tests triggered by losses in this phase are conducted.

This is described in chapter 'Morale'.

The resolution of missile attacks remains unchanged; in the standard game, however, the effects of terrain on shooting and the size of the participants have to be taken into account. This is explained in chapter 'Shooting'.

### 3. Movement Phase

All units not in melee may move and maneuver as their orders permit.

Movements and maneuvers are resolved in the usual manner. The introduction of specific formations and routing and impetuous units makes some amendments necessary; these are described in the relevant chapters.

Morale tests triggered by losses in this phase are conducted.

In the movement phase, a unit can only sustain losses by being 'overrun' by a chariot or especially large monster. This is only introduced in the expert game, but mentioned here for the sake of coherence.

### 4. Second Shooting Phase

All units with H-Orders that are not engaged in melee from PREVIOUS turns may shoot.

Morale tests triggered by losses in this phase are conducted.

### 5. Melee Phase

All units that were engaged in melee in this turn or are still so engaged from previous turns fight melee now. At the end of the melee phase movements of single elements are made.



This procedure remains essentially unchanged; chapter 'Melee', however, contains some additions.

**Morale tests triggered by losses in this phase are conducted.**

## **6. Rally Phase**

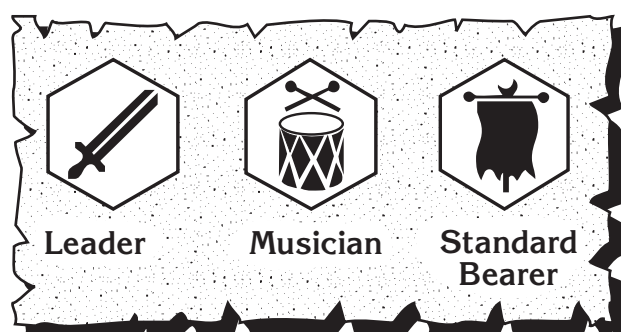
**All players can try to rally their routed units.**

'Rally' means that a unit regains its will to carry on the fight, ending its rout.

# IX.

# Special Figures

In the basic game all elements belonging to one unit have the same characteristics and abilities. In contrast, with the standard game, you can have elements within a unit such as leaders, standard bearers and musicians. Not every unit has all of these elements; the recruiting card provides information about which special figures are available in a unit. Except for their special abilities, which will be explained, these elements do not differ from the rest of the unit; they have the same armor value, size, morale, etc. as all other elements of the unit.



Each of these special figures forms its own element and is placed on a six sided base with other, normal miniatures of the unit. The illustration above shows the symbols for leaders, standard bearers and musicians that are used on the recruiting card. To make these elements easily recognizable with their figures during the game, they should be displayed using special miniature figures. All **DEMONWORLD** miniature packs from MetalMagic include the necessary special figures for a unit.

*Example 1: The miniatures of a unit which consists of eight elements with five miniatures each in close order and that has a leader, standard bearer and musician should be arranged in five elements with respectively 5 normal miniatures and in 3 further elements – the leader, standard bearer and musician together with four normal miniatures each.*

*Example 2: A cavalry unit consisting of 10 elements, including a leader and a standard bearer, should be organized into eight elements with two cavalry models each, and two elements with leader and standard bearer and a normal miniature figure of the unit.*

## MUSICIANS

'Musician' is the term used for all individuals making rhythmic sounds to make the unit stay in step or to pass on such commands as 'about face', which is heard everywhere and therefore simplifies maneuvers. Even an orc drumming on the skulls of his killed opponents is called a musician, although the noise sounds nothing like music!

**As long as a unit has a musician the unit has one more maneuver available per movement phase than appears on the recruitment card.**

In the basic game all units have two maneuvers regardless of what appears on the recruitment card. One should note that the number of maneuvers appearing on the recruitment card now applies.

*Example: A unit with a musician which, according to the recruitment card, is allowed to make one maneuver per movement phase will in fact have two maneuvers available as long as the musician element is in play. This increases the movement capabilities of a unit only slightly, but makes maneuvers like formation changes, turns or wheels easier.*

**The loss of a musician affects the unit immediately.**

A unit which is shot at in the first shooting phase and thereby loses its musician no longer has the additional maneuver available in the following movement phase.

## LEADERS

Leaders are individuals who through strength, combat ability, body size, slyness or tradition are in a command position and therefore tell the other members of the unit what to do. Other than a few extreme exceptions, each unit in **DEMONWORLD** has a leader at the beginning of the game.

A leader is necessary first so that orders can be passed on, and additionally because of his positive effect on the morale of the unit. These functions will be explained in the chapters 'Commanders' and 'Morale'.

**A leader element fights in melee with a Battle Factor increased by 1.**

This is due to the fact that leaders are often selected from among the strongest and most courageous members of their race and encourage other members of the unit to heroic actions in combat. Note that this is only valid when the leader element itself strikes in melee; when the element only supports another attack then that support uses the usual +3 factor.

## **STANDARD BEARERS**

Depending on race, manner, and origin of a unit, a standard can range from a highly decorated banner to a color-dyed lance held high. A standard in the game always serves the same function – the morale of the unit is strengthened, and the loss of the standard can have negative consequences. These effects are explained in chapter ‘Morale’.

**A standard bearer fights in melee with a Battle Factor increased by 1.**

When the element supports, this is done with the usual ‘+3’ factor.

## **THE POSITION OF SPECIAL FIGURES**

At the beginning of the game, the elements with leaders, musicians or standard bearers will be placed on the playing area in the same way as any normal element of the unit. This should occur in the front rank because it looks visually better and corresponds to the usual position. This, however, is not a requirement – if you wish to protect your special figures you are then at liberty to place them in the middle of the unit.

**As long as a unit is organized and is not impetuous, in rout or in melee, the elements which include leader, standard bearer and musician can switch positions with any other desired element of the unit during the unit’s movement. This rearrangement costs one maneuver regardless of how many elements are exchanged or whether they are turned.**

This makes it possible to get special figures to ‘critical points’ – or to keep them away from these. This exchange is possible anytime during the movement of a unit and can also be executed by units with Hold orders.

Since the exchange takes place during organized movement, the exchange cannot be executed by unorganized, impetuous or routing units, or by units engaged in melee. The exchange is also not possible if the elements to be exchanged are separated by insurmountable height differences.

# X.

# Commanders

A commander is a champion, general or king. These models have great significance in the game because they raise the morale of your units and allow you to give more flexible orders (or to issue orders at all, after the loss of a leader).

Let's look at the difference between leaders and commanders. A leader, as shown on the recruiting card, is an integral member of a unit and moves and acts with that unit. A commander has his own recruiting card and is purchased when setting up your army, and can then be assigned to move and act independently, or join a specific unit.

There are four kinds of commanders, each with different characteristics that affect the command authority, speed of reaction, and their effects on units. These are marked on the recruiting card with '★', '★★', '★★★', or '★★★★'. Commanders with one '★' are sometimes referred to as heroes. In these rules, the term commander encompasses heroes and vice versa, unless a specific rules states otherwise.

The number of '★' that a commander has is his command bonus, which is required during a morale test. Thus, one '★' gives a command bonus of 1.

The following sections contain the rules applying to all commanders. The recruitment card of a specific commander can also list special pieces of equipment and rules which then apply for that commander only, making him a unique personality.

## COMMANDER ELEMENTS

A commander is always represented by a single element. The recruiting card lists the number of miniatures and their arrangement on the base. Most commander elements consist of either a single infantry or cavalry figure; however, there may be cases in which more miniatures are placed on the base, which then represent a body guard or followers.

## COMMANDERS' OPTIONS

A commander's options to move, act and issue commands depend on whether he has joined a unit, or whether he acts independently on the battlefield.

## Commanders Acting Independently

**A commander acting independently treats any movement as an 'advance' and can perform any number of turns during movement without movement penalties. Entering open and difficult terrain costs 3 movement points, entering rough terrain costs 5 movement points.**

The terms 'open', 'difficult' and 'rough terrain' are explained in chapter 'Terrain'. For now, note that independent commanders are much less subject to movement restrictions than units, as they can move more freely and without having to pay attention to keeping a formation.

As single commander elements can perform any number of turns during movement, they only have movement points, but no 'allowed maneuvers', as these do not make sense for such single elements. As soon as a commander has joined a unit, however, he is subject to the same maneuver restrictions as the unit.

**Commanders acting independently do not receive order counters.**

The movement points available to a single commander are therefore constant and not dependent on an order.

**An independent commander possessing a missile weapon is allowed to shoot in the first or second shooting phase as the player wishes, provided he is not in melee.**

Such a commander is therefore allowed the shooting options of an element with both Hold or Skirmish orders. Still, only one shooting attack can be performed per round. Players will have to remember in these cases which of their independent commanders have already shot in the first shooting phase.

**An independent commander is allowed to start a melee.**

This is permitted without any further conditions. An independent commander, however, who has entered a melee in the movement phase through his OWN movement is not allowed to shoot in the second shooting phase.

**An independent commander can be moved at the player's discretion EITHER at the beginning of the**



**'move', OR at the beginning of the 'skirmish', OR at the beginning of the 'attack', OR at the beginning of the 'hold' section of the movement phase. Independent commanders always move BEFORE all other units with the appropriate order.**

**An individual commander may execute a turn at the end of the 'hold' section of the movement phase, even if he has moved in one of the preceding sections of the phase.**

If two opposing independent commanders near each other are to move during the same section of the movement phase, and if their order of movement is important to the course of the game, each player rolls one D6 and adds the initiative value of the appropriate commander to the result. The player with the highest number decides if he moves first or second (ties are rerolled).

Since independent commanders do not receive order counters, they are not counted for the number of units that are to be moved in a specific section of the movement phase.

*Example: Player A has 2 units with Skirmish orders; player B has 1 unit with Skirmish orders and moves two independent commanders at the beginning of the 'skirmish' section of the movement phase. Here player B, because of the fewer number of units with Skirmish orders, decides who moves first as the commanders do not count.*

## **Commanders attached to a Unit**

When you attach a commander to a unit at the beginning of the game, you place that recruiting card next to the unit's recruiting card and place the commander element, like any normal element, in any desired position within the unit.

**Commanders can only join units whose elements have the same base size as the commander's element.**

This rule is of no significance in the standard game, but is given here because of its context and covers cases in which a commander rides a dragon or is in a chariot. Such elements have other base sizes, and a commander on or in such an element cannot join a unit of normal sized elements.

**A commander who is attached to a unit acts like any normal element of the unit.**

The commander, as long as he is attached to the unit, is treated like any other element of the unit; he is placed within the unit's formation and must execute movements/maneuvers, melee and shooting (if he has a missile weapon) together with the unit's other elements. The additional action possibilities of independent commanders are not available. A commander attached to a unit can also support or be supported in melee and shooting.

**A commander attached to a unit is subject to initiative changes due to orders.**

If the unit, for example, has an attack order, then this also increases the commander's initiative by 2 in the first round of a melee.

**If the unit and the attached commander have different movement points, you use the lowest value for both.**

A unit with 'M:24 / A:18 / S:12' movement points, which is moved along with a commander with 18 movement points, only has 18 movement points (the commander's value) available with a Move order. With a Skirmish order, the commander, as well as the unit, only have 12 movement points (the unit's value).

An attached commander (even without having 'allowed maneuvers') is subject to the maneuver restrictions of the unit he is attached to. If this unit starts a melee, the commander can move into contact by spending movement points or maneuvers (like the elements of the unit).

**As long as a unit is organized and neither impetuous nor routed nor engaged in melee, attached commanders can exchange their position with any other element of the unit. This counts as one maneuver irrespective of whether the elements exchanged turned.**

This exchange can also take place together with leaders, standard bearers or musicians and is subject to the same limitations (see chapter 'Special Figures').

## **Joining and Leaving Units**

In a desperate melee, a unit may benefit from the presence of a commander, while in another situation the commander may be more effective if he does not join a unit, but issues orders to several units instead (see section 'The Function of Commanders'). Therefore, commanders are not required to remain independent or together with a unit for the entire battle, but can instead join and leave units during the course of the game.

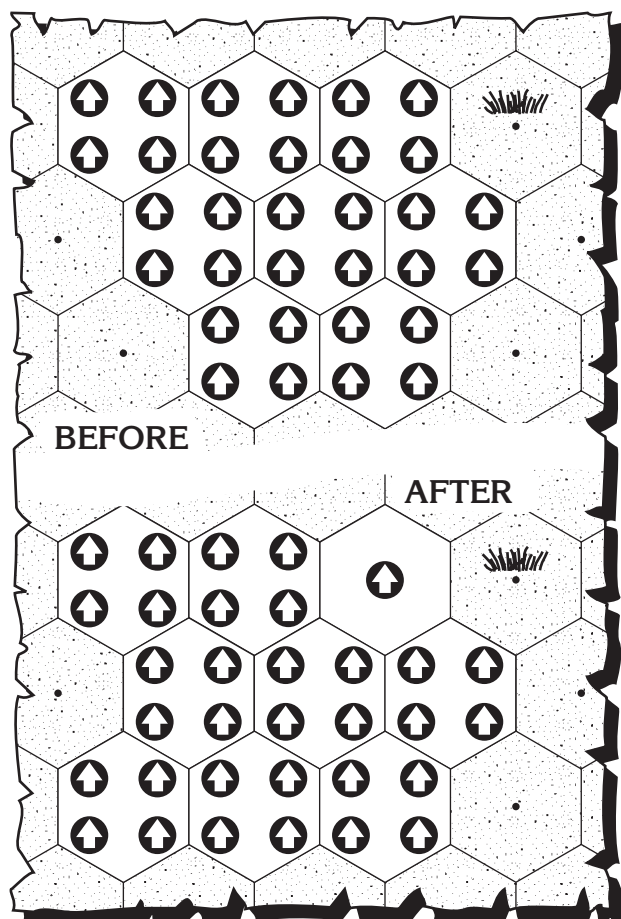
**A commander leaving a unit can only do so before the unit moves.**

Leaving can either occur during an earlier section of the movement phase or immediately before the unit begins to move. The commander must be on the outside of the unit – if necessary, this can be accomplished by exchanging positions with another element of the unit before. If the unit's formation becomes disorganized due to the commander's leaving, then re-grouping can occur in the same way as for shooting casualties (see basic game, chapter 'Shooting', section 'After the Shooting'). This counts neither as an additional movement nor maneuver.

**When a commander joins a unit he and/or the unit must be moved in such a way that the commander is in contact with at least one element of the unit.**

With a unit in skirmish formation (see chapter 'Formations'), it is sufficient when the commander 'joins' the formation like a normal element of the unit.

**As long as the unit is neither in melee nor routed nor impetuous, the player can re-group individual elements, provided this is required to retain the formation of the unit. Other movements after this are no longer permitted for the unit and the commander in this movement phase.**



*Example 1: In the illustration above, a commander joins an organized unit with a '3-3-2' formation. If the commander can move into the position of the right element in the front rank, the player can re-group his elements into a '3-3-3' formation (as shown) in order to retain the organized formation. This does not cost a maneuver; the unit's further movement in this movement phase, however, is ended. Had the commander moved into a position in the last rank, then an exchange with an element in the front rank could have taken place only in the next movement phase, then costing one maneuver.*

*Example 2: A commander moving into contact with one or more elements of a disorganized unit remains in this position without the benefit of a free re-grouping, as the formation of the unit has not worsened because of the attachment of the commander.*

*Example 3: A commander who joins a unit in melee cannot get into another position by exchanging elements – the commander is only allowed the usual re-grouping options of elements at the end of the melee phase.*

A commander who has joined a unit can only give orders to that unit. It is therefore important to distinguish commanders who have joined a unit and now belong to the formation of the unit from those who just happen to stand next to an element of the unit. Also, the movement of a unit which, during its own movement, contacts a commander who does not want to join the unit is not over, but can be continued, though perhaps 'around' the commander.

We therefore recommend that joining or leaving a unit be audibly announced to all players, instead of just moving

the elements into (or out of) contact. It is even better to visually demonstrate joining a unit by putting the commander element in the middle of the front rank (or, for more fearsome commanders, in the middle of the unit). Although this is not a rule, it should not often occur that commanders command their units by running after them!

## THE FUNCTION OF COMMANDERS

**A commander can only issue orders to a unit that he has joined or that is visible within his command radius.**

The command radius of a commander is given on his recruiting card. A unit is 'visible within the command radius' if at least one element of the unit is within the given distance to the commander and there is a clear line of sight between the commander and this element.

As is explained in chapter 'Terrain', visibility can be restricted or wholly blocked by other units standing in the way (in the same way as for shooting) or terrain obstacles. Issuing an order over any distance is only possible if the element of the unit in question and the commander can fully (and not just partially) see each other. Such a line of sight can be traced through a full 360° angle from both elements, however, and does not have to exist within a 60° arc of fire.

**A commander who has not joined a unit and who is not in melee can give orders to several units within his command radius (but only one order per unit).**

**A commander who is attached to a unit can issue orders only to that unit.**

This also applies if other units are within the command radius of such a commander. A commander who moves and fights with a unit is too busy to pay attention to other units in his proximity.

**A unit can only receive orders from ONE leader or commander. A commander attached to a unit overrides the unit's leader, and any other commander that the unit may be within the command radii of. If a unit is within the command radii of several commanders, it can only receive orders from the highest ranking commander.**

Since, as described below, all commanders except heroes can issue several orders at once, this rule is very important to the course of the game. A unit with a leader who also has an attached commander can only receive the order counters of the attached commander, and no additional counter because of the leader. A unit with an attached commander that at the same time is within the command radius of another commander can only receive the orders of the attached commander.

In a similar fashion, a unit with (only) a leader that is within the command radius of a commander only receives one order counter due to the leader. In case two commanders are attached to one unit, only the highest-ranking of these may issue orders.

Units that are in melee, routed or impetuous (see chapter 'Morale') cannot receive orders even though commanders may be present.

## ★-Commanders

For a commander (hero) with one '★', a player can issue ONE order during the order phase of a round. A hero has a command radius of 0.

Unlike other commanders, a hero cannot command units from a distance, and cannot give more commands than the actual leader of the unit. However, a hero raises the morale and fighting strength of a unit.

## ★★-Commanders

For a ★★-commander, a player can issue TWO orders during the order phase of a round.

If this commander has joined a unit, two order counters may be issued to this unit. If the commander is acting independently, then you may issue one order counter each to a maximum of two units within the command radius.

## ★★★-Commanders

For a ★★★-commander, a player can issue THREE orders during the order phase of a round.

If this commander has joined a unit, three order counters may be issued to this unit. If the commander is acting independently, then you may issue one order counter each to a maximum of three units within the command radius.

## ★★★★-Commanders

For a ★★★★-commander, a player can issue FOUR orders during the order phase of a round.

If this commander has joined a unit, four order counters may be issued to this unit. However, since there are only four different types of orders in the game, this unit already has all options available. The player could in this case save himself laying out four different order counters, and at the end of the orders phase only put the order counter wanted (see following section).

If the commander is acting independently, then you may issue one order counter each to a maximum of four units within the command radius.

## UNCOVERING THE ORDERS

At the beginning of the order phase units who do not have a leader (any more) and are not receiving orders from a commander must roll the dice for their orders. The player rolls 1D6 for the results. On a roll of '1', the unit has Hold orders. On a roll of '2', the unit has Attack orders. On a roll of '3', the unit has Skirmish orders. On a roll of '4', the unit has Move orders. On a roll of '5' or six '6', the player can choose which order to give to the unit. This would also apply to any unit whose orders may have been forgotten. For a roll of '1' to '4', the order counter is displayed openly, on a roll of '5' or '6', it is put out face-down. All other units receive their orders as explained in the previous sections.

Once all order counters for all units have been laid out, all order counters for all units with only ONE counter are uncovered.

These order counters are then the valid orders of the concerned units for this round.

AFTER THAT, players remove the undesired order counter for all of their units having TWO order counters, and uncover the remaining counter. AFTER THAT, players remove the two undesired order counters for all of their units having THREE order counters, and uncover the remaining counter. AFTER THAT, players remove the three undesired order counters for all of their units having FOUR order counters, and uncover the remaining counter.

Even when commanders are present each unit may in the end only have one valid order – any other situation would be highly confusing for the unit! As, however, for units with more than one order counter, players must only decide on the final order AFTER knowing the orders of units with fewer order counters; such units react better to the plans of the adversary.

# XI.

# Terrain

In the basic game, we tacitly assumed that all battles occurred in even terrain with low or no vegetation, and that visibility and troop movements were not hindered by hills, cliffs, vegetation, buildings or similar.

This was acceptable, but unrealistic, for only few battlefields will be absolutely even, displaying instead hills, forests, and similar. These, however, can limit or bar visibility and movements, and walls or obstacles can confer advantages or disadvantages on your troops.

The rules of this chapter treat the consequences of terrain on the course of a battle, and they should be studied carefully. If all other factors are the same, the general who makes better use of the advantages of terrain and avoids its disadvantages will be the victor!

We have not incorporated rules for battles during the day or at night, but assume that all battles take place during the day with good lighting conditions and that there are thus no visibility restrictions due to darkness. The absolute majority of all historic battles occurred during the day and were interrupted at the intrusion of darkness (if they lasted that long at all). This will not be different in a medieval-fantastic world. Attacks on enemy camps occurring at night, or chasing dispersed adversaries at darkness may present interesting game situations that are, however, better represented as a role-playing adventure than as part of a game system for the simulation of battles.

## DISPLAYING TERRAIN FORMATIONS

A 'terrain formation' is a natural type of terrain like open terrain, a forest or a hill, or an artificial feature like a road, a wall, or a building.

The terrain formations printed on the **DEMONWORLD** maps loosely follow the hexagonal grid, but do not conform to this exactly along the edges of fields. They are, instead, depicted irregularly for reasons of a more realistic (and more beautiful) display. Many of the fields printed on the maps therefore contain two or more terrain formations. Since entering different terrain formations costs different amounts of movement points, we have to decide which terrain formation (if there is more than one) within a field governs movement point costs.

**Movement point costs for entering a field are based on the terrain formation or combination of terrain formations covering the center dot.**

A field whose center dot is covered by open terrain costs 3 movement points to enter, even if there are other, 'more expensive' terrain formations depicted somewhere else in the field.

If the center dot is covered by two terrain formations, point costs for entering the field are the sum of the two values.

*Example: An element moving uphill (+2 movement points) into a field containing underbrush/thicket (4 movement points) has to expend (4+2=) 6 movement points for this. This, however, only applies if the center dot is uphill AND covered by the underbrush/thicket. If the underbrush/thicket is only depicted at the edge of the field, but the center dot shows open terrain (lying uphill), then entering costs 3 movement points for open terrain plus 2 movement points for moving uphill.*

## TERRAIN FORMATIONS AND MOVEMENTS

Passing through or entering different terrain formations costs different amounts of movement points. Entering open terrain, for example, costs 3 movement points, whereas entering a field with underbrush/thicket costs 4 movement points.

If you move an individual element, movement points expended for entering a field are deducted from the element's movement points allowance. Movement is ended once either remaining movement points are not enough to enter another field, or if you decide to stop movement, or the rules forbid further movement in a specific situation.

**If a unit advances and individual elements enter terrain formations (fields) with different point costs, the highest movement point cost to be paid by a single element when moving one field counts for the whole unit.**

If a unit advances one field and some elements on the flank enter underbrush/thicket, the unit has to expend 4



movement points, even if the rest of the unit marches through open terrain.

This rule applies because a unit will always try to remain in formation; therefore unhindered elements will slow their advance so that the slower ones can remain in formation. Similar applies when moving along a road. The reduced movement costs for road movement only apply if the whole unit moves along the road (which makes moving in column more interesting in the standard game).

**If a unit executes a wheel and individual elements enter fields with movement point costs higher than 3, then the unit has to expend one maneuver plus the highest amount of ADDITIONAL movement points to be paid by any one element during the wheel. A unit with only one maneuver per movement phase may in this instance nevertheless execute a 60° wheel.**

*Example: A unit (with 2 or more maneuvers) performs a wheel during which three elements each enter 2 fields containing difficult terrain (costing 4 movement points to enter). This costs the unit one maneuver (for the wheel) plus (1 additional movement point per field compared to open terrain times 2 fields entered) 2 movement points. It does not matter that 3 elements have entered difficult terrain.*

A wheel over or into difficult or rough terrain therefore costs movement points PLUS maneuvers. The exception for units with only one maneuver applies, because otherwise these units would be completely prohibited from performing a wheel in such a situation (and, with only one maneuver, they are already punished enough). Please note, however, that these units may only execute a 60° wheel.

Moving up- or downhill can involve additional movement point costs as well. When performing a wheel over or into such a field, the additional movement point costs have to be paid as well.

**Executing other maneuvers (turns, re-grouping elements) is not affected by entering fields with increased movement point costs.**

A unit in organized formation executing a turn within a wood and re-grouping one or more single elements by one field afterwards to regain an organized formation only has to expend one maneuver (and no additional movement points) for this. Maneuvers of this kind are mostly performed running and thus not impeded by difficult or rough terrain.

**Impassable terrain cannot be entered or crossed while performing maneuvers.**

*Examples: A wheel forcing an element to enter or cross a field containing swamp (impassable terrain) is not allowed. Re-grouping individual elements into or over a field containing impassable terrain is not allowed.*

## INDIVIDUAL TERRAIN FORMATIONS

In the following you will find an overview of all terrain formations occurring in the game, their respective move-

ment point costs plus, if applicable, their effects on conducting melee. The effects of terrain formations on shooting are covered in chapter 'Shooting'.

### Open Terrain

This covers ungrown fields, grass of normal height, field roads and other areas covered with no or minimal vegetation. Open terrain is best specified by the absence of other terrain formations discussed here and will often cover large areas of the battlefield.

**Entering open terrain costs 3 movement points per field. Open terrain has no effect on melee.**

### Difficult Terrain

This covers rocky ground, underbrush/thicket, woods, sand, and grown fields.

Field 3/F4 for example is rocky ground, field 4/L4 underbrush/thicket and field 3/L14 a woods field.

**Entering difficult terrain costs 4 movement points per field. Difficult terrain has no effect on melee.**

### Rough Terrain

This covers mud and morass.

**Entering rough terrain costs 6 movement points per field. Rough terrain has no effect on melee.**

### Swamp

Swamp is usually impassable, but can be treated as rough, difficult or even open terrain for certain races or monsters. Exceptions of this kind are then listed on the recruitment card.

### Hills

Hills are represented on the playing maps by rocklike contour lines and, when no other terrain formations are present, by a different shading of the higher areas. A contour line always runs between two fields of different height and represents the transition between them.

Field 4/G10 for example is open terrain, and field 4/F11 a hill field. The contour line proceeds between fields F11 and G10. Field 2/E9 is a hill field of height 1, and field 2/B10 a hill field of height level 2.

Some **DEMONWORLD** maps may depict hills covered with wood or underbrush/thicket. In these cases the contour lines within the wood or underbrush are often depicted without vegetation, as it would be impossible to depict terrain of different height otherwise. For shooting, these contour lines count as covered with vegetation nevertheless.

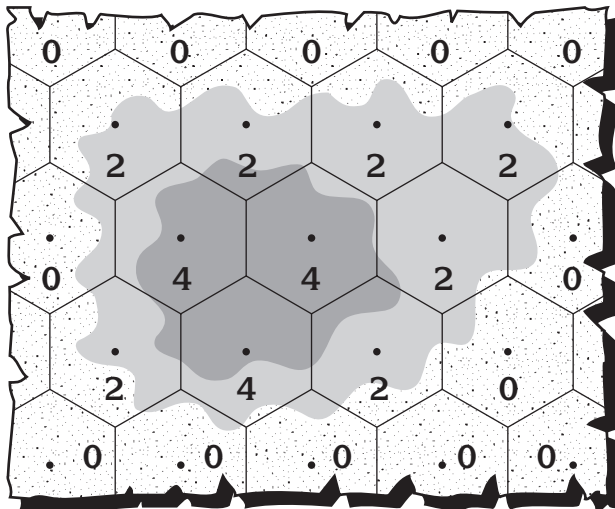
In the drawings contained here, the height of hill fields is represented by the shading of the higher fields. The darker a field is shaded, the higher it is.

Terrain formations like hills, wood, or underbrush/thicket are characterized by a height value. This height is measured similar to the size of an element and helps to decide if a terrain formation presents an obstacle to shooting (see chapter 'Shooting' in the standard game, section 'Shooting and Terrain').

The height of a hill field depends on how many contour lines or height levels above the ground the field is. The height of the whole field is governed by the height level of the field's center dot.

**An altitude difference of one contour line (height level) corresponds to a height (size) of 2.**

The upper area of a hill with a height level of 1 is therefore as tall as an element of size 2.



In the drawing above, the height (not the height level!) of each individual field is shown. As you see, the height of two neighbouring fields can differ by 2 or more height levels (and therefore 4 or more in height value).

**An element advancing uphill (downhill) has to expend two (no) movement points when crossing one height level, and four (two) movement points when crossing two height levels in addition to point costs of otherwise prevailing terrain. Crossing an altitude difference of three or more height levels is not possible.**

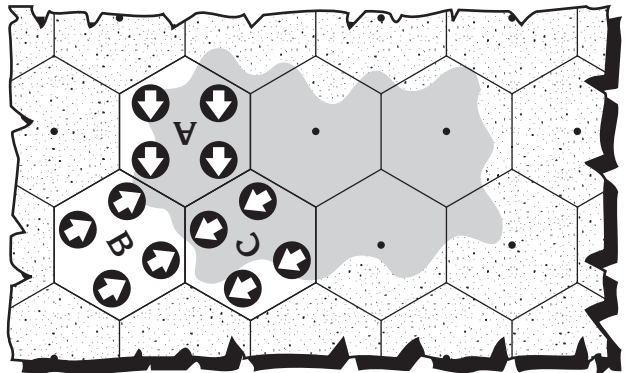
*Example: An element advancing into a field 2 height levels higher has to expend 4 movement points in addition to point costs to be paid because of other terrain. Advancing 1 height level downhill costs no additional movement points.*

This increase in point costs is only in effect if you advance by actually expending movement points. Re-grouping elements across height levels or advancing by expending maneuvers does not cost additional movement points. An altitude difference of three or more levels, however, is impassable then as well.

The existence of a hill only means that fields of different height exist. A hill can therefore be present in addition to other terrain features, for example a wood. Point costs for entering fields are added in these cases. Moving uphill by one height level into a woods field costs (4+2=) 6 movement points, moving one height level uphill using a road costs (2+2=) 4 movement points for infantry.

**When in melee with an element downhill (uphill), the Battle Factor is increased (decreased) by 1 for each difference in height levels.**

Fighting a melee across an altitude difference of three or more levels, however, is not possible for normal elements, as this difference is impassable.



In the drawing above, element A (shown transparent for reasons of clarity) fights against element B with a Battle Factor increased by 1. Element B fights back with a Battle Factor decreased by 1. If A were fighting C, there would be no changes to Battle Factors, as both are on the same height.

## Water

Water can have a depth of 1 to 3. The depth of a water field corresponds to the size (height) of an element; a water field of depth 2 therefore is as deep as an element of size 2 is tall – the water reaches up to the element's head or neck.

On the **DEMONWORLD** maps, water fields are represented by printing the depth of each water field and a color shade darkening with increasing depth. As usual, the center dot determines what depth a water field actually is.

**A water field of depth 1 cannot be entered by elements of size 1. Elements of size 2 have to expend 6 movement points, elements of size 3 have to expend 4 movement points.**

**A water field of depth 2 cannot be entered by elements of size 1 or 2. Elements of size 3 have to expend 6 movement points.**

**A water field of depth 3 cannot be entered by elements of size 1, 2 or 3.**

**A melee attack against an element in a water field is only permitted if the attacked field is passable for the attacker. If EITHER the attacker OR the defender is in a water field, Battle Factors are decreased by 1, if attacker AND defender are in water fields, Battle Factors are decreased by 2. Supporting a melee attack against, by or with an element in a water field is not allowed.**

There can be exceptions to the above for certain races or monsters, which are then noted on the recruitment card. Additional comments applying to cases where a water field is passable for only one of the participants in a melee can be found in section 'Impassable Terrain'.

## Hedges and Walls

The hedges and smaller walls treated here have a height of 1 and therefore reach a human's waist.

In contrast to other terrain formations, a hedge or wall is a linear terrain feature. Hedges and walls not belonging to buildings are depicted between adjacent fields (running along the common edges of these fields) and consist of several sections. For reasons of a more realistic depiction, a hedge or wall does not always follow the field sides exactly, but it is clear in all cases which fields are separated by the hedge or wall.

**Crossing a hedge or intact wall costs 3 movement points in addition to point costs due to terrain present in the field moved into. A hedge or wall can only be crossed by expending these movement points, or by re-deploying elements across it.**

A wheel, or a turn followed by re-grouping of elements across a hedge or wall are not allowed. Re-grouping an element by one field across a hedge or wall costs one maneuver as usual, even if the hedge or wall has to be crossed.

*Example: Advancing into a field containing open terrain across a hedge or wall (3 movement points for open terrain plus 3 additional movement points due to the hedge) costs 6 movement points. An element reaching the hedge with 4 movement points left cannot advance further, as ending one's movement 'on' the hedge or wall is not allowed. If the element had 1 maneuver left, the advance could take place.*

A hedge or wall can be impassable for certain machines or vehicles. This is then given on the recruitment card.

**When fighting a melee across a hedge or wall, the Battle Factor is decreased by 2. Supporting a melee attack across a hedge or wall is not permitted.**

In the expert game, a wall can be destroyed by artillery hits. In this case, it no longer hinders movement, melee, or visibility.

## Roads

**Moving along a road costs 2 movement points for infantry and 3 movement points for cavalry. Roads have no effect on melee.**

The reduced movement cost for infantry only applies if the movement is actually taking place along the road (from one road field to an adjacent road field belonging to the same road). When crossing the road or when moving from a 'non-road' field to a road field, movement costs due to other terrain present apply.

Also, to benefit from reduced movement costs, the whole unit must be moving on the road. If some elements move on the road and others don't, this does not reduce movement costs.

A field is a road field if the depiction of the road covers the center dot. When moving along a road through difficult, rough or even impassable terrain, or through a gap in a

hedge or wall, you therefore only have to pay the reduced costs for road movement.

Unless other terrain is present, the **DEMONWORLD** maps show a 'half-field depiction' of a road at the center of each map edge. This enables us to publish further, compatible maps depicting roads in future.

When laying out two of these maps next to each other, the two 'half' road fields combine to form a 'full' road field. This field counts as a road field if there is actually a road ending in it, and as open terrain if not.

## IMPASSABLE TERRAIN

Some terrain formations are impassable to all elements, and others only to certain races, troop types, or monsters. Two elements on adjacent fields can be separated by an obstacle that is impassable to BOTH of them, or one of them is on a field that is impassable to the OTHER element.

**If two elements are adjacent and BOTH of them could not be moved into the opponent's field, they are not in contact with each other.**

This treats the first of the cases outlined above. For example, the elements might be separated by an altitude difference of 3 height levels that none of them could cross.

Two elements in a such a position cannot melee each other. A unit with all of its elements in such a position is not in melee. It is therefore permitted to move a unit into such a position without this being treated as an attack, and the usual requirements for attacking (A- or S-order, organized formation, moving frontally into contact, and, if necessary, passed attack test, see chapter 'Morale') do not have to be met.

Consequently, a unit in such a position can receive orders, shoot, move out of this position, and so on; the same applies to the adjacent (enemy) unit.

If some of a unit's elements are in such a position and others are in melee, the elements in question can, at the end of the melee phase, be moved in the same way as any other element not in contact with an enemy.

**If two elements are adjacent and (only) ONE of them could NOT be moved into the opponent's field, they are in 'alternative contact' with each other.**

*Example: An element of humans is on an open terrain field that is adjacent to a swamp field occupied by an element of lizardmen. The open terrain is passable for both elements, the swamp field only for the lizardmen, so the element of humans cannot move into this field.*

This treats the second of the cases outlined at the beginning of this section. In the following explanations, the 'attacker' is the element that could move into the opponent's field, and the 'defender' is the element that could not.

The attacker can move a unit completely or partially into such a position with any order. A melee against the

defender, however, is still only possible with S- or A-orders and fulfilling the usual requirements; if the attacker has M- or H-orders, he stays in the occupied position. The defender, on the other hand, has to fulfill all the usual requirements for an attack when moving into such a position, even if he is not allowed to attack from there.

**If attack requirements are met, the attacker can declare the relevant elements as being 'in contact' AT THE MOMENT of moving onto the adjacent field, and in following rounds at the beginning of the melee phase.**

If the attacker declares the elements as being in contact, these elements (and thus the units they belong to) are in melee with immediate effect. At least one melee phase is then fought through normally, and the defender can fight in melee as well. We assume that the combatants move towards each other, and that the actual contact is made in terrain passable to both.

If the attacker does not declare the elements as being in contact, the participating units are not 'in melee'. The defender can then move out of his position in the current movement phase (if he hadn't moved already at the time of 'contact'), or in the next movement phase (if he had already moved at the time of contact).

**At the end of the first melee phase (and each subsequent melee phase if the melee is continued), the attacker can declare the elements in question as 'not in contact' any longer.**

If the attacker decides to stay in contact, the participating units are still in melee, and are allowed the usual re-grouping of single elements at the end of the melee phase. Note that the defender's options to re-group will probably be more limited due to the terrain impassable (only) to him.

If the attacker decides to break contact, the participating units are no longer in melee, and all elements can re-group a maximum of two fields at the end of the melee phase like any other element 'not in contact' with an enemy. The participating units can receive orders again in the next order phase.

A melee that is broken off this way (or that does not come about at all) does NOT force the participating units to move out of their position adjacent to the opponent.

# XII.

# Shooting

The basic game rules prohibited any missile fire over intervening elements, which was fine because only elements with a size of 2 and 3 had been introduced by this point.

The standard game rules now introduce several types of terrain feature that can block lines of sight for missile fire; the expert game rules finally introduce models with a size far greater than 3. This calls for a refinement of the shooting rules, because the rules as noted above would produce unrealistic results. Two 16 feet tall giants, for example, could not shoot at each other over the heads of a unit of dwarves standing between them.

Elements are covered by the same set of rules as terrain features – if something is obstructing a line of sight for missile fire, it does not really matter if this is a ten-foot tall giant or a ten-foot high wall. To avoid unnecessary repetitions, any situations of this kind are dealt with in this section, although huge models are only introduced later in the expert game rules.

The section 'Shooting at Targets on the same Height Level' describes the rules governing missile fire between elements of varying sizes on fields of the same height level, without taking into account terrain features. The section 'Dealing with Terrain Features' explains under which circumstances terrain features may affect missile fire. The section 'Shooting and Terrain' finally explains how terrain features affect missile fire and allows you to work out shooting at or over models of every size and in any terrain.

## SHOOTING AT TARGETS ON THE SAME HEIGHT LEVEL

In this section we assume that all participating models are on even ground and that there are no terrain features to take into account.

**An element can always shoot at another element to which it can draw a clear line of sight that does not cross any intervening elements.**

A 'line of sight' is the line drawn from the center dot of the shooter's field to the center dot of the target's field. Remember that even if the conditions for a missile fire are

met, the attacker must still be given the appropriate order, and the target must be within the attacker's arc of fire, though this is not continually repeated here.

**Shooting at an element of up to the same size as the attacker is not possible if the line of sight crosses an element that is of the same or greater size than the attacker.**

*Example: A mounted element (of size 3) wants to shoot over an intervening element at an element of dwarves (size 1). It is not possible to shoot if the intervening element is of size 3 or greater, because the shooting element has a size of 3. As long as the intervening element has the same or greater size than the attacker, it would not be possible for the mounted element to shoot at any elements of size 2 or 3, because these, too, are of 'up to the same size' as the attacker.*

Most elements have a size of 2, so according to the rule above, missile fire between these elements is not possible if there is an intervening element of size 2 or greater.

Similarly, it is not possible for an element of size 3 to shoot at an element of size 3 or less if there is an intervening element of size 3 or greater, and so on.

**Shooting at an element that is of greater size than the attacker is not possible if the line of sight crosses an element that is at least of the same size as the target element.**

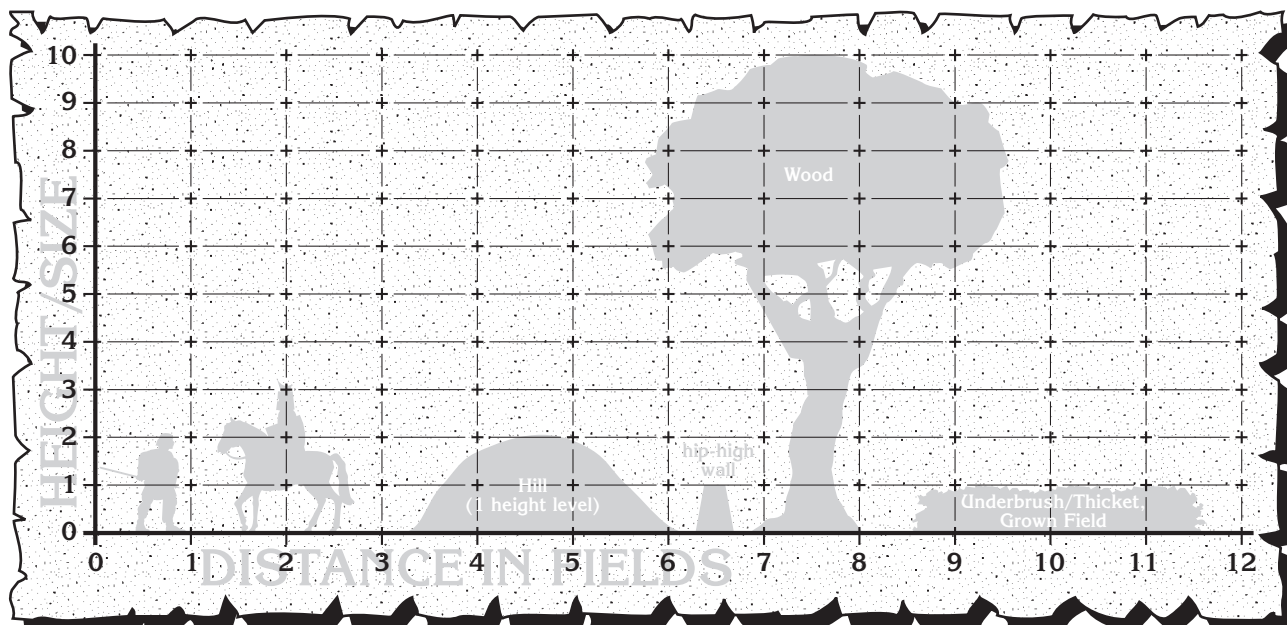
*Example: An element of missile troops (size 2) wants to shoot at an element of size 3. This is not possible if there is an intervening element of size 3 or greater.*

## The Shooting Diagram

Complicated situations not covered by the rules above should be decided using the diagram shown at the top of the following page.

The range- or x-axis of the shooting diagram specifies the distance in fields between two elements; it represents the ground of the playing area at the same time. The figures represent the centers of the relevant fields. The shooting element is always located at the point marked '0'; an





element 3 fields away from the shooting element would be located at the point marked '3' on the range axis.

The height- or y-axis specifies the size of an element. In the shooting diagram, each element is represented by a line, the length of which, measured in 'steps' or 'sections' of the height axis, corresponds to the size of the element.

*Example: An element of size 2 is two sections high, an element of size 4 is four sections high.*

An element of size 2 would be represented by a vertical line starting from the range axis (the 'ground') and being two sections long. An element of size 4 would be represented by a line four sections long. Because all elements are on fields of the same height level (on even ground), the 'bottom point' of each element is always on the range axis. We similarly call the top of the line 'top point' of an element.

**As a first step, mark the size of the shooting element on the height axis.**

*Example: If the shooting element is of size 3, the point marked '3' on the height axis should be marked.*

**Then determine the range in fields between the intervening element and the shooting element, and draw a vertical line starting from the range axis at the point**

**corresponding to the range determined. The length of this line covers as many sections as the size of the intervening element.**

*Example: An intervening element of size 2 that is 3 fields away from the shooting element should be represented by a vertical line, starting at the point '3' on the range axis, and a length of two sections of the height axis.*

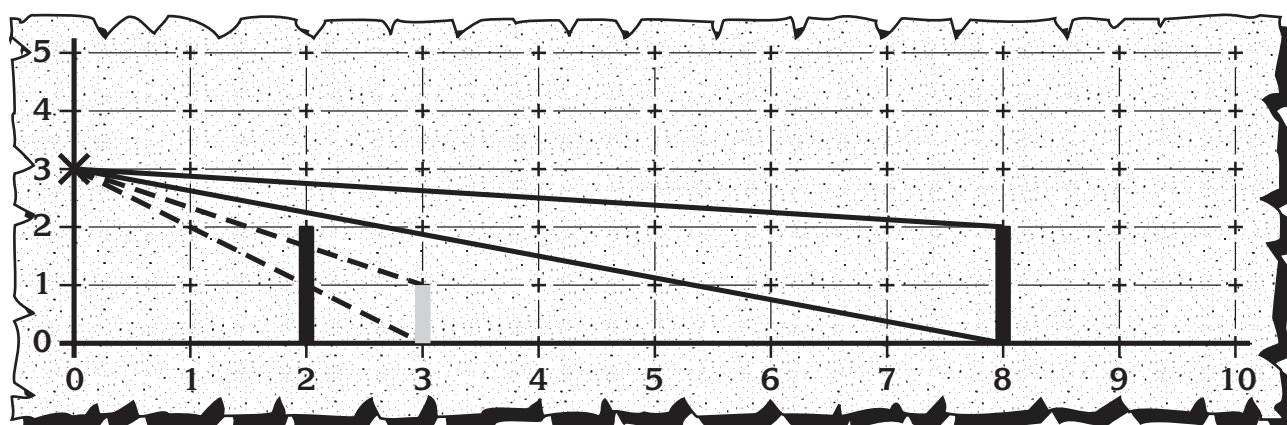
**Next draw a vertical line starting from the point on the range axis corresponding to the range between the shooting element and the target element. The length of this line covers as many sections as the size of the target element.**

**Then connect the point marked on the height axis (the top point of the shooting element) with the top and bottom points of the target element with straight lines.**

**If NONE of the connecting lines crosses or touches the line representing the intervening element, the line of sight is unobstructed, and missile fire can be resolved as normal.**

**A connecting line touches an intervening element if it runs exactly through its top point.**

**If BOTH connecting lines cross or touch the line representing the intervening element, the target is not visible for the attacker, and shooting is not possible.**



In the diagram shown at the bottom of the previous page an element of size 3 wants to shoot over an element of size 2 that is two fields away from the shooting element. If the target was an element of size 2 that is 8 fields away from the attacker, the shot can be resolved as normal, as none of the connecting lines (to the top and bottom points of the target element) cross or touch the intervening element. If the target was an element of size 1 that is 3 fields away from the attacker, shooting would not be possible, as both connecting lines cross the intervening element.

If ONE of the connecting lines crosses or touches an intervening element, then this element is partially visible for the attacker.

## Partially Visible Elements

If an element is partially visible, determine how many of its sections are visible to the shooting element. A section is visible if both its top AND bottom are visible.

In the diagram below, an element of size 3 wants to shoot over an intervening element at an element of size 2 that is six fields away. The top section of the target element is visible because its top and bottom are visible. The connecting line to the bottom point of the target element, however, touches the intervening element, thereby obstructing the line of sight. Therefore, the lower section of the target element is not visible – the whole element is only partially visible.

In the diagram on the right, a giant of size 4 wants to shoot at an element of size 2 that is three fields away. The connecting lines to the bottom and middle points of the target element both cross the intervening element. Because of this, the whole target element is not visible, even if its top point may be visible. The top of a helmet or similar can be seen behind intervening troops; this, however, is not enough to properly aim at.

In the diagram at the top left of the next page, an element of size 2 wants to shoot at an element of size 3 that is two fields away. The intervening element blocks the line of sight to all sections of the target element; it is therefore not possible to shoot. Please note that this is always the case if an element wants to shoot over an intervening element of the same size at a target element whose size is only 1 greater than the attacker's. The connecting line to the bottom point of the top section of the target element always touches the intervening element in such a case; rear ranks of an infantry unit of size 2 can therefore never

shoot over their own front rank at elements of size 3 (like an enemy cavalry unit).

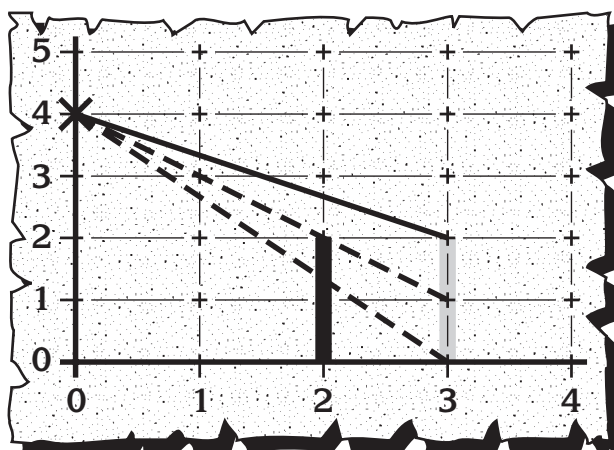
Continuing with this example, were the target element of size 4, then the top section of the target element would be visible to the shooting element.

The Battle Factor of a missile attack is reduced by 2 if the target element is at least halfway (but not fully) visible. It is reduced by 4 if less than half of the target element is visible (but it is still partially visible). If the target is an element of size 4 or greater and only one section is NOT visible, the Battle Factor is not reduced.

Whether at least half of the element is visible is determined by the number of visible sections.

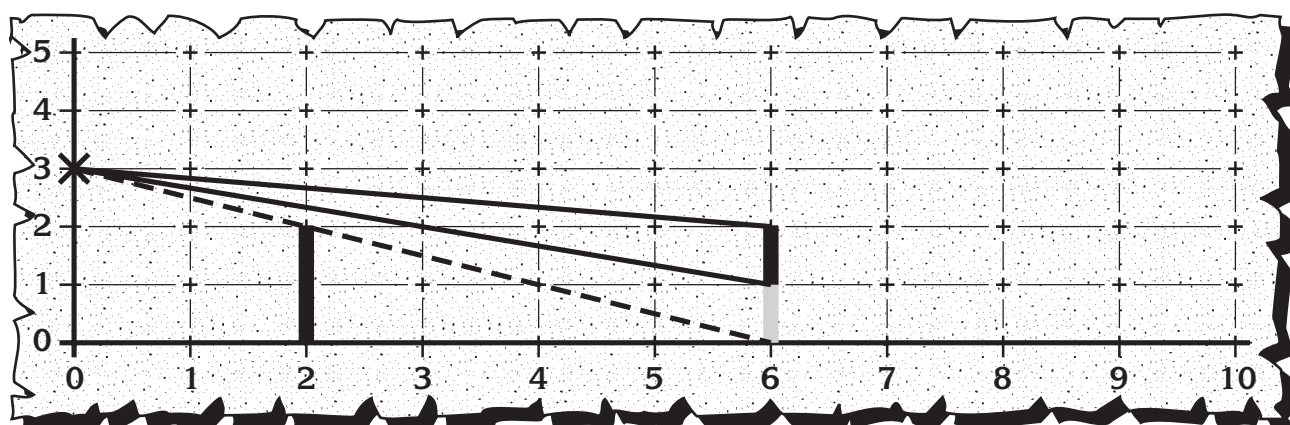
*Example 1: One section (only) of an element of size 2 is visible. At least half of the element can be seen, resulting in the Battle Factor being reduced by 2.*

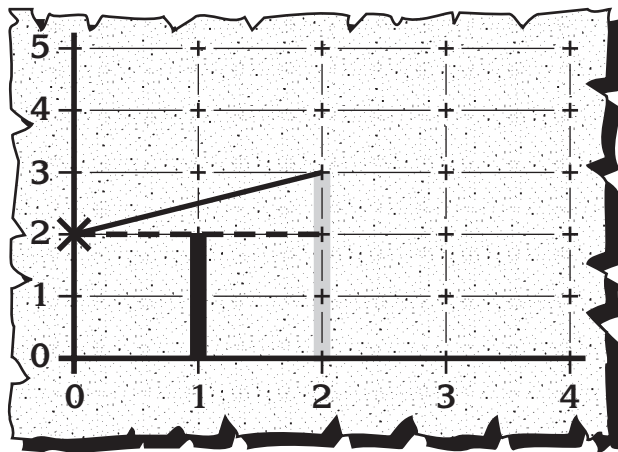
*Example 2: Only one section of an element of size 4 is in sight, therefore 'less than half' of the element is visible, and the Battle Factor is reduced by 4. If only one section of this element would NOT be visible, the element would be treated as being fully in sight.*



The special rule for particularly large elements is necessary because a minor obstruction of sight does not justify a reduced Battle Factor when shooting at these large elements. A giant of size 4 standing behind a unit of halflings of size 1 is treated as fully visible, because the intervening 'obstacle' merely reaches to his knees!

Because the most common missile weapons, bows and longbows, have a Battle Factor of 4 and 5 (usually





already reduced by the target's armor), shooting at partially visible elements is in most cases only effective if the attack is supported. The target must be at least partially visible to the supporting element(s), too. These rules mean that your missile troops should always try to aim at targets that are fully visible to them, rather than trying to hit some barely visible helmet behind another unit or behind an obstacle.

## DEALING WITH TERRAIN FEATURES

Some terrain features do not affect missile fire at all; others, like woods, obstruct lines of sight due to the height of the vegetation; and finally hills and waters affect the height of other terrain features or the height on which an element is located.

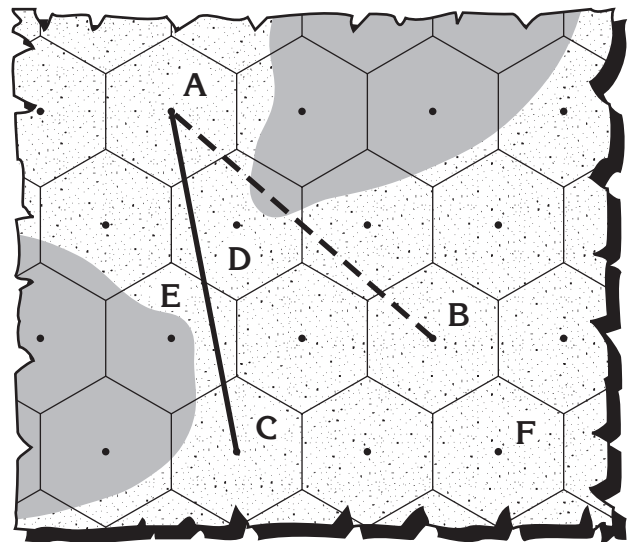
**The terrain types road, open terrain, rocky terrain, sand, mud, morass, swamp and destroyed walls do not affect missile fire.**

**The terrain features hedge or (intact) wall, underbrush/thicket, grown fields and woods may affect missile fire if the line of sight crosses the representation of the terrain feature on the playing map.**

The line of sight connects the center dots of the fields occupied by the shooting element and the target element. Use a ruler, thread or elastic to connect the dots. If the connection crosses the terrain feature, it may be an obstacle; if it does not cross the terrain feature, shooting is resolved as normal.

Note that the actual representation of the terrain feature on the playing map is important, and not whether a field that is crossed by the line of sight contains such a terrain feature in some spot.

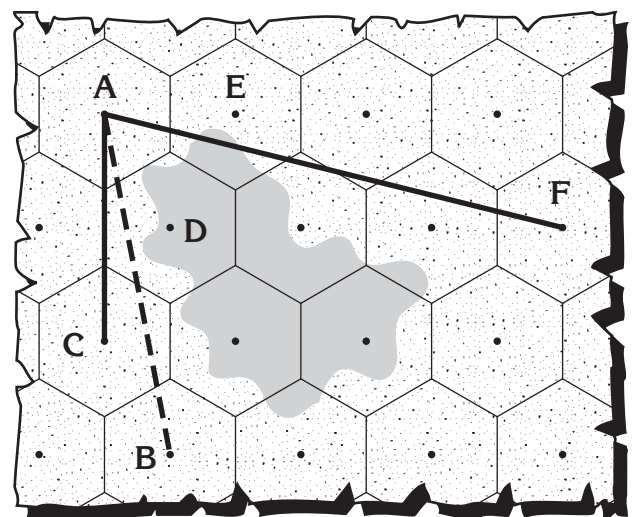
The diagram top right shows a line of sight between the fields A and C which is not obstructed by the wood in field E. Because the center dot of field E is covered by wood, it counts as a woods field for movement purposes. As the line of sight does not cross the actual representation of the wood on the playing map, however, it is not obstructed by the wood. Field D, on the other hand, does not count as a woods field for movement purposes, but obstructs the line of sight between fields A and B nevertheless, because the depiction of the wood is crossed by the line of sight.



A terrain feature is crossed if the representation of that feature on the playing map is visible on both sides of the connecting line (the ruler or thread). Looking at the diagram above, it may not be quite clear if the line connecting the fields A and F is obstructed by the wood depiction in field D. If the players cannot agree in such a situation, throw a die to solve the problem.

**Hills and water fields can affect missile fire if the shooting element or the target element is standing on such a field, or if the line of sight crosses a hill field.**

This is an exception to the usual rules for terrain features. A field containing a hill or water always counts as being fully on the height level that is given for it (provided the field is actually a hill- or water field, its center dot being covered by the hill or water depiction).



The diagram above shows a line of sight between fields A and B, which may be obstructed by the hill on field D, even if the hill's contour line is not touched, as field D as a whole counts as a hill field. Field E, on the other hand, does not obstruct the line of sight between fields A and F, even though the contour line is crossed, because field E is not a hill field.

The line of sight between fields A and C is not obstructed by hill field D, as the hill field is not crossed, but merely touched. This rule slightly departs from the rules for intervening elements given in the basic game, because

intervening elements can obstruct a line of sight that only touches the field occupied by them. This exception is fine, because a hill slopes down at its edges and is therefore no real obstacle there.

## SHOOTING AND TERRAIN

The rules in the last section showed in which cases terrain features may affect missile fire. Not every interfering terrain feature, however, actually proves to be an obstacle. If a terrain feature interferes with a line of sight as determined by the rules of the last section, use the shooting diagram to check if the view of the shooting element is actually obstructed. This is done as explained in section 'The Shooting Diagram', except that this time not only intervening elements, but terrain features and fields of different height levels must also be considered, and are drawn in if necessary.

### The Height of Terrain Features

Hill fields have a height of 2 per height level, underbrush/thicket, grown fields, hedges and (3 feet tall) walls have a height of 1, woods have a height of 10.

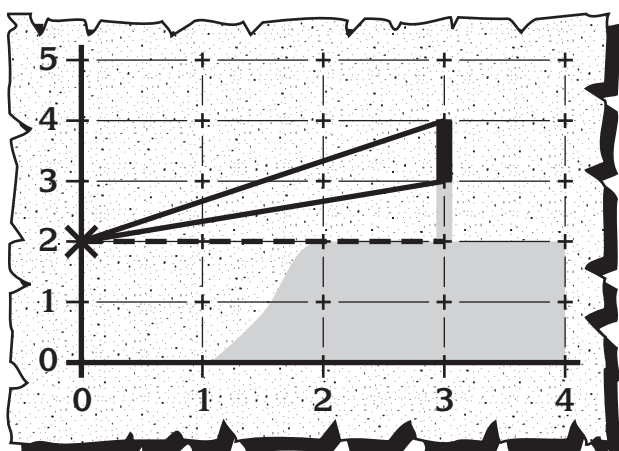
The height of a terrain feature is equivalent to the size of an element; a terrain feature of height 1 is as tall as an element of size 1 and vice versa.

### Hills

Elements and terrain features on hill fields should be marked/drawn in on the shooting diagram on the respective height level.

*Example 1: The top point of an element of size 2 that is positioned on a hill of height 2 should be marked at point 4 on the height axis.*

*Example 2: The upper edge of an underbrush/thicket (height 1) on a hill field of height 4 is located on height 5. The same is true for an element of dwarves (size 1) that is positioned on the same hill – the top point of this element has a height of 5.*



The diagram above shows an element of size 2 that wants to shoot at another element of size 2 that is three fields away, standing on a hill of height 2. The top section of the target element is visible; the connecting line to the bottom

point of the target element is obstructed by the hill in the previous field, however. Therefore 'at least half' of the target element is visible, and it could be shot at with a Battle Factor reduced by 2. This would also apply if the target element on the hill was four or more fields away.

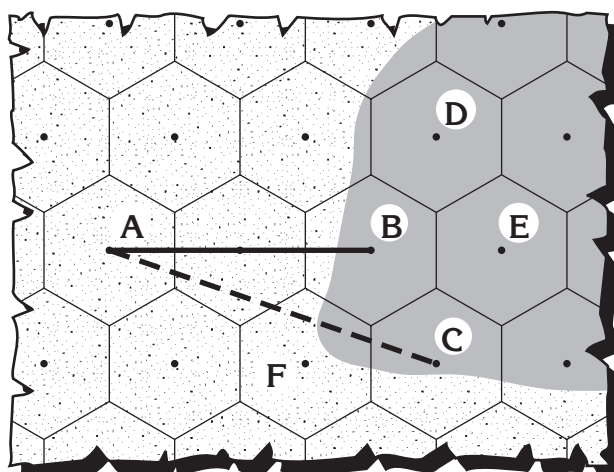
If the same element were positioned on the edge of the hill, two fields away from the shooting element, then the line of sight to its bottom point would not be obstructed, and the element would be fully visible.

If the target element on the hill were a giant of size 4 being 3 fields away from the shooting element, the giant's bottom point would not be visible. As the giant, however, has a size of 4 and only one section is obstructed from view, he could be shot at normally.

If in this example the shooting element were of size 3 or greater, then every element on the hill would be fully visible (assuming there was no intervening element), as the hill wouldn't obstruct the line of sight to the bottom point.

### Woods

Woods may obstruct lines of sight. It is not possible to shoot **THROUGH** a woods field. An element **ON** a woods field can be shot at with a Battle Factor reduced by 2. If an element is shooting **FROM** a woods field, the wood in this field does not impose a penalty.



In the diagram above, an element on field A is shooting at a target on field B. The Battle Factor is reduced by 2, because field B is a woods field. If the element on field B returned fire at field A, the Battle Factor would not be reduced, because the wood **IN** field B does not impose a penalty.

It is not possible to shoot from field A at field C (and vice versa), because the corresponding line of sight is obstructed by the woods depiction in field F, although field F is not a woods field. Similarly, it is not possible to shoot from field A at field E (and vice versa), because the wood in field B obstructs the line of sight.

From outside a forest, you can only shoot at elements on the edge of the forest, and you can only shoot at targets outside the forest if the shooting element is on the edge of the forest. If you want to design your own playing maps for **DEMONWORLD**, you should take account of a case



as shown in the diagram above in field D. An element on field D is not allowed to shoot at targets outside the forest, because every possible line of sight to targets 'outside' is blocked by the representation of the forest in the neighboring fields. If an element on field D left the forest to be able to shoot, however, it would no longer be 'protected' by the forest. A forest that is drawn in this way would therefore be without a real edge. This can be explained by the particularly dense growth inside the forest, but in most cases it is not desirable for a game.

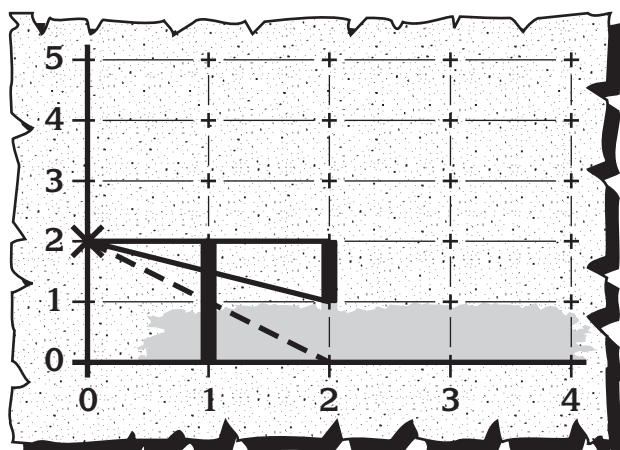
In the diagram on the left, you can shoot – with a Battle Factor reduced by 2 – from field B at fields C, D and E, and from field E at fields B, C and D (and vice versa). You cannot shoot from field C at field D, because the woods depiction in fields B and E obstructs the line of sight.

Therefore, missile attacks within a wood are only possible against elements on adjacent fields. As a unit that is in contact with an enemy automatically counts as being in melee (and is therefore not allowed to shoot), within a wood only units with a Hold order that made contact with the enemy in the immediately preceding movement phase can shoot (once) in the second shooting phase.

In most situations, it will not be possible to shoot over a forest because of its height. Exceptions may be particularly large models that are positioned on a hill (not covered by trees) inside a forest, therefore overlooking the treetops. A giant of size 5 standing on a hill that is 3 contour lines (6 steps) high, has a total height of 11 and may therefore shoot over the forest (assuming the target is in range and has a suitable size). Situations like this will most probably never appear in a game, but if they do, the shooting diagram should be consulted.

## Underbrush/Thicket and Grown Fields

Underbrush/thicket and grown fields constitute an obstacle of up to their own height for lines of sight. Underbrush/thicket and grown fields ON a field that is shot at or from do not affect missile fire.



In the diagram above, the element of size 2 which is 1 field distant from the shooting element is fully visible, because the grown field or underbrush/thicket in the field containing the element does not affect missile fire. An element of the same size being 2 fields away from the shooting element would only be half visible (if the first element were not there), because the underbrush/thicket

in the field in front of it (through which the line of sight would be traced) would block the line of sight to the bottom point of the element.

If, in this example, the target element had a size of 4 (and the first element were not there), it would be fully visible due to its size, as only one section would be obstructed by the underbrush/thicket. An element of dwarves one field away from the shooting element would be fully visible. The same element of dwarves two fields away from the shooting element would be completely out of sight, and the dwarves themselves could not shoot *back* at the shooting element, as its lower section would be completely out of sight to them, and only the top point of its higher section could be seen.

If the shooting element were of size 4, any target element of any size inside the underbrush/thicket at a distance of up to three fields would be fully visible, because the underbrush/thicket in a previous field would only then block the line of sight to the bottom point of the target element.

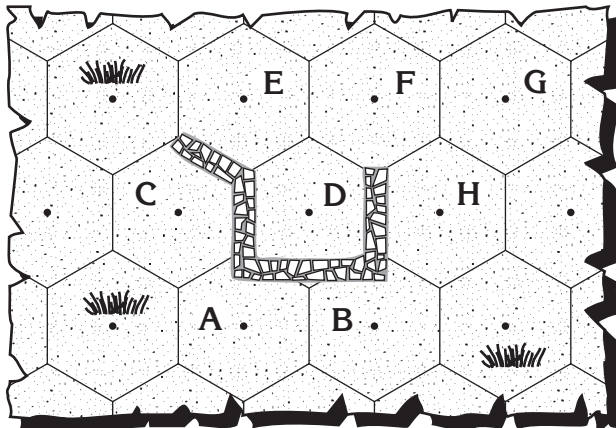
Underbrush/thicket therefore does not affect missile fire, if the target is positioned at the edge of the thicket (from the shooting element's point of view). Moreover, particularly large models enjoy an unimpeded sight on fields that are further within the undergrowth.

## Hedges and Walls

A hedge or an (intact) wall may affect lines of sight. A hedge or wall located at the edge of a field FROM which an element wants to shoot is not taken into account.

Hedges or walls always run between two fields (along the common edge). If both fields between which the wall is located are at the same distance to the shooting element, the wall should be recorded as being at that distance, too. If the two fields are located at different distances to the shooting element, the wall should be drawn in the middle between the relevant distance markings on the range axis.

*Example: A wall is located between two fields that are 2 and 3 fields away from the shooting element. This wall should be drawn in between points '2' and '3' on the range axis (2.5 fields away from the shooting element).*



In the drawing above, the wall section between fields A and D, and B and D, does not exactly run along the edges of these fields. This, however, is only done to allow for a



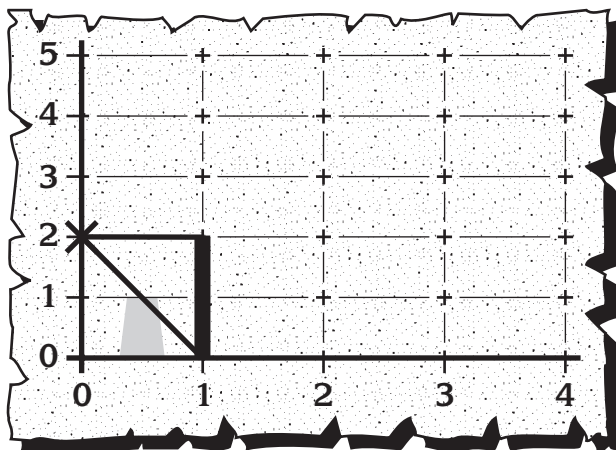
more realistic representation on the playing map; for purposes of determining lines of sight, the wall should be treated as running exactly along the common edges of fields A and D, and B and D.

If an element on field A wants to shoot at field D or vice versa, the wall running between fields A and D would not affect the attack, because a wall on the same field as the shooting element is not taken into account. The same is true if an element on field A wants to shoot at field F (over the wall running along the edge of field A).

If an element wants to shoot from field F at field A, the wall running between A and D has to be considered. Because the wall is located between one and two fields away from F, it should be drawn in between the points '1' and '2' on the range axis. If an element on field A shoots at field G, the wall running between A and D is not considered (because it is bordering A), but the wall between fields D and H is (and should be drawn in at a distance of 1.5 fields from A).

If an element on field G shoots at A, both the wall sections between fields D and H (distance 1.5 fields), and A and D (distance 2.5 fields) should be considered.

If an element on field A shoots at field E or vice versa, the wall section running between C and D should be considered, because this wall section does NOT border either field A or E. This wall should be drawn in at a distance of ONE field, because both fields C and D are one field away from A and E respectively.



If the element of size 2 in the diagram above shoots over the wall at the element one field distant, the wall does not obstruct the line of sight, because it is located on the edge of the field in which the shooting element is positioned. As the connection to the bottom point of the target element touches the upper edge of the wall, this is an exception to the normal shooting rules. This exception is fine, because a shooting element in such a position can bend over the wall and so have a clear view. This also applies to an element of size 1 shooting over a wall, because even dwarves or halflings can bend over the wall (if necessary, by standing on tiptoe).

If the shooting element behind the wall shoots at targets that are 2 or more fields away, the wall is not considered either. This also applies if the shooting element has a size of only 1.

If an element of size 2 shoots at an element behind a wall from a distance of 2 or more fields (in this case the element at '0' is the target, and the other element the

attacker), only half of an element of size 2 would be visible behind the wall, and an element of size 1 would be completely out of sight.

## Bodies of Water

**Water is an obstacle of up to its own height (depth). If a shooting element is standing IN a water field, the water is not considered for missile fire.**

If an element in a water field is shooting, the size of the element and the depth of the water field must be taken into account. The top point of an element of size 3 standing in a water field of depth 1 should be drawn in at point '2' of the height axis. All lines of sight should be checked from this point.

If an element in a water field is being shot at, the depth of the water is taken into account in a similar way. If an element of size 2 was standing in a water field of depth 1, only half of it would be visible, so the Battle Factor of missile fire against it would be reduced by 2.

## Summary

In the previous examples, the shooting element was always displayed at point '0' on the range axis. This, however, does not necessarily have to be so – you can draw in the participating elements and terrain features at any point on the range axis, as long as the relative distances are correct. Two elements that are two fields apart could be drawn in at points '0' and '2', but also at points '3' and '5', because the distance is the same.

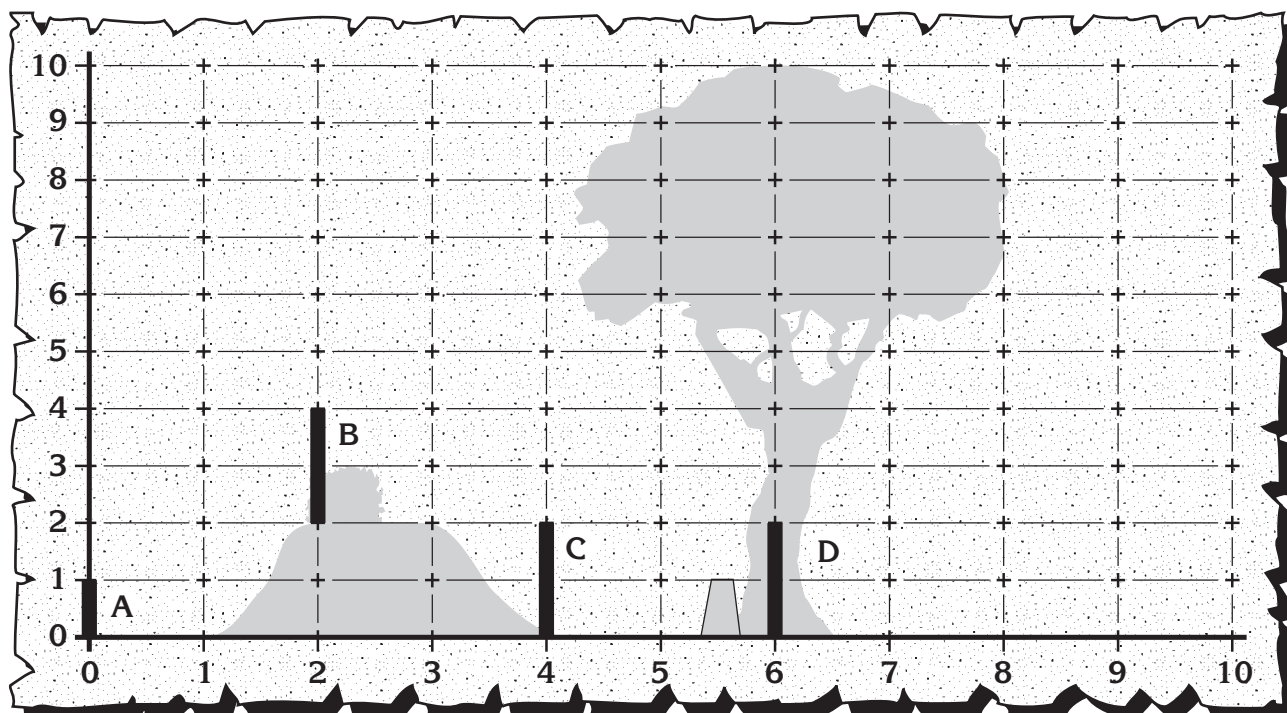
The diagram at the top of the following page summarizes various terrain features. It is given to review lines of sight that this time do not originate in point '0', but are drawn from other points on the range axis. Please check the lines of sight discussed in the following, using a ruler.

Element A can only see element B. This is fully visible, because neither the hill nor the underbrush/thicket in this field block element A's vision.

Element B, on the other hand, has unimpeded sight of element A, but can see only half of element C (and consequently only shoot at C with a Battle Factor reduced by 2), because the hill at point '3' on the range axis blocks the line of sight to the bottom point of element C. If element B had a size of 3, it would have unimpeded sight of element C. The lower section of element D is not in sight because of the wall (or because of the intervening element C, the effect is the same). In addition to that, element D is positioned on a woods field, so element B could only shoot at D with a Battle Factor reduced by 4 – an attempt that is hardly worthwhile.

Element C can see half of element B, as the line of sight to the bottom point of B is blocked by the edge of the hill at point '3'. Element C can only shoot at element D with a combat factor reduced by 4, as the wall and the forest impede the sight. If element D had a size of 1, it could not be seen by any of the other elements.

Element D finally is very well protected by the forest and the wall, but does not suffer any shooting penalties



because of these itself, and can fully see element C and half of element B.

The example above again demonstrates that a line of sight between two elements is not automatically reversible. If an element A can see an element B, it does not necessarily mean that element B can see element A in the same degree, or at all. Elements that are shooting out of the cover of a forest or undergrowth, or from behind a wall, have in most cases a less impeded sight of their targets than vice versa.

## THE EXECUTION OF SHOOTING

A missile attack that proves to be impossible because of blocked sight or proves to be more heavily penalized than the player had anticipated, is not allowed to be redirected at another target.

As already explained in the basic game, a missile attack (including any supports) has to be announced BEFORE any lines of sight are checked. This still applies after terrain features have been introduced. If it becomes obvious after checking the situation that a line of sight does not exist, the missile attack is wasted; if any penalties are so great that the attack is 'not worthwhile', it still has to be resolved using the determined penalties, or it must be left out completely and is wasted. In such a case, your troops thought they had seen 'something' and fired at it without having had a proper target.

A normal element is destroyed after taking one hit and is removed from play; a commander with several hit points loses one of these and is consequently only removed from play if he has no hit points left.

A commander counts as an element containing less than four models as long as he is not accompanied by a sufficiently large retinue on the same element base. Giants using missiles or dragons using their breath attack (in the expert game) do not fall under this category,

however. Suitably small sized crew of chariots equipped with missile weapons, or commanders on dragons or chariots that use their missile weapons, do fall under this category.

Roll 1D20 for each missile attack and add or subtract the following factors:

- + Battle Factor of the weapon used
- + ☒-skill of the shooting element
- armor (♥) of the target element
- +2 for each element that supports the attack
- 1, if an element with fewer than four models supports or shoots
- 2, if target element is not fully, but at least halfway visible (does not apply if the target element has a size of 4 or greater, and only one section of it is not visible)
- 4, if target element is partially, but less than half visible
- 2, if target element is on a visible woods field

If the result is 20 or greater, the target element loses one hit point.

A missile attack or supporting missile fire is only possible if the shooting or supporting element has at least a limited sight of the target element.

Elements that cannot see the target element, can neither shoot at it nor support any fire against it. This also applies if an extremely high ☒-skill of the shooting element would still lead to a remote chance of hitting – even a superior archer must be able to see his target at least partially to shoot at it at all.

A shooting element has 'limited sight' to the target if at least one section of the target is fully visible, even if this

can only be shot at with an additional penalty on the Battle Factor, for example because the target is positioned inside a wood.

## **SHOOTING INTO A MELEE**

In the basic game, a die was thrown to determine if a neighboring element was hit instead of the original target when firing at targets in melee. These rules still apply generally but, with the introduction of terrain features, it is possible that a neighboring element is located on a radically different height level than the original target, and may therefore be impossible to hit by a missed shot.

**When shooting at targets in melee, roll for a possible deviation as explained in the basic game. If a shot deviates, only an element in contact with the original target element may be hit.**

Elements that are separated from the original target by insurmountable height differences may therefore not be hit by a deviating shot; the attack is wasted.

Elements that are in alternative contact (see section 'Impassable Terrain' in chapter 'Terrain') may be hit by a deviating shot if they were declared as being 'in contact' at the time the missile attack takes place.

If an element other than the original target is hit, the attack is resolved using the original Battle Factor, even if the element finally hit is only partially visible, or inside a wood.

We assume that a melee is continually in motion and therefore elements in cover will at least briefly leave their cover in a melee situation.

**When shooting at elements in melee, the shooting element may not use its ☒-skill.**

Even a well trained archer is not able to hit his target at a particularly vulnerable point in the tangled mass of a melee.

# XIII.

# Formations

Most of the time units will operate in an orderly formation because this facilitates coordinating movement and shooting. An orderly formation, however, is not best suited for certain tactical situations or troop types. This is why in the standard game there are three special formations that your units can use; each of these has its own advantages and drawbacks. These formations are called 'square', 'wedge' and 'skirmish formation' respectively. In addition, certain units act as 'hordes'.

Many units are either not trained to operate in these formations, or are not suitably equipped, or such formations do not suit their usual fighting style. Therefore, only a few units can use more than one of these special formations, and many units can't use any of them. A unit's recruitment card shows the symbols ▲ (for wedge), ■ (for square), ●● (for skirmish formation) or the entry 'HORDE' to indicate which types of formation the unit can use.

Units that do not have the relevant symbol printed on their recruitment card can still arrange themselves in a wedge, square, horde or skirmish formation, but do NOT get the benefits normally drawn from these formations.

*Example: A unit that is not capable of using the wedge or skirmish formation nevertheless sets itself up in such a formation. This is allowed, but the unit counts as being disordered and therefore suffers the associated movement penalties. It also does not receive the increased Battle Factor of a wedge or the increased mobility of a skirmish formation.*

## SQUARES

A square is a formation that has a front facing in each direction, and consequently cannot be attacked from the flank or rear. Although this formation can only move slowly it is particularly strong in defense.

**An infantry unit that consists of at least six elements can form a square.**

A unit consisting of less than six elements is too small to effectively form a square. Only elements of THE SAME unit can be used to form a square; it is not allowed to combine elements of two or more different units to form one.

If a unit forms a square a commander that joined the unit cannot form a part of the square (on the perimeter). However, a commander, whether on foot or mounted, may be positioned inside the square without negatively affecting the square's qualities.

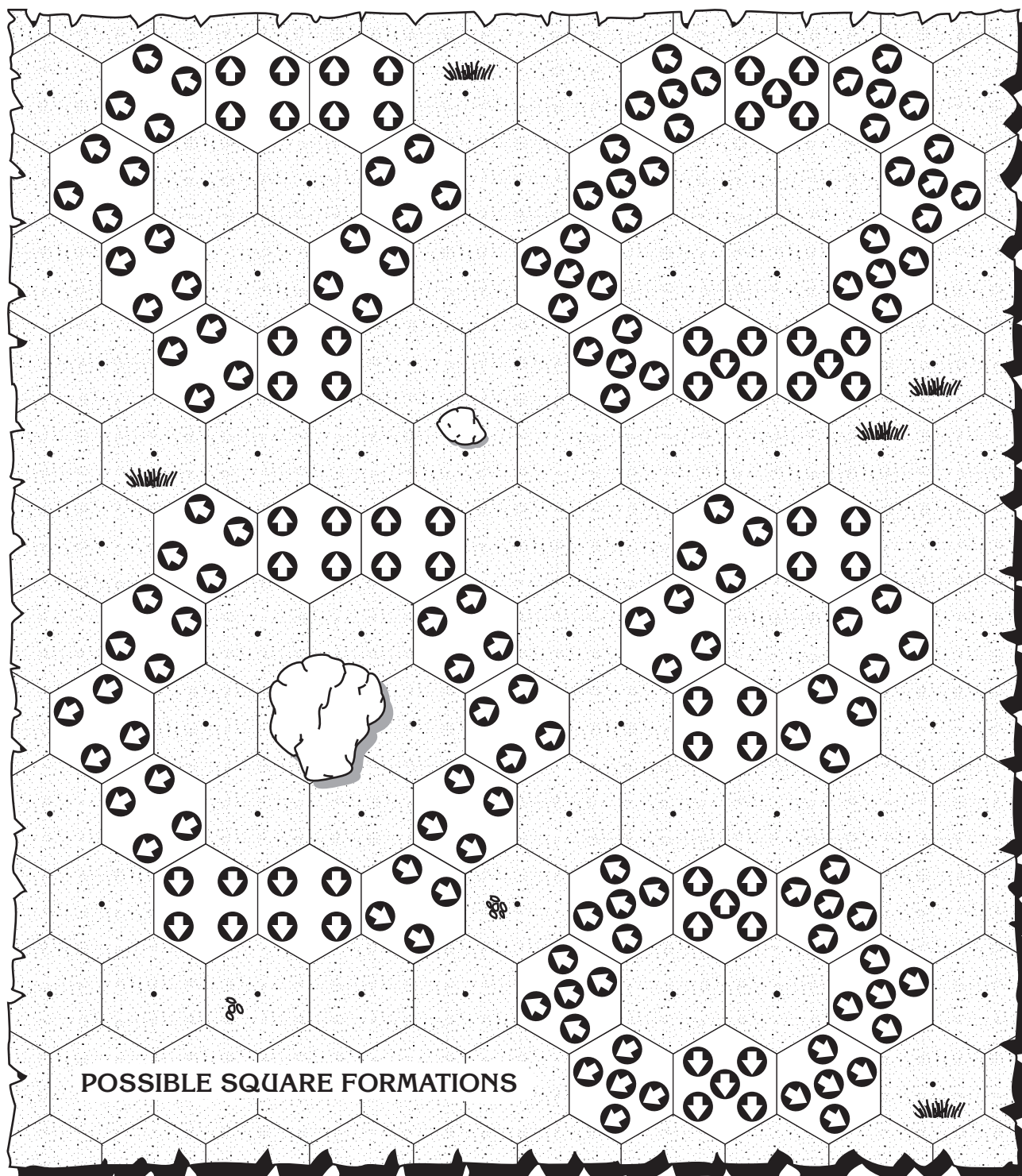
**When forming a square each of the elements in the outer 'ring' must be adjacent to two other elements of the square, and each element's front must face outwards. Irrespective of the shape of the square, each of the six possible alignments an element can have must be represented by at least one of the elements in the outer 'ring' of the square. The alignment of elements inside (if any) does not matter.**

To form a square a unit must assume one of the formations illustrated on the following page (which one depending on the number of elements the unit consists of). The above rule allows for minor variations of the illustrated variants, but these do not affect the square's qualities. If a unit changes its formation to a square, any turns and shifts of elements necessary during this process count as maneuvers. This also applies if a unit changes its formation from a square to another formation.

The empty fields inside a square can take up further elements of the same unit or any commanders that joined the unit. The square consisting of six elements, for example, could consist of seven elements as well. A square, however, cannot be formed around enemy units or elements.

A square is a disordered formation. This has several consequences. A unit arranged in a square can only move by shifting individual elements, and can therefore only move as many fields in a movement phase as the unit has maneuvers. The unit may not shoot if it has a Skirmish order because it is disordered – this drawback, however, can be countered by giving the unit a Hold order. A unit arranged in a square that is not yet in melee may not attack an enemy unit – this restriction is set on purpose because a square is a defensive formation and is not normally used to attack.

**As long as a unit is arranged in a square, every attack against an element on the outer 'ring' of the square counts as an attack from the front, irrespective of the actual alignment of the attacked element.**



The increased combat factors for flank attacks never apply, even if an element is actually attacked from its flank. If a unit arranged in a square is armed with pikes, an attack on its flank is treated as if it were actually a frontal attack, reducing the combat factor of the attack by 1. If the elements of the square themselves attack in melee, however, their actual alignment must be considered – even an element in a square cannot attack enemies on its flank.

**A square is broken up if the formation has any gaps after re-grouping single elements at the end of the melee phase, or if the unit forms another formation.**

As soon as this happens, flank and rear attacks against elements of the square are again possible, even if they still form what could be called 'square remains'.

If a unit is arranged in a 'hollow' square, it is better not to use any opportunities to re-group elements if this would break up the square formation. On the other hand, any odd infantry elements of the same unit inside the square could of course re-group to close any emerging gaps in the formation, as long as the enemy does not succeed in re-grouping first and breaking up the square.

## WEDGES

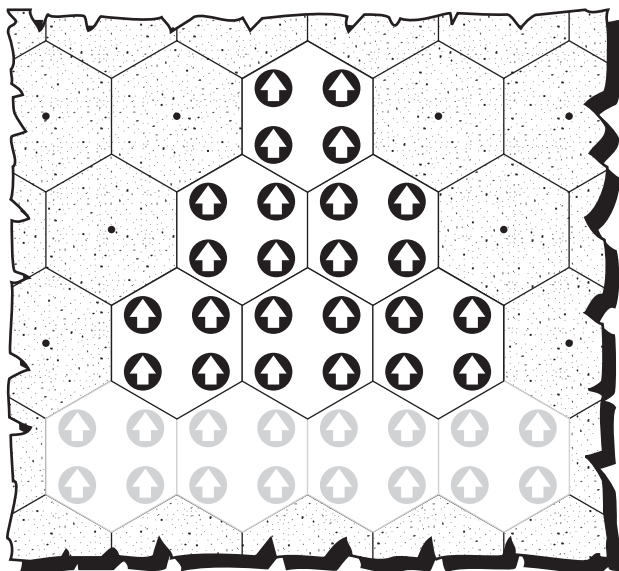
A wedge is a formation that has been developed only for attack. This formation concentrates considerable hitting power on a single point of the enemy's line for a short time, making it particularly effective for units with high Battle Factor that want to break through the enemy's lines quickly.



**A unit that consists of at least six elements that are all either infantry or cavalry can form a wedge.**

Smaller sized units are not capable of forming a wedge. A wedge can only be formed by elements of ONE unit.

**A wedge formation consists of one element in the front rank, two elements in the second rank, and three elements in the third rank. Up to four further elements can be positioned anywhere in the fourth rank. All elements must face the same direction.**



If a unit consists of more than ten elements, further elements must be positioned anywhere in the fifth rank. A wedge must consist of either exclusively infantry or cavalry elements. A cavalry unit accompanied by a hero on foot cannot form a wedge formation with the hero running after the riders, struggling to keep pace with them!

When forming a wedge, the necessary shifts of individual elements count as maneuvers.

**A wedge is an orderly formation, but it may only move in the direction of its front.**

Movement in the direction of the front is done to one of the two fields to the front and may be executed by advancing, using up movement points, or shifting elements individually, using up maneuvers. A wedge formation is therefore not allowed to wheel, turn or shift elements in directions other than the front. Because of this a player who wants to attack with a wedge formation is forced to align the attacking unit before or during the formation of the wedge using appropriate maneuvers, so that the wedge is facing in the desired direction.

**A wedge formation may not be cancelled and then reformed in the same movement phase.**

This prevents unscrupulous players from declaring a wedge formation as cancelled at the start of a movement phase, then letting the unit (which at that moment still has the shape of a wedge, but does not actually count as one) perform a turn of 120° (which would then be allowed), only to use this 'newly formed wedge' to initiate an attack in a radically different direction. Performing this maneuver is allowed, but the unit does not yet count as a wedge

after performing the turn (even if it is already arranged in the correct shape). Instead, the unit counts as disordered. It is consequently unable to attack in the same movement phase, and can only move by shifting elements (if it still has maneuvers left).

**As long as a unit is arranged in a wedge the Battle Factor of each attacking element of the unit is increased by 2 per element directly behind it.**

In melee the Battle Factor of the single element in the front rank is therefore increased by 4, as two elements are directly behind it. The same applies to both elements in the second rank because each of these is backed up by two further elements directly behind them. Consequently, the elements in the last rank of a wedge attack with their normal Battle Factor because there are no further elements behind them.

**A wedge counts as broken up if the formation does no longer match the specified shape of a wedge after regrouping at the end of a melee phase has taken place, or if a player cancels the wedge formation voluntarily.**

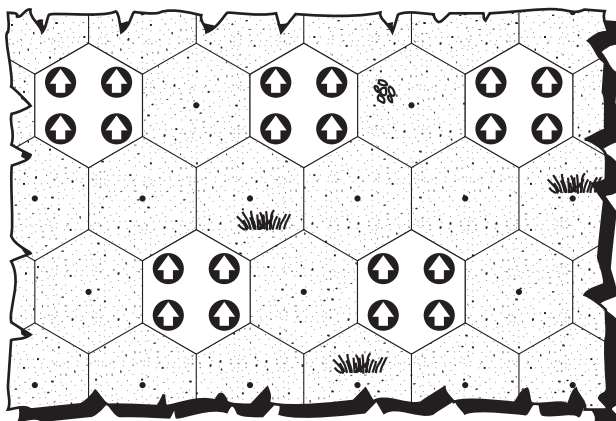
Any gaps occurring in the formation can be closed by shifting single elements, provided the enemy does not move into the vacant position first. Because a wedge needs only three ranks to count as such, the elements in the fourth rank of a wedge should be regarded as reserves to complement the first three ranks.

## THE SKIRMISH FORMATION

A unit in skirmish formation operates in loose order. This formation is well suited to avoiding any movement penalties normally incurred by moving through difficult terrain, and to increase hitting power for missile fire. It is, however, very weak in melee.

Please note that the term 'skirmish formation' refers only to the position of the individual elements of a unit, and has nothing to do with a Skirmish order, although the term may be similar. A unit using a skirmish formation may of course be given a Hold, Attack, or Move order. Similarly, a unit does not have to be in a skirmish formation to be qualified to receive a Skirmish order.

**A unit that consists of at least five elements, either exclusively infantry or cavalry, can use the skirmish formation.**



The shifts of individual elements necessary to form or cancel a skirmish formation are performed as maneuvers.

**A unit is arranged in skirmish formation if first, all elements of the unit face in the same direction, second, there is exactly one empty field between each pair of neighbouring elements, and third, the unit consists of exactly two ranks with the front rank including the same number of elements as the rear rank, or with one more element.**

The illustration at the bottom of the previous page shows a skirmish formation consisting of five elements. Because of the limitation to exactly two ranks, any further elements would have to be set up beside the ones already shown. This conforms with the definition of an orderly formation two ranks deep, with the exception that the formation is more dispersed, and the elements have to be distributed as evenly as possible between both ranks (any odd element has to be positioned in the front rank).

**The skirmish formation is an orderly formation. As long as a unit is arranged in this formation, entering open and difficult terrain costs three movement points; entering rough terrain costs five movement points per field.**

A skirmish formation is therefore particularly well suited to cross unfavorable terrain quickly.

**An element of a unit in skirmish formation may support the missile attack of another element of the same unit if it is two fields away from the shooting element, or another element of the same unit supporting the same attack.**

Normally elements supporting missile fire have to be adjacent to the shooting element; the exception presented above takes the special properties of the skirmish formation into account.

Note that you still have to create uninterrupted 'chains' of supporting elements and, as usual, any supporting elements must have at least the same Battle Factor as the missile attack they want to support.

Unlike elements in the rear ranks of a unit in orderly formation, who may not shoot over the front ranks at most targets, the elements in the rear rank of a unit in skirmish formation have at least a limited arc of fire to their front. Therefore more elements of a unit of missile troops can shoot if it uses the skirmish formation, increasing the damage it can inflict.

**If a unit in skirmish formation suffers casualties from missile fire, each element that is not in contact with an enemy can re-group TWO fields in any direction after the missile attack has been resolved, as long as the field moved to was occupied by an element of the same unit before the missile attack was resolved.**

This special rule is necessary because otherwise a unit in skirmish formation would not be able to restore its formation after suffering missile casualties.

**If a unit in skirmish formation is forced to take a morale check, any modifiers because of leaders, standard bearers or commanders accompanying the unit do not apply.**

The chapter 'Morale' explains this in greater detail. It means that a unit in skirmish formation is more prone to

routing if it suffers any casualties, and is less inclined to attack the enemy than units in other formations.

A unit in skirmish formation that is attacked in melee, should be drawn together as close as possible by re-grouping individual elements.

## **HORDES**

A horde is a unit of monsters, beastmen or undead, i.e. troops that are not intelligent enough to operate in orderly formations, instead roaming the battlefield in disorganized mobs. A horde formation can only be taken up by units that include the entry 'HORDE' on their recruitment card in place of any formation symbols.

**A unit is arranged in a horde formation if all elements face the same direction and each element is adjacent to at least two other elements of the unit. A horde ONLY counts as being in an orderly formation when arranged in a horde formation.**

A horde can of course set up in other formations, but then counts as being disordered, even if it is arranged in a formation that would normally be an orderly formation (as long as the conditions for a horde formation are not met at the same time).

The illustration on the next page shows some horde formations. Please note that, for example, a wedge or an orderly formation two ranks deep with a complete rear rank also fit the definition of a horde formation. A horde, however, does not benefit from the special abilities of a wedge, even if the unit is arranged in such a shape.

On the other hand, a horde may neither be arranged in a line one rank deep nor in a column, because then the elements at the far ends of the line or column would not be adjacent to at least two further elements of the horde. Members of a horde only feel comfortable if large numbers of their kin are close together.

**A horde always has only one maneuver per movement phase, even if it includes a musician.**

Consequently, the loss of a horde's musician never leads to a reduction of its allowed maneuvers.

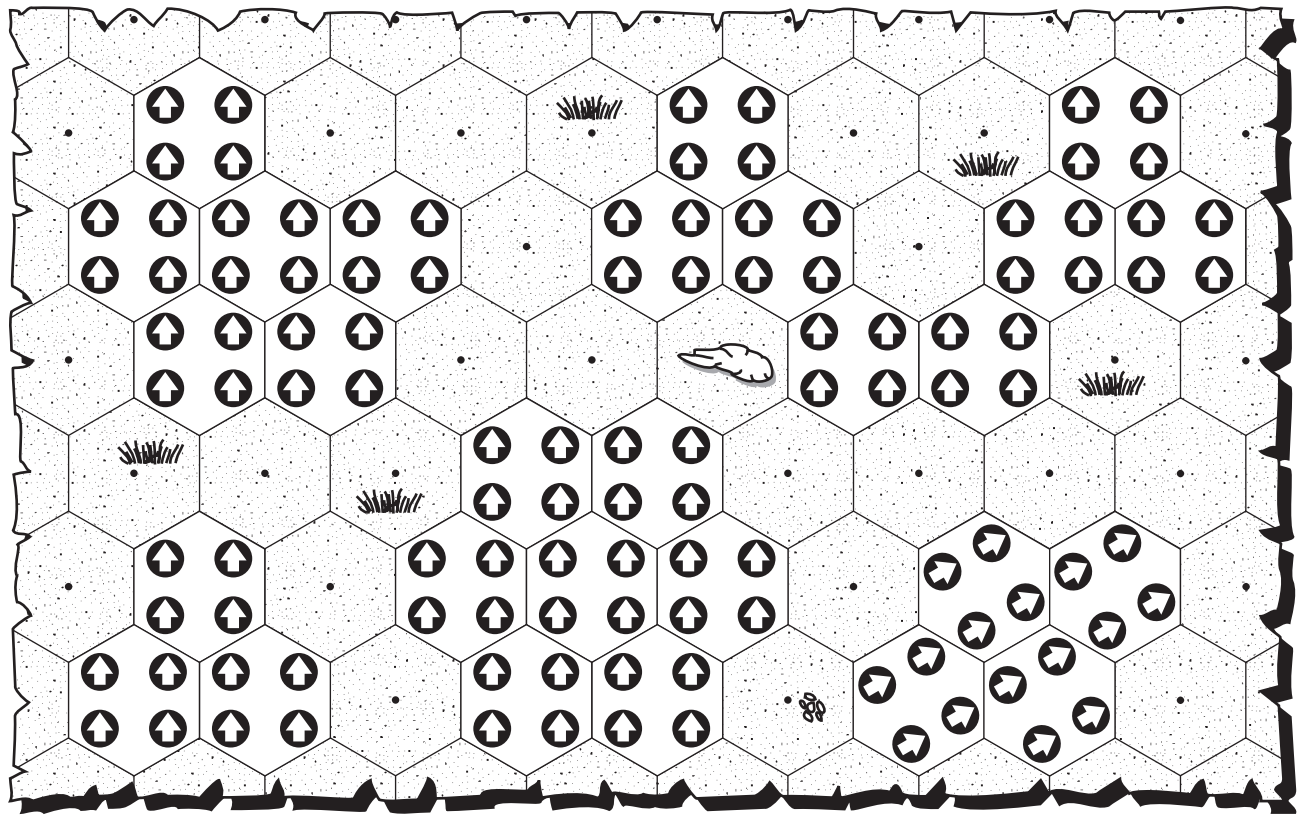
**A horde may not wheel.**

If all elements of a horde perform a turn of the same angle and in the same direction, the unit will still be in a horde formation after the turn and is consequently not disordered. Therefore, such a unit may not use free re-groups of individual elements in order to restore an orderly formation after performing a turn.

Note that many horde formations are particularly 'vulnerable' when suffering missile casualties.

Elements of horde formations may re-group one field immediately after the unit suffers any missile casualties, as long as the field moved to was occupied by an element of the same unit before the missile attack was resolved, as normal.

Depending on the arrangement of the unit and on how any missile casualties are 'placed', it will often occur that



re-grouping individual elements will not suffice to resume the horde formation because even after this move some elements are no longer in contact with at least two other elements of the unit. Some horde formations can therefore be brought to a grinding halt when suffering a single missile casualty because they need a complete move-

ment phase to resume a horde formation with their one and only maneuver.

This effect was intended – members of a horde are not intellectually capable of both moving and dealing with any casualties at the same time!

# XIV.

## Melee

The rules presented in chapter 'Melee' in the basic game work fine when resolving melee under normal circumstances. The standard game now requires some additions to deal with more unusual situations. The ✕-skill of certain models has already been explained in chapter 'Introduction'; this chapter introduces rules for models with superior fighting power and for models fighting with two weapons.

### TWO ATTACKS IN MELEE

An ordinary element may sometimes score a particularly lucky hit; both a hero attacking with mighty magical weapons or a high weapon skill, and a cavalry unit that strikes with an attack bonus in the first round of a melee, have comparatively high Battle Factors. In such cases two enemy elements may be destroyed by a single attack – the hero leaps forward and wildly rains down blows on the enemy around him, or the charging cavalry simply rides down the first element encountered and immediately attacks another.

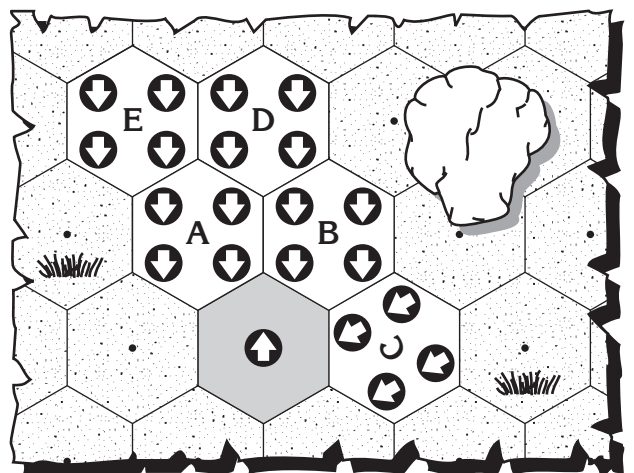
**An element that attacks first in a melee phase and scores a final result of 25 or greater without being supported may attack again in the same melee phase. An element can benefit from this rule only once in a melee phase, irrespective of the result of the second attack.**

*Example: A hero is fighting a unit of lightly armored orcs (✕ 1) and attacks using a magical sword with a Battle Factor of 8; other modifications do not apply (or nullify each other). The player rolls an 18, which results, after adding the weapon's Battle Factor and subtracting the armor value, in a final score of 25 – the hero may attack again.*

Please note that an attacking element only has a chance to attack a second time if its final initiative is greater than the final initiative of all its opponents in the melee. Many heroes have a greater initiative value than 2 and will therefore mostly attack first every round if they oppose ordinary elements in melee. For a cavalry unit armed with lances (initiative +1) with an attack order (initiative +2) this applies only in the first round of a melee, however, since in any subsequent rounds the initiative is no longer increased due to either the lances or the unit's order.

You should also note that an additional attack may be granted only once per melee phase. An element that scores 25 or more on its second attack does not receive a third attack.

**An element that has gained a second attack may EITHER direct this against another element to its front, OR move to the field previously occupied by the destroyed element, without changing direction, and then attack an element in its new front area.**



If the hero shown in the illustration above attacked element A, destroying it with a score of 25 or more, he could stay on the same field and direct his second attack against element B to his front, or move to the field originally occupied by element A and subsequently attack element E or D in his new front area. Element C may not be hit even by a second attack because it is not in the front area of the hero.

In contrast to the re-group moves at the end of a melee phase, this move must be executed immediately after the relevant element has attacked, before any other actions take place. An element that has moved in this way still has the same option of re-grouping at the end of the melee phase that all other elements have.

If in a melee a score of at least 25 is scored against an element with more than one hit point left, the attacking element may of course not move as the element hit was not destroyed. However, in such a case the second attack

may be again directed against the element that was first attacked.

Moving up and getting a second attack is also allowed if the second element attacked has a greater initiative than the attacking element, and the second attack would therefore normally not be resolved first when fighting THIS element. We assume that, for example, a commander in the second rank of a unit would be sufficiently surprised by a sudden breakthrough and emergence of an enemy that he would not react as quickly as usual.

## MODELS WITH TWO WEAPONS

The models of certain elements are equipped with two melee weapons (usually handweapons) and are hence able to strike more effectively in melee. Because even a second strike is usually directed against the same foe this is simply represented by a greater Battle Factor in order not to slow down game play.

If an element is equipped with two melee weapons its Battle Factor equals the sum of the Battle Factors of both weapons reduced by 3. If such an element has a ✕-skill, twice the skill value applies to attack and defense.

The recruitment card of an element equipped with two handweapons (Battle Factor 5) shows the entry '2 handweapons 7'. If such an element 'normally' has a ✕-skill of 1, it is given on the recruitment card as a ✕-skill of 2.

## RESOLVING A MELEE ATTACK

For each melee you must declare which of your elements is going to attack an enemy element, and which elements support the attack, if any.

Then resolve the melee taking into account the modifications noted on the right. Some terms used therein are explained as follows.

**Element containing 5 models.** Heroes, commanders or (in the expert game) wizards that are accompanied by a retinue or bodyguard consisting of at least four models also fall into this category. War machines or chariots (in the expert game) do not fall into this category even if such an element contains 5 or more models on its base; this is because of the war machine crew or the animals pulling the chariot.

**Element containing 3 or less models.** Commanders, heroes or wizards fall into this category as long as the models on their base are suitably few (which is most often

For each melee attack roll 1D20 and apply the following modifiers to the result:

- + Battle Factor of the weapon used (+1 for leaders and standard bearers)
- armor value (☒) of the models being attacked
- + ✕-skill of the attacker, if any
- ✕-skill of the defender, if any (does not apply to attacks from rear)
- + size of the attacking models
- size of the attacked models
- +2, if an element with 5 figures attacks
- +1, if an element with 3 or fewer figures is attacked
- + charge bonus for cavalry units with Attack order in first phase of melee
- 1, if attacking pikes from their front hexes
- +2, if attacking the flank of an element
- +4, if attacking the rear of an element
- 2, if attacking over a hedge or an (intact) wall
- 1 if attacker or defender is in water field (-2, if both)
- +1 per height level the attacker is above the defender, as long as the height is surmountable
- 1 per height level the attacker is below the defender, as long as the height is surmountable
- +3 for each element supporting the attack (does not apply if friendly or enemy element is in water field, or across a wall or hedge)

If the result is 20 or greater the attacked element loses one hit point. If attacking first and without support, a result of 25 or greater entitles to a second attack.

the case). Dragons, giants or war machines (in the expert game) do not fall into this category even if the base of such an element contains only a single model.



# XV.

# Morale

Sometimes your troops do not respond to events during a battle as you wish, or as their orders tell them to. A unit can decide to attack an enemy although their orders would normally not allow them to, or the fighting spirit of a unit can be so weakened due to casualties or other unfavorable conditions that it refuses to initiate or continue a melee, fleeing instead. Whether a unit reacts in such a way or not is determined by a morale test.

Only units need to undergo morale tests. Commander elements can trigger or modify morale tests under certain circumstances, but need never test morale themselves.

## RESOLVING MORALE TESTS

In the game there are five situations in which a unit has to test its morale, and one special case where a unit may test its morale. These tests are called obedience, missile casualty, charge, overrun, melee casualty and rally tests. The situations requiring a specific test are described in the sections below. These sections also include a list of any possible modifications pertaining to the respective type of test.

**To conduct a morale test, declare which unit is going to be tested and, if necessary, what type of morale test it is going to undergo. Then roll a D6. A missile casualty, charge, overrun, melee casualty, or rally test is always passed on a roll of 6.**

This also applies if the sum of all applying negative modifiers is so great that it would normally be impossible for the unit to pass its morale test – the courage of despair overcomes the unit, and it fights on or attacks without regard to the unfavorable or dangerous situation.

**If no 6 is rolled, or when taking an obedience test, determine which modifiers apply and add them to or subtract them from the roll.**

Only morale modifiers pertaining to the relevant test apply; the testing player may neither apply morale modifiers pertaining to other tests, nor may he omit any modifiers pertaining to the relevant test, except when this is explicitly noted.

The recruitment card of every unit includes the entry

**‘Morale a/b’. The FIRST figure (a) must be EQUALED OR BEATEN for the unit to pass a missile casualty, charge, overrun, melee casualty, or rally test.**

Because unfavorable conditions lead to negative modifiers for morale tests, a unit has a greater chance of passing a test (meaning its morale is better) if the first figure of the morale value is low.

**The SECOND figure (b) must be ROLLED UNDER when conducting an obedience test for the unit to pass the test.**

The second figure therefore causes a unit to become impetuous more easily if it is low. This means that a unit is more disciplined if it has a high value – but, on the down side, it will then less often benefit from becoming impetuous in melee. This is explained in detail in section ‘Impetuous Units’.

A unit that passes its test follows its orders, keeps fighting in a melee, holds its position, charges, and so on. A unit that fails its test does not act according to the player’s wishes. The consequences of a failed morale test vary for each type of test, but most of the time the unit will rout, moving away from the enemy. How this is resolved is explained in section ‘Routing Units’. A unit that is already routing does not undergo any additional morale tests and therefore does not rout ‘again’ if it suffers any further casualties.

## MISSILE CASUALTY TESTS

**A unit that suffered casualties in a shooting phase has to undergo a missile casualty test at the end of the shooting phase.**

**Casualties** are elements that have to be removed. Attached commanders belong to the unit for the purpose of any morale tests, and their loss results in a morale test as well. If a commander belonging to a unit loses one or more hit points, this does not count as a casualty as long as the element does not have to be removed. If a unit is shot at by several enemy units in a single shooting phase and suffers casualties from each of these missile attacks, the unit still has to conduct only one missile casualty test at the end of the shooting phase.

**Units engaged in melee** that suffer any missile casualties also have to undergo this test.

The test is taken at the end of a shooting phase, after any re-group moves of individual elements have taken place. This sequence is important because re-grouping can alter the morale modifiers applying if the unit was previously split into two or more parts.

The following modifiers apply to missile casualty tests:

- +1 per element of the unit remaining
- +1 if the leader is still with the unit
- +1 if the standard bearer is still with the unit
- + commander bonus if a commander has joined the unit
- +1 if the unit is impetuous

Count the **remaining elements** of the unit. A commander that has joined the unit counts as one additional element, no matter how many hit points he has left.

A **leader** or **standard bearer** counts as a normal element of the unit and adds a bonus +1, thus effectively counting double. The bonus for a leader or standard bearer does not apply if the unit is arranged in **skirmish formation**; in such a case these elements are treated as ordinary elements.

The **commander bonus** is shown by the number of '★' a commander has as per his recruitment card. If more than one commander accompanies the unit, their bonuses are added. This only applies to commanders that have actually joined the unit – if a unit is merely within the command radius of a commander, or the commander's element is just adjacent to an element of the unit, no commander bonus is awarded. A unit in skirmish formation never benefits from a commander bonus.

If a unit has been split up in **several groups of elements** (for example because the enemy has broken through the center of the unit in a melee), then only the one group that has the most favorable modifiers for that test needs to take the test. An element belongs to such a group if it is adjacent to at least another element of this group. The group being tested counts only the number of elements belonging to it, but the result of the test applies to the whole unit.

*Example: A unit with seven elements still remaining has been split up into two groups, one consisting of three elements including the leader and standard bearer, and the other consisting of four ordinary elements. Although it is smaller, only the first group takes a morale test since it has the most favorable modifiers because both the leader and standard bearer are with it. However, this group only counts the three elements belonging to it besides the modifiers of +2 for leader and standard bearer, and therefore has a comparatively small chance of passing the test. If the group passes its test this affects the whole unit; if it fails the test, the whole unit suffers the consequences.*

As this rule applies to all morale tests, a unit split up into several groups is very vulnerable. You should therefore

try to avoid this situation for your own units at all costs, and whenever possible split up your enemy's units instead!

If a unit is arranged in **skirmish formation**, only the group with the most favorable modifiers tests, too. In order to take into account the special properties of this formation, however, an element of a unit in skirmish formation belongs to a group of elements if it is two fields away from another element of the group.

**Impetuous units** are more likely to pass a missile casualty test because of the +1 modifier, being less concerned about casualties suffered.

*Example: A unit with 'Morale 10/16' has suffered missile casualties. The unit still has eight elements left (+8), including the leader (+1) and standard bearer (+1). In this case, a roll for the morale test is not necessary because the total modifiers (8+1+1=10) are so high that the test is passed automatically.*

**A unit that fails a missile casualty test routs.**

## MELEE CASUALTY TESTS

**A unit that suffered casualties in a melee phase has to take a melee casualty test at the end of the melee phase.**

This test is only ever taken once per melee phase by a unit, even if it suffered casualties from two or more enemy units.

The following modifiers apply to melee casualty tests:

- +1 per element of the unit remaining
- +1 if the leader is still with the unit
- +1 if the standard bearer is still with the unit
- + commander bonus if a commander has joined the unit
- +1 if the unit is impetuous
- fear factor of the melee opponent
- + fear factor of the unit
- 1 per element of casualties suffered in the current melee phase
- +1 per element of casualties inflicted in the current melee phase

The remarks from the last section about modifiers resulting from the **number of elements remaining**, **leaders** and **standard bearers**, **accompanying commanders** and **impetuous units** also apply to melee casualty tests.

The **fear factor** of both the unit being tested and its melee opponent apply as follows. If models with the same fear factor fight each other in melee, their fear factors cancel each other out. If a unit is fighting **several enemy units with varying fear factors** in melee, only the highest fear factor of these (the most disadvantageous one for the unit being tested) applies.

Only **casualties** inflicted and suffered in the same melee phase in which the test is conducted are added to or subtracted from the roll. An element that was lost in the

current phase therefore counts as a casualty suffered, and no longer counts as a remaining element (because it had to be removed). Consequently, it is more difficult for a unit to pass this test if it has suffered heavy casualties in a single melee phase than it would be if the same number of casualties were suffered over the course of several melee phases. Furthermore, a unit that inflicts more casualties than it suffers in return is more likely to pass this test, and therefore is less likely to rout even if there is considerable bloodshed in a single melee phase.

*Example: A unit engaged in melee has to take a melee casualty test. It has 'Morale 10/16', has six elements remaining (+6) including the leader (+1), has inflicted two casualties (+2) and suffered one in return (-1) in the current phase, and fights a foe with the same fear factor ( $\pm 0$ ). The total modifier for the roll is +8 ( $6+1+2-1=8$ ), so the player has to roll a 2 or more for the unit to pass the test.*

#### **A unit that fails a melee casualty test routs.**

If two (or more) units are engaged in a melee, both (or all) of them usually suffer casualties and consequently have to take a melee casualty test. These melee casualty tests are not resolved simultaneously, but in a set sequence in order to ensure that not all the units engaged in a particular melee will rout.

**Melee casualty tests are resolved separately for each melee, and before any re-group moves at the end of a melee phase take place.**

'Separately for each melee' means that tests are made for all units or individual elements of both sides engaged in one melee. In a game you will usually have several melees, but it is also possible that a unit A is engaged in melee with a unit B, that is in turn engaged with a unit C, and so on – this, too, counts as a single melee.

**At the end of a melee phase all units engaged in a melee that are on the losing side have to take their melee casualty tests FIRST. A unit on the losing side that has destroyed all of its melee opponents or that has suffered no casualties itself, does not have to test.**

The 'losing side' of a melee is the side which has suffered the heaviest casualties IN THAT PARTICULAR melee and in the current melee phase. If both sides have suffered an equal number of casualties, then the side which has the unit with the lowest initiative engaged in this melee is the losing side. If it is still a draw, roll a die to determine the loser. Be sure to note that only the casualties inflicted or suffered by each individual *unit* apply to that particular unit when it takes its melee casualty test. The total number of casualties of a *side* is only used to determine who has to test first.

**Next resolve the rout moves of any units that have failed their melee casualty test.**

This is explained in section 'Routing Units'.

**AFTER this is done, the units on the winning side resolve their melee casualty tests if they are still engaged in melee. A unit on the winning side that has destroyed all its melee opponents, or that has suffered no casualties itself, or all of whose opponents have routed, does not have to test.**

**Now resolve the rout moves of any units on the winning side that have failed their melee casualty test.**

Finally, after all rout moves have been resolved, re-group moves of individual elements (still) engaged in melee ensue as normal.

## **OVERRUN TESTS**

**A unit that is overrun and suffers casualties from this has to undergo an overrun test immediately after the overrun has ended.**

An 'overrun' is a special form of attack that only certain monsters or war machines can perform during the movement phase. This form of attack is listed here in the context of the other morale tests, but is only introduced in the expert game. If you do not use the expert game rules yet, ignore the rest of this section for now.

An overrun test has to be conducted immediately after the overrunning element has finished its movement. A unit that is **overrun more than once** in a single movement phase by different elements, suffering casualties every time it is overrun, consequently has to take several overrun tests.

If a unit is arranged in **skirmish formation**, any morale modifiers for leaders, standard bearers and accompanying commanders do not apply when taking an overrun test.

The **number of casualties** suffered covers only the casualties suffered from a single overrunning element. If a unit is overrun twice in a single movement phase and suffers two casualties each time, the second overrun test is also resolved with only two casualties applying.

The following modifiers apply to overrun tests:

- +1 per element of the unit remaining
- +1 if the leader is still with the unit
- +1 if the standard bearer is still with the unit
- + commander bonus if a commander has joined the unit
- +1 if the unit is impetuous
- fear factor of the overrunning element
- + fear factor of the unit
- 1 per element of casualties suffered from the overrun

**A unit that fails an overrun test flees.**

## **CHARGE TESTS**

**A unit that is ordered to attack an enemy who is not fleeing and who has a HIGHER fear factor than the unit must take a charge test if the unit is neither impetuous nor already engaged in melee; this occurs before the attack begins.**

This test must also be done if a unit is ordered to charge large enemy elements (in the expert game) or individual

commanders with suitably high fear factors. Because most elements have a fear factor of 1, this test is not needed very often.

**Impetuous units** do not have to take such a test since they are forced to attack enemy elements due to their impetuous state (as later explained in section 'Impetuous Units').

A **unit already engaged in melee** does not have to test if it wants to attack an additional enemy because the combatants are already 'in the heat of battle'.

The test must be taken in the movement phase, immediately before the attack move is made.

**Each unit is only allowed to take ONE charge test per movement phase.**

If the test is failed, the unit refuses to charge. Because each unit is only allowed one charge test per movement phase, a failed test cannot be repeated for another enemy in the same movement phase.

The following modifiers apply to charge tests:

- +1 per element of the unit remaining
- +1 if the leader is still with the unit
- +1 if the standard bearer is still with the unit
- + commander bonus if a commander has joined the unit
- + own size
- size of enemy to be charged
- + fear factor of the unit
- fear factor of enemy to be charged
- +1 if the unit has an Attack order
- +1 if enemy to be charged has a Move order
- 1 if enemy to be charged has a Hold order
- +3 if enemy to be charged is already engaged in melee

If a unit is arranged in **skirmish formation**, the modifiers for leader, standard bearer and accompanying commanders do not apply when carrying out charge tests.

The +1 bonus that is added if the testing unit has an **Attack order** means that you can 'strengthen' the morale of your units in such a situation by giving them appropriate orders.

The other modifiers listed result in charges more likely to be executed if the situation for the charging unit is more favourable.

*Example: A unit consisting of five elements (+5) of 'Morale 9/15' and still including the leader (+1) and standard bearer (+1) has a Skirmish order (no modifier) and is ordered to attack an enemy of equal size (+0) that has a Hold order (-1) and a Fear Factor of 1 point higher (-1). The total modifiers add up to +5 (5+1+1-1-1=5), so the player has to roll a 4 or more for his unit to charge the enemy as he wants it to.*

*If a ★★-commander were accompanying the unit (commander bonus of +2 and one additional element), the*

*charge test would be passed on a 1 or more, meaning that the unit would automatically charge, as the player wants it to.*

**A unit that fails a charge test may not move closer to the enemy it was ordered to charge in the relevant movement phase.**

The unit may only move and maneuver if all its elements do not reduce their distance to the enemy on which it failed its charge test at any point during their movement. The unit may charge other units if no charge test is required for them as long as the restrictions noted above are observed.

## RALLY TESTS

**A routing unit that wants to end its rout is allowed to take a rally test in the rally phase.**

A rally test is not mandatory; you do not have to try to rally your units. As a failed rally test has no negative consequences, however, you should normally try to do just that.

The following modifiers apply to rally tests:

- +1 per element of the unit remaining
- +1 if the leader is still with the unit
- +1 if the standard bearer is still with the unit
- +1 if the musician is still with the unit
- + commander bonus if a commander has joined the unit

A **musician** is able to sound a signal for rallying and therefore makes it easier for the unit to rally; consequently, having such an element in the unit adds a bonus of +1.

*Example: A routing unit with 'Morale 9/13' consists of five elements (routing in a group) including the standard bearer. If the player wants this unit to rally, according to the applicable modifiers of (5+1=) 6, he has to roll a 3 or more.*

Please note that unfavorable conditions applying to other morale tests, such as the number of casualties suffered or the enemy's fear factor, do not apply to rally tests.

It will therefore quite often happen that a unit fails a morale test in a previous phase of the turn and still has good chances of rallying and therefore ending its rout. This should not, however, lead to regarding previous morale tests as being useless. A unit that successfully rallies has at that time made at least one rout move (see section 'Routing Units'). In order to return to the enemy, in most cases such a unit then has to perform a turn, re-group into an orderly formation, and move a distance equal to its full movement allowance. The unit is therefore effectively taken out of action for about two rounds.

**A routing unit that fails a rally test continues to rout.**



## OBEDIENCE TESTS

A unit that 1) is arranged in an orderly formation (but not in column), and that 2) is neither engaged in melee, nor impetuous, nor routing, and that 3) has a visible enemy element that it can reach within its front area in a distance of not more than 3 fields from any one element of the unit, has to take an obedience test at the end of the order phase.

Wedge, horde and skirmish formations also count as **orderly formations**. Disordered formations, including squares, are too busy with themselves or too slow to let themselves be provoked to an attack.

**Enemy elements** are units or parts of units, individual commanders, or, in the expert game, wizards or large elements (this term is explained in the expert game).

An element is **visible** if at least one element of the testing unit has at least partial sight to that element.

An enemy element is **within reach** if it is neither separated from the whole testing unit by impassable terrain features or insurmountable height differences, nor flying (applies to flying creatures in the expert game).

An element that can only be reached in more than one movement phase because movement or maneuver limitations still counts as being within reach.

The **front area** are the fields on the playing map onto which the unit could advance. An enemy element that forces the unit to shift individual elements in the direction of its flank or rear in order to reach it is not within the unit's front area.

The test is made at the end of the order phase, after all order markers have been laid out and revealed.

The following modifiers apply to obedience tests:

- +1 per element of the unit remaining
- +1 or -1 if the leader is still with the unit (player's choice)
- + or - commander bonus if a commander has joined the unit (player's choice)
- + own size
- enemy's size
- + fear factor of the unit
- fear factor of the enemy
- +1 if the testing unit has an Attack order
- 1 if the testing unit has a Hold order

Leaders and accompanying commanders can add a negative or positive modifier for this test, at the player's choice. An obedience test does not become necessary because of the unit suffering casualties; it is rather triggered by the mere presence of an enemy element or unit, and it can result in the unit becoming impetuous, forgetting its orders and attacking the enemy instead. On one hand, it can be beneficial for any later morale tests or for melee to become impetuous, on the other hand such a result can severely upset a player's tactical concept. When taking this test, a player therefore has the option of

subtracting a leader or commander bonus rather than adding it; he does this in order to keep his unit from becoming impetuous.

If a unit in **skirmish formation** takes this test, a player may only subtract any modifiers obtained by leaders or accompanying commanders (or ignore them completely); he may not add them.

If **several enemy units** or elements are within 3 fields in the unit's front area, only the highest fear factor and greatest size value of these is used for the obedience test.

*Example: A unit consisting of nine elements (+9) with a morale value of 'Morale 9/13' and having a Hold order (-1) is three fields away from an enemy unit having the same size ( $\pm 0$ ) and the same fear factor ( $\pm 0$ ). Because obedience tests require the second figure of the morale values (in this case 13) to be beaten, this unit would only become impetuous on a roll of 6 because the applying modifiers total 8 ( $9-1=8$ ). If the leader were still with the unit, the player could change the unit's chances of becoming impetuous by either adding 1 (the leader bonus) to the total, resulting in the unit becoming impetuous on a roll of 5 or more, or by subtracting 1, thereby negating any chance of the unit becoming impetuous.*

**A unit that fails an obedience test becomes impetuous.**

This is explained in section 'Impetuous Units'.

## MORALE TESTS LEFT OUT

The many occasions on which your units are required to test their morale can lead to lots of morale tests being taken in the course of a round, ultimately slowing down the game. If you have grown familiar with the game and the army you are playing with, however, you will notice that in many situations a unit of a certain strength cannot fail a certain morale test, and that in many situations a glance at the result of the die roll will be enough to convince all players that a morale test is sure to be passed.

We therefore recommend that experienced players roll the die first, and then consult the relevant tables only if there are any doubts about the outcome of the test.

## ROUTING UNITS

If a unit routs, this is indicated by placing a 'Rout' marker. This is exchanged for an order marker which is present, or (for units in melee and thus without order markers) placed like an order marker, and openly moved together with the unit. The 'Rout' marker must be exchanged or placed immediately after a morale test has been failed; the unit counts as routing from that moment on. In contrast to order markers, a 'Rout' marker is not automatically removed at the end of a round, but stays effective until the unit has rallied, is completely destroyed, or has left the playing area.

**The elements of a routing unit HAVE TO move in as straight a line as possible towards the player's own edge of the playing area, as far as is possible with the movement points the unit has with a Move order.**



**'Detours' are only allowed as far as is necessary to avoid own or enemy elements, or impassable terrain features. Each element of a routing unit may turn as often as necessary while moving, without expending maneuvers.**

The player's own edge of the playing area is the side where he initially set up his army.

For routing units, there are no movement restrictions or benefits from specific formations; the unit does nothing but run itself ragged, and will usually do this in one or more disorganized groups.

**A rout move may not END in contact with an enemy.**

It is, however, allowed to come into contact with an enemy during a rout move, provided the element breaks off contact again in the same movement phase.

**A routing element that would end up in contact with the enemy no matter where it moved stays where it is.**

This also applies if the element has not yet expended its full movement points. The same applies to elements that cannot move any further because friendly elements block their path.

**This rout move is made IMMEDIATELY after a failed morale test that caused the unit to rout.**

A unit that was forced to rout because it failed a missile casualty test during the first or second shooting phase consequently makes its rout move at the end of the first or second shooting phase respectively.

A unit that has been forced to rout because it failed an overrun test in a movement phase makes its rout move in the movement phase immediately after the failed morale test. This applies no matter if the unit has already moved in this movement phase or not; a unit that has already moved and is then routed by an overrun attack therefore has to move twice in a single movement phase.

Units that were forced to rout because they failed a melee casualty test in the melee phase make their rout move at the end of the melee phase. Please note that melee casualty tests have to be carried out in a set sequence, as explained in section 'Melee Casualty Tests'.

Elements of a routing unit may be moved closer together while making their rout move in order to form a group as large as possible, therefore improving their chances for future rally tests with the better modifiers of a larger group.

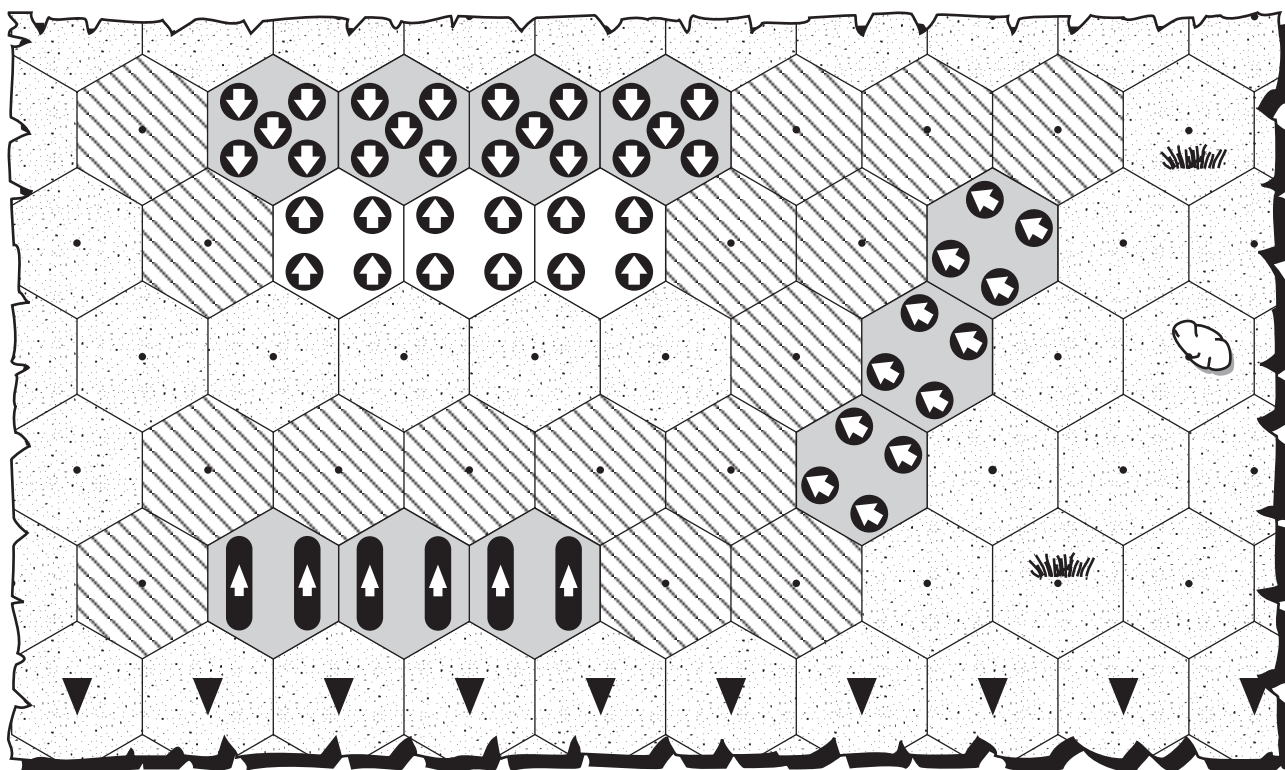
**A fleeing element that is in contact with an enemy at the END of its rout move, or that is attacked by an enemy, is automatically destroyed, with no chance of fighting back.**

Nevertheless, even an attack on a routing unit does not happen 'automatically', but needs the same prerequisites as any other attack.

Assuming the unit shown in white in the diagram below is routed, it would have to move as far as possible towards its own edge of the playing area (marked by the arrows). None of the routing elements may end its rout move on one of the hatched fields because there it would be in contact with an enemy element (the same applies to the fields in the enemy units' rear).

The routing elements therefore had to either move around the enemy cavalry to the left (in the drawing), or – given a suitable movement allowance – through the gap between the two enemy units at the bottom. The unit may even have to split up into two groups, if necessary.

If for some reason neither of the above moves is possible, the routed elements at least have to retreat to the unhatched fields to their rear. If this is also not possible (because other friendly elements occupy these fields, for example), the elements are destroyed. This also applies if the enemy uses his re-group moves to again make contact with the routing elements.



**A commander that has joined the unit makes the first rout move together with the unit. Routing commanders that are in contact with the enemy at the end of a rout move, or are attacked by an enemy, are not automatically destroyed, but rather fight as normal.**

Even if such a character is himself not affected by morale tests, he is dragged along in the confusion of a flight for the time being. If the commander has less movement points than the elements of the unit, (only) he routs as far as his own movement points permit. If the commander has more movement points than the elements of the unit, he may choose not to move so far in order to stay in contact with other elements of the unit.

In any second or subsequent rout move, such an element does not have to rout with the rest of the unit again. A commander that leaves a unit in such a situation no longer has any influence on the unit when it takes a rally test, however.

**Routing units are allowed to take a rally test in the rally phase.**

If a routing unit that is split into two or more groups wants to take a rally test, only the group that has the most favorable modifiers tests. If this group passes the test, only that particular group is rallied and has a Hold order automatically.

In such a situation, the player has the option of moving the other, still routing elements as far as their movement points allow them towards the rallied part of the unit, or declaring the elements not yet rallied (or some of them) as being destroyed, and removing them from play.

If the still routing elements reach the rallied part of the unit, they are automatically rallied, too; there is no need to test again. The part of the unit that was rallied first has a Hold order until that time, or until the elements not yet rallied are removed from play.

**A routing unit that passes a rally test is no longer routing.**

If a unit is successfully rallied, the rout marker is removed, and the unit can be given a new order in the next order phase, get into an organized formation again, and so on.

**A unit that fails a rally test continues to rout. Elements that reach their own edge of the playing area are removed from play. Any commanders routing with the unit are left standing in the last field of the playing area upon reaching its edge.**

**Units that continue routing from a PREVIOUS round always make their rout move first in a given movement phase.**

## **IMPETUOUS UNITS**

If a unit becomes impetuous, this is indicated with an 'Impetuous' marker. Immediately after a unit has failed an obedience test and becomes impetuous, the unit's original order marker is replaced by an 'Impetuous' marker, and the marker is then openly moved together

with the unit. This marker as well is not removed at the end of a round; instead it remains in effect until the unit ends its impetuous state by means of another morale test taken later.

**A unit that becomes impetuous attacks the enemy unit (or enemy element) which caused it to become impetuous. In order to do this, the impetuous unit must move as straight as possible in the direction of the enemy unit as far as the movement points and maneuvers that it has with an Attack order can carry it. 'Detours' or maneuvers are only allowed as far as is necessary to get around friendly units or impassable terrain features, or in order to bring more elements into contact with the enemy.**

These moves are done after any routing units have moved, but before any other movement takes place in the movement phase. If a situation arises where it is important which of two impetuous units moves first, roll the die. If an impetuous unit has two or more different enemies that it is able to attack, the owning player may decide which one(s) to attack.

**The elements of impetuous units HAVE TO be moved in such a way that they come into contact with an enemy.**

This can also mean that an impetuous unit has to break up its wedge formation when it moves into melee if it is thereby possible to bring more elements into contact with the enemy, or to move them further towards the enemy.

**Impetuous units fight with a bonus of +2 on their initiative in melee. Elements of impetuous units that re-group at the end of the melee phase HAVE TO use their re-group move in order to move closer to or, whenever possible, into contact with the enemy.**

If an impetuous unit fails a missile casualty, overrun, or melee casualty test, it routs under the same conditions as any other unit (and thereafter is no longer impetuous). If it passes any of these tests, it stays impetuous.

**An impetuous unit that has destroyed the enemy unit or element it attacked in the first place, or sent it routing, continues to attack the next nearest enemy unit or element.**

The 'next nearest enemy unit' can of course be the same that was attacked in the first place because it was sent routing from melee, but is still within reach of the impetuous unit. According to the rule above, this simply means that the impetuous unit has to re-engage the routed enemy in melee by re-grouping towards it at the end of the melee phase.

In order to do this, the impetuous unit is allowed to use maneuvers to reform if this is necessary to avoid any movement penalties incurred by moving in a disordered formation.

If the original melee opponent is completely destroyed, the 'next nearest enemy unit or element' will sometimes not be in the impetuous unit's front area. If this is the case, the unit may perform a turn or wheel if this is necessary to reach the new foe.

The rules for impetuous units do not cover all possible special situations because it is not desirable to have a

large collection of special rules covering situations that are only rarely encountered in a game. If in doubt, you should envision an impetuous unit as being in a sort of mindless frenzy. The unit will therefore attack the most easily and quickly accessible enemy, without regard for

its own safety. It will even do this if the enemy that it is going to attack is far stronger, or if the unit is thereby dangerously exposing its flank or rear to other enemy units.

# XVI.

# Large Monsters

The bases of normal-sized troop types contain one to five models and cover one field on the playing area. The dimensions of these bases allow for larger monsters, as long as they are based singly, but are too small to contain really huge monsters or war machines. Models representing dragons, huge giants, chariots, or guns and engines of war therefore have to be put on larger bases.

The bases of such models take up three or four fields; some of them are included in the enclosed counters.

If you want to expand your armies with miniatures, you can glue several bases together, or cut out a suitable base using cardboard or plastic card. Chapter 'Painting' includes diagrams of all base sizes for this purpose.

The models presented here are collectively called **Large Elements** to distinguish them from the normal elements that have already been introduced.

Normal elements on bases covering one field are collectively called **Standard Elements**. This term also covers, if not explicitly noted otherwise, commanders, heroes and wizards (see chapter 'Magic').

Large Elements act individually instead of operating in groups, as members of a unit do. Each Large Element is therefore purchased with its own recruiting card.

## INTRODUCTION

This chapter starts with general remarks that apply to all Large Elements, then continues with special rules for dragons and giants. The two following chapters introduce chariots and guns.

**A unit armed with pikes or spears uses its Battle Factor against cavalry when in melee with a dragon, giant or chariot, and uses its Battle Factor against infantry when in melee with a gun.**

## Orders

A huge giant or dragon, or the crew of a chariot or gun act individually and independently. These elements therefore do not have leaders, and do not need these to receive orders.

**A Large Element receives an order in every order phase. A Large Element automatically has a Hold order if you forgot to place an order marker for it.**

The order marker is dealt out covertly as usual and counts towards the total number of order markers dealt out, therefore affecting the sequence in which movement is resolved.

**A dragon, giant or chariot is allowed to attack EVERY type of element even if given a Move- or Hold order.**

This increases the flexibility of Large Elements concerning their actions. All other limitations still apply to them, however. Contact with the enemy, for example, must still be accomplished by a movement to the front, and a Large Element that attacks in melee with a Move order does so with its original initiative.

## Morale

Large Elements have a fear factor, but do not take morale tests themselves and consequently are not given morale values.

A dragon or giant that is large enough to occupy a base covering several fields dominates a part of the battlefield, and does not care about the petty fears and morale test results of normal troop types!

War machines and chariots also do not have morale values – the war machine or chariot itself obviously does not need a morale value, and the crews or operators are usually well trained and motivated specialists who would rather perish defending the device they have been entrusted with than abandon it.

## Movement and Maneuvers

A single model cannot perform a wheel or change formation, and the differences between a turn and normal movement are vague if performed by a Large Element. Large Elements therefore do not have 'allowed maneuvers', but turn and move using movement points only.

The actual number of movement points available varies with their respective orders, as usual. As opposed to

units, Large Elements also have movement points available with a Hold order. This provides Large elements with a small movement range that normal units also have because they can spend their maneuvers.

**The description of a Large Element classifies all terrain features into 'passable' and 'impassable' terrain. A Large Element can move ahead in every passable terrain type using 3 movement points (with the exception of different height levels), and cannot enter impassable terrain types.**

The reason for this is that a huge giant or dragon will not be slowed down much when moving over rocky terrain, and moves no faster on a road than over open terrain. On the other hand, woods and rocky ground count as impassable for a chariot because of its size or construction, whereas a normal infantry element can move through this kind of terrain with only slightly higher movement point costs.

How Large Elements perform turns and moves to their flank or rear is explained in the descriptions of the individual Large Elements.

## **Large Elements on Fields of Different Height Levels**

Because the bases of Large Elements cover several fields, it sometimes happens that some parts (fields) of the base occupy fields on different height levels – a giant is moving uphill, and his front field is on top of the hill, while the rest of the base is still on normal ground level. This can affect melee and missile fire.

**When shooting at a Large Element occupying fields of differing height levels, the actual height of each field occupied by the Large Element applies.**

*Example: A giant of size 6 with his front field on a hill of height 2 and with his two remaining fields on normal ground level has a height of 8 on his front field and a height of 6 on the other two fields of his base.*

Shooting over the head of a dragon or giant will be attempted only under rare circumstances. The rule above also applies when a Large Element is shot at, however.

**If an element is in contact with two fields of a Large Element that occupy differing height levels, then the most unfavorable modifiers relating to altitude differences apply when these elements are fighting in melee.**

*Example 1: A Standard Element on height level 2 is in contact with two fields of a Large Element that are on height levels 0 and 2 respectively. If the Standard Element attacks in melee, no bonus applies to its Battle Factor – the bonus of +1 per height level when attacking an element downhill does not apply because one of the two fields of the Large Element in contact is on height level 2 as well. If the Large Element attacks, its Battle Factor is reduced by 1 because one of its fields in contact with the enemy is on height level 0 and so has to attack uphill.*

*Example 2: Two fields occupied by a dragon on height levels 0 and 2 respectively are in contact with two fields occupied by a giant. These are also on height levels 0 and*

*2 respectively. In a melee with each other both creatures would have their Battle Factor reduced by 1 because each of them has one field that counts as being downhill with regard to the enemy.*

The rule above also applies if a specific field of a chariot's base is attacked in melee (see chapter 'Chariots').

## **Hit Points**

Because large monsters and war machines cannot be destroyed by a single hit, they have several hit points. Unlike commanders, however, who do not suffer any consequences from the loss of a hit point as long as they have at least one left, the loss of a hit point has immediate negative consequences for a Large Element.

**Dragons, giants or chariots have their movement points reduced by 1 for each hit point lost.**

*Example: A giant originally had 'M:24 / A:18 / S:12 / H:6' movement points. If the model loses four hit points, it would have only 'M:20 / A:14 / S:8 / H:2' movement points left.*

The giant would consequently be no longer able to move with a Hold order, and would be handicapped in his ability to overrun the enemy (see section 'Overruns').

A Large Element that has lost all of its hit points is of course destroyed, even if there are movement points 'left'.

The consequences of lost hit points on artillery pieces are explained in chapter 'Artillery'.

## **SHOOTING AT LARGE ELEMENTS**

A Large Element that is not obscured by intervening elements or terrain features can be shot at without any penalty.

If lines of sight to the Large Element as a whole are blocked to the same extent, there is also no problem because the relevant Battle Factor penalty applies equally to all parts of the Large Element.

*Example: If a giant of size 5 is standing in water two levels deep with all fields of his base, only 3 'sections' of the giant are visible from any vantage point, and any shots fired at the giant suffer a -2 penalty on their Battle Factor.*

As the bases of Large Elements cover several fields, however, it may occur that lines of sight to different 'parts' of the Large Element are blocked in various degrees.

In such a case, do not check whether lines of sight to the Large Element as a whole are obstructed, but figure out which fields of the Large Element's base are visible and to what degree. As usual, lines of sight are the lines connecting the center dots of the fields.

**If the lines of sight to different fields of a Large Element are obstructed in various degrees, the LEAST obstructed field is used for determining missile fire Battle Factors.**





overrun attack against it as explained below. It is not allowed to 'spare' an element when overrunning, even if it is one of your own elements.

**An overrunning element may not end its movement on top of another element.**

You can overrun as many elements as you wish during your move, as long as your movement points allow this; the overrunning Large Element must always end its move on empty fields, however.

If an overrun element has to be removed from play as a result of the overrun, the overrunning element may either stay on that field or move on. As it is not clear whether an overrun will be successful or not before it is actually resolved; however, an overrunning element must always have sufficient movement points left to subsequently leave a field after overrunning it. If this is not the case, you may not enter (overrun) the field.

If you discover that you miscalculated the distance moved and that your overrunning Large Element does not have enough movement points left to end its move on empty fields, you have to trace the movement back as far as is necessary to end the move on empty fields. This usually means that one or more overrun attacks could not take place, and that their results have to be corrected. Elements that were 'destroyed' by these attacks are again placed on the playing map, and so on. If during the process of tracing back such a move any rule problems occur that cannot be satisfactorily solved, then the most unfavorable solution for the player who made the illegal move applies!

If the overrunning player notices that his move was illegal, but still manages, by some really lucky dice rolls (destroying the overrun enemy elements) to end his move on empty fields, the move is nevertheless illegal and has to be traced back and repeated correctly. Any other ruling would only lead particularly unscrupulous players to incessantly and deliberately attempt illegal overrun attacks, thereby slowing down the game.

We assume that normally enemy elements will be overrun, since this is the usual situation in a game – you certainly do not want your Large Elements to do the job for your enemy! Still, there may be certain circumstances when it makes sense to overrun friendly elements, for example when a comparatively 'cheap' unit is blocking the path of a commander driving a chariot, who is desperately needed somewhere else. Overrunning your

To resolve an overrun attack, roll a D20 and add or subtract the following modifiers:

- + overrun value of the overrunning element
- size of the element being overrun
- + present initiative value of the overrunning element
- present initiative value of the element being overrun

If the result is 20 or greater, the element was successfully overrun.

own elements is therefore allowed, but we do not want to express ourselves about the morale of such an act.

**Only Large Elements that are not engaged in melee may overrun.**

A Large Element that is engaged in melee (initiated in a previous round), can overrun neither its melee opponent nor other elements.

The **overrun value** of a dragon, giant or chariot is noted on its recruiting card. This value is exclusively used for overrun attacks, and has no effect whatsoever in melee.

The **present initiative value** is the initiative of the participating elements, if necessary modified by their orders and/or weaponry. A giant with a Move order (initiative  $\pm 0$ ) therefore has less favorable modifiers when overrunning than a giant with an Attack order (initiative +2), but will be able to overrun more elements because he has more movement points to spend. An element with a high initiative value (Elves, for example) is less likely to be successfully overrun than an element with a low initiative (like most undead). **Elements armed with spears, lances or pikes** get the usual initiative bonus of +1 or +2 respectively when being overrun. **Impetuous units** have the usual +2 on their initiative when being overrun.

Unlike melee, armor value and weapon skill of the overrun element do not affect the results of an overrun attack. The effect of a giant weighing tons that steps on a goblin is not influenced by the presence of armor!

**A Standard Element that is successfully overrun loses one hit point. A chariot or gun that is successfully overrun is destroyed no matter how many hit points it has.**

Chariots and guns can only be overrun by dragons and giants, and are destroyed by a single successful overrun attack. The mechanism and wooden construction of a chariot or gun is crushed underfoot and is no longer functional, even if the crew have survived the attack.

A commander riding in a chariot as a passenger is not automatically destroyed when the chariot is overrun. If the draught animals are overrun, the commander is subsequently placed on the field that was occupied by the chariot's carriage without losing a hit point. If the chariot's carriage is overrun, the commander loses one hit point and is also subsequently placed on the field previously occupied by the carriage.

**If a unit of missile troops that has a Hold order is about to be overrun, it is allowed to shoot at the Large Element that wants to overrun IMMEDIATELY BEFORE the overrun attack takes place (when the Large Element comes into contact with the unit).**

This rule enables such a unit to possibly stop a Large Element from approaching before that element has a chance to overrun it, by reducing the Large Element's movement points through hits inflicted. Such a unit is of course not allowed to shoot in the following, second shooting phase of the round, and each unit may only make one such missile attack per movement phase, even if it is overrun several times.

Such a missile attack is resolved at the instant the overrunning Large Element comes into contact with an element of the unit, and can only be executed by elements of that unit which have the Large Element within their arc of fire at that particular instant.

## Overrun Elements

Besides suffering casualties, a unit that is successfully overrun may suffer additional consequences in certain situations.

The first of these 'side effects' is that a successfully overrun unit has to take a morale test, which may lead to the unit routing. The second is that a unit may become disordered as a result of the overrun attack.

**When a unit is overrun each element of the unit that is not in contact with an enemy may move one field in any direction, as long as the field moved to was occupied by another element of the unit immediately before the overrun attack.**

This is similar to the moves allowed after suffering missile casualties. An 'enemy in contact' may of course also be the overrunning Large Element itself if it is still in contact after its move is finished.

## MELEE

The following sections introduce rules for getting into and continuing a melee with Large Elements involved. Rules for resolving melee attacks of Large Elements are given in the relevant sections of this and the following chapters.

### Getting Into Melee

**A dragon, giant or chariot may, regardless of its order, attack another Large Element, a commander, wizard, or a unit.**

A chariot may not only be attacked by a dragon or giant, but may also be overrun; a unit may be attacked or overrun by dragons, giants or chariots. Since in both cases the Large Element moves into contact with the enemy, you have to declare whether it is going to overrun or attack.

If you want to overrun your enemy, the element(s) about to be overrun simply stay(s) where it is (they are), and the overrun attack is resolved.

If you want to attack, the unit or element being attacked may react in two different ways, depending on whether or not it has already moved.

**If a unit that has already moved is attacked, all of its elements remain in their position and arrangement. The same applies if a Large Element that has already moved is attacked.**

**If a unit that has not yet moved is attacked, all of its elements are allowed to turn, and elements that are not in contact with the enemy at the instant when the Large Element comes into contact with the unit are allowed to**

**move the number of fields equal to the unit's maneuvers.**

Then the attacking Large Element's move continues until it is finished. The attacking Large Element may also use any remaining movement points to turn, or to move sideways in order to bring more enemy elements into contact, or to get into a better position for the attack.

**If a giant, dragon, chariot or unit attacks a Large Element that has not yet moved, the Large Element under attack may move or turn in accordance with the movement points it has when given a Hold order. The Large Element may move away from the attacker, but it may NOT overrun another element during this move.**

Then the attacker's move continues. If the Large Element attacked has moved away from the attacker, the attacker's remaining movement must be spent pursuing and possibly coming into contact with the Large Element again.

**A Large Element that is attacked is engaged in melee and cannot overrun other elements for the duration of the melee.**

If a unit is able to move before a Large Element does, it can prevent the Large Element from overrunning it by charging.

## Overruns and Melee

Once an overrunning Large Element has finished its move, it may or may not still be in contact with elements of the overrun unit.

If this is not the case, the overrun unit may re-deploy individual elements if it has suffered any casualties, and then (provided it passed the overrun test) resolve its own movement if it has not yet moved in this phase.

If the overrunning Large Element is still in contact with one or more elements of the unit after finishing its move, determine whether or not these elements are attacked in melee. It is absolutely allowed to overrun a unit, chariot or gun with a Large Element capable of this and then attack this foe in melee in the same phase.

If at least one of the elements in contact is on a field that may be attacked in melee by the Large Element, the unit (and the Large Element) automatically count as being engaged in melee.

The unit may then (providing it has not yet moved in this phase) move according to the same rules as any other unit getting into melee contact. Elements not in contact may be moved as many fields as the unit has maneuvers, and each element may turn once.

### The Second and Following Phases of a Melee

**A dragon, giant or chariot engaged in melee may, at the end of each melee phase, move two fields in any direction and then make a turn.**

If the dragon, giant or chariot has inflicted losses in the current melee phase, the player may decide in the usual

way whether his model is going to move and/or turn first or second.

If only the melee opponent has inflicted losses, he may decide this matter. If neither side has inflicted any losses, roll the die.

These movement options do not differ from those of Standard Elements in melee. But Large Elements do have some special options and limitations, noted as follows.

First, a Large Element may move out of contact with its melee opponent.

Second, such a move can only be made in an 'eligible' direction. A chariot, for example, may not move sideways or backwards, and consequently may not move in such a way when engaged in melee.

Third, you should note that a Large Element engaged in melee may not overrun other elements. Even if the Large Element turns or moves two fields, it may not move onto an already occupied field during this movement.

## Flank and Rear Attacks

**The melee Battle Factor of dragons or giants attacking other elements, and that of chariots attacking dragons or giants, is NOT increased for a flank or rear attack.**

Normally, an attack on the flank or rear of an element is more effective since the Battle Factor of such an attack is increased by 2 or 4 respectively. If a Standard Element is engaged in melee with a dragon, for example, only the Standard Element can possibly receive such an increased Battle Factor, not the dragon.

Exactly which attacks on a Large Element count as being flank or rear attacks is explained in the relevant sections and the two following chapters.

## Two Melee Attacks

A Standard Element that scores at least 25 in melee with an unsupported attack when attacking first, gains a second attack, which could be directed against the same element or another one. This rule does *not* apply to Large Elements attacking in melee (it still applies to Standard Elements attacking Large Elements in melee).

## LARGE ELEMENTS AS COMMANDERS

A commander of size 1 or 2 is able to ride either a dragon or as a passenger in a chariot; a Large Element such as a giant may also be a commander.

**A commander on a dragon or in a chariot may not join a unit. Such a commander may, as long the chariot or dragon (capable of flight) is not engaged in melee (or the dragon is not flying), allocate as many order markers as his commander bonus indicates to EITHER units inside his control radius OR to the dragon or chariot itself. It is not possible to divide this up.**

The first option represents the commander on his dragon or in a chariot giving orders to his units from afar. This procedure is the same as in the standard game; the dragon or chariot that carries the commander **automatically has a Hold order** in this case.

The second option is similar to a commander giving orders to a unit he has joined, but in this case the dragon or chariot receives the order markers. Of course, it has only one order marker left after all markers have been revealed and odd ones removed.

The actions that the dragon or chariot AND the commander are allowed to take in this case depend on the given order; the increased options a single commander has (chapter 'Commanders', section 'Commanders Acting Independently' in the standard game) do NOT apply.

**If a commander on a dragon or in a chariot is shot at or attacked in melee, any damage inflicted is applied to the dragon or chariot, as long as the model has any hit points left.**

The commander himself can therefore not be attacked as an individual target, neither in melee nor with missile fire. This also applies if there is an unobstructed line of sight to the commander himself, or when a shot fired into a melee deviates to the field on which the commander is located.

If the chariot is destroyed and removed from play, the commander is placed on the field of the chariot's base that was occupied by the carriage. If the dragon is slain, you should place the commander element on one of the four fields adjacent to the front field of the dragon's base, or, if these are already occupied, on another field adjacent to the dragon's base.

**A giant who is also a commander is subject to the rules for both Large Elements and commanders.**

For example, such a giant has a fixed number of movement points that is independent of his orders, and the actions he is allowed to take are the same as those for normal commanders.

If the giant loses any hit points, his movement points are also decreased (as normal for Large Elements), but his commander bonus is unaffected by the loss of hit points.

## GIANTS

The rules introduced in this section apply exclusively to giants of size 5 or taller, set up as individual Large Elements with their own recruiting card. Giants smaller than this are based as Standard Elements, and act as units. The rules of this chapter therefore do not apply to them, even if they are also referred to as 'giants'.

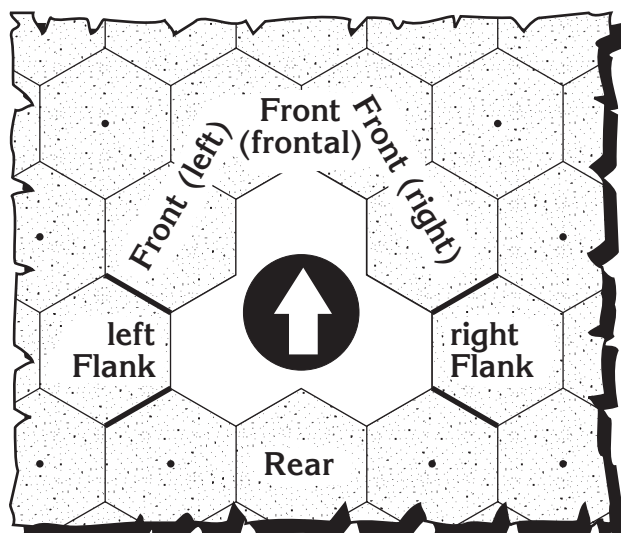
## Bases

A giant is put on a base covering three fields in such a way that the front of the model is clearly determined.

The front, flank and rear fields are illustrated in the diagram on the following page. Both of the frontal front



fields also count as left and right front fields respectively – this is important when the giant is engaged in melee.



## Passable and Impassable Terrain

Open terrain, difficult terrain (rocky ground, underbrush/thicket, woods, sand, grown fields), rough terrain (mud and morass), water fields with a depth value of at least 2 less than the giant's size, and roads can be moved on by expending 3 movement points per field. Hedges, walls and altitude differences of 1 height level can be moved over without expending additional movement points. Altitude differences of 2 height levels or more up to and including the size of the giant itself can be moved over by expending one additional movement point per height level.

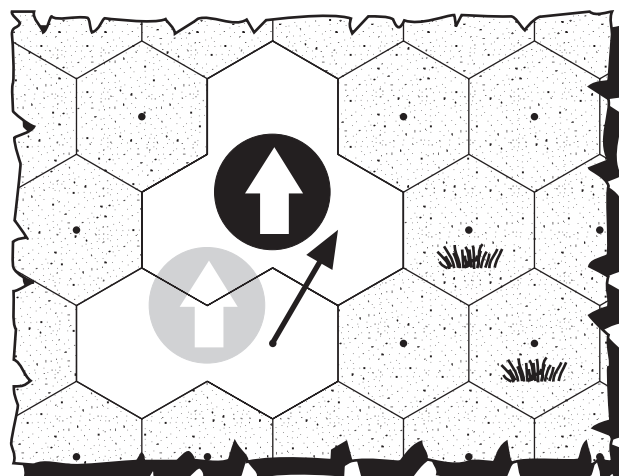
A swamp, water fields deeper than those noted above, and altitude differences greater than the giant's size are impassable.

*Example: A giant of size 6 may enter a water field of up to depth 4, expending 3 movement points; a water field of depth 5 or more is impassable for this giant. A height difference of 4 (equals 2 contour lines) can be surmounted by expending 2 additional movement points; a height difference of 7 or greater cannot be surmounted by this giant.*

An altitude difference is 'surmounted' as long as a part of the giant's base is moving over it. A giant that surmounts an altitude difference of more than one height level with one field of its base, and then with the two other fields at a later time, has to expend the additional movement points twice.

## Moves and Turns

A move ahead costs 3 movement points and is equivalent to normal elements advancing. The giant moves with the front field of his base onto one of the two fields to his front as shown in the diagram below, without changing the direction in which the model is facing.

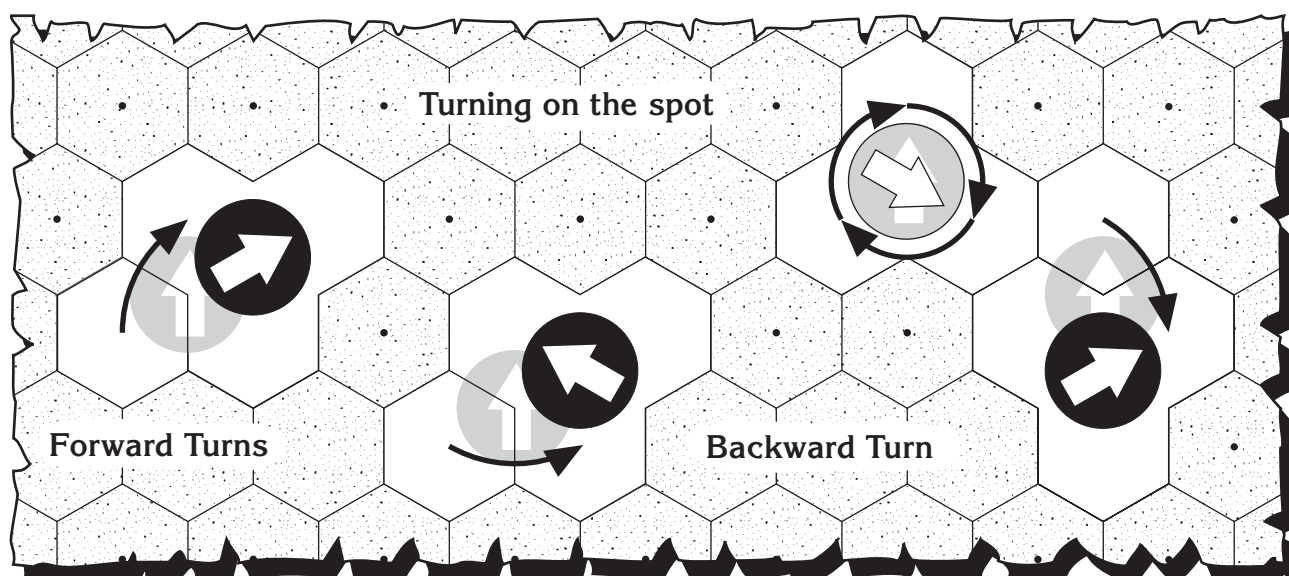


A **sideward move** costs 4 movement points and is similarly performed by moving the whole model in the direction of the left or right flank field.

A **backward move** costs 5 movement points and is equivalent to an inversion of a move ahead, so there are 2 possible directions in which to move.

A giant may turn forwards, on the spot, or backwards by expending 3 movement points.

These options are illustrated in the diagram below. Turning forwards is accomplished by a 60° turn around the front field, or one of the back fields of the base. Turning



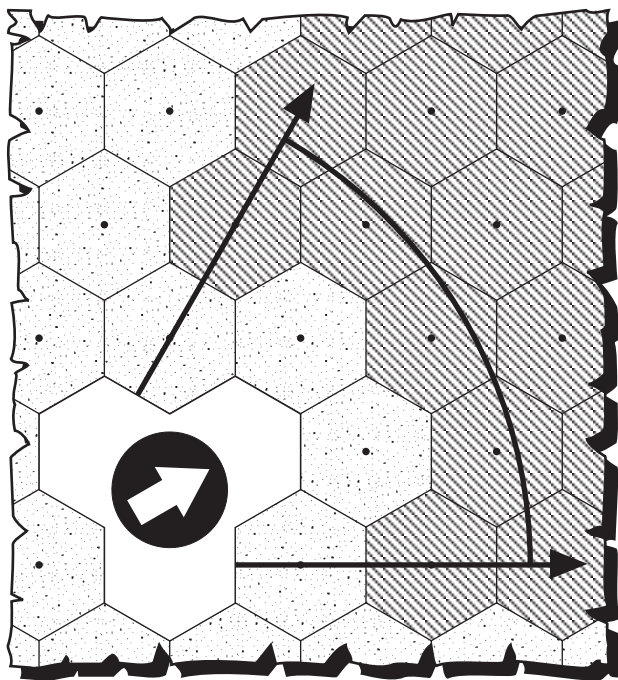


backwards is accomplished by a 60° turn around one of the back fields of the base. When turning on the spot, the whole giant makes a 120° turn without altering his position on the playing map.

In contrast to Standard Elements, each one of the turns described above costs 3 movement points. If a giant turns forward two times by  $(2 \times 60^\circ =)$  120°, he has to expend 6 movement points. If a height level is surmounted while turning, the necessary additional movement points must also be expended.

## Shooting

A giant equipped with missile weapons can use these following the normal shooting rules. Lines of sight are traced from the center dot of the front field of the giant's base, bearing in mind the giant's size.



A giant's arc of fire is illustrated in the diagram above. Please note that a giant may not shoot at elements on adjacent fields – this would be like trying to hit something small next to your foot with a bow or sling!

The recruiting card provides information on any missile weapons that a giant may be equipped with. A giant's missile weapons often have a superior Battle Factor and range compared to normal weapons; this is also noted on the recruiting card.

## Melee

Most giants have several melee weapons and consequently multiple melee attacks, but not every weapon may be used to attack any field you want. The recruiting card includes information about which melee weapons a giant carries, and which weapon is carried in which hand. In the game you should choose a suitably equipped model.

**A giant equipped with a two-handed weapon may attack one of the two foremost front fields in melee. With a**

**weapon wielded in his left (right) hand he may attack the left (right) flank field OR one of the left (right) front fields.**

The position of these fields becomes clear if you look at the diagram showing the giant's base. Giants equipped with two melee weapons (equalling two entries on the recruiting card) are able to attack twice in each melee phase, and both targets must be declared before the first of these attacks is worked out.

The recruiting card includes notes about the nature of a giant's melee weapons. Even if a giant's missile weapons are huge, they cannot be used in melee. Giants may, however, attack with their bare hands, or with a shield bash if this is noted on the recruiting card.

*Example 1: A giant equipped with a 'SWORD (right) 5' and a 'SHIELD (left) 4' according to his recruiting card may attack a field to his right using his sword, and a field to his left using his shield, each once per melee phase.*

*Example 2: A giant with the entry 'CLUB (both hands) 8' may only attack one element on one of his foremost front fields per melee phase.*

Please note that an entry like 'SHIELD (left) 3' shows the Battle Factor that the giant has when attacking with the shield; this states nothing about the armor value of the shield. The shield of such a model is already included in the general armor value (☒) of the giant.

*Example: A giant of size 5 is equipped with a 'CLUB (both hands) 7' and attacks a lightly armored element (☒ 1) of size 2 on one of his foremost front fields using his club. According to the total Battle Factor of 9 (Battle Factor 7 plus size difference 3 minus armor 1), the player needs to roll of 11 or greater to hit the element. It does not matter whether the giant attacks this element from its front, flank or rear.*

## Slain Giants

Even the largest and mightiest of giants may meet his doom one day and be slain in battle. A destroyed element of normal size constitutes no obstacle, and is therefore removed from play. When a huge creature is slain, however, removing it will not be appropriate because a slain giant or dragon may constitute an obstacle, blocking lines of sight for missile fire and impeding movement. The creature therefore has to remain on the battlefield.

**A slain giant of size 5 or greater remains on the 3 fields of the playing area previously occupied. The model counts as impassable terrain for all elements, and constitutes an obstacle of height 2, affecting lines of sight.**

A slain giant on fields of different height levels adds 2 to the height values of each of the fields he occupies.

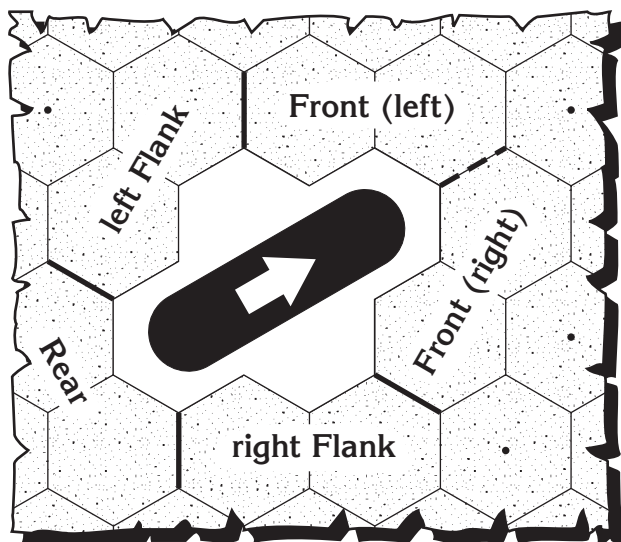
## DRAGONS

The rules introduced in this section apply to dragons and dragonlike monsters of size of 4 or greater being 'bought' with their own recruiting card. Smaller dragonlike crea-

tures may appear in the game and may also be referred to as 'dragons'. These pet versions are put on standard bases, however, and the rules of this section do not apply to them. Additional rules for dragons capable of flight follow in chapter 'Flying creatures'.

## Bases

A dragon is put on a base covering four fields. All the dragons dealt with here have a base of that size irrespective of the dragon's size value, or the model's appearance. It may therefore occur that the wings or the tail of certain models extend beyond the base. This, however, has no effect on the rules; fields 'covered' in this way do not belong to the dragon's base.



A dragon's front, flank and rear fields are shown in the diagram above. The fields to the front of a dragon are divided into a left front and right front; this difference becomes important in melee.

## Passable and Impassable Terrain

Open terrain, difficult terrain (rocky ground, underbrush/thicket, woods, sand, grown fields), rough terrain (mud and morass), water fields with a depth of at least 2 less than the dragon's size, and roads can be moved on by expending 3 movement points per field. Hedges, walls and altitude differences of 1 height level can be moved over without expending additional movement points. Altitude differences of 2 or more height levels up to and including the size of the dragon can be surmounted by expending one additional movement point per height level.

A swamp, water fields deeper than those noted above, and altitude differences greater than the dragon's size are impassable.

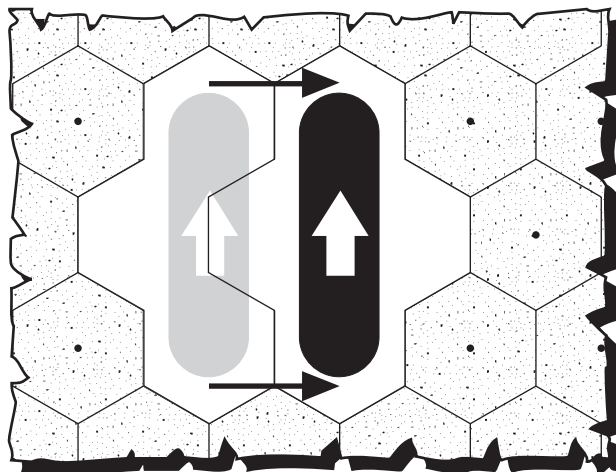
*Example: A dragon of size 6 may enter water fields of depth 4 or less by using 3 movement points; deeper water fields are impassable. Height differences of up to 6 levels (equalling 3 contour lines) may be surmounted by expending 3 additional movement points, a greater difference in height is impassable.*

A dragon also 'surmounts' an altitude difference each time a part of its base moves over it.

## Moves and Turns

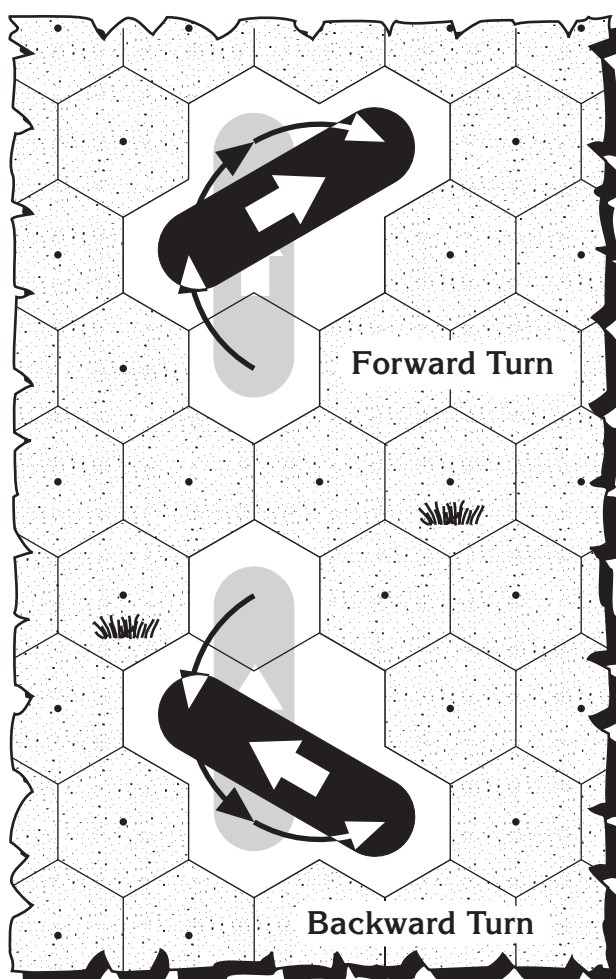
A move ahead costs 3 movement points, and is the equivalent of normal elements advancing. To move ahead, move the foremost field of the base onto one of the two fields to its front, without changing the direction in which the model is facing.

A sideward move costs 4 movement points and is performed as shown in the following diagram.



A backward move costs 5 movement points. Again, the player has two directions to choose from.

A dragon may turn forwards or backwards by expending 3 movement points.



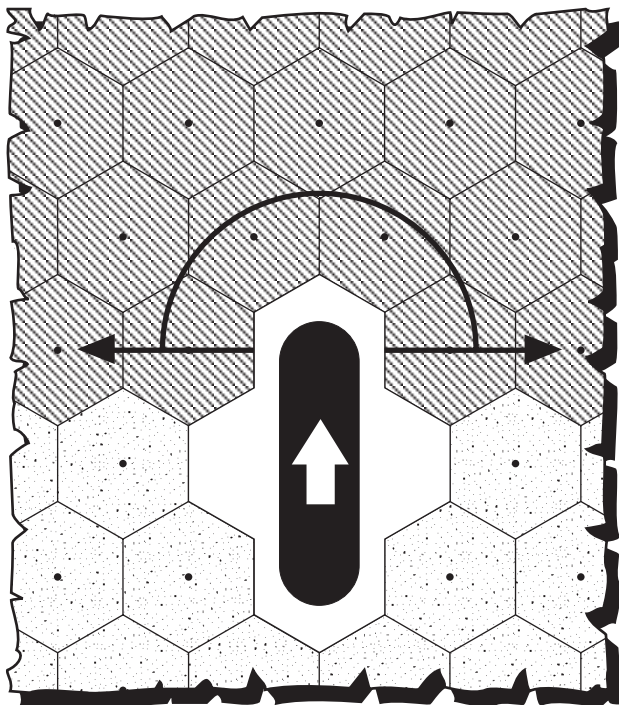
In both cases the dragon turns 60°, pivoting around one of the fields in the middle of its base, as shown in the diagram on the previous page. A dragon is unable to turn on the spot, as giants may choose to. Dragons must also expend the necessary movement points for each turn performed – a turn forwards of 120° therefore costs 6 movement points. If a dragon moves over an altitude difference while turning, it has to expend the additional movement points.

## Shooting

A dragon is of course unable to shoot with conventional missile weapons. But there are dragons carrying a rider or guide armed with a missile weapon, and some dragons are able to breathe fire or spit a stream of acid. Both are treated in the game as missile fire. A model breathing fire and carrying a rider equipped with a missile weapon is even able to 'shoot' twice in a round. When a missile attack takes place is determined by the model's order; the requirements that enable the model to shoot are the same as for normal elements.

If a dragon carries a rider equipped with a missile weapon, the recruiting card always has an entry on its front side specifying the rider's shooting skill (☒). This entry may even be '☒0', which means that the rider's complete description, including his weapon, appear on the back of the card.

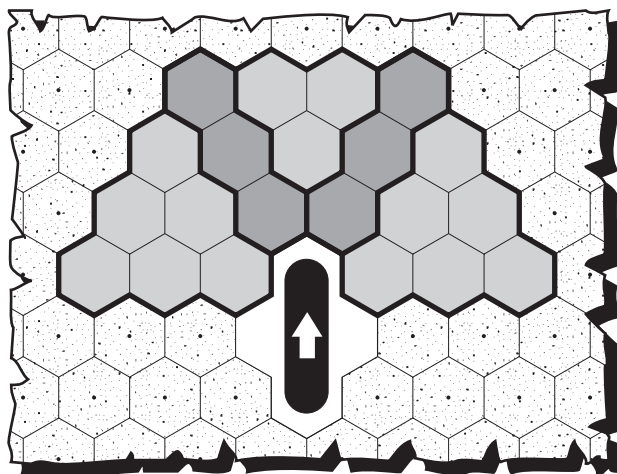
The arc of fire of a dragon's rider is shown in the following diagram. The line of sight for such a missile attack is traced from the center dot of the foremost field of the dragon's base; the shot is fired from a height that equals the dragon's size plus 1.



The recruiting card of a dragon able to breathe fire or spit a stream of acid includes the entry 'Dragonbreath', followed by the relevant Battle Factor. No differentiation is made between whether a certain dragon breathes fire, acid or something else; this is represented by a general Battle Factor. The description of a dragon, however,

states specifically what kind of breath attack the dragon has. If you use the fire rules (chapter 'Fire'), you have to bear in mind that a dragon breathing fire may set ablaze parts of the playing area.

**A dragonbreath attack affects every element that is up to three fields away from the dragon's head and inside a 60° arc determined by the player.**



The diagram above illustrates this. Since a dragon is able to turn its head, the player may choose in which of the three possible directions the dragon directs its breath attack. The relevant areas are framed by bold lines and shaded gray in the diagram; the two areas shaded in a deeper gray represent fields where two areas overlap.

**Roll D20 for each element affected by the dragonbreath attack and add the Battle Factor of the dragonbreath. If the result is 20 or greater, the element loses one hit point.**

You also have to roll for your own elements, should any of these be inside the breath's area of effect.

**Large Elements inside the dragonbreath's area of effect receive one dragonbreath attack for each of their fields inside that area.**

A Large Element affected on several fields of its base can therefore lose several hit points from such an attack.

*Example: A dragon attacks with his dragonbreath, Battle Factor 5. Two normal elements (for which a '6' and an '18' are rolled) and two fields of a giant's base (for which a '3' and a '16' are rolled) are inside the area of effect. The player therefore has destroyed one normal element with the dragonbreath, and inflicted one hit point of damage on the giant. This applies irrespective of whether or not any of the elements were covered by another one.*

**When attacking an element in a water field, the Battle Factor of a dragonbreath attack is reduced according to the rules in the standard game, chapter 'Shooting', section 'Partially visible Elements'.**

Such an attack is resolved with the Battle Factor reduced by 2 if the target element is at least half visible (in this case up to half of it being immersed in water); the Battle Factor is reduced by 4 if less than half of the target element is visible. If the target element is of size 4 or greater, and only one section is not visible, the Battle Factor is not reduced.

If another Large Element that is standing on water fields of different depth is the target of a dragonbreath attack, the deepest water field occupied by this Large Element is used to determine the Battle Factor reduction.

**A dragonbreath attack is not impeded by other terrain features (including walls up to 3 feet high).**

A commander on a dragon or in a chariot may be affected by a dragonbreath attack if the foremost field of the dragon's base, or the chariot carriage, are inside the area of effect. In such a case a separate roll is made for both the dragon or chariot, AND for the commander.

## Melee

Dragons may use different forms of attack in melee, like bite attacks, claw attacks, and tail attacks. The recruiting card includes information about which forms of attack an individual dragon may use, and specifies the corresponding Battle Factors.

*Example: A dragon is able to use the attack forms 'BITE 4', 'CLAW 5' and 'TAIL 3', according to its recruiting card. In each melee phase the dragon may bite, attack with both of his claws and sweep with his tail.*

**A bite attack may be directed at one of the two fields directly to the dragon's front. A tail attack may be directed at one of the two fields to the dragon's rear, or the back left or back right flank field. A left (right) claw attack may be directed at one of the two left (right) front fields. A dragon that is able to attack with its claws always has a right and left claw attack to slash at its enemies.**

Elements on the dragon's frontal right or left flank fields cannot be attacked by it in melee.

A bite attack, claw attack, or tail attack is resolved as any other melee attack, using the relevant Battle Factor.

## Commanders Riding Dragons

When a commander (of size 1 or 2) rides a dragon, this is indicated by putting the commander's recruiting card

down adjacent to that of the dragon's – it will not always be appropriate or possible to actually put the model itself on top of the dragon. To represent a dismounted commander you will of course need a separate element.

**A commander riding a dragon may dismount either before or after the dragon has moved.**

If he dismounts before the dragon has moved, the commander is placed on one of the fields adjacent to the foremost field of the dragon's base, and may move away immediately or at any later time, if the player so wishes. If he dismounts after the dragon has finished its movement, the commander is placed in the same way on one of these fields, but may not move any further in this movement phase.

**A commander who wants to mount a dragon must be on one of the four fields adjacent to the foremost field of the dragon's base. The dragon's movement (and thus the rider's) ends after this action is finished.**

This applies irrespective of whether the dragon or the commander has moved into contact, or both moved to reach each other.

## Slain Dragons

Slain dragons may constitute obstacles in the same way as giants, and therefore remain on the battlefield.

**A slain dragon counts as impassable terrain for all elements on the four fields previously occupied, and constitutes an obstacle of height 2, affecting lines of sight.**

A slain dragon on fields of different height levels adds 2 to the height values of each of the fields it occupies.

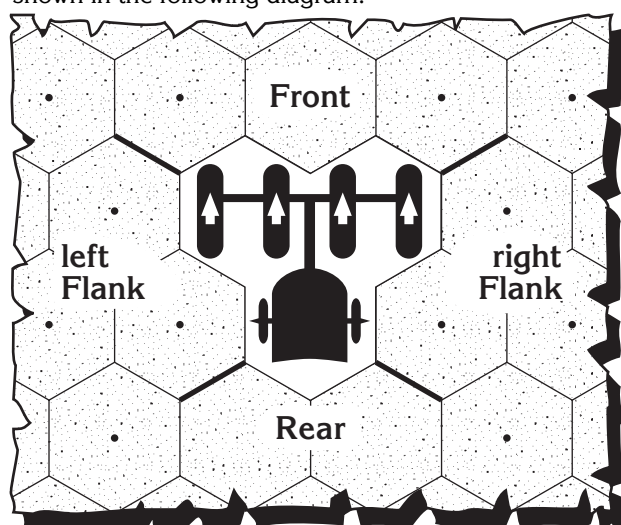
# XVII.

# Chariots

The rules introduced in this chapter apply to all sorts of chariots, no matter whether these are pulled by two or more creatures.

## Bases

A chariot is put on a base covering three fields, the foremost two fields of the base containing the creatures pulling the chariot, and the back field containing the carriage. The front, flank and rear fields of this model are shown in the following diagram.



## Passable and Impassable Terrain

Open terrain, sand, grown fields, and roads can be moved on by expending 3 movement points per field. An altitude difference of one height level can be surmounted by using three additional movement points. An altitude difference is surmounted as long as a part of the chariot's base moves over it.

Rocky ground, underbrush/thicket, woods, rough terrain (mud and morass), water fields of depth 1 or more, a hedge or (ruined) wall, a swamp, and altitude differences of more than one height level are impassable.

If a road that is wide enough leads through terrain normally classified as impassable, for example through

a wood or over an altitude difference of two height levels, the road counts as passable terrain (and no additional movement points must be used for surmounting the height levels).

## Hit Points

A chariot has several hit points like other Large Elements, and losing hit points is accompanied by losing movement points, as usual.

If a chariot is shot at or is engaged in melee, the carriage and the draught animals are two separate targets.

Nevertheless, the hit points of a chariot apply to the model as a whole, and are not divided between the carriage and the draught animals. If a chariot loses hit points, its movement range and therefore its ability to overrun enemy elements is reduced – we do not need to differentiate whether this is because the carriage was damaged, or a crew member was slain, or a draught animal was wounded.

A chariot that loses its last hit point is destroyed and removed from play. The draught animals or the crew have been slain or sent fleeing, and the remaining wrecked chassis does not constitute a sufficient obstacle to remain on the battlefield.

## Movement

A move ahead costs 3 movement points. To move in this way, move the model one field oblique left or oblique right without changing the direction it is facing.

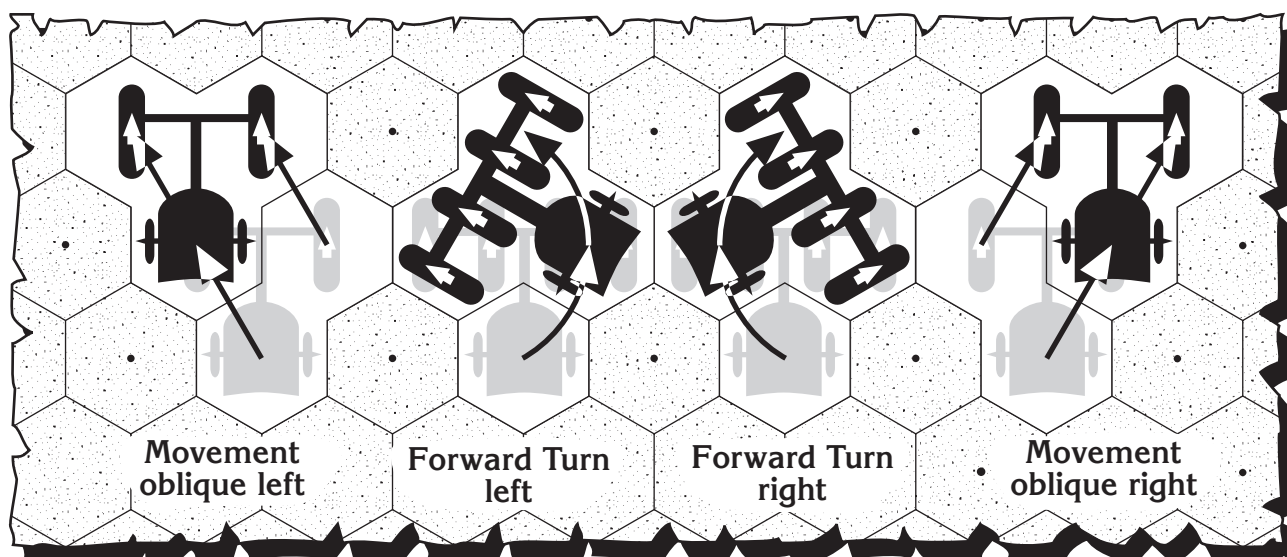
**A chariot may not move sideways or backwards.**

**A chariot may only turn forwards, expending 3 movement points when doing so.**

This is done by pivoting 60° around one of the two front fields, as shown in the diagram on the following page. The carriage will be moved onto a field previously occupied by the draught animals when turning.

Each turn of 60° costs 3 movement points – a turn of 120° would therefore cost 6 movement points, and so on.





If a height level is surmounted while turning, the additional movement points for this must also be used.

## Armor

Chariots have two different armor values, noted on the recruiting card using the format '☒ a (creatures b)'. The first figure specifies the armor value of the chariot itself and its crew; this value applies to missile and melee attacks made against the field containing the carriage and crew. The second figure specifies the armor of the draught animals, and applies to missile and melee attacks against them.

## Size

The size of a chariot is noted on its recruiting card using the format 'Size a (b)'.

The first figure (a) specifies the size of the crew. The crew is standing on a platform of height 1.

The second figure (b) specifies the size of the draught animals occupying the two front fields of the chariot's base.

## Shooting

If, besides the driver, the chariot carries additional crew members armed with slings, bows, longbows or javelins, these are allowed to shoot in the first shooting phase if the chariot has a Skirmish order, or in the second shooting phase if the chariot has a Hold order.

In these cases the recruiting card includes the entry '☒', followed by the relevant skill value. This may be 0, meaning that the chariot crew is able to use missile weapons; their description is noted on the back of the card due to lack of space.

**Models on a chariot have an arc of fire of 360°.**

Such a model stands on a platform of height 1 on the field containing the carriage, and lines of sight for missile fire are therefore determined using the model's total height of

3. If the model wants to shoot at targets over the heads of the draught animals, the line of sight will in most cases be seriously obstructed (as horses, for example, have a size of 2).

If a chariot is shot at, it should be noted that the carriage/crew and the draught animals may have different armor values. In these cases, you do not simply shoot at 'the chariot element'; instead you have to specify whether you want to shoot at the carriage/crew, or at the draught animals, and the relevant target field must be visible to the shooter. Most of the time, therefore, missile attacks from the chariot's front will have to be directed against the draught animals, and attacks from the back will have to be resolved against the carriage/crew.

If you are checking any lines of sight, be sure to bear in mind that the crew is on a platform of height 1.

It will be easier to destroy the chariot if you concentrate your fire on the draught animals, since they are in most cases more lightly armored than the carriage/crew. This is intentional, and even a chariot that has lost all its hit points due to losses among the draught animals is destroyed since the crew can do nothing decisive with only the carriage remaining.

## Melee

If a chariot carries a crew able to fight in melee, the recruiting card includes the entry '☒' followed by the relevant skill value. This may also be '0' to indicate that the required description is on the back of the recruitment card.

Please note that if a chariot is attacked from the flank or rear, the attacker does not receive the usual bonus on his Battle Factor.

**A chariot crew may attack an element on the right or left back flank field, or on one of the rear fields.**

The crew has its size increased by 1 when fighting in melee because it stands on a platform of height 1.

If the chariot crew is attacked in melee, the attacker gets the bonus of +1 for attacking an element with three or

fewer models on it (if the crew actually has only one to three members). A commander carried as a passenger counts towards the total number of crew members.

Some chariots are pulled by creatures that are themselves also able to attack in melee by kicking, biting and stomping. The recruiting card of such a chariot includes the entry 'CREATURES', followed by the relevant Battle Factor.

**An attack by the draught animals may only be directed at one of the three front fields of the chariot element; each of the two fields containing draught animals may attack once per melee phase. When attacking the center front field, one of the attacks may support the other.**

**If a chariot carries a crew able to fight in melee and is pulled by creatures able to attack in melee, it has, in each melee phase, two attacks by the draught animals and one attack by the crew.**

As these attacks are directed at different fields, the crew and the creatures may not support each other.

If a chariot is attacked in melee, only a field in contact with the attacking element may be attacked. If the attacking element is behind the chariot, only the carriage/crew may be attacked. If the attacker is to the front of the chariot or on one of the front flank fields, only the draught animals may be attacked.

If the attacker is on one of the back flank fields, he may choose which field to attack.

## **Passengers on Chariots**

Besides the normal chariot crew that is 'bought' together with the chariot and automatically counts as slain if the

chariot is destroyed, a commander may mount a chariot as a passenger, or may be carried in a chariot at the start of the game and leave it later in the game.

**A single commander of size 1 or 2 on foot may be carried as a passenger in a chariot.**

Mounted commanders, and commanders accompanied by a retinue or bodyguard, may not mount a chariot as they would have to leave their horse or bodyguard behind.

**A commander who wants to dismount from a chariot may not do so while the chariot is moving.**

Dismounting from a chariot is only possible before or after the chariot has moved. If a commander dismounts from a chariot before the chariot has moved, the commander is placed on one of the four fields adjacent to the carriage, and may then move away from the chariot immediately, or at a later point of the same movement phase. If the commander dismounts after the chariot has moved, the commander is placed on one of the four fields as above, but he may not move in the same movement phase since he, too, has already moved.

**A commander wanting to mount a chariot must be on one of the fields adjacent to the carriage. The movement of the chariot (and, thus, the commander) ends when the commander has mounted the chariot.**

This applies no matter whether the chariot or the commander has moved into contact, or both have moved to reach each other.

# XVIII.

# Artillery

## INTRODUCTION

The rules in this chapter cover all equipment that can, in the broadest sense, be described as guns capable of shooting large projectiles—bombards, cannons, mortars, catapults, or other pieces of artillery irrespective of their appearance and method of operation. The following sections therefore contain general rules and explanations to the functioning of artillery. The recruiting card itself contains the pertinent information as to how a specific artillery piece works in the framework of the game. This can also contain additional rules.

## Bases

The description states whether an artillery piece, along with the crew, is put on a three or four field base. In the drawing below, the gray shaded areas show the arc of fire of a gun.

The crew of an artillery piece is placed on any free spot on the base. This should be in a position which corresponds closely to the function of the respective miniature. A miniature, for example depicting a loader holding a ramrod, will stand at the head of the barrel rather than at the breach of any gun. The exact arrangement of the crew, however, usually depends on the amount of space

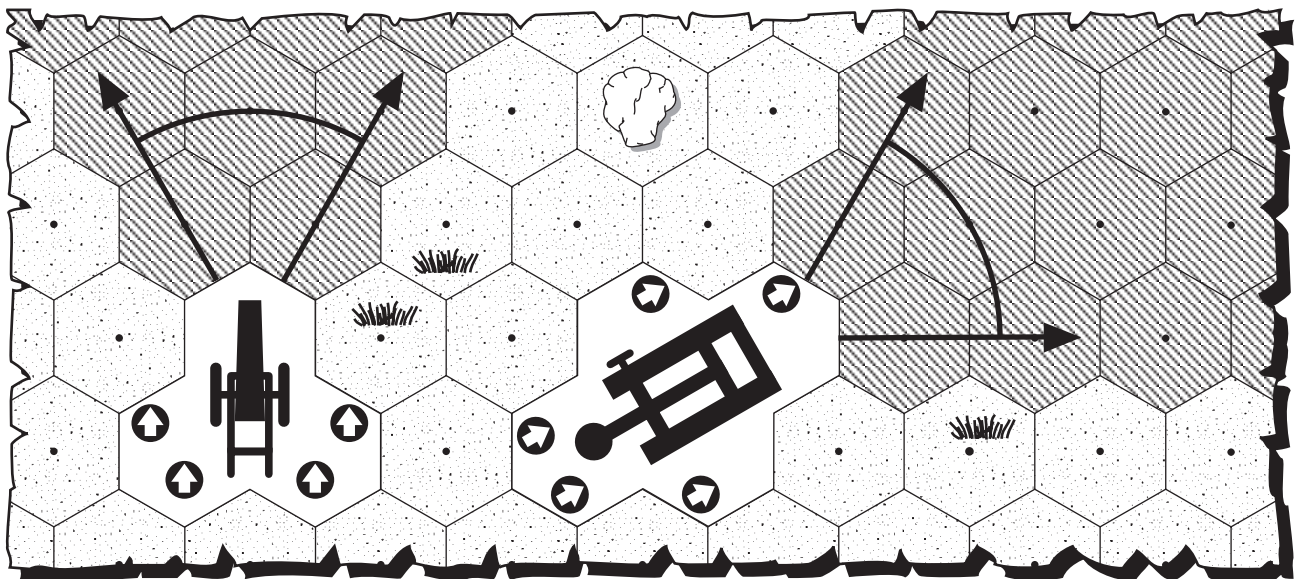
on the base. In melee artillery has no flank, or rear, and it only has a general armor value representing the armor of the crew as well as the stability of the gun construction. In the framework of the game it is therefore irrelevant which field of the base contains a member of the crew.

## Passable and Impassable Terrain

Open terrain, grown fields and roads are passable at a cost of 3 movement points per field.

Rocky ground, underbrush/thicket, woods, sand, rough terrain (mud and morass), stretches of water, hedges or (destroyed) walls, and swamp are impassable.

An uphill movement of one height level can be accomplished on a sufficiently broad road at an additional cost of 6 movement points. Uphill movement without an adequate road, or across higher altitude differences, can only be accomplished through the use of draught animals or additional crews, and is therefore not represented in the game. Artillery can be placed on a hill prior to the start of a game, however, provided the position can be reached by a continuous chain of passable fields, and that at no time an altitude difference of more than one contour line has to be crossed.



Downhill movement is permitted across one height level at a time. With a sufficiently broad road it would cost 3 movement points. Without a sufficient road, the movement would cost 6 movement points.

For artillery as well, an altitude difference is crossed as long as a part of the base crosses the contour line.

## Movement

**Movement to the front or rear costs 3 movement points. Movement to the side is prohibited.**

Movement to the front is accomplished by placing the front of the artillery model in any frontal field. Movement to the rear would be the reverse without changing the alignment of the model.

**Artillery that occupies three fields can turn forward or backward around one of the rear fields of the base, or on the spot, at a cost of 3 movement points.**

When turning forward or backward, the gun is turned 60°. When turning on the spot, it is turned 120°. Turns around the front field of the base are not permitted as the wheels and the carriage would have to be dragged sideways.

**Artillery on a four field base can turn forwards or backwards at a cost of 3 movement points.**

Here the artillery piece is turned 60° around one of the middle fields of the base. These turns correspond to those made by dragons, and are therefore not pictured again.

The required movement points must be spent for each of the turns mentioned – turning 120° to the front therefore costs 6 MPs, and so on. Additional movement points due to altitude differences crossed when turning also have to be expended.

## Size

The size value of an artillery piece is based on the size of the crew, and not the gun itself. For smaller artillery pieces with human-sized crews, the size value would be virtually the same anyway, but even for large artillery pieces this is no contradiction. An especially large, wooden artillery piece like a trebuchet is rather unstable, and can therefore be overrun as easily (resolving the attack against the same size value) as a smaller piece that is more rigidly constructed. Secondly, such an artillery piece is not sufficiently massive in its upper areas to represent an obstacle to lines of sight, and therefore even when shooting over such an element, the size value of its crew can be used.

## TYPES OF ARTILLERY AND SHOOTING

Artillery is distinguished by whether it fires directly or indirectly. The effect of a hit depends on what kind of projectile was used because artillery firing a bolt into a unit would not have the same effect as artillery hurling a large rock on top of a unit. We therefore distinguish between stone, bolt, and ball projectiles.

A **projectile that is fired directly** flies towards the target in a straight and flat path. A direct shot is only possible if there is an unobstructed view between the artillery and the target. Artillery that fires direct is shown on the recruiting card with the '→' symbol in the upper left-hand corner, and can shoot ball and bolt projectiles.

A **projectile that is fired indirectly** travels in a steep and high flight path to the target. An indirect shot is not stopped by an obstacle between the artillery and the target. Artillery that fires indirectly is shown on the recruiting card with the '↻' symbol and can hurl small or large stones.

A **ball projectile** is a projectile that is fired directly (mostly from a cannon); the effects are based on its mass. Artillery that shoots ball projectiles is printed on the recruiting card with the entry 'BALL', followed by the Battle Factor.

A **bolt projectile** is a large arrow or spear that is fired directly (mostly from a ballista) and its effect is based on its tip. Artillery shooting a bolt projectile is printed with the entry 'BOLT' on the recruiting card, followed by the Battle Factor.

A **stone projectile** is fired (mostly from a catapult) indirectly and consequently lands on the target from above. We distinguish between small and large stone projectiles. A small stone projectile is identified on the recruiting card with the entry 'Stone' and the Battle Factor, and it affects only the actual field that it lands on. A large stone projectile is printed with the entry 'STONE', along with the Battle Factor, and affects the targeted field and the six surrounding fields. This is because the projectile is either so big, or bursts on impact scattering stone splinters, that it can affect neighboring elements.

A ball projectile could also be made out of stone, and a catapult could theoretically fire (iron) balls. These designations therefore do not allow any conclusions as to which type of projectile is used, but only distinguish if the shot was fired directly or indirectly, and how to determine its effects.

## Ranges

**Each artillery piece has a short, medium, and long range. These give the respective greatest distance in fields that a target can be fired on.**

The distance to the target is always measured from the front field of the artillery piece.

*Example: Artillery with the entry '0-4/12/20' has a short range of up to 4 fields, a medium range of up to 12 fields, and a long range of up to 20 fields. A targeted field 3 fields away would be short range for this artillery, and a target 21 fields or more distant is beyond long range and could not be fired upon.*

**Artillery firing indirectly also has a minimum range. This indicates the distance up to which it cannot fire at a target.**

*Example: A gun, whose recruiting card contains the entry '6-10/20/30', cannot fire on a target that is 5 fields or less away.*

## ORDERS AND LOADING

The crew of an artillery piece that is not engaged in melee receives an order in each order phase. Because of the particularities of this type of equipment, however, this works differently to units.

### Artillery has between 3 and 6 hit points.

The exact number is printed on the recruiting card for each type of artillery. Hits represent losses to the crew, as well as damage to the gun. Both are represented through the loss of hit points, and reduce the effectiveness of the gun.

### When shooting artillery consumes 6 load points, and can only shoot if it was completely loaded before.

These load points can be replenished in one or several rounds, depending on the artillery's orders and the number of hits it has already taken. If reloading takes several rounds, note the number of load points already accumulated on a piece of paper, or put the appropriate number of load markers next to the recruiting card.

**Artillery with Move orders has 9 MPs minus the number of hits already taken at its disposal during a movement phase. The artillery can move, but is not allowed to replenish any load points or to shoot, even if it was fully loaded in the previous round.**

*Example: Artillery which has taken 2 hits has (9-2=) 7 MPs with a Move order. The artillery could be moved up to two fields, or for instance move one field and execute a turn. Even if in both cases one movement point remains, it cannot be credited towards a load point.*

**Artillery with Skirmish orders has 6 MPs minus the number of hits already taken at its disposal during a movement phase. The artillery may, if fully loaded, fire in the FIRST shooting phase. Movement points not spent in the movement phase can be credited towards load points for use in future rounds.**

*Example: Artillery with Skirmish orders which has taken a hit and consumed 3 MPs in the movement phase can use the remaining two movement points as load points.*

**Artillery with Hold orders has 6 MPs minus the number of hits already taken at its disposal during a movement phase. Movement points can only be spent for turns. Unused movement points can be credited towards load points. If fully loaded, the artillery can fire in the SECOND shooting phase.**

*Example: Artillery with Hold orders that is completely 'unloaded' (has not accumulated any load points) can replenish 6 load points during the movement phase (provided it does not turn). It could then fire in the second shooting phase.*

**There are no Attack orders for artillery. Any artillery piece which was mistakenly given an Attack order has a Skirmish order instead.**

**Unusable load points cannot be transferred to later phases, nor can they be transferred to other artillery pieces.**

Any artillery that is fully loaded cannot collect additional load points – even if its orders or executed movement allow this to happen. In order for the loading process to start again, the gun must be discharged first.

Artillery with Skirmish orders that has 3 load points at the beginning of the round, is not fully loaded in the first shooting phase and therefore cannot fire (accumulating load points only takes place in the following movement phase). If you now collect (for example) 5 load points during the movement phase, the artillery is fully loaded in the second shooting phase but cannot fire because of its skirmish orders. Also, the 2 surplus load points are lost and cannot be credited to later rounds.

Artillery that has lost all of its hit points is of course destroyed and removed from play, even if it has some movement or load points 'remaining'.

## FIRING

**If you want to fire the artillery, name the desired target field.**

The desired target field must be within the arc of fire and range of the artillery, and may be designated with a corresponding marker.

Naming the desired target field only indicates in which direction and over what distance the shot is to be made, thereby determining the elevation of the barrel, the charge to be used, and the like. With a direct shot, the target could consequently be any field on the playing area (provided it is within range and arc of fire of the gun), regardless of whether the field is in view. There are some restrictions when using indirect firing, which is explained further in section 'Indirect Shooting'.

**After that, use the table 'Drift and Defects' to determine whether or not the shot hit, drifted or was defective.**

**If a defect occurs, follow the instructions in the table. The shooting process in this case is broken off.**

**If no defect occurs, determine the final target field and work out the results of the hit.**

The results of the hit depend on what kind of projectile was used, and are explained in sections 'Direct Shooting' and 'Indirect Shooting'.

## Drift & Defects

Artillery pieces are comparatively complicated machines, and in a fantasy world artillery is only rarely an exact science. Therefore, when firing artillery, a defect can occur, and the shot more often than not lands somewhere other than the desired target field.

**If you want to fire artillery, determine whether the desired target field is within short, medium or long range of the artillery, and then roll 1D20. Determine the results of the roll according to the table 'Drifts & Defects' (to be found on the following page).**

**Gun Destroyed:** Someone REALLY makes a mistake; the powder, for example, ignites before the loader was fin-



ished. In any event, the cannon explodes in a spectacular fireball, or the catapult bursts from the tension and falls apart. The artillery piece and the unfortunate crew are removed from play.

**Lose all Load points:** Someone commits quite an error; during loading for example, the shot is loaded, but the powder forgotten. In any event the crew scratch their heads and now must start the loading process all over; the artillery loses all load points.

**Gun Jams:** A smaller defect like a wet fuse or an oversight when the gun was loaded. In any event, the artillery cannot fire in this round; however, it keeps its load points and can fire in the next round again normally.

**Drifts by 2 Fields:** The final target field drifts in a straight line by 2 fields off the desired target field. Roll 1D6 and use the compass printed on the map to determine in which direction the drift occurs.

**Drifts by 1 Field:** The final target field drifts by 1 field off the desired target field. Determine the direction of the drift with 1D6 and the compass.

**No Drift:** The desired target field is also the final target field.

*Example 1: A '4' is rolled for artillery that is firing at long range – the final target field is 2 fields away from desired target field.*

*Example 2: Artillery that is firing at medium range. If an 18 through 20 is rolled, there would be no drift, the desired target field is the final target field.*

*Example 3: If a '1' is rolled irrespective of the range, the artillery piece and crew are destroyed.*

If you have shot indirectly, the shot lands in the FINAL target field.

If you have shot directly, the shot is on its 'way' in the direction of the FINAL target field. Whether the projectile arrives at its target, or is stopped by some obstacle in the way, is determined by the rules under the section 'Direct Shooting'.

It is quite possible that the final target field could well exceed the maximum range of the artillery, or is out of the arc of fire. This is in no way contradictory, since the indicated ranges and arcs of fire allow for possible drift – the spot hit can be influenced by a particularly good (or bad) shot, or by wind conditions.

## DIRECT SHOOTING

**If you shoot direct, you can shoot at any desired field on the playing area that is within range and arc of fire of the artillery.**

Fields that are not visible can be targeted, too. This however, does not mean that an artillery crew can apparently shoot at things that they cannot see. By naming the desired target field, you only determine in which direction and how far to shoot, and your crews can of course shoot in directions where there is no target to be seen. Each shot, however, is examined to determine if the projectile actually reached the intended target or was stopped by something in its way. Although a player is therefore allowed to shoot behind a hill, he does not really benefit from this as the projectile is of course stopped by the hill. If, on the other hand, we only allowed shots at things that the crews can see, the back ranks of units could never be affected by a shot since they couldn't be named as possible targets, and even the front rank wouldn't always be hit due to drift.

**Determine the final target field and place the appropriate target marker on the field.**

**Then determine if the projectile's path between the gun and the final target field is not obstructed by any obstacle. Starting with the front field of the artillery base, trace a straight line to the final target field, and check EACH field IN THE SERIES for any obstacles that affect the projectile, or are affected by it.**

We assume that the path from the gun to the final target field, and all fields crossed, are of the same height. Additional comments regarding altitude differences appear in section 'Direct Shooting on Fields of Different Height'.

DRIFTS AND DEFECTS						
	Gun Destroyed	Lose all Load Points	Gun Jams	Drifts by 2 Fields	Drifts by 1 Field	No Drift
Short Range	1	2	3	–	–	4–20
Medium Range	1	2	3	4–9	10–17	18–20
Long Range	1	2	3	4–15	16–19	20

**The projectile can be stopped prior to reaching the final target field by obstructing obstacles or elements, but in NO event can it proceed further once it reaches the final target field.**

If you shoot at units formed in several ranks, you should therefore choose a target field beyond the unit (seen from the artillery).

**If a standard element is shot with a bolt projectile, the element is subject to an attack by the projectile's current Battle Factor. If the attack is successful, you must roll the dice for further hits. Further hit attempts affect the already hit element, as long as it has hit points remaining, or the next element or obstacle in the projectile's path if the hit element is destroyed. The Battle Factor of the bolt is reduced by 1 for every hit. The procedure is stopped as soon as one hit attempt is unsuccessful, or the bolt is stopped by an obstacle, or the Battle Factor of the bolt is reduced to zero.**

*Example: A bolt with a Battle Factor of 8 hits a commander with 2 hit points, who is standing in the front rank of a unit. The player rolls a '15' and the commander takes a hit. Since the commander still has one hit point left, a second die roll is made against the same commander. If the player rolls a '13' or greater (the bolt now only has a Battle Factor of 7), the commander would not only be joining his ancestors, but a third roll for a hit must be made. This attempt is made on the next element of the unit that is in the bolt's path. The third attempt succeeds, because of the Battle Factor being reduced a second time, only on a '14' or greater. Had the second attempt on the commander failed, the shooting process for the bolt would have stopped, and the commander only taken one hit.*

Needless to say, a bolt, with some good die rolling, can inflict several hits on an element and cause considerable damage. However, that type of artillery should not be viewed as 'hero hunters', since you only keep rolling if you hit, and the probability of successive hits drops off very quickly.

Please note that you are not allowed to shoot at an element further 'down' the projectile's path as long as any element previously hit is not completely destroyed. On the other hand, once you have destroyed an element, you must continue shooting at the next element affected even if it is your own.

The 'next element affected' is the one whose field is crossed next by the line of sight between the gun and the final target field. If the line of sight runs exactly between two fields, roll a die to see which field is affected.

**A Standard Element hit by a ball projectile is subject to an attack with the present Battle Factor of the ball. If the attack is not successful, you must attack the next element or obstacle in the ball's path with the same unmodified Battle Factor. If the attack is successful, you must attack the next element or obstacle in the ball's path with the Battle Factor reduced by 1. The process is only stopped if the ball has reached its final target field, is stopped by an obstacle, or its Battle Factor is reduced to zero.**

*Example: A ball projectile with a Battle Factor of 8 hits a commander in its path – the player must roll a '12' or*

*greater to score a hit on the commander. If the player succeeds, the next element or obstacle in line is attacked (regardless of whether the commander has any hit points remaining) with a Battle Factor of 7. If he does not succeed, the projectile continues on its path with a Battle Factor of 8.*

If a ball or bolt projectile hits a Large Element, roll for a hit as described. If you hit, you keep rolling for further attacks on the same Large Element until one of the hits is not successful. If the Large Element has no hit points left, the process is stopped.

*Example: A bolt projectile with a Battle Factor of 8 hits a dragon. The player must roll a '12' or better to score the first hit. If he does not hit, the process is stopped altogether. If the roll is successful, the player rolls for the dragon again, with a reduced Battle Factor of 7.*

A Large Element therefore stops a projectile in all cases.

**A hedge has no effect on bolt or ball projectiles.**

**A sufficiently high wall stops a bolt projectile with no damage to the wall. If a ball projectile hits a wall, a die is rolled and the wall is attacked with the projectile's current Battle Factor. If the attack is successful, the wall section hit is destroyed, and the ball proceeds with a Battle Factor reduced by 5. If the attack fails, the ball is stopped, and the wall remains intact.**

**If the path of a bolt or ball projectile runs through forest (underbrush/thicket), the Battle Factor is reduced by 2 (1) for each field where the depiction of the forest (underbrush/thicket) is passed through.**

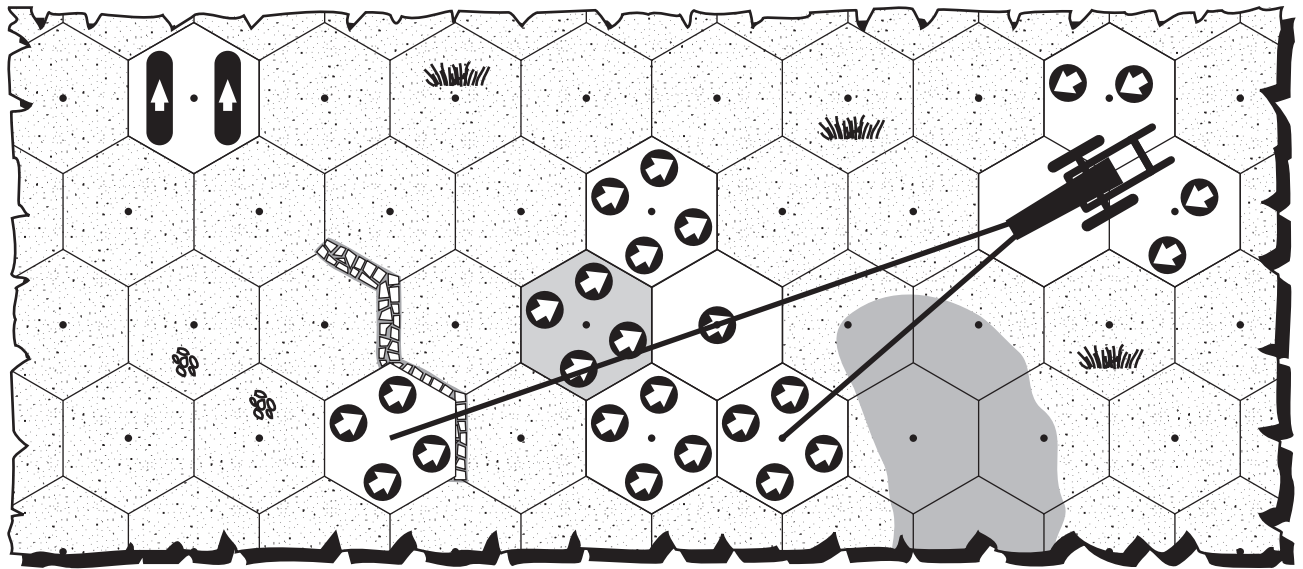
The drawing at the top of the following page illustrates some of the rules concerning artillery.

In the drawing the artillery, in its present position, cannot shoot at the cavalry element at the top left, since this is not within the arc of fire.

The commander element in the front rank of the unit is shot at with a BOLT projectile with a Battle Factor of 8. If the attack is unsuccessful, the shooting process is stopped altogether. If the attack is successful, the attack continues on the commander element (provided he has hit points left), with a Battle Factor of 7. If the commander element had no hit points left, the attack proceeds to the next element in the projectile's path (shaded gray in the drawing).

If the attack still proceeded after 'passing' through the unit, the bolt projectile would then attack the wall, or the element behind it. Here, we must decide whether the wall or the element is attacked. If the wall is high enough (in most cases it would not be) to conceal the element behind it, the wall would then stop the bolt.

If the element is taller than the wall, you must determine what is actually hit. This can be achieved by using the line of sight method and the shooting diagram, connecting the gun's barrel and the ground level of the final target field to check whether this line crosses the wall. This procedure is rather lengthy, however, and because of the long ranges of artillery not very practical. You can in cases like this use dice. The element behind the wall is



given a 50% chance of being hit (1-3 the wall is hit, 4-6 the element is hit). If this is too inaccurate for some players, you can also take the size of the element into account. An element of size 3 behind a wall of size 1 would be hit on a roll of 3-6 on a D6.

Had the projectile been a BALL, the commander would have been attacked with a Battle Factor of 8. If the attack had failed, the ball would have passed on to the gray shaded element with an unmodified Battle Factor. Had the attack on the commander been successful, the ball would then proceed to the gray shaded element as well, but this time with a reduced Battle Factor of 7.

Once the ball has 'reached' the wall, you would have to decide again whether the wall or the element behind it is attacked. An attack against the element would be made at the then-current Battle Factor of the projectile. If the wall is hit, it would then be attacked. If the attack was unsuccessful, the ball would be stopped by the wall, and the shooting process would be halted. If the attack against the wall were successful, the relevant wall section would be destroyed, and the ball would then attack the element behind with a Battle Factor reduced by 5.

If the artillery were shooting either a ball or bolt projectile on the right element in the front rank (as seen from the unit), both projectiles' Battle Factors would be reduced by 4 (2 for each wood field passed through).

Note that in order to hit the commander element, the projectile does not have to pass through the wood depiction, and the Battle Factor is not reduced.

## DIRECT SHOOTING ON FIELDS OF DIFFERENT HEIGHT

The rules in the preceding section assumed that the gun and the final target field were at roughly the same height. You can therefore apply these rules as long as the altitude difference between the gun and the final target field does not exceed one height level per ten fields distance.

This will mostly, but not always, be the case. A complete set of rules and regulations to cover all foreseeable events would be very complicated and extensive. We therefore

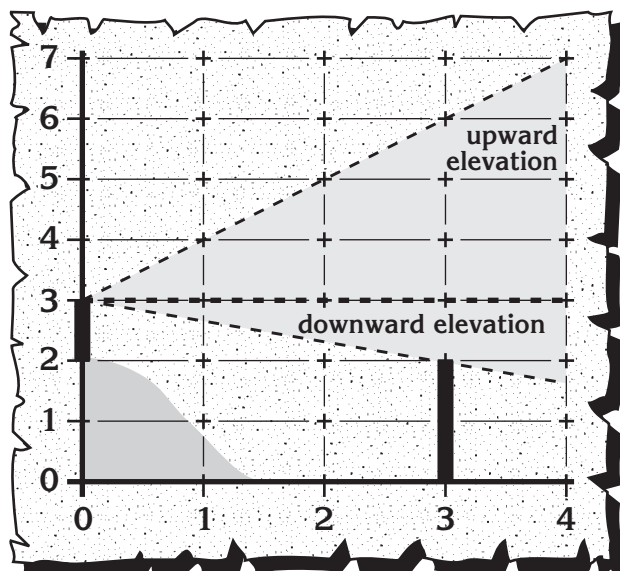
do not bother about some of the more obscure game situations, because they rarely occur. In the following, however, you will find some references and explanations to more general situations.

Set aside the fundamentals of ballistics and proceed on the assumption that the trajectory of the projectile is straight – this does not conform to real ballistics, but represents only a very slight, and therefore acceptable, rounding off. If you are shooting at the top of a hill, the projectile is 'underway' towards this target and cannot hit elements standing at lower levels in front of the hill (unless they are sufficiently tall). Situations of this kind can also be decided by using the line of sight method and the shooting diagram, by connecting the front field of the artillery piece and the final target field. If the connecting line touches an obstacle, the projectile's effect is resolved against this, or the projectile is stopped by the obstacle. A hill shot 'over' has no effect, a hill that is hit naturally stops the projectile.

In so far as this makes a difference in specific cases, you must, when checking lines of sight, use the size value of the artillery piece (and not the size of the crew). For most artillery this will be 1. We have not added a second size value on every recruiting card, however, since such situations will only rarely appear, and the value can also be 'read off' the actual model.

You cannot, with direct fire, shoot at targets and/or fields that are very much higher or lower than the artillery. Artillery for example, sitting on the edge of a cliff, could not shoot at an adjacent target that is three height levels lower. If you require an exact decision in situations like this, you must again use the shooting diagram. We assume that the upward elevation of a shot can be increased by 1 for every field in distance, and the downward elevation by 1 for every 3 fields distance.

The artillery, with a size value of 1, located on the hill in the drawing on the next page, can only fire at targets that are at least partially within the grey shaded area. This rule is only an approximation which should provide fast clarification of extremely rare situations. We do *not* recommend reducing the Battle Factor if a target is only partially in view.



When firing at especially large targets, you can also declare the *element* shot at as the target instead of one of the fields it occupies. A dragon, for example, standing behind a unit of dwarves, is sufficiently large to be fired at as a target in itself. Based on the hitting mechanics of direct shooting, however, the dwarves would be affected by the shot first, and the dragon therefore well covered. The following rule avoids situations of this type.

**If a Large Element that is at least halfway visible over intervening elements or obstacles is fired at directly, the player can ‘aim high’. If one of the fields occupied by the Large Element is the final target field, the effects of the shot ONLY affect the Large Element, without affecting other elements or obstacles, or being affected by them.**

**If the shot ‘aimed high’ drifts off to the side of the Large Element, the shot has no effect.**

We then assume that the shot has strayed off to an empty spot.

**If a field behind or in front of the Large Element is the final target field, the effects of the shot are resolved normally.**

The crew then has aimed ‘too low’ nevertheless, and the projectile proceeds to its final target field as usual.

## INDIRECT SHOOTING

In theory, artillery firing indirectly can reach any field that is within its range and arc of fire on the playing area, because such guns can fire in any direction up to their maximum range.

In contrast to direct shooting, however, where a shot on fields that are not visible is usually stopped by ‘something’ before reaching its final target field, indirect shooting *always* hits the final target field. Based on a player’s overview of the battlefield, his artillery firing indirectly could therefore merrily shoot over intervening terrain formations, hills or forests, to precisely hit enemy elements whose very existence the crew couldn’t even guess.

The contradiction between what the players can see and what their troops are actually aware of, however, is very difficult to resolve. You can take the hard-headed approach by setting up two identical battlefields in separate rooms, and use a gamemaster to only place troops that can actually be seen by the opposing side on each of them.

Since such a procedure is utterly impractical in most cases, we determine here that your artillery crew can only shoot at fields that it has a ‘sufficient reason’ to shoot at. Such a reason can only be an ‘effect’ to be achieved by the shot. This can be the annihilation of, or damage to, an enemy unit (which your gun crew then must be able to see), or (if you use the fire rules) to set a terrain formation on fire with an incendiary projectile. Following are some explanations.

**If you use indirect shooting, you can declare any target field that is visible to the crew and within range and arc of fire of the artillery.**

**A field is visible if the crew can see an element, or a terrain formation on the field, even if only in part.**

It is not necessary to have a whole ‘section’ of an element or a terrain formation in view.

**Standard elements do not bar the view to adjacent elements.**

You could therefore choose a target field (or element) that is located in the back ranks of a unit. Essentially, your troops see the front rank, and assume that behind this there are other ranks.

A standard element, however, does obstruct the view to empty fields behind it. Therefore you cannot shoot over a unit and over the empty field(s) behind it onto another unit. Your troops have no reason to shoot there, as they have no knowledge of a unit being there (unless, of course, the second unit can be seen by the crew).

When judging grounds for ‘sufficient reasons’, the players should exercise common sense and fair play.

A unit which is no longer visible, because it has just now disappeared (in view of the gun-crew) behind a forest, can surely be a possible target in the same or the next round, because the gun crew just knows that the unit is still out there behind the forest.

On the other hand, an enemy commander, standing in a forest that is barely visible over a hill, is on a field that is ‘technically’ visible. A player wanting to place an indirect shot at the tree, however, does not have a ‘sufficient reason’ to do so, since the shot cannot affect the ‘target’. As the real target in this case would of course be the (unseen) enemy commander and not the tree, the shot is not allowed.

**Then determine the final target field.**

**A Standard Element on the final target field of a small stone projectile is subject to an attack with the projectile’s Battle Factor, a Large Element automatically takes one hit. A small stone projectile has no effect on walls.**

*Example: A small stone projectile with the entry 'Stone 6' lands on a field. A Standard Element located there is subject to an attack with Battle Factor of 6; the player must roll a '14' or higher to score a hit on the element.*

**Any element on the final target field of a large stone projectile is automatically destroyed. Each element located within the six adjacent fields is subject to attack with the projectile's Battle Factor.**

*Example: A large stone projectile with the entry 'STONE 8' lands on a field. Any normal element, a commander, wizard, or Large Element on the target field is destroyed. Any element on any of the six adjacent fields is subject to attack with a Battle Factor of 8.*

A stone projectile always hits the 'ground' of the playing area, even if the 'ground' is the top of a hill. Elements located on one of the six adjacent fields, but on HIGHER elevations than the final target field, therefore cannot be affected.

**A Large Element, occupying several fields that are adjacent to the final target field, is subject to one attack with the projectile's Battle Factor for each of the fields affected.**

*Example: A 'STONE 8' impacts on the frontal right flank field of a dragon. One of the dragon's fields (only) is adjacent to the impact, and is subject to an attack with Battle Factor of 8. The player must roll a '12' or greater to score a hit. If the stone had landed ON the base of the dragon, the dragon would have been destroyed, regardless of how many hit points it had left.*

**A large stone projectile that lands on a water field, does not affect adjacent fields.**

**Each individual wall section running along one of the sides of the final target field is subject to attack with the Battle Factor of the projectile.**

**In all other cases the hit has no effect.**

## **ARTILLERY IN MELEE**

Naturally, an artillery piece cannot fight a melee, and should normally be set up at a distance from the enemy,

since the ranges are great enough to 'affect' enemy troops anyway. If an artillery piece is attacked in melee nevertheless, the following rules apply.

**Artillery can neither overrun nor start a melee.**

**If a gun is attacked in melee, the crew defends itself with improvised weapons, and every attack on the artillery piece is treated as an attack from the front.**

There are no Battle Factor modifiers for flank or rear attacks.

**In a melee, each field of the artillery base has its own melee attack.**

The crew of an artillery piece on a three-field base can therefore make three attacks against enemy in contact.

**Each of these attacks must be directed against an element that is in contact with the 'attacking field' of the artillery base, and fields cannot support each other.**

The crew is always conceded these attacks, even if a certain field of the artillery base does not contain a miniature. The position of the miniatures on the base does not allow conclusions about their actual position in a melee.

**Artillery in melee cannot re-group at the end of a melee phase.**

**An element engaged in melee with an artillery piece can, at the end of the melee phase, perform a turn and re-group by two fields.**

The element is treated like any element 'not in contact' with an adversary.

The artillery crew defend their equipment, rather than press on their opponent. A melee against an artillery piece can therefore be broken off by simply moving away.

**Artillery that is attacked in melee cannot accumulate load points.**



# XIX.

# Magic

Magic is an essential part of the **DEMONWORLD** game system. Spells can support or hinder your troops in combat, wizards can have magic duels on the battlefield, or conjure or banish monsters. The mightiest wizards can even control the elemental powers themselves, or change terrain formations!

## INTRODUCTION

Each race in the **DEMONWORLD** game system has its own kind of magic and spell casting. The **DEMONWORLD** sourcebooks for the different races include complete listings of the spells available to each, and descriptions of magic items that a specific army or personality can have.

In the framework of these game rules we therefore present only the general rules on magic, which apply to the use of all spells. In order to enable you to use magic within the framework of this game, however, this chapter contains a selection of the spells available to human wizards and orc shamans.

## THE MAGIC PHASE

If you use magic in the game, you must expand the sequence of action within a round to include a magic phase.

**The magic phase occurs after the order phase. At the end of the magic phase, all morale tests that are to be made due to the influence of magic are performed.**

In most cases these are morale tests resulting from casualties sustained. Certain spells, however, can force a unit to take a morale test without suffering losses. The description of the spell indicates what kind of morale test is to be taken in these cases.

The influence of most spells is by no means finished with the conclusion of the magic phase, but can carry over into other phases of the round. For example, a unit could have an increased ✕-skill through the use of magic that only becomes relevant in the melee phase.

## WIZARDS

A magician (a person who can cast spells) is referred to in these rules as a 'wizard'. The term, however, also includes shamans, conjurers, priests, or anyone capable of performing magic because the differences between them have no relevance for applying the following rules.

## Wizard Elements

Wizards are 'purchased' as part of an army composition with their own recruiting cards. The recruiting card also indicates how a wizard model is to be based. Most wizards are based as individual models. Some wizards, however, may have a retinue of followers, bodyguards, and helpers. These would then be represented on the element base as additional models.

Wizards as single elements have the same capabilities of acting and moving as commanders (see chapter 'Commanders' in the standard game, section 'Commanders' Options'). There may even be commanders capable of performing magic – these commanders/wizards then have the capability of acting as commanders as well as wizards, so they can issue orders and cast spells.

## The Level of a Wizard

The level of a wizard is normally given as a number from 1 (the lowest value) to 5 (the highest value). Sometimes higher levels are possible – wizards with such enormous power, however, usually have better things to do than stroll around a battlefield! The level of a wizard is printed in the upper right-hand corner of the recruiting card next to the '✓' symbol.

To cast a spell, you must use spell points (SPs) according to the level of the spell. The higher the level of a wizard, the more spell points he has at his disposal, and the more spell points he regains in each round of rest.

The number indicated in the 'Initial/Maximum Spell Points' column on the following page shows the points the wizard has at his disposal at the beginning of the game.

Level of Wizard:	Initial/Maximum Spell Points:	Recovered SPs per Round of Rest:
1	10	+6
2	20	+8
3	30	+10
4	40	+12
5	50	+14
...	...	...

The number indicated in the 'Recovered SPs per Round of Rest' column shows the number of SPs the wizard can regain per round of absolute rest. The maximum number of spell points cannot be exceeded by this, however.

A wizard who rests in a round recovers the number of spell points corresponding to his level at the end of the round. Surplus spell points can neither be saved nor transferred to another wizard.

A wizard is 'resting' if he executes no action of any kind. Therefore, he neither casts spells nor is himself the target of successful spells, gives no orders, neither shoots nor is shot at, does not move or execute maneuvers, does not engage in melee, and is not attacked.

*Example: A level 4 wizard at the beginning of a round has 24 SPs. If the wizard rests for one round, he can recover 12 SPs at the end of the round, thus having 36 SPs available at the beginning of the next round. Further rest would make little sense as the wizard would only be able to gain an additional 4 spell points (up to his allowed maximum).*

Due to spellcasting and resting the number of spell points a wizard has available will change continually during the game. Keep track of the number for each wizard on a slip of paper.

## SPELLS

All spells available to one race, and thus to a wizard of that race, are listed in the spell list along with a number. As long as a description doesn't state otherwise, every wizard of that race knows all the spells available to that race, though wizards of lower levels might not be able to work spells of greater power for lack of spell points.

### The Level of a Spell

Each spell, according to its level of difficulty and effectiveness, is classed from a difficulty level of 1 (the easiest) to 20 (the most difficult). The level of a spell indicates how many SPs (at least) must be used in order to cast it.

*Example: Casting a level 12 spell requires the expenditure of (at least) 12 SPs. A level 1 Wizard could never cast such a spell, since he would only have 10 SPs at most.*

Some spells, or the description of specific wizards, can allow exceptions to this rule.

## CASTING SPELLS

Each wizard (irrespective of his level) can cast ONE spell during the magic phase of a round, provided he has sufficient SPs available. In the magic phase, all level 1 wizards would first announce the desired spell, the spell's target, and any surplus SPs expended on casting the spell (see below). Then, for each of these spells, determine whether it was cast successfully as described below. After that, all level 2 wizards would go next, and so forth. If both sides have a wizard of the same level, roll a die to determine which of these goes first.

The target of a spell can be a single element, a unit, a single field or an area on the map. This is described and listed under each spell.

This game contains two different sets of 35 spell markers that can be used to announce the required spells and their targets for both sides according to the numbers on the markers. The surplus markers will be used for additional spells that will appear in the **DEMONWORLD** sourcebooks.

Wizards of a higher level cast their spells last during the magic phase. They can thus respond better to the spells of their lower-level 'colleagues', and often limit or negate their effects through their own spells.

**In order for a spell to be cast successfully, you must expend the required spell points AND roll the difficulty level of the spell or better on 1D20.**

*Example: To cast a spell with a difficulty level of 15, a wizard must expend 15 spell points, and then roll a '15' or better on 1D20.*

Spells with a higher level of difficulty can therefore only be cast with a decreased probability of working. The preparations are complicated, and most often, in the heat of battle, the necessary ritual is performed hastily.

**When announcing a spell a wizard can announce that he wants to use MORE than the required minimum number of spell points to cast the spell. In this event, TWICE the ADDITIONAL amount of SPs expended are added to the die roll. The total of all spell points expended is used up in any case, even if the spell is not successful.**

*Example: If a player realizes that the probability of successfully casting a level 15 spell is too low for him, he can for example use an additional 5 spell points (therefore altogether 20 for the spell). He then only has to roll a 5 or greater on 1D20 because 2x5 points are added to the roll.*

This rule ensures that a spell that is worked with increased concentration or better preparation, works with increased probability of success. Since spells with a higher level of difficulty have only a low probability of working, it is recommended that the players 'invest' more spell points in such cases.

**A spell, regardless of the number of additional spell points expended, has gone wrong when a '1' or '2' is rolled. Roll 1D20 again and follow the instructions in the table 'Spells Gone Wrong'.**

**All spells that successfully come about will work.**

If this is important in some cases, assume that all successful spells take effect simultaneously, even if they were cast successively in the magic phase.

*Example: A unit must take a morale test due to a spell cast by a level 5 wizard. In the same magic phase, a level 6 wizard cast a spell that lowered the same unit's first morale value by 2 (therefore improving the unit's morale). The unit must take the morale test, but does so against the new, better value.*

### Spells Gone Wrong

**1** The spell has REALLY gone wrong. The wizard disappears into another dimension in a discharge of arcane energy that is spectacular to see. Remove the element from the playing area.

**2-5** The wizard cannot control the released magic energies, and these recoil on him. For each 5 spell points (or part thereof) which were used for casting the spell, the wizard element suffers one hit. For example, if the wizard had expended a total of 11 spell points for the spell, he would take three hits.

**6-9** The arcane energy gets out of control, discharging in the field that contains the wizard and the six adjacent fields. Roll 1D20 for the wizard and for each element in contact with him, and add the total number of spell points expended to the throw. If the result is 20 or greater, the element affected suffers one hit.

**10-13** The wizard has unintentionally opened a gate into another dimension which soaks up magic energy; he immediately loses all of his spell points. The element cannot cast spells for the remainder of the game and will have to rely on his movement points, his armor value or available weapons for survival.

**14-17** Like the previous entry, except that the gate to the other dimension closes immediately; the wizard can recover spell points again from the following round on.

**18-20** The shock of misdirected magic energy hits the wizard. The element cannot cast spells in this and the next two rounds, but can otherwise act normally. A regeneration of spell points is not possible during this time.

## THE EFFECTS OF SPELLS

The effects of a successfully cast spell are found in the description of the spell itself. Because of the multitude of existing spells, the range of possible effects is rather widespread, so a more elaborate description must be left to the **DEMONWORLD** sourcebooks. We have, however, listed some comments on problems that can arise.

It will frequently occur in the course of a game that a target is under the influence of several (successful) spells simultaneously. This can happen if two (successful) spell are cast on the target during the same magic phase, or if one spell is cast while the effect of an earlier spell still applies.

Spells which work at different times of the round create no problems here because their effects are successively in order. A unit that has its  $\nabla$ -skill increased by one spell and then has its  $\times$ -skill improved by another spell, obviously profits from this combination during shooting and melee.

It can also happen that the effect of the spell taking place first makes the second spell useless. A unit that, during the magic phase, was driven to rout through a fear spell cannot profit from a spell working in the melee phase, as the unit is then in rout. In cases such as this, the spell points expended for the second spell are simply wasted.

**The effects of spells influencing the same target at the same time are combined as far as possible.**

A multitude of spells changes characteristics of the targets; increasing or decreasing their movement points, their Battle Factor, their morale, and any other number of things. Such spells mostly work for at least the duration of a whole round, and therefore simultaneously in any case. If an element or a unit is under the simultaneous influence of two such spells, the effects are combined.

*Example 1: A unit is under a spell which increases its Battle Factor by 2, and a second spell which increases its movement points. This unit then possesses both an increased Battle Factor and additional movement points.*

*Example 2: A unit is under a spell which lowers the first morale value by 2, and a second spell that increases it by 3. Here the combined spells, as long as both are in effect, increase the morale by 1.*

Problems arise if the effects of two spells cannot be resolved simultaneously, or effect the same characteristic of the target, but in different ways.

*Example 1: A unit is under an immobilization spell that forbids any movement, and at the same time under a spell that increases the number of movement points by 5.*

*Example 2: A unit is under a spell which gives it an increased  $\nabla$ -skill, and at the same time under a blindness spell which makes it impossible for the unit to move, have melee, or shoot.*

It is not possible to list every conceivable combination of spells, because with 30 different spells each, the spell lists of just two races already yield 900 possible combinations. In these cases you must therefore decide, toge-

ther with your opponent, how to handle the situation. In the first example above one can concede that the unit has 5 movement points, and the rest is lost due to the immobilization spell.

If no obvious or clear solution is possible (like in the second example), you can decide the situation through a 'magic duel'. Roll 1D20 for each of the spells involved, and add the total number of spell points expended for the spell to the roll. The spell with the highest final number prevails; the other spell has no effect.

## SPELL LISTS

Following are some of the spells usable by orc shamans and human wizards. Complete spell lists for these factions are printed in the **DEMONWORLD** sourcebooks.

'Effect' describes the general effect of the spell.

'Target' indicates who or what can be enchanted. If this entry says 'models of one recruiting card', then the possible target of the spell is an individual unit (independent of its momentary size or arrangement), or an individual Large or Standard Element. A commander that has joined a unit is a separate target. The same applies if a commander rides as a passenger in a chariot, or is riding on a dragon. In these cases, the commander on one hand, and the chariot or dragon on the other hand, are two separate targets – more often than not, however, it wouldn't make sense to cast a spell on the chariot.

'Requirements' indicates what conditions must be fulfilled so that the wizard can work the spell. This section indicates any particular requirements that have to be fulfilled for the specific spell, for example a line of sight to the target, or a maximum distance. Unless a specific description states otherwise, a Large Element to be enchanted must be within the maximum distance with each of the fields it occupies. Lines of sight are checked according to the viewing rules for shooting.

A wizard can freely turn in any direction and thus cast spells independent of the alignment of the model.

'Duration' indicates in which phase of a round, or for how many rounds or phases, a spell takes effect. Here you will often find the entry 'up to the end of the game'. Although such spells do not work indefinitely, they have such a long period of effectiveness that in the framework of a single battle their effects are assumed to be temporarily unlimited.

If a spell with long term effect is cast successfully, make a note of the effect and the target on a slip of paper.

### Stone Skin (Orcs 1)

**Effect:** Increases the armor value (♣) by 2. A target can only be influenced by this spell once; a repeated application does not lead to additional increases in armor value.

**Duration:** From the end the magic phase in which the spell was cast to the end of the game.

**Requirements:** The wizard must have at least a partial view of at least one of the elements to be influenced, and ALL elements must be no further than 15 fields from the wizard.

**Target:** Models of one recruiting card.

**Level of difficulty:** 7.

### Confusion (Orcs 2)

**Effect:** The number of allowed maneuvers is reduced by one. A unit with zero maneuvers cannot execute a turn, wheel or a re-grouping of its elements for the duration of the spell. The unit is, however, allowed to advance by using movement points.

A unit can be under the influence of this spell only once at the same time.

**Duration:** Movement phases of the round in which the spell was cast, and the following round.

**Requirements:** The wizard must have at least a partial view of at least one element of the unit, and ALL target elements cannot be more than 20 fields away from the wizard.

**Target:** A single unit.

**Level of difficulty:** 2.

### Strength (Orcs 3)

**Effect:** Increases the Battle Factor of the target elements by 1. This only applies to melee attacks, not to shooting. A unit can only have this spell applied to it once; repeated applications of the spell do not further increase the Battle Factor.

**Duration:** From the magic phase in which the spell was cast to the end of the game.

**Requirements:** The wizard must have least a partial view of at least one of the elements to be enchanted, and ALL elements to be enchanted must be no further than 15 fields from the wizard.

**Target:** Models of one recruiting card except chariots or guns.

**Level of difficulty:** 3.

### Song of Affliction (Orcs 4)

**Effect:** The Battle Factor of the influenced elements is reduced by 1. This applies to melee only – units that are so influenced can still shoot normally. The spell can only be used on a unit once; additional applications of the spell do not further decrease the Battle Factor.

**Duration:** From the magic phase in which the spell was cast to the end of the game.

**Requirements:** The wizard must have at least a partial view of at least one element, and ALL elements to be enchanted must be no further than 15 fields from the wizard.

**Target:** Models of one recruiting card.

**Level of difficulty:** 3.

## Healing (Orcs 5)

**Effect:** The target element regains one hit point per application, up to its original level. The spell can be worked repeatedly over several rounds on the same element, but only once per magic phase per element (even if several wizards are present). The spell is only successful if the element to be healed has at least one hit point remaining; the dead cannot be healed. Also, all elements which started the game with only one hit point cannot be healed. A wizard can heal himself with this spell.

**Duration:** Magic phase.

**Requirements:** The wizard must be 5 fields or less from the element, and must have at least a partial view of the element.

**Target:** An individual commander, wizard, dragon, or giant.

**Level of difficulty:** 1.

## Nameless Fear (Orcs 6)

**Effect:** A unit, as a result of this spell, must take a missile casualty test against its first morale value INCREASED by 2 during the magic phase. If the unit passes the test, it is treated as normal; if it fails the test, it routs. Units with no morale values obviously cannot be the target of this spell. A unit can be targeted with this spell only once per magic phase, even if several wizards are present.

**Duration:** Magic phase.

**Requirements:** The wizard must have at least a partial view of at least one of the elements to be enchanted, and ALL elements must be no further than 15 fields from the wizard.

**Target:** Models of one recruiting card.

**Level of difficulty:** 2.

## Paralysis (Empire 1)

**Effect:** Reduces the movement points that are available for each order by 6. Note that a unit cannot be affected by this spell.

**Duration:** From the magic phase in which the spell was cast to the end of the game.

**Requirements:** The wizard must have at least a partial view of the element to be enchanted, and the element must be no further than 15 fields or less from the wizard.

**Target:** A single Large Element, a commander, or a wizard.

**Level of difficulty:** 3.

## Magic Shield (Empire 2)

**Effect:** Generates a power field around the target which can deflect projectiles. If the target is shot at with missile weapons, or by a gun, the Battle Factor of an attack to be resolved is reduced by 2. This spell offers no protection against melee attacks. A target can only be influenced once by this spell.

**Duration:** From the magic phase in which the spell was cast until the end of the game.

**Requirements:** The wizard must have at least a partial view of at least one of the elements to be enchanted, and ALL elements must be no further than 15 fields from the wizard.

**Target:** Models of one recruiting card.

**Level of difficulty:** 3.

## Bless (Empire 3)

**Effect:** The first morale value (a) of the unit is reduced by 3; the unit passes morale tests more easily, but does not become impetuous any more readily. A unit can only be influenced once by this spell.

**Duration:** From the magic phase in which the spell was cast to the end of the game.

**Requirements:** The wizard must have at least a partial view of at least one of the target elements, and ALL elements to be enchanted must be no further than 15 fields from the wizard.

**Target:** A single unit.

**Level of difficulty:** 3.

## Curse (Empire 4)

**Effect:** Both morale values of the unit are increased by 3; the unit has a decreased probability of passing morale tests, and it hardly has a chance of becoming impetuous. A unit can only be influenced once by this spell.

**Duration:** From the magic phase in which the spell was cast to the end of the game.

**Requirements:** The wizard must have at least a partial view of at least one of the target elements, and ALL elements to be enchanted must be no further than 15 fields from the wizard.

**Target:** A single unit.

**Level of difficulty:** 3.



## Strengthen (Empire 5)

**Effect:** Increases the Battle Factor of the target elements by 1. This only works in melee – there is no benefit for shooting. The target can only be influenced once by this spell.

**Duration:** From the magic phase in which the spell was cast to the end of the game.

**Requirements:** The wizard must have at least a partial view of at least one of the elements to be enchanted, and ALL elements to be enchanted must be no further than 15 fields from the wizard.

**Target:** Models of one recruiting card, except chariots and guns.

**Level of difficulty:** 3.

## Flame Strike (Empire 6)

**Effect:** The wizard produces a magic fire, whose center may not be more than 12 fields away from the wizard. All elements on the target field and the six adjacent fields (provided they are in contact with the target field) are subject to one attack by fire, with a Battle Factor of 7, on

each field occupied by them. The wizard must therefore roll a '13' or better for each element in order to inflict a wound. The target's armor value, or similar, is *not* considered. A unit suffering losses through this spell must take a missile casualty test against their morale value increased by 2 during the magic phase. If the unit fails, it routs.

If you are using the fire rules, each combustible field in the area affected by the flame strike is subject to a flame attack with a Battle Factor of 7; fields in which a fire is started are considered burning with immediate effect.

A Large Element does not have to be within the area of effect of this spell with all the fields it occupies; the Large Element is affected only on the fields within the area of effect.

**Duration:** Magic phase.

**Requirements:** The wizard must either have a clear view to the target field (which may be empty), or be able to see an element or a terrain formation on the target field (at least partially). Here Standard Elements do not block lines of sight to adjacent Standard Elements.

**Target:** Elements on affected fields.

**Level of difficulty:** 3.

# XX.

# Fire

During the course of a **DEMONWORLD** game, fire can play a role in many ways. Some troops can start fires or fire flaming arrows, certain guns can fire incendiary projectiles, and some dragons can breathe fire.

A fire which is started on the playing area can develop into a raging wild fire and can lead to a 'die rolling frenzy' when its spreading is tested for. In our opinion, rules of this nature slow down and take the joy out of the game. Nevertheless, they are given here in order to enable you to handle fire in the context of the game. All fire rules, however, should be considered as optional and **ONLY** applied if all players agree. If this is not the case, then your troops cannot start fires, cannot fire flaming arrows or incendiary projectiles, and a dragon's breath attack only inflicts damage to the targeted elements – not to the terrain.

If you intend to make use of wild fires, you will need 'Fire Markers' numbered '0' through '10' respectively; you will have to provide these yourself.

## WIND SPEED AND DIRECTION

If you use the fire rules, you must determine wind speed and wind direction at the beginning of the game. Roll 1D6 twice. The first roll is the direction INTO which the wind blows, which is indicated on the compass points that are printed on the maps. The second roll indicates the wind speed. Place a wind

### WIND SPEED AND DIRECTION

Throw:	Result:
1, 2	wind shifts one point clockwise
3, 4	wind shifts one point counterclockwise
5	wind shifts two points clockwise
6	wind shifts two points counterclockwise
7-9	wind speed increased by 1
10-12	wind speed reduced by 1
13	wind speed increased by 2
14	wind speed reduced by 2
15-20	no change

marker on any unused field on the playing area. During the course of the game, at the beginning of each round, possible changes in wind speed or direction are determined. Roll 1D20 and determine the result by using the table 'Wind Speed and Direction'.

If the wind speed is reduced to less than zero, it stays zero (a lull in the wind). Wind speeds greater than 6 are possible when applying the results of the table.

*Example: When initially rolled for, the wind had a speed of 5 and was blowing in the 3 direction. If a '1' or '2' is rolled next turn, the wind speed remains unchanged, and the direction changes to 4. If a '13' is rolled, the wind direction remains unchanged, and the speed is increased to 7.*

## WIDESPREAD FIRES

Troops which are NOT explicitly PROHIBITED from doing so can start a fire on the playing area.

Any commander and/or element of a unit with Hold orders that is neither in melee, nor shooting, nor executing maneuvers, can, at the end of the movement phase, attempt to start a fire in an adjacent hex that is passable to the commander/element (provided the element is not prohibited from doing so). Determine the results by rolling 1D20. Add 4 to the roll if the adjacent hex is a grown field, add 5 to the roll if the hex is wooded, or is underbrush/thicket. If the result is 20 or greater the hex has been set on fire.

*Example: An element wants to set fire to an adjacent grown field. The player must roll a 16 or more to be successful.*

A fire can only be started in grown fields, or fields containing a wood, or underbrush/thicket. A hedge or wall does not prevent the expansion of a fire.

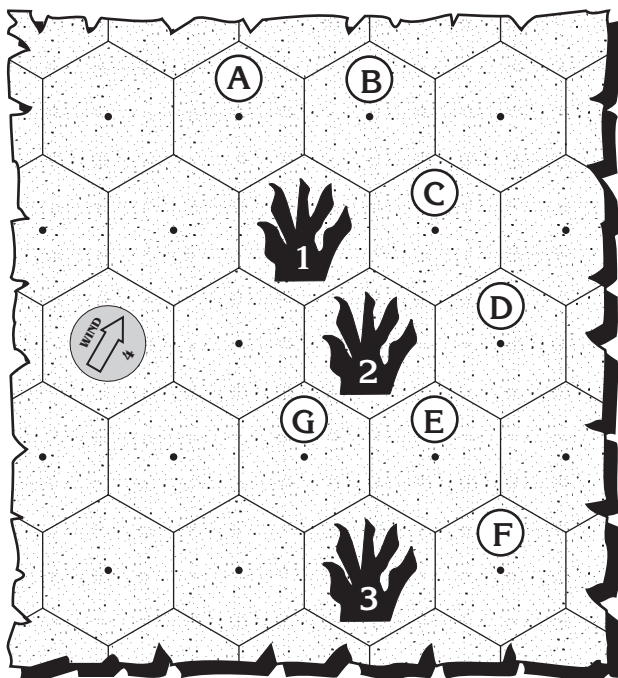
Even though open terrain may be covered with grass, this is regarded as insufficient to be classified as 'burning'.

If a fire has been started in a grown field or underbrush/thicket, the field is marked with a fire marker of '5'. Wooded fields are marked with a fire marker of '10'.

These fire markers have nothing to do with the probability of igniting a field, but determine its 'burning time' in accordance with the following rule.

If, at the beginning of a round, burning fields exist from previous rounds, all fire markers of burning fields are replaced with markers that are one point lower in value. A field with a marker of '0' is considered 'burned down' and can no longer be set on fire. Leave the marker in the field to indicate this. Next, a roll is made to determine any change in wind direction and speed. In any round in which the wind speed is reduced to 0, a fire cannot spread.

Now determine for each field that is adjacent to and downwind, or in one of the two adjoining directions of a burning field, whether the fire spreads to that field. Roll 1D20, add the present wind speed to the roll, and add 4 if the field tested for is a grown field, or 5 if the field is a wood or underbrush/thicket. If the result is 20 or greater, the adjacent field catches fire immediately.



All fields in the drawing above represent underbrush/thicket. If fields 1, 2 and 3 are still burning AFTER the exchange of fire markers at the beginning of the round, adjacent fields must be tested for. Due to the wind direction, this would be fields A, B, and C for fire 1, fields C and D for fire 2, and fields G, E and F for fire 3. A die roll for each field is made. Because all of the fields are underbrush/thicket (+5) and the wind speed is 4 (+4), an '11' or greater is needed to spread the fire to the field. Note that for field C two die rolls may have to be made.

For field 1, no dice are rolled because of the fire in field 2, since field 1 is still burning. Had the fire in field 1 burned down (had the field been marked with a fire marker of '0'), you wouldn't have had to roll for fields A and B. In this case, you wouldn't have had to test for field 1, owing to the fire in field 2, because field 1 couldn't be ignited again.

Each field catching fire in this way is classed as burning immediately and is marked with the appropriate fire marker.

**A burning field is impassable to all elements. An element in a field which catches fire at the beginning of the round cannot perform ANY action other than leave this field during the movement phase.**

Such an element can neither cast spells nor give orders.

If a retreat from a burning field is not possible, the element is destroyed. Fields which are not burning themselves, but are adjacent to at least three burning fields, are also considered to be burning according to this rule.

The description of a specific monsters can indicate that it is resistant to fire and accordingly not subject to the previous rule.

If in the drawing above, fields 2, 3 and G were on fire but field E was not, no element could linger in that field as it is adjacent to 'at least' 3 burning fields.

**A burning field develops smoke of unlimited height which interrupts lines of sight.**

For the sake of simplicity, we assume that this smoke rises vertically and does not move with the wind.

## FLAME ATTACKS

Many dragons can execute a 'dragonbreath attack', which consists of breathing fire, if the description states this. Such an attack is described as a 'flame attack', and how this affects elements is described in chapter 'Large Monsters'. If you use the fire rules, a flame attack can also start a fire on the battlefield.

For a flame attack, test whether each combustible field in the attack's area of effect (that is not occupied by an element) catches fire. Roll 1D20 for each field and add the dragon breath's Battle Factor to the roll. If the result is 20 or higher, the field catches fire and is considered to be burning from the beginning of the next round.

*Example: A dragon executes a flame attack with a Battle Factor of 6, which, besides some elements (which are also attacked, but for whose fields you do not have to roll for fire), affects a field of underbrush/thicket. Based on a Battle Factor of 6, a '14' or higher must be rolled in order for the field to catch fire.*

## FLAMING ARROWS AND INCENDIARY PROJECTILES

Certain troops have the ability to shoot flaming arrows, and some guns can discharge incendiary projectiles.

The use of flaming arrows is only allowed for troops which have been EXPLICITLY given this ability in their description. Flaming arrows can only be shot by bows or longbows.

To execute a shooting attack using flaming arrows the relevant unit must have Hold orders, and the player must announce his intention to use flaming arrows at the start of the movement phase. The attack can only

**take place if the unit did not execute any maneuvers during the movement phase, and was not brought into melee.**

If the unit is attacked during the movement phase, it may execute neither the flaming arrow attack nor a normal shooting attack, and may not perform a re-grouping of its elements during the realization of melee contact.

**The flaming arrow attack can only be made during the second shooting phase of the round in which it was announced. If the attack does not occur, it is forfeited.**

It does not matter whether the attack was broken off because the unit was attacked, or because of the player deciding otherwise. The possibility is lost, and the procedure must start over again.

**A flaming arrow attack against Standard Elements, dragons and giants is treated like normal shooting with a Battle Factor of 1. The armor value of the target is not deducted, and support is not permitted.**

*Example: Three elements with 4 figures each execute flaming arrow attacks. Since support is not possible, the attacks are handled individually, and because of the Battle Factor of 1, need a '19' or '20' in order to be successful (inflict a wound). If the view to the targeted element was partially obstructed, a modification of -2 or -4 would be applied, and the attack wouldn't have a chance of success.*

A flaming arrow attack by an element of three or fewer models has a Battle Factor of 0, and therefore requires a die roll of '20' in order to be successful.

**A flaming arrow attack against an (empty) combustible field, a chariot or a gun can be supported; the armor value of the gun or chariot is disregarded. Roll 1D20 for the flaming arrow attack. If the result is 20 or greater, the targeted field, gun or chariot catches fire. A gun or chariot that was set on fire is destroyed; a combustible field that is successfully shot at is considered burning from the beginning of the next round.**

*Example: Five elements with 4 figures each shoot at a wooded field. If the player supports the shooting, he requires – based on the shooting Battle Factor of 9 (1 for the first element plus 4x2 for the support) – only a roll of '11' or more to set the wooded field on fire.*

Incendiary projectiles can only be shot from guns firing indirectly, whose recruiting card contains the entry 'INCENDIARY PROJECTILE'. The Battle Factor is taken from the recruiting card.

**Only guns with Hold orders can shoot incendiary projectiles. You must announce the intent to use incendiary projectiles at the beginning of the movement phase, and the gun in this event cannot execute a turn during the movement phase.**

**The incendiary projectile must be fired in the second shooting phase of the same round. If this is not done for any reason, the opportunity is lost.**

**If the field hit by the incendiary projectile is occupied by an element, the element is attacked using the Battle Factor of the incendiary projectile. A chariot or gun successfully hit is destroyed; other elements successfully hit lose one hit point.**

*Example: If an 'INCENDIARY PROJECTILE 6' is used, the player must roll a '14' or more to destroy a normal element (with one hit point), a chariot, or a gun. Commanders (with more than one hit point), dragons, or giants would lose one hit point.*

**If the final target field is an unoccupied combustible field, roll 1D20 and add the Battle Factor of the incendiary projectile. If the result is 20 or greater, the field is ignited and is considered burning from the beginning of the next round.**

Fields that catch fire are marked with the appropriate fire marker.

# XXI.

# Flying

# Creatures

Dragons and other elements are capable of flight if their recruiting card contains the entry 'FLYER' in the upper left corner.

An element that is able to fly can either move on the ground, fly a short distance over the playing area, or climb high into the air. An element which flies for a short distance is referred to as 'flying low', one that climbs high into the air is referred to as 'flying high'.

An element which moves on the ground is subject to all normal movement and terrain restrictions, even though it can fly.

**If an element capable of flight is on the ground, the player can designate the element as 'flying low' AT THE BEGINNING of its movement. An element flying low MUST EITHER land at the END of its movement OR be classified as 'flying high'. Combining movement on the ground with flying movement within the same movement phase is prohibited.**

An element flying low begins its movement on the playing area and uses its flight ability to fly over troops (its own or hostile), or any hindering terrain. The movement (the flight) of the element starts at the appropriate point in time defined by the normal movement order, and the element has movement points available according to its order.

**Elements flying low can only move forward. Each forward movement, regardless of the terrain, costs three movement points per field. There is no cost for making turns.**

An element that is flying ignores terrain formations or altitude differences – the element follows the contours of the terrain and vegetation.

Turns are considered free, but can only be used by the element to maintain its proper alignment. Successive turns performed by a dragon may *not* be used to move it forward!

**An element flying low can land at any time on any passable field; landing in itself costs no movement points.**

The element is allowed to land on fields that bring it into contact with enemy elements. However, the element may not land 'on top of' or overrun another element.

**If an element is flying high, remove the element from the playing area. At the beginning of each round the player can decide whether the element should remain flying high OR land.**

If the element remains flying high, the element gets NO order markers. If the element is to land, it needs an order marker of your choice.

**An element that is flying high, and which should land during the movement phase, MUST land anywhere on the playing area on unoccupied, passable fields; the movement of the element is then finished (overruns are prohibited).**

Landing can be used to bring the element into melee contact. A landed element that flew high before, receives +2 on all melee attacks executed by it in the first phase of melee (only), and executes these attacks with an initiative increased by 2.

**Any interaction between an element in flight and troops located on the ground is prohibited. The same applies to two elements flying high.**

A commander or wizard who is, at the beginning of a round, riding a dragon that is flying high cannot issue orders or cast spells, or be the target of a spell himself.

**An element capable of flight which is in melee can, at the end of the melee phase, break contact and fly off. This movement occurs first, irrespective of the number of losses inflicted in the melee. The opposing elements formerly in melee can then re-group as any other elements 'not in contact' with an opponent.**



The creature capable of flight is free to break off melee as described, or make use of its usual possibilities to regroup instead. This choice also exists if the creature is in melee with an opponent who is capable of flight himself.

A unit whose melee opponent has broken off melee in this way treats this opponent as a hostile unit that has fled when determining the order of melee casualty tests.

**An element that has broken off a melee in this manner MUST fly high in the following round.**

The model is therefore removed from the fighting for one round.

Mark the model with a 'break off' marker after you have removed it from the playing area.

# XXII.

# Painting

We have enclosed in the **DEMONWORLD** game a set of preprinted game counters in order to make it possible for you to start a game without further preparations. Actually, however, **DEMONWORLD** was designed as a game to be played with miniatures, and should be played as such. Printed game counters are okay, but cannot be compared to an army of painted miniatures that is led in battle!

Consequently, we have prepared some fundamental hints for painting your **DEMONWORLD** miniatures from MetalMagic. We recommend the use of water based acrylic paints. Most good game stores usually carry an ample assortment of these.

You might even check whether your favorite game or hobby store holds painting demonstrations, which are very useful, especially if they are run by well experienced miniatures painters.

## REQUIRED MATERIALS

Besides a clean table and enough light for the job, you will need the following materials:

A sharp **X-acto knife** and **two or three small files** for removing the flashing that appears on some of the miniatures.

Either some **metal epoxy** or a **good super glue** which are used in the assembly of multi-part miniatures, for example riders, dragons, chariots or guns.

A good **metal primer or undercoating**, either spray on or brush on, to provide a good surface for your paints to adhere to.

A good **set of brushes** (sizes 0, 1 and 2) or even finer, for more detail. Also, two or three simple or old brushes which are used for dry brushing. We recommend either a good sable brush or one made out of nylon (which is sometimes a little less expensive). Avoid very cheap brushes, which are useless for any detail and are more trouble than they are worth.

You might consider some of the basic **paints** sets that are available and which are sold in many game stores. Basic sets usually come with basic black, red, white, blue,

brown, green and yellow. By mixing these basic colors, you can pretty well make up almost any color shade. A lot depends on how much you wish to spend and how much work you want to put into mixing paints.

There are also a number of **metal type paints** available that can be used to enhance your miniatures. These are also available as acrylic paints – mainly silver and iron, sometimes gold, bronze and copper.

**A jar of water, a plate for mixing colors and a clean towel.**

A jar or spray can of dull or high gloss lacquer or some other type of **finish**. Dull lacquer generally looks better, however high gloss varnish or lacquer is much more durable as it does not wear off as fast.

## PREPARATION OF THE MINIATURES

First, use a knife and files and remove any excess material or flashing from your miniature. Be very careful not to remove any detail from the miniature. Also, extreme care should be taken when using a knife. Always cut away from the body and keep your fingers away from cutting points.

Miniatures that are made up of more than one part should be trimmed properly and checked for proper fitting before any adhesive is applied. Once you have applied your adhesive, check the label to determine the proper drying or setting time. Some adhesive could take several hours for proper hardening, and the miniatures should not be handled while the adhesive is hardening.

If larger parts are glued together, for example a dragon body with wings, you should always use tape to hold the wings while the adhesive hardens. A much more durable solution is to take a fine drill and drill several small holes in the body and wings. Then glue and insert some strong gauge wire for additional support. Be sure that any holes you drill are properly aligned before applying any glue. For wire you might consider piano wire which is available in most hobby shops.

Some **DEMONWORLD** miniatures come equipped with flags or standards. However, these are very fragile, and rough handling in the course of a game can very easily

result in damage. For really large banners you might consider cutting off the banner entirely and replacing it. For this you can use wire to hold up the standard and glue heavy paper to the wire. You can then touch up the standard with paint, and for a nice finishing touch apply the **DEMONWORLD** decals to the standard.

When applying an undercoat, it is recommended that you do not touch the miniature. You might consider using surgical tweezers or temporarily gluing the miniature to some type of holder. For this purpose popsicle sticks, which are cheap and available in all supermarkets, work very well; the miniatures can be held firmly in place using small dabs of glue or fun tack.

We do not recommend that you glue the miniatures to the plastic bases when painting as there is not enough room between them to paint them properly. By fastening your miniatures on strips of wood, or something similar, you can space them properly for painting.

Since most paints will not adhere to the surface of bare metal, you must first apply an undercoat to your miniatures with a primer. You can use either spray or brush on primer. When applying primer we recommend that you apply the primer in two or three very fine coats. This works better and does not obscure the detail as one heavy coat would. Be sure to allow enough time for drying between coats. When using any type of primer or paint, always make sure the room is properly ventilated. Most paints or primers used for the painting of miniatures are non-toxic and non-flammable. However, most finishes are toxic and flammable. After priming your miniatures you should allow 12 to 24 hours drying time before applying any type of paint. It is also a good idea when priming to always prime at least enough miniatures to complete an entire unit.

## PAINTING

Once you have chosen your miniatures and your colors you should observe the following steps:

1. First, paint all surfaces in the corresponding shades. Again, several thin coats are preferable to one single thick coat.
2. Next, apply darker shades of colors to the shadowed areas of the miniature.
3. After that, apply lighter shades of color to the parts of the miniature that are to be highlighted.

This method of painting enhances the realistic effect of the miniature. When mixing the darker and lighter shades of primary colors you might try using pre-mixed darker or lighter shades in the corresponding color. Using black or white for this does not usually produce good results.

4. Once all surfaces of your miniatures are painted as described above, you are ready to further enhance and add more detail to your miniature. You might check with your **DEMONWORLD** sourcebooks for painting such items as coats of arms, and banners and signs.

The four illustrations on the following page show in detail how each miniature looks in the corresponding steps.

The orc standard bearer in illustration 1 was painted in the four steps. The miniature was first given a gray undercoat (step 1). After drying properly the base colors were applied (step 2).

In step 3, the darker shades of color were applied to all the shadowed areas of the miniature.

In step 4, lighter shades of color were added to highlight and emphasize more detail of the miniature.

The warrior of the Order of the Purifying Light in illustration 2, is a good example of the various effects of different colors used for undercoating. The warrior was first primed with a black primer (step 1). In step 2, we used the dry brush method of adding silver to the miniature to make the metal parts more realistic. Dry brushing is best achieved with an older brush that has just been lightly dipped in paint. After dipping your brush in the paint, wipe the brush across a clean cloth or paper towel to further eliminate excess paint until the paint has almost a chalky consistency. Once you have the proper consistency, use quick light strokes across the raised details to paint the surfaces that you wish to cover. Repeat the procedure until you get a satisfying result. In step 3, the boots, gloves and other detail were completed.

The orc guardsman (illustration 3) shows another technique that can be used to enhance your miniatures. In this case, during step 3, we applied a dark brown wash to the silver areas. A wash is a very thin and watered down paint; because the paint is so fluid it will seep into the deeper grooves of the miniature and dry.

When using washes you should be careful that not too much paint gets into the grooves. Again, by applying two or three very light coats, you can achieve better results than with one thick heavy coat.

Especially suitable for this method (apart from watered down colors) are so-called 'inks', which are obtainable through your hobby store under several different brand names. These paints dry somewhat more slowly than acrylics, but are just as waterproof after drying and can be painted over.

In this way you can achieve a somewhat older, rusty metal look. The skin color of the orc, by the way, is medium green with a blue-green wash and then highlighted with a mix of medium green and white.

The beastman of Isthak in picture 4 was undercoated with white (step 1) and subsequently covered with an azure wash (step 2). The texture of the fur was emphasized through the use of a dry brush using light blue (step 3) and white (step 4). The hoofs were painted with a brown, and then an off-white. This coloring can be used also for horns and (with a small swab of yellow) teeth.

## DECALS

**DEMONWORLD** decals for coats of arms, signs or displays for banners or flags are available from HOBBY PRODUCTS.

A blister with decals contains a multitude of individual designs in different colors. For best results, darker colo-



1



2

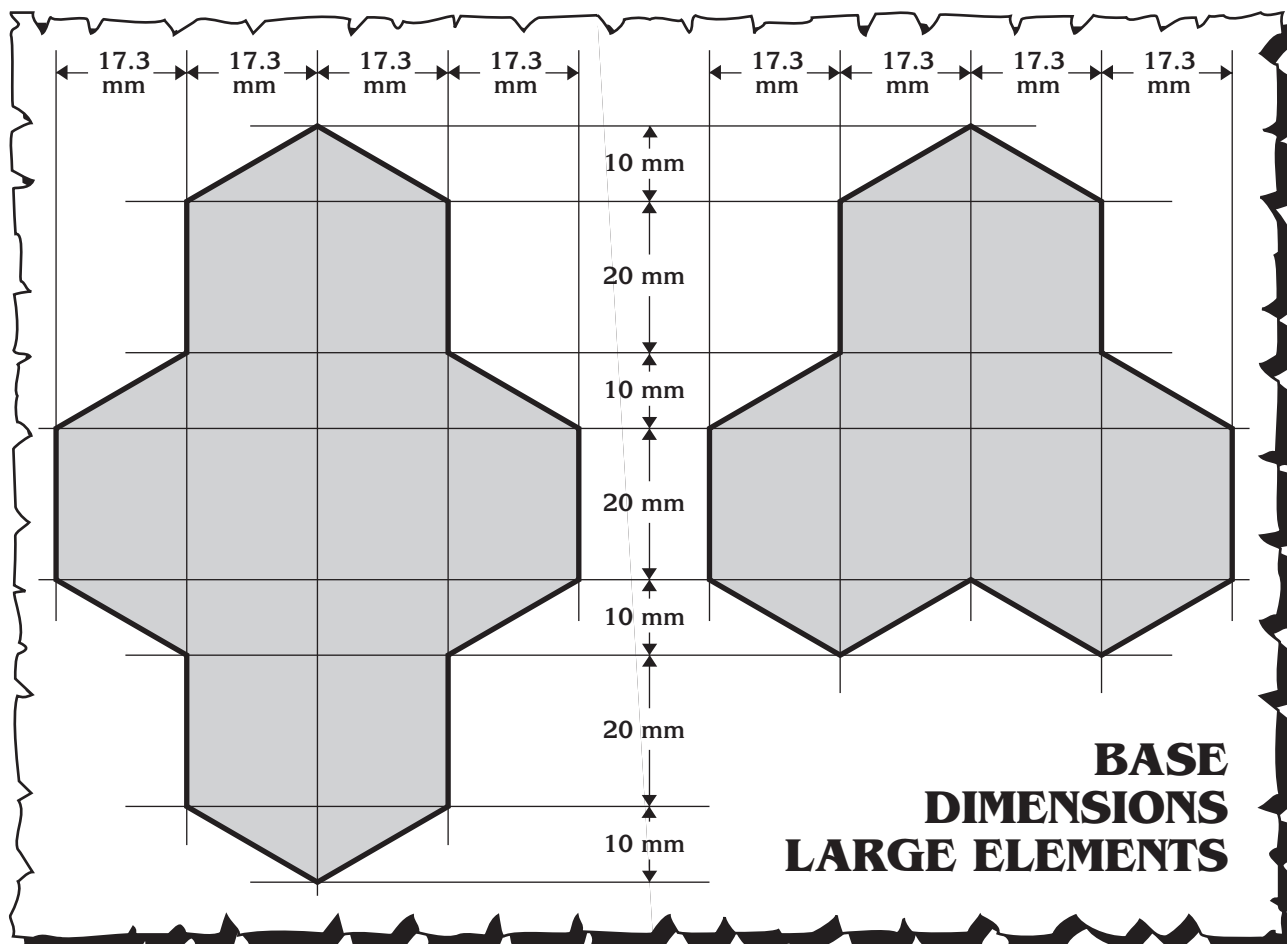


3



4





red decals should be applied to lighter backgrounds, and vice versa. Always make sure that the colors onto which the decal is applied have dried completely.

When using decals, cut the design very carefully with either a sharp razor knife or small scissors. Before cutting, make sure that the decal will fit. Soak the decal in a small bowl of water for about 30 to 60 seconds, or until the decal loosens. For best results, always moisten the surface that the decal will be applied to. Use a pair of tweezers to hold the decal next to its final position and then gently ease it into place with a brush. Do not lift the decal off the sheet entirely as it will only fold and become useless.

When the decal is in place, it can be lightly brushed with a damp brush to hold it more firmly in position. If it is not quite in the right place, moisten the area with more water, and by using firmer brush strokes, move it to the desired position. Once in place, do not handle the miniature until the decal is completely dry.

Decals work best when applied to a smooth flat surface. Although we do not recommend it, decals can be placed on concave surfaces or for that matter can be shaped. This procedure usually entails cutting the decal where the folds would appear, or firmly flattening some of the folds. Or, after the decal is dry, you could cut the folds and then re-moisten the decal and smooth it out with a wet brush. Again, this is not recommended as more often than not the decals are ruined when attempting such procedures.

## FINISH

Once you are finished painting your miniature and your decals have been applied, you will want to add a finish to your work to keep paint from peeling off and ruining hours of work.

While some people prefer a dull coat because it looks a little more realistic, it generally does not provide the protection of a good hard lacquer or polyurethane.

We recommend combining both methods. First apply a hard (glossy) finish to your miniature, either with a brush or spray. After letting it dry for about 24 hours, apply a matte or dull coat finish. Again let it dry thoroughly before handling the miniature.

## BASES

Every **DEMONWORLD** blister pack from MetalMagic contains the required number of bases for a unit. The recruiting card of a unit shows how the miniatures are to be placed.

Normal size foot figures and riders are placed in the corresponding grooves of the base and glued. Before gluing, always check the position and ensure that all figures are facing frontwards and are aligned properly for movement and combat.



Once you have placed your miniatures on the bases, you can play with them as they are. However, for an even better looking army, the bases can be painted, or, better yet, flocked.

All hobby stores carry some type of grass or flocking material which, when applied properly, adds more realism to your army. When buying a certain brand always check the directions to make sure that you have the necessary materials (some types require a ballast cement). For the most part you can just buy a small bag of fake green grass and use this procedure. Paint your base a similar shade of green and then, before the paint has dried, sprinkle the base with the fake grass. You could also use your finish in this manner to hold the grass in place.

Model railroad scenic terrain or other forms of grass are also available in many different colors and with a little

experimenting you can even match your bases to the shade of the **DEMONWORLD** maps.

Some of the larger miniatures have a much larger base size. When necessary, the elements can be fitted to form the correct pattern and then glued together. The cracks can then be filled with a plastic filler or something similar. With the larger figures, you also could not use the pre-made grooves on the bases and your figure will have to be glued and positioned in the center with the proper facing. Again, the grooves can be filled with a filler, or camouflaged with flocking.

There can be cases in which the element bases are not large enough to accommodate certain miniatures in a position that clearly faces the front. For this we recommend that you glue or paint a marker of some type (for example, a small stone) on the corner, to clearly identify the front of the element.

# XXIII.

# Units

# and Models

This chapter contains some game hints for the nine units featured on the recruiting cards. For those of you that want to play **DEMONWORLD** with miniatures, we have identified the proper blister number for the miniatures that are to be used.

The recruiting cards for heroes, commanders, magicians, and Large Elements can be used once you have forged ahead to the corresponding chapters of the standard and expert game. The recruiting card of an object indicates what kind of unit or element can use this object, whereby the point value arranged between the players is to be considered for the respective army.

This chapter contains no references to miniature packs for Large Elements, commanders or objects, since these can often be represented by different models, or (in the case of a magic ring) not at all. It is perfectly okay, however, to paint a commander, for example, with a strikingly painted magic sword, or a standard bearer with an exceptionally large standard to represent a magic item.

## NOBLE FOOTSOLDIERS

On the whole, an average unit; of the unit mix contained here, however, it is the only unit besides the dwarven arquebusiers capable of forming a square, as many an orc chief had to discover to his dismay.

To recruit the unit, you need one **DEMONWORLD** pack 4101.

## BERSERKERS

The berserkers from the northern provinces of the Empire plunge into battle in an impetuous frenzy with little regard for their own safety.

The absence of any armor is partially made up for in melee by the ✕-skill. The unit is equipped with battle

axes and two-handed swords and thus, due to its ✕-skill, has a very formidable combat factor of 8.

Because of its morale value of 5/12, the unit can endure some losses before fleeing from a battle. Because of their second low morale value, berserkers can easily become impetuous and are then very difficult to stop in a melee.

To recruit the unit, you need one **DEMONWORLD** pack 4102.

## KNIGHTS OF THE ORDER OF THE PURIFYING LIGHT

The best the Empire has to offer. Because of their size value and attack bonus, few enemies can withstand the onslaught of the knights, and their armour value of 5 means they don't really have to care about enemies hitting back.

The knights have a fear factor of 2; an adversary therefore has to pass an attack test before he can actually attack them in melee.

To recruit the unit, you need one **DEMONWORLD** pack 4103.

## IMPERIAL ARQUEBUSIERES

This unit has been made available to the Emperor through the pact with the allied dwarves of Gaeta. Because of their handweapons and their small size, the unit should avoid getting into melee; it is, however, quite useful for shooting (and the only missile unit the imperial player has within the mix contained here!).

To recruit the unit, you need one **DEMONWORLD** pack 4104.

## LIGHT ORC ARCHERS

This unit should avoid melee at all costs because of their inadequate armament; it is, however, well suited to 'mopping up' enemy units from a distance.

To recruit the unit, you need one **DEMONWORLD** pack 4001.

## LIGHT ORC SWORDBEARERS

In contrast to the light orc archers, this unit is equipped with some light armor. The morale of the unit is slightly better than that of the archers.

To recruit the unit, you need one **DEMONWORLD** pack 4002.

## ORC GUARD

The orc unit that's best suited to blocking the path of the imperial knights! With two maneuvers and two special formations allowed, the guardsmen are well trained, sufficiently motivated to have a first morale value of 6, and because of their two handweapons and **X**-skill of 2 (!!) shouldn't be underestimated in melee! Their reputation, however, has apparently not spread very far yet, as the unit only has a fear factor of 1.

To recruit this unit, you need one **DEMONWORLD** pack 4003.

## TROLLS

These trolls are un-armored, but very hard to drive from the battlefield, since a troll element regenerates the first lost hit point in every round. You therefore have to attack an element of trolls at least twice in a melee phase to have a chance for a kill at all.

When playing by the standard rules, please note that trolls only operate in a horde formation.

To recruit the unit, you need one **DEMONWORLD** pack 4004.

## DWARF-EATERS

The dwarf-eaters are a special troop of the orc Iron Clan that has copied the secret of producing steel from the dwarves. Because of their two-handed cutting weapons and their armor, this unit is a formidable opponent not only for dwarves.

To recruit this unit, you need one **DEMONWORLD** pack 4005.

## MINIATURE PACKS

Following, you'll find a complete listing of all **DEMONWORLD** miniature packs available at press time. Full-colour photos of all these can be viewed on the HOBBY PRODUCTS' website [www.hobbyproducts.com](http://www.hobbyproducts.com), and your

favourite dealer should be able to make these available for you. Rules and recruitment cards for all of these are contained in the **DEMONWORLD** army books.

## Orcs

4001	Light Archers
4002	Light Sword-Bearers
4003	Orc Guard
4004	Trolls
4005	Dwarf-Eaters
4006	Wolf Riders
4007	Armoured Trolls
4008	Heroes & Commanders 1
4009	Varrig's Strong Arm
4010	Myrlak Cloudcook
4011	Armoured Orcs with Spears
4012	Orcs with Spears
4013	Sword-Bearers
4014	Archers
4015	Orc Skirmishers
4016	Ogres
4017	Armoured Ogres
4018	Shamans
4019	Throigar (Bronze Giants)
4020	Wolf Archers
4021	Wolf Pack
4022	Harpies
4023	Snow Ogres
4024	Minotaurs
4025	Orcs with Crossbows
4026	Bear Riders
4027	Bear Pack
4028	Wyvern with Rider
4029	Goblins on Giant Spiders
4030	Goblin Archers on Giant Spiders
4031	'Clanngett's Furies'
4032	Orc Chariot
4033	Catapult plus Crew
4034	Orc Decals (full colour, 300 decals in set)
4035	Khazzar riding Wyvern and on foot
4036	Heroes & Commanders 2
4037	Nallian

## Empire

4101	Noble Foot Soldiers
4102	Berserkers
4103	Mounted Knights of the Order of the Purifying Light
4104	Dwarven Arquebusiers
4105	Knights of the Order of the Purifying Light
4106	Heroes & Commanders 1
4107	Chariot with 4 Horses
4108	Imperial Dragon Rider
4109	Wizards & Magicians 1
4110	Noble Lance Riders
4111	Noble Light Cavalry
4112	Noble Crossbowmen
4113	Noble Longbowmen
4114	Foot Soldiers
4115	Pikemen
4116	Crossbowmen
4117	Lance Riders
4118	The Mob
4119	Novices of the Order of the Purifying Light
4120	Masters of the Order of the Purifying Light

- 4121 Altar of the Purifying Flame
- 4122 Rangers
- 4123 Horse Archers
- 4124 Herd of Bulls & Drover
- 4125 Druid Coven, Wood Sprites, Tree Elemental
- 4126 Mammoth Hunters
- 4127 Rolling Fortress with Flamethrower
- 4128 Rolling Fortress with Longbowmen
- 4129 Imperial Cannon plus Crew
- 4130 Mortar plus Crew
- 4131 Imperial Decals (full colour, 600 decals in set)
- 4132 Mounted Commanders

## **The Icelords of Isthak**

- 4201 Beastmen w. Handweapons
- 4202 Beastmen with Spears
- 4203 Armoured Beastmen
- 4204 Beastmen Berserkers
- 4205 Beastmen Riders on Polar Bears
- 4206 Brothers of the Icelord
- 4207 Snow Barbarians
- 4208 Knights of the Cleansing Darkness
- 4209 Mounted Knights of the Cleansing Darkness
- 4210 Followers of the Knights
- 4211 Snow Trolls
- 4212 Torgogs
- 4213 Dai Re'Coon
- 4214 Ice Witch Furies
- 4215 War Sled drawn by two Polar Bears plus 3 Crew
- 4216 Ice Witches mounted on Giant Gargoyles
- 4217 Snow Cannon
- 4218 Skeleton Warriors
- 4219 Skeleton Riders
- 4220 Zombies
- 4221 Death Knights
- 4222 Death Knights, mounted
- 4223 Ice Giant
- 4224 Daughters of Xeribulos
- 4225 Demons 1
- 4226 Black Magicians & Necromancers
- 4227 Beastmen Commanders
- 4228 Ice Witch Personalities
- 4229 Isthak Decals (six different sheets, full colour)
- 4230 Human Commanders

## **Elves**

- 4301 Wood Elf Archers
- 4302 Wood Elf Spearmen
- 4303 Wood Elf Skirmishers
- 4304 Wood Elf Heavy Infantry
- 4305 Wood Elf Hunters
- 4306 Wood Elf Thirgar
- 4307 Wood Elf Female Unicorn Riders
- 4308 Wood Elf Arrow Lords
- 4309 Wood Elf Swordmasters
- 4310 Wood Elf Mounted Rangers
- 4311 Wood Elf Badger People
- 4312 Wood Elf Pegasus Riders
- 4313 High Elf Extra-Heavy Cavalry
- 4314 High Elf Heavy Infantry
- 4315 High Elf Swordsman
- 4316 High Elf Archers
- 4317 High Elf Dragon with Female Rider
- 4318 High Elf Avandrill Bellir

- 4319 High Elf Galorea
- 4320 High Elf Til Dolandor
- 4321 Centaur Warriors
- 4322 Centaurs
- 4323 Tree Shepherds
- 4324 Giant Tree Shepherd
- 4325 Elf Decals (full colour)
- 4326 Elven Personalities 1

## **Dwarves**

- 4401 Heavy Clan Veterans
- 4402 Heavy Clan Warriors
- 4403 Clan Ceterans
- 4404 Clan Warriors
- 4405 Crossbowmen
- 4406 Arquebusiers
- 4407 Skirmishers
- 4408 Miners
- 4409 Guard of the Gate
- 4410 Bombardiers
- 4411 Hill Giants
- 4412 Rock Giant
- 4413 Durim's Hammer (mortar)
- 4414 Dragon Thunder (mortar)
- 4415 Artillery Observers
- 4416 Pony Riders
- 4417 Orc Slayers
- 4418 Battle Rider with Hammers
- 4419 Battle Rider with Axes
- 4420 Blunderbuss Unit
- 4421 'Bat' (flying machine) with Flamethrower
- 4422 'Bat' with Blunderbuss
- 4423 'Bat' with Ramming-Thorn
- 4424 Bullet-Hailer [5] 13.90 DM
- 4425 Hell-Spitter [5] 15.90 DM
- 4426 Dwarf Decals (full colour, 562 decals in set)
- 4427 Heroes & Commanders 1
- 4428 Dwarven Priests

## **The Warlords of Thain**

- 4501 Archers
- 4502 Skirmishers
- 4503 Spearmen
- 4504 Warriors
- 4505 Savage Warriors
- 4506 Wolfmen
- 4507 The King's Wolves
- 4508 Eagle Archers
- 4509 Eagle Arrow (Ballista)
- 4510 Ghost Bears
- 4511 The Charging Boars
- 4512 The Silver Lions
- 4513 Gar'nar'og (Battle Beast)
- 4514 Gar'worgar (Battle Beast)
- 4515 Gar'morrighu (Battle Beast)
- 4516 Gar'ydwedd (Battle Beast) with Archers
- 4517 Gar'ydwedd (Battle Beast) with Ballista
- 4518 Gar'arryd (Battle Beast)
- 4519 Tur-Gar'arryd (Chariot)
- 4520 Dagorkon'yaghar with Winter Wolves
- 4521 Wolf Ghosts
- 4522 Eagle Ghosts
- 4523 Bear Ghosts
- 4524 Boar Ghosts

4525 Mountain Lion Ghosts  
4526 Banner of the High King  
4527 Thain decals (full colour)  
4528 Heroes & Commanders 1  
4529 The Wild Sows  
4530 The Huge Bears  
4531 Hunters  
4532 Shamans  
4533 The Sinners  
4534 The Death Guard

## **Equipment**

4601 Elementals  
4602 'Dragons' Teeth'  
4603 5 Sets of Stakes  
4604 Mantlets  
4605 Familiars

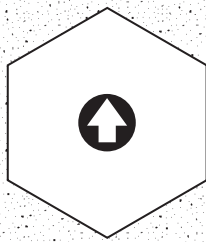
## **Goblins**

4701 Warriors  
4702 Archers with Short Bows  
4703 Cave Fighters

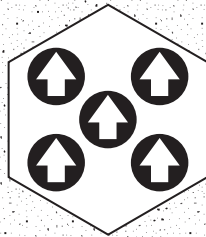
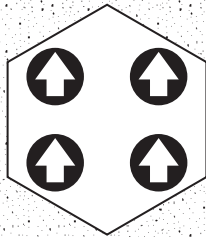
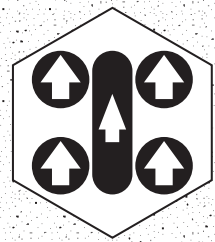
4704 Spider Hunters  
4705 'Running Spears'  
4706 'War Turtles'  
4707 Mutants  
4708 Desert Stalkers  
4709 Young Disciples  
4710 Trollbins  
4711 Desert Flea Riders  
4712 Termicatus Riders  
4713 Beetle Flyers  
4714 Mosquito Riders  
4715 Uncroid  
4716 Grancroid  
4717 Monocoloid  
4718 Stomaid  
4719 Horridus  
4720 Trogulidus  
4721 Gargantoid  
4722 Macrothele  
4723 Small Catapult  
4724 Large Catapult  
4725 Poison Gas Pump  
4726 Personalities 1  
4727 Heroes & Commanders 1  
4728 Shamans  
4729 Decals



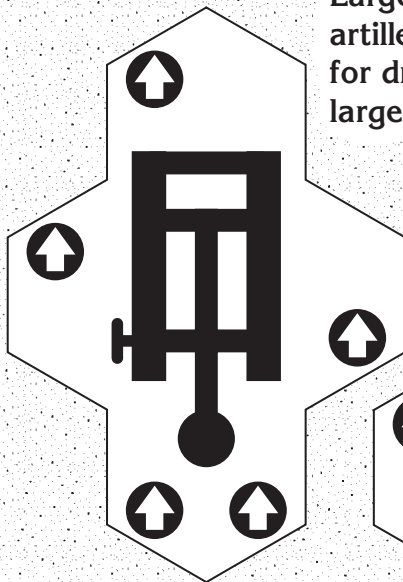
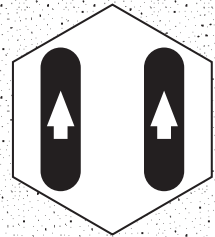
## ELEMENT BASES



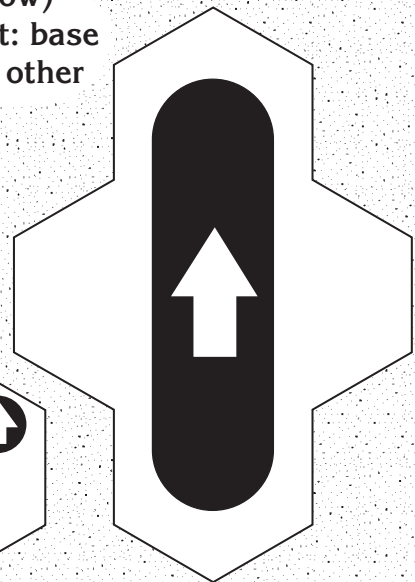
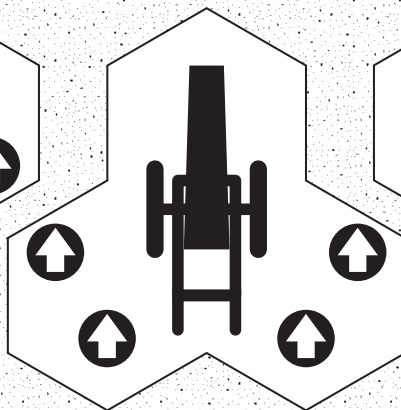
Arrangement for single figures (heroes, commanders, wizards) on foot and mounted (left), and for mounted commander with bodyguard/retinue (right)



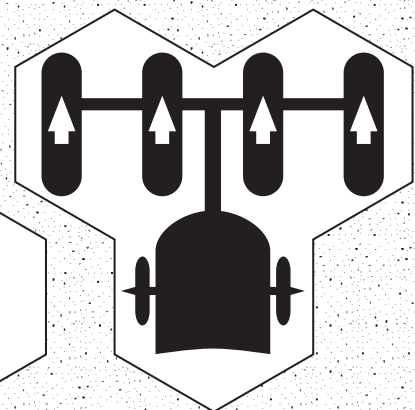
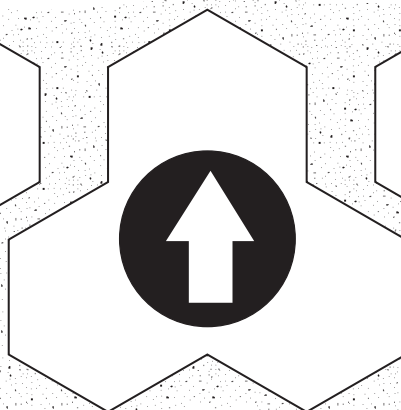
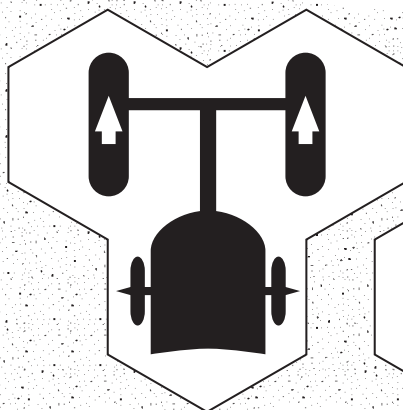
Extreme left: infantry; left: infantry in close order, or commander on foot with bodyguard; on the right: cavalry element



Large (left) and small (below) artillery pieces; on the right: base for dragons, wyverns, and other large creatures



Chariot with two draught animals (left); chariot with four draught animals (right); below base for giants of size larger than 4



# DEMONWORLD®

## BASIC GAME TABLES

### SEQUENCE OF ACTION

#### ORDER PHASE

- Lay out one hidden order counter for each unit not engaged in melee
- Turn over all order counters. Units with order counters forgotten have a Hold order.

#### FIRST SHOOTING PHASE

- Announce all shooting attacks of units with Skirmish orders in orderly formation that are not engaged in melee; then resolve them simultaneously.
- Remove casualties.
- Elements that are not in melee and belong to units that suffered shooting casualties may move one field onto vacated fields.

#### MOVEMENT PHASE

- All units with **Move orders** may move (but not attack). The player with lesser Move orders decides whether all of his qualified units move/maneuver first or second.
- All units with **Skirmish orders** may move/maneuver (sequence as above). If an enemy is attacked that has not yet moved, he may, at the time of contact, perform turns and/or re-group moves. Thereafter, the attacker's remaining movement is finalized.
- All units with **Attack orders** may move/maneuver (sequence and enemy's reaction as above).
- All units with **Hold orders** may perform turns and/or re-group moves, but may not contact an enemy (sequence as above).

#### SECOND SHOOTING PHASE

- Units with Hold orders may shoot as long as they are not engaged in melee from previous turns.
- Remove casualties.
- Elements that are not in melee and belong to units that suffered shooting casualties may move one field onto vacated fields.

#### MELEE PHASE

- All elements in melee attack in the sequence of their momentary initiative.
- Remove casualties.
- Elements of units in melee (not) in contact with an enemy may move one (two) field(s) and turn. The player who has inflicted the highest losses in a melee decides whether all of his elements in this melee move and/or turn first or second.

### MOVEMENT

**MOVEMENT:** orderly unit in direction of the front fields 3 MPs per field. Disorganized unit or movement in other direction 1 maneuver per field. **Columns** only pay MPs (preceding element must be in front field; turns performed to accomplish this do not cost maneuvers). **Units with ≤3 elements** execute turns for free and may not wheel.

**RE-GROUP MOVES:** 1 maneuver/field for furthest movement.

**TURN:** 1 maneuver regardless of number of elements that turned or angle. If organized before turning and disorganized afterwards, free re-group move by 1 field into orderly formation allowed.

**WHEEL:** 1 maneuver per 60°- or 120°-turn; no left and right wheel in the same movement phase.

First maneuver costs first half of MPs, 2nd and 3rd maneuver second half.

### MELEE

Units not yet in melee may only attack if they are in organized formation, have Attack or Skirmish orders and move into melee in the direction of their front fields.

Units attack in the sequence of their momentary initiative (simultaneously, if the same). In first phase of melee only units with Attack or Hold order +2, Skirmish order +1, spear or lance +1, pike +2 on initiative.

**1D20 + Battle Factor of the weapon used**

- armor (♥) of the attacked models
- + attacker's size
- defender's size
- +2 if element with 5 figures attacks
- +1 if element with <4 figures is attacked
- + charge bonus for cavalry units with Attack order in first phase of melee
- 1 if attacking pikes from their front hexes
- +2 if attacking flank
- +4 if attacking rear
- +3 for each supporting element

≥20 to destroy attacked element.

### SHOOTING

**1D20 + Battle Factor of the weapon used**

- armor (♥) of the element shot at
- +2 for each supporting element
- 1 if element with <4 models supports or shoots

≥20 to destroy targeted element.

**Shooting into a melee:** 1–3 target hit, 4–6 field adjacent to target hit (determine deviation by using compass on map)

# DEMONWORLD®

## STANDARD & EXPERT GAME

### SEQUENCE OF ACTION (Standard Game, Expert Game)

- (only if fire rules are used) determine wind speed and direction; check for spreading fires

### ORDER PHASE (OrdPh)

- Lay out one hidden order counter for each unit that still has a leader or is under command and that is neither in melee nor routing nor impetuous and for each *Large Element*. Dice for orders of units without a leader and not under command (1: H-order, 2: A-order, 3: S-order, 4: M-order, 5 & 6: order of your choice).
- Turn over order counters in sequence 1–2–3–4, remove undesired counters.
- Carry out obedience tests.

### MAGIC PHASE (MagPh)

- All wizards announce spells in the sequence of their level.
- Dice to test for success.
- Resolve effects of successfully cast spells.

### FIRST SHOOTING PHASE (1. ShoPh)

- Announce all *dragonbreath*, *artillery* and shooting attacks of units with Skirmish orders in orderly formation that are neither engaged in melee nor routing nor impetuous and those of independent commanders; then resolve them simultaneously.
- Remove casualties.
- Elements that are not in melee and belong to units that suffered shooting casualties may move one field onto vacated fields.
- Carry out missile casualty tests and make rout moves of units that failed their test.

### MOVEMENT PHASE (MovPh)

- Move units that are in rout from previous rounds.
- Move impetuous units.
- Resolve overrun tests immediately after the overrun is finished and make rout moves of units that failed their overrun test. Units with Hold orders may shoot at overrunning element immediately before the overrun takes place.
- Independent commanders may move.
- All unit with **Move orders** may move (but not attack). *Large Elements with Move orders may move*. The player with lesser Move orders decides whether all of his qualified units and *Large Elements* move/maneuver first or second.
- Independent commanders that have not yet moved may do so.
- All units and *Large Elements* with **Skirmish orders** may move/maneuver (sequence as above). If an enemy is attacked that has not yet moved, he may, at the time of contact, perform turns and/or re-group moves. Thereafter, the attacker's remaining movement is finalized.
- Independent commanders that have not yet moved may do so.
- All units and *Large Elements* with **Attack orders** may move/maneuver (sequence and enemy's reaction as above).
- All units with **Hold orders** may perform turns and/or re-group moves, but may not contact an enemy (sequence as above). *Large Elements with Hold orders may move*. Independent commanders may turn.
- Troops may try to start a fire on the playing area.

### SECOND SHOOTING PHASE (2. ShoPh)

- Announce all *dragonbreath*, *artillery* and shooting attacks of independent commanders that have neither fired in the 1. ShoPh nor entered melee through their own movement, and of units with Hold orders that are not engaged in melee from previous rounds and have not shot prior to an overrun; then resolve them simultaneously.
- Remove casualties.
- Elements that are not in melee and belong to units that suffered shooting casualties may move one field onto vacated fields.
- Carry out missile casualty tests and make rout moves of units that failed their test.

### MELEE PHASE (MeIph)

- Announce which elements in alternative contact attack.
- All elements in melee attack in the sequence of their momentary initiative.
- Remove casualties.
- *Flying creatures breaking off melee fly high.*
- Units of the losing side in each melee may have to take melee casualty tests and perform rout moves if they failed the test.
- Units of the winning side in each melee that are still in melee may have to take melee casualty tests and perform rout moves if they failed the test.
- Elements of units in melee (not) in contact with an enemy may move one (two) field(s) and turn. The player who has inflicted the highest losses in a melee decides whether all of his elements in this melee move and/or turn first or second.

### RALLY PHASE (RalPh)

- Routing units may take rally tests.
- Wizards that rested regain spell points.

### MELEE

Elements attack in the sequence of their momentary initiative (simultaneously, if the same). In first phase of melee only pikes, units with Attack or Hold order, and creatures that flew high +2, spears or lances and units with Skirmish order +1 on initiative. Impetuous units always +2.

- 1D20 + Battle Factor of weapon (+1 for leaders/standard bearers) + **X**-skill of the attacker
- **X**-skill of the defender (not against attacks from rear)
  - armor of the models being attacked
  - +/- size of the attacking/defending models
  - +2 if element with 5 figures attacks
  - +1 if element with <4 figures is attacked
  - 1 if attacking pikes from their front hexes
  - + charge bonus for cavalry with Attack order in 1st melee phase
  - +2 for creatures that flew high in first phase of melee
  - +2/+4 if attacking the flank/rear of an element (not for dragons and giants attacking other elements, and not for chariots attacking dragons and giants)
  - +/-1 per height level the attacker is above/below the defender, as long as the height is surmountable
  - 2 if attacking across hedge or intact wall
  - 1 if attacker or defender is in water field (–2, if both)
  - +3 per supporting element (not in water fields or across hedge or intact wall)

≥20 to make attacked element lose 1 hit point. If attacking first and without support, a result of 25 or greater entitles to a second attack (not for attacking *Large Elements*).

### SHOOTING

- 1D20 + Battle Factor of the weapon used + **X**-skill of the shooting element
- armor of the target element
  - +2 per supporting element (not when shooting into a melee)
  - 1 if element with <4 models supports or shoots
  - 2 if target is not fully, but at least halfway visible (not if target's size ≥4 and only 1 section not visible)
  - 4 if target is partially, but less than half visible
  - 2 if target is on a visible woods field
- ≥20 to make target lose 1 hit point

**Shooting into a melee:** 1–3 target hit, 4–6 field adjacent to target hit (provided element there is in contact with target). Determine deviation by using compass on map. Do not take **X**-skill into account.

**Dragonbreath:** 1D20 + Battle Factor of dragonbreath ≥20 to make target lose one hit point (may be reduced if target is in water field).

### OVERRUNS

*Large Elements* –1 MP per wound suffered. Dragons/giants overrun everything except other dragons/giants, chariots overrun standard elements on passable fields.

- 1D20 + overrun value
- size of element being overrun
  - + present initiative value of overrunning element
  - present initiative value of element being overrun

≥20 for successful overrun. Successfully overrun element on standard size base –1 hit point, chariot/artillery piece destroyed.

### ARTILLERY

Move order 9 MPs – hit points lost; no load points. **Skirmish** and **Hold** order 6 MPs – hit points lost (with Hold order turns only).

**BOLT** Battle Factor –1 per hit scored; break off, if not successful. **BALL** Battle Factor –1 per hit scored; carry on to final target field or until Battle Factor =0. **STONE** kills element on target field; adjacent fields are attacked (except water fields). **Stone** attacks element on target field, *Large Element* automatically –1 hit point.

### DRIFTS AND DEFECTS

	Gun De- stroyed	Lose all Load Points	Gun Jams	Drifts by 2 Fields	Drifts by 1 Field	No Drift
Short	1	2	3	–	–	4–20
Medium	1	2	3	4–9	10–17	18–20
Long	1	2	3	4–15	16–19	20

## MOVEMENT

Units with musicians +1 maneuver (exception: hordes). First maneuver costs first half of MPs (all MPs for unit with only 1 maneuver), 2nd and 3rd maneuver second half. **MOVEMENT:** Single elements and orderly units in direction of the front fields according to chart. Disorganized units or movement in other direction 1 maneuver per field. Columns only pay MPs (preceding element must be in front field). **RE-GROUP MOVES:** 1 maneuver/field for furthest movement. **TURN:** 1 maneuver regardless of number of elements that turned or angle. If organized before turning and disorganized afterwards, free re-group move by 1 field into orderly formation allowed. Free for single elements, units with ≤3 elements, columns (if still in column after turn) and flying creatures. **WHEEL:** 1 maneuver per 60°- or 120°-turn; no left and right wheel in the same movement phase. Forbidden for units with ≤3 elements, across hedge, wall, or across/into impassable terrain. Wheel across/into terrain with >3 MPs or across height level costs 1 maneuver plus additional MPs for units with >1 maneuver. **LARGE ELEMENTS:** In direction of front fields according to chart. **Sideward move** 4 MPs for giants/dragons, **backward move** 5 MPs for giants/dragons, 3 MPs for artillery. Turn 3 MPs for all. Giants and artillery (3 fields) turn on the spot, forwards, backwards. Dragons and artillery (4 fields) turn forwards, backwards. Chariots turn forwards.

Unit/ Element	open terrain	rocky ground underbr./thick. thicket	road	sand	cultivated fields	mud and morass	uphill	downhill	water
standard element (unit)	3 MP	4 MP	inf. 2 MP, cav. 3 MP	4 MP	4 MP	6 MP	+1 HL: +2 MP +2 HL: +4 MP ≥+3 HL: NP	-1 HL: 0 MP -2 HL: +2 MP ≥-3 HL: NP	depth 1: NP for size 1 6 (4) MP for size 2 (3)
single elem. unit in skir- mish form.	3 MP	3 MP	as above	3 MP	3 MP	5 MP	as above	as above	depth 2: NP for sizes 1 & 2, 6 MP for size 3, depth 3: NP for sizes 1-3
giant/ dragon	3 MP	3 MP	3 MP	3 MP	3 MP	3 MP	±1 HL: 0 MP ±2 HL up to size: +1 MP/HL ±HL greater than size: NP		depthsize-2: 3 MP deeper: NP
chariot	3 MP	NP	3 MP	3 MP	3 MP	NP	±1 HL: +3 MP greater: NP if not on road		NP
artillery	3 MP	NP	3 MP	NP	3 MP	NP	+1 HL: +6 MP if on road NP otherwise	-1 HL: +3 MP if on road, +6 MP if not -HL NP otherwise	NP
flyer	3 MP	3 MP	3 MP	3 MP	3 MP	3 MP	3 MP	3 MP	3 MP

**Hedge/wall** (height 1): +3 MPs for standard elements; free if crossed as maneuver. NP for chariots & artillery, free for dragons and giants. NP=not passable. HL=height level.

## MORALE TESTS

Morale value a/b. 1D6 ± modifiers ≥ a to pass missile casualty, overrun, melee casualty, charge and rally tests (always passed on a 6). 1D6 ± modifiers < b to avoid becoming impetuous (obedience test).

Modifier	Missile Casualty Test	Melee Casualty Test	Overrun Test	Charge Test	Rally Test	Obedience Test
elements remaining	+1/element	+1/element	+1/element	+1/element	+1/element	+1/element
leader present	+1 (not for ☉)	+1 (not for ☉)	+1 (not for ☉)	+1 (not for ☉)	+1 (not for ☉)	±1 (☉ only -1)
standard bearer present	+1 (not for ☉)	+1 (not for ☉)	+1 (not for ☉)	+1 (not for ☉)	+1 (not for ☉)	-
musician present	-	-	-	-	+1	-
commander present	+★ (not for ☉)	+★ (not for ☉)	+★ (not for ☉)	+★ (not for ☉)	+★ (not for ☉)	±★ (☉ only -★)
unit impetuous	+1	+1	+1	-	-	-
enemy taller/smaller	-	-	-	-/+ difference	-	-/+ difference
Fear Factor	-	+ own/- enemy's	+ own/- enemy's	+ own/- enemy's	-	+ own/- enemy's
casualties	-	- own/+ enemy's	- own	-	-	-
testing unit has A order	-	-	-	+1	-	+1
testing unit has H order	-	-	-	-	-	-1
enemy has M order	-	-	-	+1	-	-
enemy has H order	-	-	-	-1	-	-
enemy in melee	-	-	-	+3	-	-

## MAGIC

1D20 + 2 x additional SPs spent ≥ spell level for success (always gone wrong on 1 or 2)

level of Wizard:	Initial/ Maximum SPs:	Recovered SPs/Round of Rest:
1	10	+6
2	20	+8
3	30	+10
4	40	+12
5	50	+14

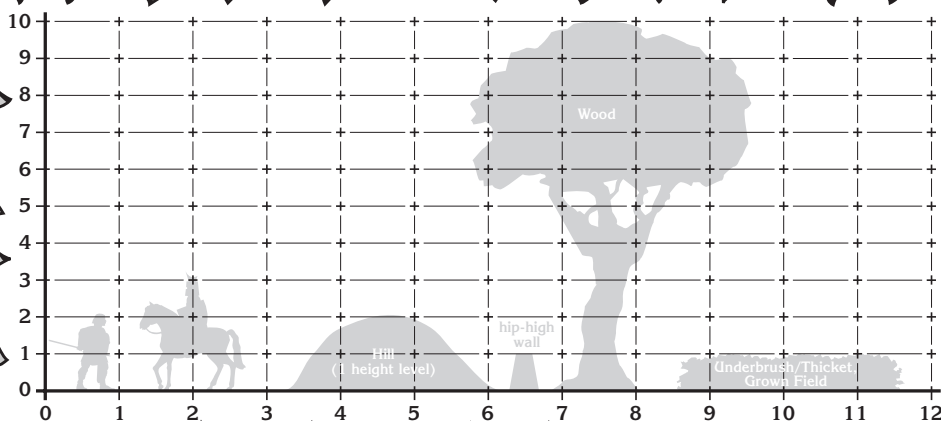
## SPILLS GONE WRONG

- 1: Wizard destroyed.  
 2-5: Wizard -1 hit point per 5 SPs or part thereof spent for casting spell.  
 6-9: Dice for wizard and each element in contact: -1 hit point if 1D20 + number of SPs spent ≥20.  
 10-13: Wizard loses all SPs for rest of game.  
 14-17: Wizard loses all SPs but can recover new SPs by resting.  
 18-20: Wizard can neither cast spells nor recover SPs in this and the next 2 rounds.

## FIRE

- 1, 2 wind shifts 1 point clockwise  
 3, 4 wind shifts 1 point countercl.  
 5 wind shifts 2 points clockwise  
 6 wind shifts 2 points countercl.  
 7-9 wind speed increased by 1  
 10-12 wind speed reduced by 1  
 13 wind speed increased by 2  
 14 wind speed reduced by 2  
 15-20 no change

To start a fire: 1D20 + 4 for cultivated fields/+ 5 for underbrush/thicket and woods ≥20. Dragonbreath attack 1D20 + dragonbreath Battle Factor ≥20 for empty fields. Flaming arrows 1D20 + sum of Battle Factors ≥20.



## FORMATIONS

**SQUARE** (☐): ≥6 infantry elements, fronts facing outwards, disorganized, no attacks against flanks.  
**WEDGE** (Δ): ≥6 infantry OR cavalry elements, orderly formation (but may only advance), Battle Factor +2 per element directly behind.  
**SKIRMISH FORMATION** (☉): ≥5 infantry OR cavalry elements, orderly formation, movement see chart.  
**HORDE**: All elements same direction, each element adjacent to ≥2 other elements, no wheels, only 1 maneuver.



DEMONWORLD RECRUITMENT CARDS SHEET 1

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ALGRIM'S RING

EFFECT: When equipping an element with Algrim's ring, the player has to decide BEFORE the game starts upon ONE spell of level 1 to 3 inclusive that is available to his race, and note this down in secret. The element with the ring can work this spell ONCE during the game in a Magic Phase. If the element is destroyed, the ring is lost.

ITEM

ALGRIM'S RING

USABLE BY  
Heroes, Commanders,  
Wizards

30 POINTS

EMPIRE

★★

BASLIAN  
THE VICTORIOUS

16 Movement Points    Command Radius: 16

HANDWEAPON 5  
Initiative 3  
Size 2    ⚔ 3    ✂ 1

Fear Factor 1

☐    ☐    ☐

100 POINTS

no special rules

1 X

BASLIAN  
THE VICTORIOUS

COMMANDER

ORCS



BERSERKERS

M:24 / A:18 / S:12    1 Maneuver    ⚔

TWO-HANDED WEAPON 7  
Initiative 2  
Size 2    ⚔ 0    ✂ 1

Fear Factor 2    Morale 5/12

☐

210 POINTS

no special rules

6 X +

BERSERKERS

EMPIRE

NORTH MARK

DWARF-EATERS

M:16 / A:12 / S:8    1 Maneuver    ⚔

TWO-HANDED WEAPON 7  
Initiative 2  
Size 2    ⚔ 2

Fear Factor 1    Morale 9/16

☐

180 POINTS

no special rules

7 X +

DWARF-EATERS

IRON CLAN

ORCS

Print out, cut along solid lines, fold along dotted lines, and glue together.



DEMONWORLD RECRUITMENT CARDS SHEET 2

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FENRAGG'S STAFF

EFFECT: The staff is only usable by wizards and has stored 10 spell points at the beginning of the game. These can be used for working spells as the player wishes, but cannot be regenerated. If the wizard loses all spell points due to the effects of a spell gone wrong, the spell points stored in the staff are not affected, and can be still be used up. If the element with the staff is destroyed, the staff is lost.

ITEM

FENRAGG'S STAFF

USABLE BY  
Wizards

100 POINTS

ORCS

★

GORDAN  
ORCSLAYER

16 Movement Points    Command Radius: 0

TWO-HANDED SWORD 7

Initiative 3

Size 2    ♣ 2    ✕ 3

Fear Factor 1

☐    ☐    ☐

120 POINTS

no special rules

1 X

GORDAN  
ORCSLAYER

HERO

EMPIRE



GORRADZ  
THE MYSTICAL

✱ 1

24 Movement Points

IMPROVISED WEAPON 3

Initiative 2

Size 2    ♣ 0

Fear Factor 1

☐    ☐

150 POINTS

no special rules

1 X

GORRADZ  
THE MYSTICAL

WIZARD

ORCS

★★★

HERKYN  
BARRACH COLONH

16 Movement Points    Command Radius: 24

HANDWEAPON 5

Initiative 3

Size 2    ♣ 3    ✕ 2

Fear Factor 1

☐    ☐    ☐    ☐

150 POINTS

no special rules

1 X

HERKYN  
BARRACH COLONH

COMMANDER

EMPIRE

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IMPERIAL  
ARQUEBUSIERS

M:16 / A:12 / S:8 2 Maneuvers

ARQUEBUSE 4 Fields: 7 7 Fields: 3  
Handweapon 5 Initiative 2  
Size 1 0 1

Fear Factor 1 Morale 9/16

90 POINTS

no special rules

ARQUEBUSIERS

IMPERIAL

CENTRAL MARK

EMPIRE

IMPERIAL CHARIOT

M:26 / A:18 / S:10 / H:3 OVERRUN 6

Initiative 2  
Size 2(2) 1 (Horses 1) 0 0

Fear Factor 1

100 POINTS

The chariot crew is armed with JAVELINS (2 fields: 4  
4 fields: 3) and a HANDWEAPON 5.

1 MODEL

IMPERIAL CHARIOT

SOUTH MARK

EMPIRE



FLYER

IMPERIAL  
DRAGONRIDER

M:40 / A:30 / S:20 / H:6 OVERRUN 6

BITE 7 TAIL 5  
DRAGONBREATH 6 Initiative 2  
Size 6 1 0

Fear Factor 3

260 POINTS

The rider is equipped with an IMPROVISED WEAPON 3.

1 MODEL

DRAGONRIDER

IMPERIAL

CENTRAL MARK

EMPIRE

★

KRUUK

24 Movement Points Command Radius: 0

2 HANDWEAPONS 7  
Initiative 3  
Size 2 2 2

Fear Factor 1

100 POINTS

Kruuk wears extremely light magical armor that does not  
impede movement (the armor has no other properties).

1 X

KRUUK

HERO

ORCS

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LIGHT ORC  
ARCHERS

M:24 / A:18 / S:12 1 Maneuver ☼☼

BOW 9 Fields: 4  
Improvised Weapon 3 Initiative 2  
Size 2 ☼0

Fear Factor 1 Morale 11/16

60 POINTS

Can use flaming arrows.

☼☼ X 7 + ☼ + ☼ + ☼

ARCHERS  
LIGHT ORC

UNIT

ORCS

LIGHT ORC  
SWORDBEARERS

M:20 / A:16 / S:10 1 Maneuver

HANDWEAPON 5  
Initiative 2  
Size 2 ☼1

Fear Factor 1 Morale 10/16

80 POINTS

no special rules

☼☼ X 7 + ☼ + ☼ + ☼

SWORDBEARERS  
LIGHT ORC

UNIT

ORCS



MALAGOR

✱ 1

24 Movement Points

IMPROVISED WEAPON 3  
Initiative 2  
Size 2 ☼0

Fear Factor 1

150 POINTS

no special rules

☼ X 1

MALAGOR

WIZARD

EMPIRE

MOUNTED KNIGHTS OF THE  
ORDER OF THE PURIFYING LIGHT

M:24 / A:18 / S:12 3 Maneuvers ☼

LANCE 6  
Handweapon 5 Initiative 2  
Size 3 ☼5 Attack Bonus 2

Fear Factor 2 Morale 7/16

330 POINTS

Cannot start a fire.

☼☼ X 8 + ☼ + ☼

MOUNTED KNIGHTS  
OF THE ORDER

ORDER



EMPIRE

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MYRLAK  
CLOUDCOOK

M:24 / A:18 / S:12 / H:6 OVERRUN 6

TREETRUNK (both hands) 6  
Initiative 2  
Size 5  1  2

Fear Factor 3

☐☐☐☐☐☐


210 POINTS

no special rules

1 MODEL  
CLOUDCOOK  
MYRLAK

ORCS

NOBLE FOOTSOLDIERS

M:16 / A:12 / S:8 2 Maneuvers 

HANDWEAPON 5  
Initiative 2  
Size 2  2

Fear Factor 1 Morale 8/16

☐

130 POINTS

no special rules

 X  +  +   
FOOTSOLDIERS  
NOBLE

IMPERIAL ARMY



ORC-GUARD

M:16 / A:12 / S:8 2 Maneuvers  

2 HANDWEAPONS 7  
Initiative 2  
Size 2  2  2

Fear Factor 1 Morale 6/14

☐

290 POINTS


no special rules

 X  +   
ORC-GUARD

ORCS

SANDOR  
THE ARROGANT

20 Movement Points


IMPROVISED WEAPON 3  
Initiative 2  
Size 2  1

Fear Factor 1

☐☐☐

240 POINTS

no special rules

 X 1  
SANDOR  
THE ARROGANT

WIZARD

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EMPIRE

ITEM

THE STANDARD OF VICTORY

USABLE BY  
Units

30 POINTS

THE STANDARD OF VICTORY

EFFECT: As long as the standard of victory is with a unit, all the unit's elements including heroes and commanders that joined the unit fight melee with a Battle Factor increased by 1. The standard can only be carried by a standard bearer – units without a standard bearer cannot receive this item. If the standard bearer is slain, the standard is lost.

EMPIRE

ITEM

THE SWORD OF DREAD

USABLE BY  
Units, Heroes,  
Commanders, Wizards

30 POINTS

THE SWORD OF DREAD

EFFECT: Increases the fear factor of the element that carries it by 2. If the sword is with a unit, this applies to the whole unit. The sword has to be carried by the unit's leader in this case. If the element with the sword is slain, the sword is lost.



ORCS

ITEM

THE SWORD OF MIGHT

USABLE BY  
Units, Heroes,  
Commanders, Wizards

20 POINTS

THE SWORD OF MIGHT

EFFECT: The sword has a Battle Factor of 10. If carried by a unit, it has to be carried by the unit's leader. If the element with the sword is slain, the sword is lost.

ORCS

CLANGGETT

TROLLS

M:16 / A:12 / S:8 1 Maneuver HORDE

HANDWEAPON 5

Initiative 1

Size 3 ⚔ 0

Fear Factor 2 Morale 9/17

( ☐ ☐ )

180 POINTS

Trolls regenerate the FIRST hit they receive in a round. Hits from flaming arrows and incendiary projectiles are not regenerated and are carried on into further rounds. Trolls cannot start fires.


⚔ x 6 + ☐

TROLLS



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VARRIG`S  
STRONG ARM

6-15/25/35


M:9\* / A:- / S:6\* / H:6\*


STONE 5


Improvised Weapon 3 Initiative 2


Size 2  0

Fear Factor 1









260 POINTS

no special rules

1 MODEL

STRONG ARM

VARRIG`S

EQUIPMENT

ORCS

WAR BANNER

EFFECT: As long as the war banner is with a unit, the unit's first morale value is reduced by 2. The banner can only be carried by a standard bearer; units without a standard bearer cannot receive this item. If the standard bearer is slain, the banner is lost.


ITEM

WAR BANNER

USABLE BY  
Units

20 POINTS

ORCS




WYRRMSH  
WITH THE DRAGONSTAFF

\* 3


24 Movement Points


IMPROVISED WEAPON 3

Initiative 2

Size 2  0


Fear Factor 2





370 POINTS

no special rules

 X 1

WITH THE DRAGONSTAFF

WYRRMSH

WIZARD

ORCS

Print out, cut along solid lines, fold along dotted lines, and glue together.



# DEMONWORLD

## GAME COUNTERS SHEET 1

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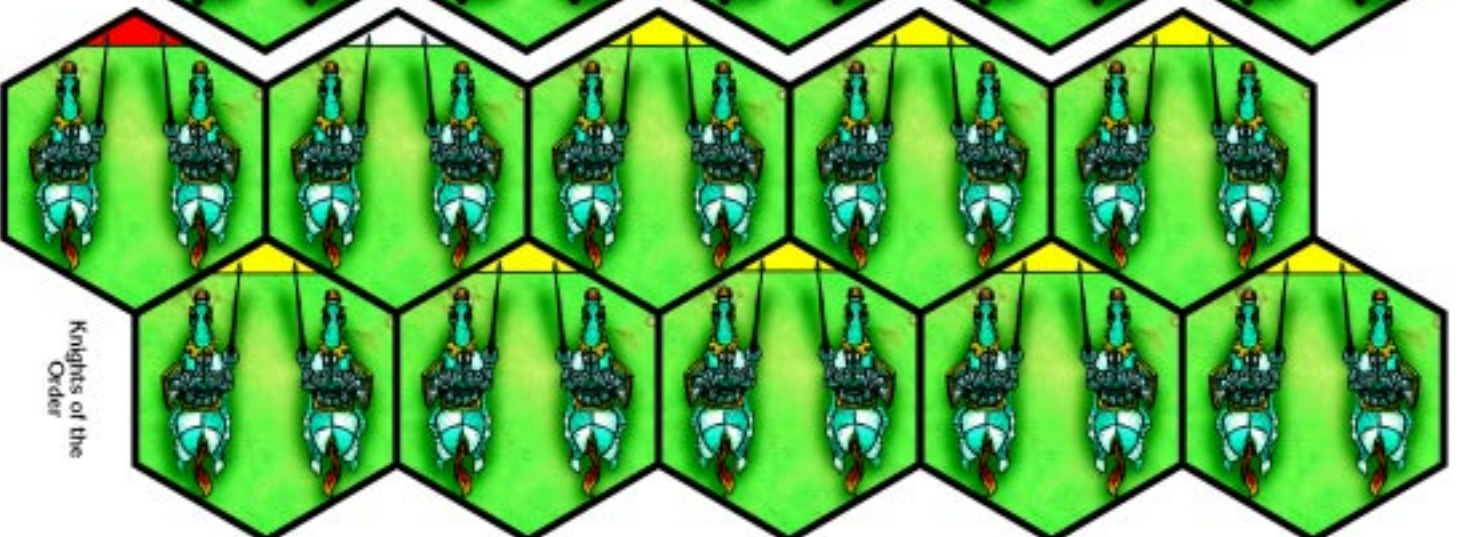
Myrlak  
Cloudbrook



Imperial  
Dragon Rider



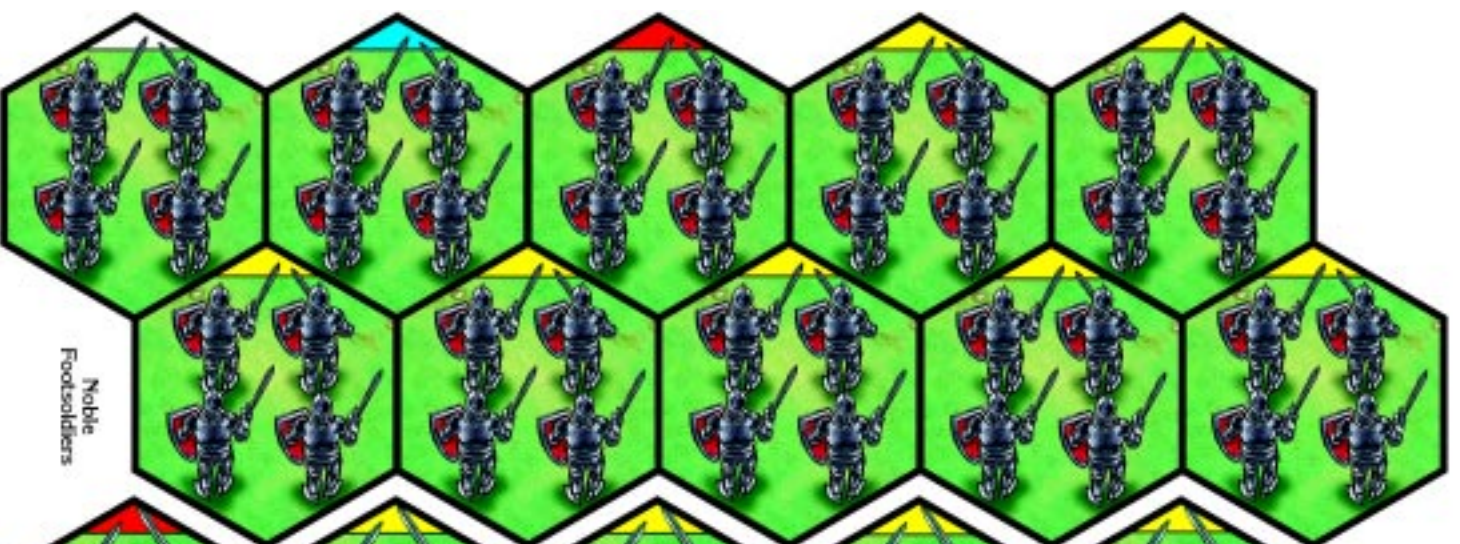
Knights of the  
Order



Berserkers



Noble  
Footsoldiers

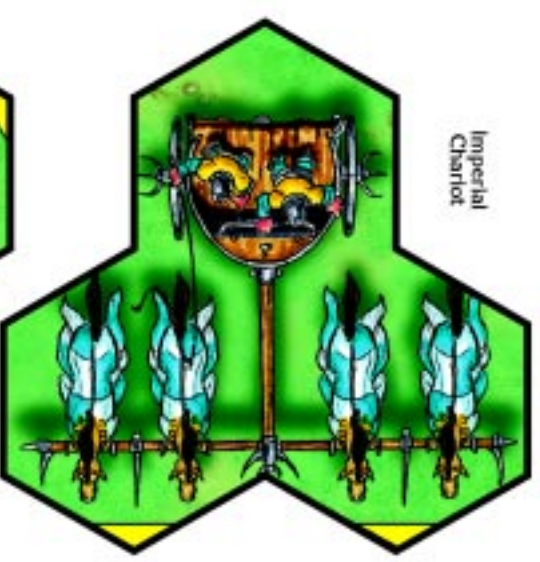




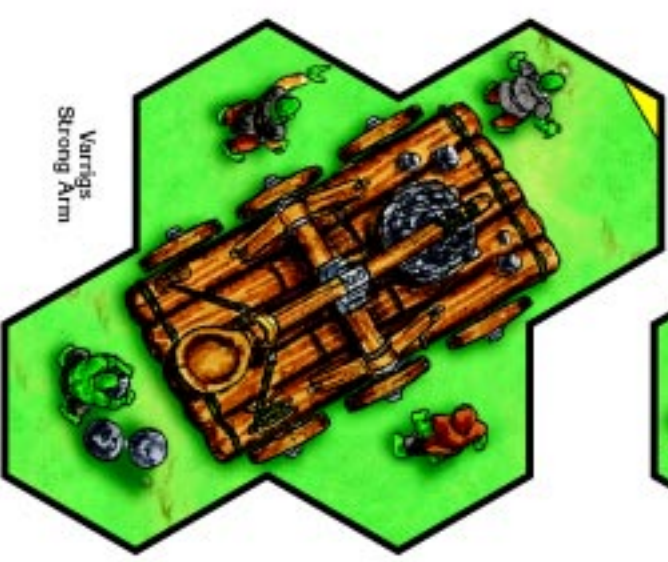
# DEMONWORLD

## GAME COUNTERS SHEET 2

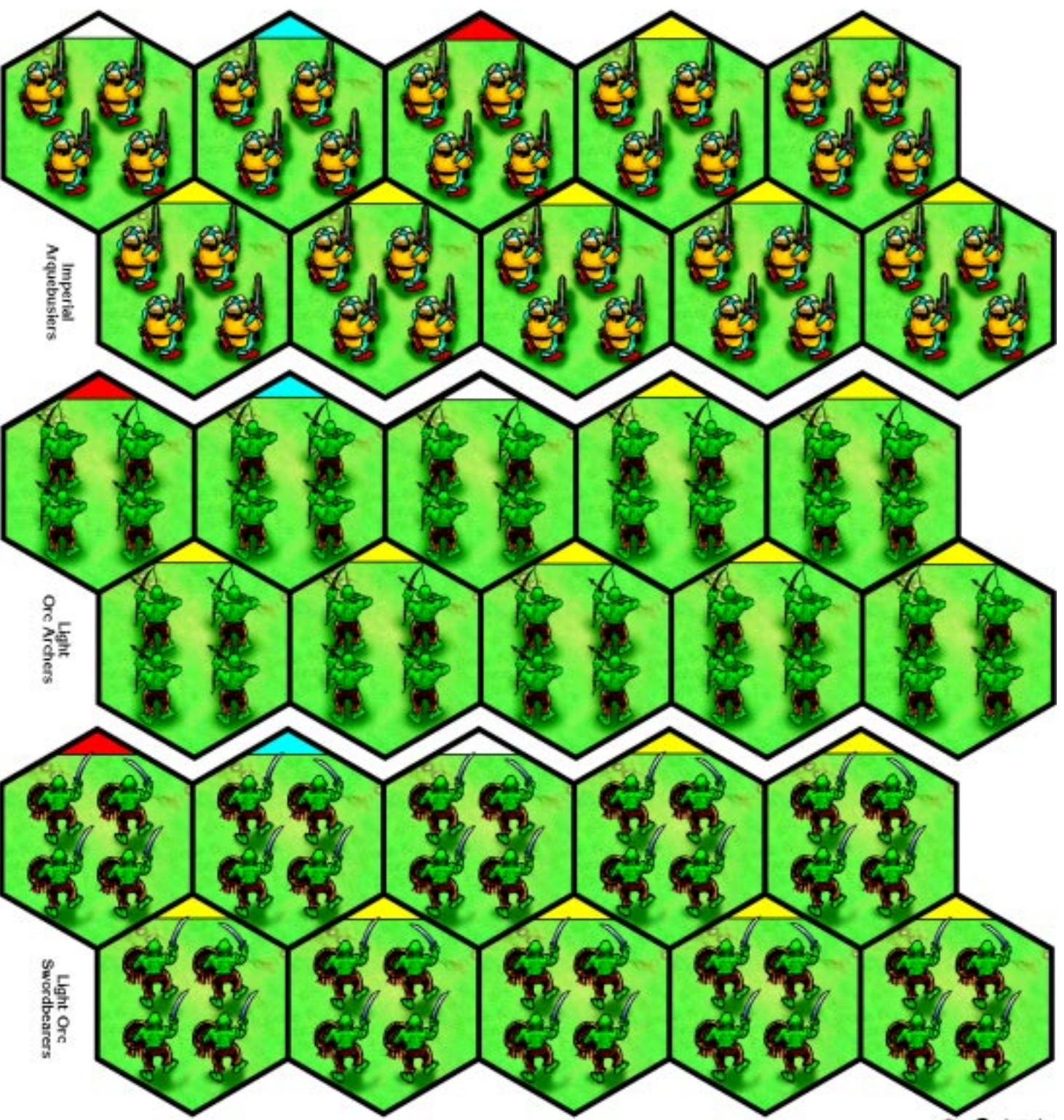
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Imperial Chariot



Varrig's Strong Arm



Imperial Arquebusers

Light Orc Archers

Light Orc Swordbearers



# DEMONWORLD

GAME COUNTERS SHEET 3  
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