



NEMESIS



*Version 1.0*

## ::: credits :::



**Zenit miniatures**  
 Apartado de correos 201  
 29692 San Luis de Sabinillas  
 Málaga (España)  
 info@zenitminiatures.com  
 www.zenitminiatures.com

### Game Designers

Ángel Ascaso  
 Andy Ruiz  
 Daniel Pro Gil  
 Diego López

### Graphic design and layout

Javier Almazán  
 Javier Fernández

### Illustrations and concepts

Javier Almazán

### Story

Javier Almazán

### Sculptors

Hugo Gomez  
 Javier Fernández  
 Raúl Fernández  
 Thais Mariblanca López

### Painters

Ángel Giráldez  
 Samuel Casado,  
 Juan José Barrera,  
 Marc Masclans  
 Daniel Pro Gil

### Print works

Cintrano

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**:: 1 ::**

## ***Before starting***

Nemesis is a flexible game in constant evolution because its licence Creative Commons turns it into a game, in which any player can be a developer, changing or improving or adapting its rules, that is everybody can contribute with their ideas and can make their own version of the rules. With this you help the whole Zenit Community making Nemesis a better game and what is more important, flexible for all types of players.

Every now and then new official versions of the rules will be published in our web.

The rules you are going to read next are the first version of the rules book and the basis of the way of playing, but they are not immovable, you are the ones who play, and you choose how to play.

If you want to take part in the development of Nemesis or share your experience

[www.zenitminiatures.com](http://www.zenitminiatures.com)

**:: 2 ::**

## ***Gaming material***

You will need some Zenit miniatures belonging to the same army or faction, decorated and mounted in their bases. Apart from that, you will need one measuring device (such as a ruler or tape measure), some ten sided-dice, pen and paper for noting down, a table, floor or any surface suitable to be used as gaming table and finally feel like having a great time.

**:: 3 ::**

## ***What you need to play***

### ***3 : 1 : Miniatures***

Nemesis is played with 33mm models that represent warriors, war machines, monsters and artefacts. These models will be placed on a table top that represents a field of battle where they will face each other. To start playing it's not necessary to collect a wide number of them. It will be enough with a few men and a character to lead them in the fight. Nemesis Starter-packs contain everything needed to start playing.

### ***3 : 2 : Reference sheets***

Reference sheets are available on the web page and in them all specific information of the models of all armies is included.

Their name, set of characteristics, cost, equipment, special rules and all other necessary information needed to play with each army and its own models

### ***3 : 3 : The Dice***

In Nemesis you use ten sided dice represented as D10.

The number in front of this symbol indicates the number of dice you have to roll, the number of dice you will be able to use in a specific moment in the game or the number of dice you can use during the whole game. For example: 2D10, 1D10, 4D10, etc.

If you find one D5 in this rule book that will mean you roll one D10 and divide the result between 2 rounding up.

### ***To fluff and heroic deeds***

In Nemesis as in other strategy games nothing is 100% effective. That is why a result of 1 in any dice is considered a miss. Regardless if it is a direct roll or a modified roll. Except when the number refers to a distance or in the special cases where it is specified that the 1's are not misses, as in some checks to determine the order of turns.

In the shooting and combat phase models will have the possibility to fulfil a heroic deed. If they roll a 10 in a 1D10 roll, they can repeat the dice roll adding the new result to the previous rolled 10, and they can keep on making this roll every time the result of the new roll is a 10. If the new roll resulted in a 1, the roll will be considered a miss.

### ***:: 4 :: Distances***

All distances in the game are measured in centimetres.

It is only allowed to measure on the battlefield once all actions of the corresponding phase have been declared, and only to make the action declared. Any other kind of non declared measurement is not permitted.

## 5 :: Description and characteristics of the models

### 5 : 1 : Characteristics

Each miniature has a set of characteristics that describe the various aspects of the physical and mental make-up, it will use in the battle field. You will have to check this set of characteristics in its reference sheet throughout the game play.

**Movement (M):** The first number is the Basic distance in centimetres that the model can move on the battlefield. A second value represents the movement (cm) through the air flying distance models can move.

**Combat Skill (CS):** represents the ability of a warrior fighting, his speedy, his ability to hit, to dodge, to block or to wound an opponent.

**Strength (S):** represents your Basic strength in close combat C/C

**Toughness (T):** it is the models ability to resist physical damage.

**Aim (A):** It's the models capability to use ranged and throwing weapons.

**Courage (C):** It is the capability of a warrior to commit heroic deeds, resist fear and not to flee in view of adverse situations. Models without a number in this box will never be frightened.

**Concentration (Con):** represents the ability of some models in the use of magic. This value is only present in some models gifted with magical powers or Magical creatures.

**Survival Factor (SF):** represents the wills of the Supernatural over the battlefield, judging over who deserves to die, and who and how long deserves to live.

**Attack Factor:** Some models, as Characters or Monsters, have this box in their set of characteristics. And it determines the number of attacks the model can make per turn. Some magical weapons or abilities can change the Attack factor.

**Order Points:** Determines the number of orders a hero can give to the units per turn.

**Cost:** the point cost of a model.

### Equipment

In the equipment section weapons, armour and other objects of interest a model possess are specified, and in some cases, as in the shooting weapons case, the characteristics of these last ones.

### Abilities

In this section the different abilities a model can possess are specified. You will find their description in the chapter of abilities of this rules book

### To test yourself

In some circumstances you will have to make checks based on different characteristics of the miniatures (S, T, CS, A, C, Con). For these you will have to roll 1D10 for each test to be taken and roll equal or less than the number listed in the characteristic checked. Units will only have to take a test as a group (not as single men) and they have to use the value of the miniature that most suits them in each case. In no case you will be allowed to add the values of the members of the unit.

### 5 : 2 : Types of models

In the Abilities section of a miniature it is indicated the type of model it is. These can be:

**Troops:** They are the basic units of armies and they usually fight in regiments.

**Shooting Troops:** All units that possess a shooting weapon as primary weapon.

**Hero:** They are independent models, hardened in battle, that point out from the rest. With them you will be able to give orders to your units.

**Legendary Hero:** They are the heroes that have forged themselves a name in the fields of battle due to their power and experience.

**Mage:** They are heroes with a superior capability to make the most out of the influence of Zenit in the World of Miter, what allows them to make supernatural actions.

**Magical Creatures:** They are mutated beings by the power of Zenit and that now roam the world of Miter.

It will be understood as unit any type of regiment, hero, magical creature ...

### 5 : 3 : Height

In Nemesis we can find six different heights, which are indicated in each models profile.

The height does only represent the stature of the model, not the area it occupies. This is represented by its base.

### 5 : 4 : Bases

In some occasions you will have to check the area the base of the model occupies in order to see if the model can be wounded or seen. Everything that affects the base of the model will affect the model which is mounted on the base too.

*For example, if you draw a straight line that affects all the models that it passes over (either by a spell or a shot) and this line passes over the base and not the model, this model will be affected by the magical effect or shot.*

Around the base of each model you find the models control zone, its span is 3 cm. measured from the edge of the base.

### 5 : 5 : Vision of the miniatures

#### Line of Sight

A valid line of sight between two models is the one in which you can draw a straight line between the two models and nothing is inserted between them (pieces of terrain, models ...)

#### Field of Vision

Sometimes it is necessary to know what a model can or can't see, for example, when it comes to shooting or making charges. For this it is established that models have a field of vision of 180° in the direction that their eyes are pointing.

# ::: How to start :::

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## *Preparing the battle*

The first thing to decide is the mission to be played. For this, check the appendix on the missions.

In the mission to play you will find the size of the army you have to use for that mission, 300 points, 500 points ... These points are the sum of the total point cost of all the models that form part of your army.

In the chosen mission you will be able to find the objectives to fulfil too.

:: 7 ::

## *Composition of the armies*

The first thing we have to do to build our army is to choose at least a Hero or Legendary Hero with whom we are going to play and who is going to be the army's Commander.

Seguidamente tendremos que elegir los regimientos. Como mínimo tenemos que incluir 1 regimiento por cada héroe y 2 regimientos por cada héroe de leyenda.

Next we will have to choose the regiments. At least one regiment for each Hero or two regiments for each Legendary Hero.

Thereafter we may include as many heroes and regiments as we can, taking into account the size of the battle and that we have compulsorily to include a regiment for each hero we include.

### *Restrictions when choosing heroes*

You are only allowed to field a Legendary Hero per army, only one.

The sum of the point cost of all Heroes and Legendary Heroes may not exceed 50% of the total points designated for the game.

You must include at least a character who will be the commander of the army.

Be wise when choosing your army Commander, because if he isn't on the table top at the start of the turn, all your troops will have to pass a Courage test. If the fail the test they will be forced to flee that turn.

## *Regiment formation*

Models designated as troops will always have to form in regiments of minimum two models and maximum 10.

All members of a regiment must be of the same troop type, you may not mix in the same regiment different types of troops.

Miniatures that form a regiment can't be separated more than 5 cm. one from the other. That is, a miniature has to be at least at 5 cm. from another miniature of the same regiment.

### *Regiment leaders*

The leader of the unit is warrior a little better than the rest, a "Primus Inter pares", who will be the man in charge of transmitting the orders of the Commander to the troops.

A regiment with a leader can benefit from his courage in battle and will be able to make any Courage roll with the Courage characteristic of the leader.

### *Heroes as leaders of the regiments*

You can attach a hero to a regiment unless stated otherwise in its reference sheet. When attaching a hero to a regiment, the regiment can make his Courage rolls with the Courage characteristic of the hero.

An attached hero will have to take the same actions as the regiment it is included in, unless he has order to take other actions.

:: 8 ::

## *The Battlefield*

Nemesis is a game basically designed for skirmishes between several players, for this any surface that allows you to have 60-70 cm. distance separation between the deployed armies will be enough.

### *8 : 1 : Preparation Sequence*

Once you have composed the armies and the gaming table ready we are prepared to start playing. For this we follow this order:

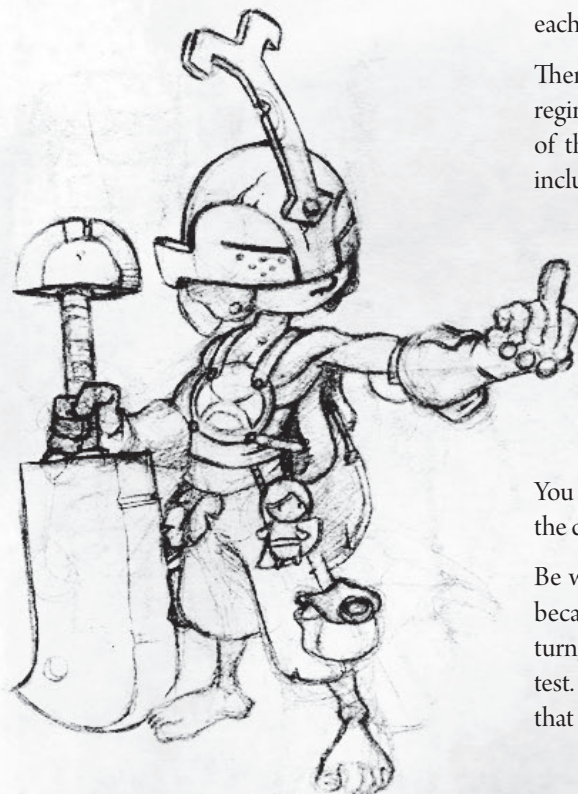
- ~ Set the terrain ~
- ~ Army deployment ~
- ~ Start of the game ~

### *8 : 2 : Setting the Terrain*

As we are dealing with battles with models with great mobility and ample line of sight, terrain becomes a very important factor in the game. And we recommend you to use enough terrain elements to make the battle more interesting.

To set the terrain for the battle, it is decided by mutual agreement or with a dice roll the number of elements to deploy.

You can deploy them randomly or in the following manner; give numbers to each of the elements to deploy and then divide the battlefield in squares equalling the number of elements to deploy. Roll the dice to know where each element is deployed. All other forms of setting the terrain are also valid





## 8 : 3 : Army Deployment

### Deployment Zones

Depending on the number of players we will choose diverse deployment zones, trying to have a minimum distance of 60-70 cm. approximately between them. Then each player rolls 1D10 to determine who chooses deployment zone first. Once decided where each player deploys, and in the same order, players will move on to deploy their armies.

To a correct deployment of the armies follow this set of rules before starting the game:

Models will be deployed in alternative turns. A regiment or single models each time, until all models of all players are on the battlefield.

No model can deploy out of the deployment zone designated for that purpose. Except those models that are able to do it due to a special rule.

## :: 9 :: Game Length

The length of a battle or a skirmish in Nemesis is established before hand by the mission to be played, as well as the victory conditions for the game.

## :: 10 :: The Turn

In Nemesis as in a real battle all actions are simultaneous. Each turn is divided in a number of phases and each phase is divided into one or more activations, depending on the number of players. In each phase first all the models of the player who won the order roll will activate and then those of the next player, and so on until all players have activated all their models.

### Each game turn is divided in the following phases

- ~ Order Roll ~
- ~ Movement ~
- ~ Declaration of Orders and Actions ~
- ~ Magic ~
- ~ Approximation ~
- ~ Engaging in combat ~
- ~ Shooting ~
- ~ Disengaging from combat ~
- ~ Combat ~
- ~ Combat Results ~

Once all phases are over, the turn will end and a new turn will start.

## :: 11 :: Order Roll

This action will take place at the start of each turn. Each player will roll 1D10 plus the total number of Order Points of the army's heroes. The player with the highest score will win the Order Roll and will be the first player to activate his models in each phase of the game.

## :: 12 :: Movement Phase

Each player can move the models he wishes when it gets to his activation. This moment is made to position the troops in better places in the battlefield depending on the objective marked, although it is not permitted to move more than the basic movement value of the models. A simple change of facing is considered movement.

A model can move in any direction as many cm. as points it has in its movement characteristic.

A model will not be allowed to move through a friendly or enemy model.

In a regiment with models with different movement characteristics, each model will have the possibility to move all its movement value if it maintains a maximum distance of 5 cm. of separation with any other model of the regiment.

It is not allowed to move a model through the zone of control of an enemy model. If this type of movement happens, the model that has its zone of control invaded will have the opportunity to take a free attack, without possibility of response, on the model who invaded its zone of control. If a model in close combat will lose its zone of control.

A regiment already in close combat (c/c) can move the models it hasn't in c/c to place them in c/c without having to declare a charge.

## 12 : 1 : Terrain and movement

The terrain we have deployed on the battlefield will affect the movement of our troops depending on the type of terrain we are dealing with.

### Depending on the terrain we can distinguish 3 different types of areas

**Clear areas:** Movement inside this type of zones isn't hindered by anything. These zones are the meadows, mild hills, rivers with little water...

**Difficult areas:** In this type of areas movement will be reduced to half the models movements' value. You can consider difficult areas high hills, forests, areas with debris or ruins, the inside of buildings, crossing fences or low walls, rivers...

**Impassable areas:** This type of areas can not be crossed by any circumstance. We consider walls or high walls, great areas in ruins... as impassable areas.

Before starting the game the players will make clear which zones of the gaming table are considered impassable or difficult areas.

## :: 13 ::

### **Declaration of Orders**

This will probably be the most critical and decisive moment of the turn. Now heroes will have to give orders to their troops so they can act correctly in the battle. Each hero possesses a number of Order Points (OP) that represents the orders he can give each turn.

#### **The Actions a Hero can order are**

- ~ Aproximación ~
- ~ Shooting ~
- ~ Charges ~
- ~ Reactions to charges ~
- ~ Disengaging from combat ~

### **13 : 1 : Carrying out Orders**

#### **The Order phase is carried out in the following manner**

Players in activation order will give all the orders they want spending the order points they possess. When all orders have been given, they are carried out in their respective phase of the turn (in the phase of the turn that corresponds).

Not to forget the orders given to each regiment you can use markers, as the orders will not be carried out until the corresponding phase is reached. Furthermore in this way you will have the possibility to count the number of markers and check if you have used all your Order Points or have spent more than permitted.

### **13 : 2 : Order Points**

Each hero possesses a number of Order Points (OP) that represents the number of orders the hero can give every turn. For this, the hero must designate a unit, choose an action to order and spend an OP. A hero can give as many orders per turn as Order Points he has. Order Points that are not spent this turn will be lost. In the next turn the hero will regain all his Order Points.

Once all the orders have been given the player will declare the actions to be taken by his heroes.

### **13 : 3 : Giving Orders**

The hero must be less than 40 cm. away from the model that he wishes to order an action to.

A Hero can't give himself or another hero of the same rank of his own orders.

Heroes can make two actions per turn without spending Order Points.

A Legendary Hero can choose to use an Order Point on a normal Hero to have him make a third action that turn.

To give the order implies selecting the models that will carry out the order and designate the target of the order.

### **13 : 4 : Receiving Orders**

Regiments or miniatures can only carry out one order that requires an order point per turn. Orders that don't require order points can be carried out as many times as wished.

Only some elite troops can receive more than one order per turn, as it is indicated in their profile, and so make two or more actions per turn.

Magical or Invoked Creatures (as Golems, Undead or Demons) can only receive orders from heroes that are mages (no matter the name they are given) or that have at least 1 point in their Concentration (Con) characteristic

A unit that is target of a charge and that has been given a previous order can change that order to react to the charge.

### **13 : 5 : Units without orders**

A model or regiment that has not received any orders by any circumstance can try to make one of these two orders:

- ~ **Shooting**, passing an Aim test ( $1D10 \leq A$ ) ~
- ~ **Charging**, passing a Combat Skill test ( $1D10 \leq CS$ ) ~





## :: 14 :: Magic

Only models that have a number value in their Concentration characteristic, usually mages, will be able to make use of magic and magic artifacts. Next the rules governing magic use and its effects are described.

### 14 : 1 : Magic Levels

There are eight levels in the hierarchy of mages that represent their Concentration value. The higher the level the higher the power of Concentration the mage will have and more spells he can use during the battle.

Furthermore, the higher the level of the mage, the more powerful spells he will be able to cast. In the next chart you will see the maximum level of difficulty allowed depending on the mages concentration.

Chart of Spell level

Concentration	1	2	3	4	5	6	7	8
Maximum difficulty	9	12	15	17	24	30	40	∞

Next you can find the number of dice that a mage can use in each turn. Dice not used during a magic turn can't be kept for following turns.

Concentration	Creation Dice	Blocking Dice
1 - 2	1D10	1D10
3 - 4	2D10	1D10
5 - 6	3D10	2D10
7 - 8	4D10	2D10

### 14 : 2 : Characteristics of spells

Each spell is schematized in the same way:

**AURA (5+) (15 cm)(C/C)(1T)**

*The target of the spell gains CSS while the spell lasts.*

First you will find the name of the spell followed by a number between brackets accompanied by the symbol "+", this indicates the level of Difficulty. Next you will find a distance in cm. In case this number doesn't appear the spell can only be cast on the mage himself or against models in base to base contact.

Finally you can find the description of the spell and its effects.

Apart from this additional information may appear as:

**(C/C)**, the spell can only be cast if the target is in close combat.

**(1T)(2T)...** represents the number of turns the spell lasts.

**(P) permanent:** the spell will last for the rest of the game if it is not dispelled or blocked the same turn it was cast.

**PO** represents the strength of a damage spell. Follow the indications described in how to shoot (17:3) to know the effect of the spell.

### 14 : 3 : Choosing spells

Each mage can choose freely, and always before the start of the battle (when choosing the army list for the game) a number of spells equal or inferior to his starting Concentration Value, chosen from the Magical Appendix belonging to his reign. The spells can't be changed once the game has started, unless it is allowed by a magical object or special

rule, and the mage will not have the possibility of choosing spells from other reigns than his own.

### 14 : 4 : Casting Spells

Mages don't need orders to cast spells.

In the magic phase and in activation order players will declare all the spells they want to cast. That is, the first player declares all his spells, then the next one declares all his spells and then they are carried out in order. That is, the first player casts his spells and then the second player casts his.

**Designate the target.** The target must be in the mages field of vision. The target of a spell CAN'T be changed once declared.

To check if the mage is successful when casting a spell, he will have to pass a **Concentration test**. For this he can cast as many dice as he wishes, from his available creation dice, and add to this roll his Concentration value. If the result is equal or higher than the difficulty level of the spell the test will have been passed and the spell will be cast successfully. Used dice will be subtracted from his reserve for the rest of the turn.

If the casting is successful, measure the distance between the mage and the target, if the distance between the models is higher than the distance that appears in the spells description, the spell will not reach the chosen target and will not work. If the target is in range apply the effects of the spell on the target.

In any situation a result of 1 in a dice is considered a failure and means the end of the mages magical phase. If you happen to roll two or more results of 1 a magical disorder will have taken place, and the mage will suffer a power 15 hit (check hit resolution in the shooting phase section 17:3)

If the mage still has creation dice he will be able to cast another spell, but can't cast the same spell twice in a turn.

### **14 : 5 : Blocking a Spell**

A mage can block a spell cast by another mage, to do this he will have to follow the following rules:

The mage that wants to block a spell must be able to see the mage that is casting the spell.

He will have to cast one or more dice, using the blocking dice he has. This dice will be subtracted from his reserve for the rest of the turn.

The result obtained in the dice will be subtracted from the total result obtained by the opposing mage in his Con test. If the modified final result is not enough to pass the difficulty of the spell, the spell will have been blocked with success.

Several mages can try to block the same spell simultaneously adding together the blocking dice each mage want to use.

### **14 : 6 : Dispelling a Spell**

A spell that lasts for several turns and that wasn't blocked may be dispelled in later turns. In this case the mage will have to take a Concentration test using blocking dice on the difficulty of the spell he wants to dispel. If he passes the check the spell will have been blocked. Rules for magical disorders are also applied.

A permanent spell CAN'T be dispelled in turns after the one in which it was cast.

### **14 : 7 : Casting a spell in combat.**

A mage can continue casting spells even engaged in close combat, although he will suffer a penalty of -2 to his Combat Skill in the combat phase of that turn.

The target of his spells can only be the model the mage is in close combat with or himself.

### **14 : 8 : Magical Stones**

Some mages posses' magical stones or other magical objects as it is stated in their equipment section.

Each type of mage will use stones of different nature, like diamonds, gems, amber, amethysts etc, all make reference to the same type and they are used in the same way. After the name of the stone you will find between brackets the total number available for that mage in question.

In every magic turn a mage can use as many stones as he wants until he runs out of them. For each stone he will receive 1 additional D10 that he can assign to casting, blocking or dispelling magic. A mage is not allowed to use more stones than his Concentration Value, in the same turn.

## **:: 15 ::**

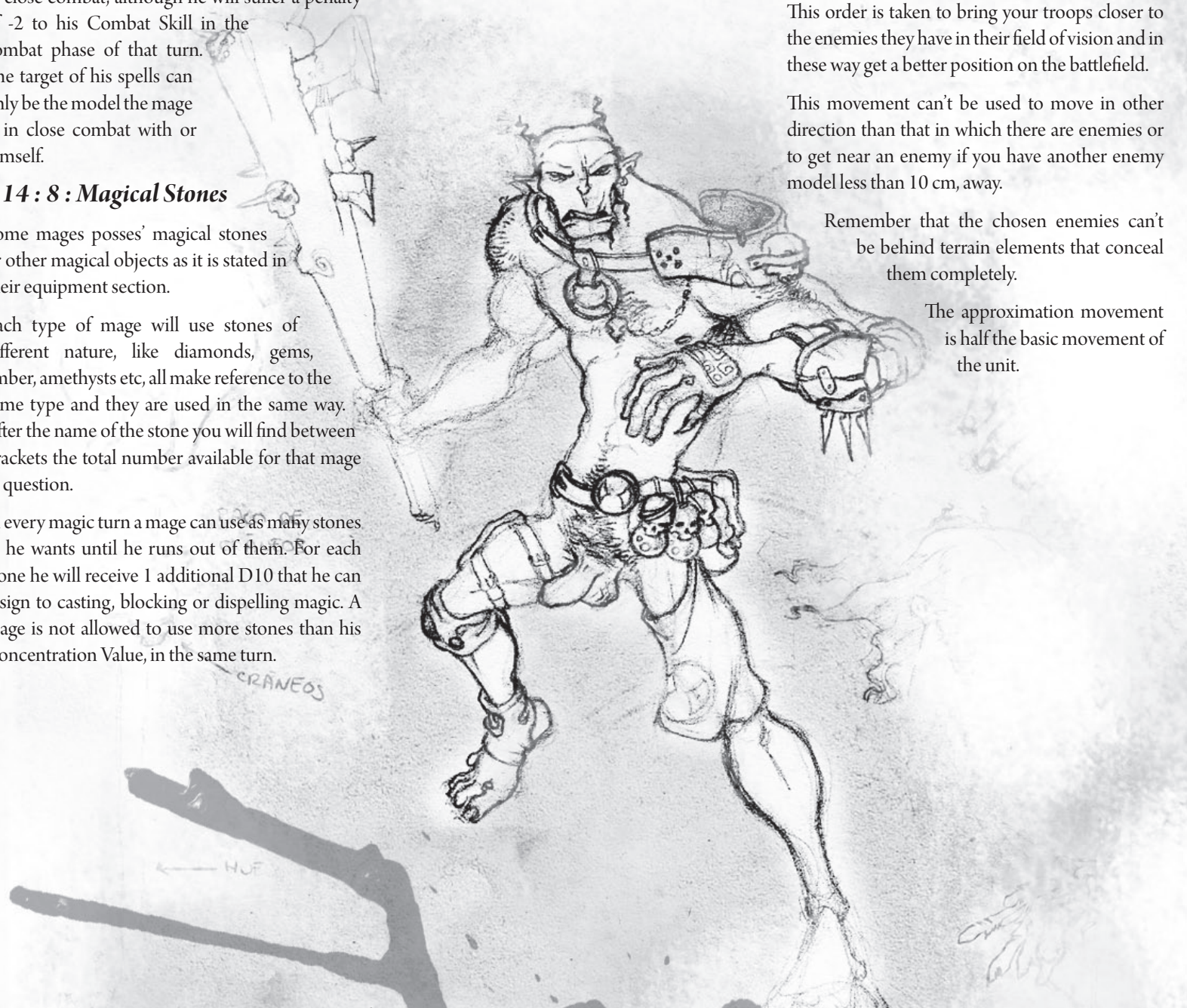
### **Approximation**

This order is taken to bring your troops closer to the enemies they have in their field of vision and in these way get a better position on the battlefield.

This movement can't be used to move in other direction than that in which there are enemies or to get near an enemy if you have another enemy model less than 10 cm, away.

Remember that the chosen enemies can't be behind terrain elements that conceal them completely.

The approximation movement is half the basic movement of the unit.



## :: 16 ::

### **Engaging in combat.**

For a regiment or model to engage in combat it is necessary that it receives a charge order. Remember that you can not measure the distance between opponents before declaring charges. Place the needed markers not to forget the actions taken.

To declare a charge there has to be line of sight between the unit that charges and the one that is charged.

### **16 : 1 : Reactions to charges**

It is compulsory to declare this order when one of your models becomes the target of a charge. And it represents the attitude of the troops when they receive a charge. As a reaction to the charge you can declare only one of these four actions:

- ~ **Shooting:** only for troops that have shooting weapons ~
- ~ **Counter charge:** the unit filled with courage goes towards its opponent ~
- ~ **Retreat:** the troops flee from the enemy ~
- ~ **Hold the charge:** the troops wait for their opponents. This action doesn't spend any order points ~

### **Shooting**

Troops that have shooting weapons can respond shooting. Make a shot following the shooting rules.

A unit with a shooting order that is charged can change its first target for the unit that is charging them. Remove casualties taken from shooting before the unit charges.

### **Counter Charge**

With this action the charged unit will add 1 point to his combat roll this turn thanks to the counter charge.

The charged unit will have to fulfil the following conditions to have the possibility to counter charge:

- ~ Not being in Close Combat ~
- ~ Not having shoot as reaction to that charge ~
- ~ See the model that wishes to engage it ~

The charged unit can move up to half its basic movement towards the charger, without reaching to their control zone and there they will meet each other. To make a counter charge is not allowed if the charged unit is defending an emplacement or objective.

If a unit with a charge order receives the charge of another unit, the unit activated in second place will change its order from a charge to a counter charge.

### **Retreat**

The retreat movement is used to flee from the proximity of a nearby enemy. Models that want to retreat can move 1D10+M (movement) in opposite direction from the charger.

In the next turn of the game, models that have retreated can't move towards an enemy unit, unless they pass a Courage test.

### **Hold the charge**

If you choose this option as reaction to a charge your models will not move and will wait for the charging enemy.

### **16 : 2 : Charge**

Models that charge can move their basic movement one more time to get in contact with the enemy.

At the moment of carrying out the charge, measure the distance between the involved units. If the distance is in range, it will be considered that the model can engage in combat, move all the models that can get in base to base contact (BtB) with their targets, they will have the opportunity to attack, according to procedures.

In a regiment the distance from each model will have to be measured to check how many can reach their targets. Models that can not reach or that doesn't have enough space to be in BtB with the target will be placed behind their comrades, and will not attack or defend this turn unless they possess a weapon or a Special Rule that allows them to do it. In the next movement phase this models will be incorporated to combat normally, although it will not be considered a charge.

Regiments or miniatures that charge **strike always in first place**, independently of their CS, and will have a modifier of **+1 to their combat roll**. Furthermore the casualties a charge causes **are removed instantly**, that means that models removed due the charge can not strike back.

If you can't reach the target of the charge, you will have committed an estimation error. Move half of the charge move but staying 3 cm. away from the models who were supposed to receive the charge.

If when it comes to making the charge, a unit that is nearer than the one you declared the charge against appears, and this unit was not in that place when you declared the first charge, the charging unit will have the possibility of changing the target of the charge selecting this new unit as the new target.

### **16 : 3 : Multiple Charges**

**A model is charged by two or more enemies simultaneously:** If the charged model possesses a shooting weapon, it will have to choose against which of his enemies it wants to make a response shot. It is not permitted to shot all of them even though it could make more than one shot. It will not have the possibility of making a counter charge. In the case it had to take a fear test it would only have to take it from the model that caused him the greatest fear. His opponents will attack or defend following the usual rules for the charges and they will respect the turns established by the players.

**A model is charged being in a previous close combat:** It can not choose to flee voluntarily, nor make a response shot or make a counter charge. It will have to take the appropriate tests.

**A model charges a model that has charged a third one:** Remember to respect the turn order, because in this situation several things can happen. If a model that had declared a charge against another model that made his action before, and when moving it moved out of range of the first one, the charge will be considered as failed. If a model that had declared a charge against another model that made his action before, and when moving it moved out of its field of vision, the model that declared the charge will continue to have the possibility of charging if the charged model is still in range, because the charge was declared when it was in its field of vision. If we can apply the normal rules this situation is easier to resolve than it seems.

## :: 17 :: Shooting

### 17 : 1 : Weapon Characteristics

In the reference sheet in the section of equipment you can find each miniatures weapons and their characteristics.

*E.g.: Long Bow (S4, SD4, R30)*

The **(S)** represents the weapons strength.

**(SD)** the Shooting difficulty

and **(R)** the maximum range of the weapon.

Furthermore all weapons have a short range which covers from 0 cm. to half the maximum range of the weapon. Remember that you have always to measure from the edge of the base of the model.

### 17 : 2 : Shooting Rules

Each miniature will be able to fire once per turn unless its profile or the weapons special rules state otherwise.

To shoot first declare which miniatures are going to fire and their targets (you can only designate a target) all this without measuring the distance between them previously. Always taking into account the following restrictions:

To be able to shoot you can not be in close combat neither be fleeing.

The target of the shot has to be in the field of vision of the shooter.

In regiments only models that have line of sight to the enemy can fire. The player that suffers the casualties removes them from the models that can be seen by the enemy, starting with the nearest ones. That is why it is impossible to make more casualties than models can be seen by the enemy.

You cannot fire at a hero who forms part of a unit unless you have a special rule that allows it.

You can not change the target of your fire once declared, not even if the target has been killed before firing at it.

### 17 : 3 : How to Shoot

Once you have checked that the target is in range you have to follow this process:

**1.Precision test:** Roll 1D10 and add the miniatures Aim Value (1D10+ A) and apply the necessary modifiers. To hit the addition of both has to be equal or over the weapons Shooting Difficulty (SD) value. Remember that if you roll a 1 in the dice the shot is always a miss, (fluff).

*For example; an archer (A 4) fires her long bow (S3, SD9, R50) against a skeleton that is 22 cm away. Rolls the dice and gets a 4, applies the modifier for short range (+1), and adds her Aim value (4):  $4+1+4=9$  the result is equal to the SD of the weapon so she has hit her target.*

**2.** Once you have hit your target, you have to obtain the **Power of the Hit**. For this add to the previous result the strength of the weapon (1D10 + A+ S of the weapon).

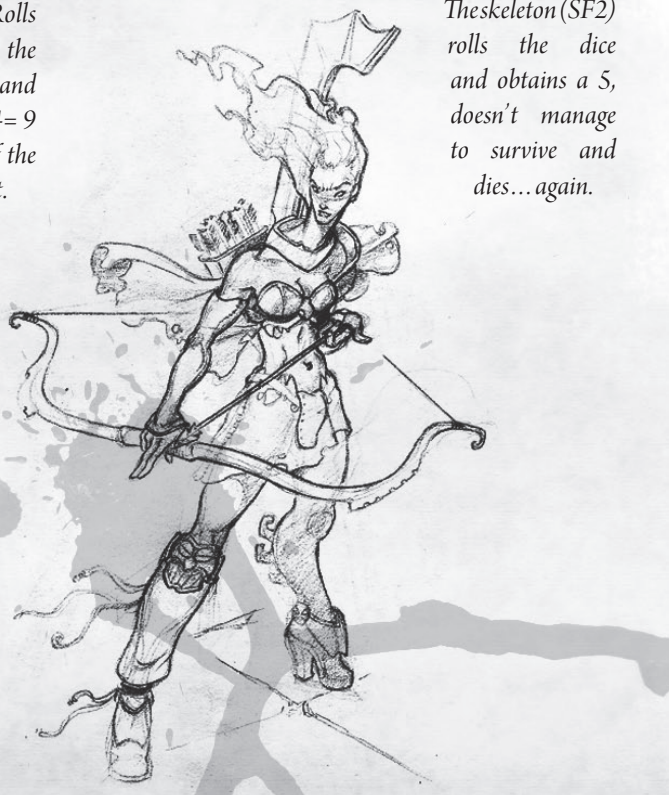
*Continuing with the previous example, the power of the hit of the archer will be  $4+4+3=11$*

**3.** The target model will have to take a **Toughness test**, roll 1D10 and add the Toughness (1D10+T), if the result is equal or over the power of the hit, the model will have withstood it.

*E.g.: the skeleton (T7) will have to roll 11 or more in a Toughness test. He rolls the dice and obtains a 3 and adds his Toughness,  $3+7=10$ , so he becomes wounded.*

**4.** If the target doesn't pass the Toughness test then it will have to take a **Survival Factor test**. Roll 1D10, if the result is equal or less than its Survival Factor the model will have avoided the wound. If the roll is over its SF value the model will be considered a casualty. Check the section on how to remove casualties for more information on the issue. (21)

*The skeleton (SF2) rolls the dice and obtains a 5, doesn't manage to survive and dies... again.*



### 17 : 4 : Shooting Modifiers

Apart from the rules previously explained, you will have to apply the following modifiers. All modifiers are cumulative.

#### Modifiers

- ~ (+1) For each height point the target exceeds the shooter ~
- ~ (-1) For each height point the shooter exceeds the target ~
- ~ (-1) If the target is behind a miniature or piece of terrain that gives it cover ~
- ~ (-1) If the shooter has moved his basic distance or less.
- ~ (+1) If the target is at short range ~
- ~ (-3) For shooting at an enemy unit engaged in close combat with a friendly unit ~

It is considered short range half the weapons maximum range or less.

A target is considered to be at short range from a regiment, if all the models that form it are at short range.

### 17 : 5 : Shooting against models in close combat

If when shooting at the enemy miniature, the Precision test fails, the shot will have hit on a friendly model.

Roll again 1D10 and calculate the Power of the Hit the friendly model engaged in combat will suffer. Next follow the usual steps for the resolution of the shot.

A game with 3 or more players, if a mele is shot, the hits will be assigned randomly.

## :: 18 ::

### *Disengaging from combat*

A unit can only receive an order of disengaging from combat if it previously is engaged in combat.

Before starting the Combat any of the implicated parts can choose to disengage from combat and move to another place. In that case the disengaged will suffer an automatic hit from the models it is engaged with.

#### *It will not be able to disengage if*

- ~ It is surrounded and without any escape possibility~
- ~ You are defending an emplacement or objective ~
- ~ If the regiment, or any hero included in the unit, possess any special rule that doesn't allow it ~
- ~ A model CAN'T disengage the same turn it has engaged in combat ~

1D10+M will be rolled to know the distance the models will move when disengaging. You will have to move the totality of the distance rolled in the direction you have chosen, the movement can't be towards an enemy. Enemy models will have the opportunity to pursue the fleeing models, if they are not engaged in combat with other models; they will move 1D10+M cm.

If the pursuer catches the disengaged he will add a +2 to his combat roll in the next turn of combat, he will attack in first place and the fleeing models will be in close combat again. This combat will be resolved the next turn.

## :: 19 ::

### *Combat*

For a group of models to be considered in combat, they have to be in base to base contact (BtB) directly caused by a received charge in this turn or previous turns.

#### *19 : 1 : Who can fight*

All models in BtB with enemy models can fight.

Only heroes with an Attack Factor over 1 will have the possibility of distributing attacks between models in BtB with them. The rest of the miniatures will only have 1 attack.

Models that have two or more weapons will have to declare at the start of the turn which of the weapons they will use and they will not be able to change it until the next turn.

All miniatures will have the possibility to defend from all received attacks applying for it all the corresponding modifiers.

In activation order each player will distribute the attacks of each miniature, in this way the fight is grouped in several small combats, from 1 model against another to several models against 1.

#### *19 : 2 : How to attack*

Once clear who fights who, the moment of beating each other has come.

**1. Combat Roll:** Both players roll one D10 and add the CS of the model in combat and add the corresponding modifiers. If the attacker gets a higher result than the defender the attack will have been successful. Otherwise the defender will have blocked the attack.

Remember that all results of 1 in the dice are always misses.

*For example; a halberdier (CS4, S4) attacks a skeleton (CS2, T7). They roll dice, the halberdier rolls a 4 and adds his CS (4) 4+4= 8 the skeleton rolls a 5 and adds his CS (2) 5+2=7. The halberdier wins the Combat Roll, so he manages to hit the skeleton.*

**2.** Once you have hit your target, you have to obtain the **Power of the Hit**. For this add to the previous result the strength of the attacker (1D10 + CS+ S of the attacker).

*Continuing with the previous example, the power of the hit of the halberdier will be 4+4+4= 12*

**3.** The target model will have to take a **Toughness test**, roll 1D10 and add the Toughness (1D10+T), if the result is equal or over the power of the hit, the model will have withstood it.

*E.g.: the skeleton (T7) will have to roll 12 or more in a Toughness test. He rolls the dice and obtains a 3 and adds his Toughness, 3+7= 10, so he becomes wounded.*

**4.** If the target doesn't pass the Toughness test then it will have to take a **Survival Factor test**. Roll 1D10, if the result is equal or less than its Survival Factor the model will have avoided the wound. If the roll is over its SF value the model will be considered a casualty. Check the section on how to remove casualties for more information on the issue.

*The skeleton (SF2) rolls the dice and obtains a 5, doesn't manage to survive and dies...once more.*

#### **Modifiers to the Combat Roll**

- ~ (+1) If the unit is charging ~
- ~ (+1) If the unit is counter charging ~
- ~ (-1) For each additional model with whom it is engaged. (That is, one model against three models will receive a -2) ~
- ~ (+1) When an opponent is 2 or more points bigger in height ~
- ~ (-1) When an opponent is 2 or more points smaller in height ~

#### *19 : 3 : Striking back*

Once the attacking models have resolved their attacks, it is the moment for the model that defended itself to strike back on his opponent following the same procedure previously described.

## 20 :: *Combat results*

### 20 : 1 : *Fear due to exceeding casualties*

If a unit suffers equal or more than 50% of casualties (count only models eliminated in the game and rounding down not their point value) you will have to pass a Courage check to check if they continue fighting or they will retreat frightened.

Casualties from other turns are NOT added, you do only count the number of models at the start of the turn, and of this number you calculate the 50%. If all the units involved in a combat suffer 50% or more casualties in the same turn, the ones who have suffered more casualties will have to pass the Courage check, in case of a draw in number of casualties no one will have to check.

In case of failing the Courage test they will have to flee in opposite direction to its opponent, at that same moment.

If the unit is completely wiped out, all units of its army less than 10 cm. away will have to take a Courage test. If they fail it they will have to flee this turn too.

## 21 :: *Removing Casualties*

Casualties are always removed at the end of each phase, unless stated otherwise, once all models have acted. That is, if a shot in the shooting phase kills an enemy model that was going to shoot too, he will have the opportunity to shoot, but at the end of the phase he will have to be removed from the table as casualty.

### 21 : 1 : *Casualties in regiments*

In regiments you will have to remove a model from the regiment for each failed SF roll.

### 21 : 2 : *Casualties in heroes and independent miniatures.*

In the case of heroes and independent miniatures, when they receive physical damage of any kind, they will have the possibility of using their Survival Factor (SF) roll to try to avoid the possible damage. But for every not avoided wound their Survival Factor value will be reduced by (-1) permanently.

Whenever their SF reaches below 1 the miniature will be removed as a casualty.

If he manages to survive, in later turns it will continue the game playing with its Survival Factor value modified by the wounds. If the model suffers any more wounds it will still have the possibility to avoid them but with his modified Survival Factor.

Models that have other forms of avoiding wounds will first try to save them with their special saves, and if these fail, they will have the possibility of trying with their Survival Factor value.

If a regiment with an attached hero suffers more wounds than models are in it, the hero will be who will suffer the remainder wounds.

## 22 :: *Courage and Fear*

### 22 : 1 : *Fear*

If you are charged or try to charge a model or unit that causes Fear you will have to take a Courage test, the moment after measuring the distance and after checking that the opponents model can be engaged in close combat to act normally. For this the Courage value will be used.

If the model that causes Fear is of a bigger height than the affected model, the difference in height will be applied as a negative modifier to the Courage roll. In the opposite case the modifier applied to the roll will be positive.

If the miniature that causes fear is the target of the charge and the opponent has not passed the Courage test, it will not charge, but it will be able to react to other charges this turn the usual way.

If it is the model that causes fear the one that wishes to engage in combat, and its opponent has not passed the fear test, the opponent will suffer a -1 to its combat roll and a -1 to its Courage for the rest of the combat.

In case the model that causes fear exceeds its opponent by two or more points in the height chart, and the opponent has not passed the fear test, the opponent will flee in terror in opposite direction to the charge.

If you try to charge a model which is two points bigger in the height table and do not pass the fear test, you will not be capable of doing anything else that turn, not even reacting to other enemy actions.

If a model receives several charges from models that cause fear, you will only have to pass one fear check for the charges, taking as reference the biggest of the models that causes fear.

### 22 : 2 : *Absence of Courage*

Models without a number in their Courage box (C-), will never suffer the effects of fear nor will they retreat ever, not even voluntarily. Models that cause fear are immune to it if their Courage value is C-.

Models that cause fear with a value in their Courage box (even if it is 0) will be immune to fear caused by models of equal or less height than them, but they will suffer from it if the model they face is bigger than them, but without modifying its Courage value for being exceeded in height.

A model that has failed a Fear test will not be capable of doing a Counter Charge.



## :::Appendix I Special Abilities:::

Here you find the description of the Special Rules some models can have; they substitute or compliment the normal rules. A model that posses a Special Rule that affects an opponent, will not be able to use it against him if the opponent has the same Special Rule, except for those rules that are marked with an asterisk.

All special rules are classified in two groups; Always Active (A.A.) and Optional Usage (O.U.). A.A. are innate abilities that models posses without thinking over using them, what means they are obliged to use them. For example: immune to fear. O.U. abilities are chosen to be used in each case as better benefits the model.

### **Accurate: (A.A.)**

Accurate models will not suffer from penalties for moving or shooting.

### **Authority: (O.U.)**

A model with the authority special rule can give a second Order Point per turn to models that don't posses the Order special rule and that aren't heroes.

### **Brave: (O.U.)**

Brave models can re roll any failed Courage test that forces them to flee. The second result will be definitive.

### **Corrupt: (O.U.)**

A corrupt model can change one of his enemy's dice rolls for his own dice roll in Close Combat once per turn, that is, he can decide if he prefers his opponents roll and change it for his own.

### **Daring: (O.U.)**

Daring models can re-roll one characteristic test per turn. The second result will be definitive.

### **Disciplined (X): (.O.U)**

These models can receive more than an order per turn. The number between brackets states the number of orders the model can receive per turn. Remember that models without this special rule can only receive one order per turn.

### **Dodge: (O.U.)\***

Models with dodge can repeat two different (attack dice) rolls, when they are protecting against close combat attacks. The second result will be definitive.

### **Ethereal: (A.A.)**

Ethereal models ignore the effects of terrain, even impassable terrain, they have 360° of field of vision, and they can cross elements of terrain and other models. They can charge through terrain elements and see through them. They are immune to Pain, and can only be wounded by magic or magical weapons.

### **Fair: (A.A.)**

Fair models are immune to fear, and they give the units they are included in immunity to fear too.

### **Fanatic: (A.A.)**

Fanatic models are immune to fear and never flee.

### **Hardened: (A.A.)**

A hardened model will have an extra D10 per turn to use as he wishes. Re roll a failed roll, make an extra attack or to add to a spell roll.

### **Hermit: (A.A.)**

the hero or legendary hero can not attach to any regiment.

### **Hidden: (O.U.)**

Hidden models can't be the objective of any enemy action if they haven't moved or shot. If they are mages their spells can be dispelled (but not blocked). A hidden model will have to move if another models passes through its location (not more than its basic movement), if it can't manage to move away from the path of the enemy it will be considered as if the model has been charged. In this case the hidden model can not react to the charge, and will not have to pass any test for it. From the moment the model moves or shots it will no longer be considered as hidden.

### **Hypnotism: (O.U.)**

Models with hypnotism will have the ability to prevent models in Close Combat with them attacking them and defending themselves. For it all models in base to base contact with the model with the special rule will have to pass a Courage test. If they fail the test they will not attack the model with the hypnotism or defend themselves from him that turn. But they can defend from other models they are in C/C with. They will have to pass a Courage test every turn they stay in base to base contact to act with normality. Models with Courage – can't be hypnotized.

### **Immune to Fear: (A.A.)**

Models immune to fear ignore all fear effects and do not have to take any test for it.

### **Insane: (A.A.)**

An insane model will add one point to his CS and will gain 1 extra attack dice (Attack Factor +1) the first time it is wounded in close combat.

### **Multiple shoots: (A.A)**

The weapons used can shoot several times with one order, applying a modifier of (-1) to hit to each shot. The number of times it can be shot appears between brackets and preceded by an X; (X2) (X3) ...

### **Nature Aura: (A.A.)**

Models with Nature aura gain +1 to Toughness when they are inside wooden terrain.

***Perception: (O.U.)***

Models with perception will sense the presence of enemies in their charge distance even if they can not see them. Roll 1D10 for each enemy in range, with a result of 4+ the model will have the opportunity to act on the enemy with normality, as if the enemy was seen. (360° field of vision). Remember that if the enemy is behind an element of terrain he can not be the target of a charge, or be affected by any spell or shot that goes through the element of terrain or other models.

***Regeneration (X): (O.U.)***

Models with regeneration gain 1 lost point in their Survival Factor value if they equal or roll over the number that appears between brackets in 1D10. A model can only take one regeneration roll per turn. You can take a regeneration roll in every turn even if you have not received any wound that turn. Except in units, regeneration can be used against a Lethal attack. Regeneration can be used in the same turn the model should be taken from the table as casualty.

***Right hand man: (A.A.)***

Some low rank Characters can be included in an army without having to include any extra units, as it is compulsory. But they can never be chosen as Commanders.

A right hand man character will be the complement of a high rank character (without this special rule). Only one right hand man character can be fielded in the army for each high rank character included.

***Rotten:***

Models wounded by rotten models or weapons, will lose 2 points instead of 1 in their Survival Factor value. The poison that comes away from the rotten attack doesn't affect Undead models, Demons or Magical Creatures.

***Scout: (O.U.)***

A scout can deploy at the start of the game out of his armies deployment zone, but he has to be out of the enemies field of vision and at least farther than 30cm from the enemy.

***Swarm: (A.A.)***

Swarms have a 360° field of vision.

***Swift: (O.U.)***

Swift models can double their Basic movement under any circumstance. If they had to move by a dice roll, they can roll one extra dice.

***Not alive: (A.A.)***

Notalive models cause fear.

***Warrior Mage: (O.U.)***

Warrior mages are courageous fighters' skilful in magic as well as with the sword. They have no penalties when using magic in close combat.

# ::: Apendix II Magic :::

## :: Notalive :: Infra school

### **Accummulate magic (5+)**

The Necromancer gains one additional magic dice that will be added to his next magical phase dice.

### **Curse (10+)(30 cm.)(1T)**

The target suffers a -1 penalty to CS, S, T and C. No characteristic can become lower than 1.

### **Putrefaction flies (10+)(40 cm.)(P)**

Chose a unit of Rotten-ones, Sewn-ones or Skeletons. If the spell is cast successfully the unit will be covered by a swarm of Putrefaction flies that will give them +1T.

### **Invocation level III (16+)(40 cm.)(P)**

Invokes 2 Skeletons that will form part of an already existing unit. They will be equipped in the same way.

### **Unusual strength(17+)(30cm)(C/C)**

The target of this spell can be a unit of Skeletons, Sewn-ones or Rotten-ones that is in Close Combat. If the spell is cast successfully they will be able to attack twice, one in the magic phase, in which they will attack first and another one in the combat phase in which they will fight following the established rules.

### **Unusual strength (17+)(30cm)(C/C)**

The target of this spell can be a unit of Skeletons, Sewn-ones or Rotten-ones that is in Close Combat. If the spell is cast successfully they will be able to attack twice, one in the magic phase, in which they will attack first and another one in the combat phase in which they will fight following the established rules.

### **Bad intentions (18+)(30 cm)(C/C)(1T)**

A single model or unit gains the Hypnotism special rule.

### **Reconstruction(20+)(45cm)(P)**

The target of the spell will heal from suffered wounds and will regain all lost Survival Factor points.

### **Damnation (22+)(30 cm)(C/C)**

The target of the spell will attack himself instead of his opponent. The target will not strike back at his opponents' attacks or his own.

### **Change of souls (24+)(C/C)**

The Necromancer will swap his life points with those of an opponent in close combat. He can only change his life points with a model per turn. For this he will steal as many life points from the opponents SF as needed to complete his original level.

## :: Orphans :: Forest power

### **Aura (5+)(15cm)(C/C) (1T)**

The target of the spell gains CS5 while the spells lasts.

### **Fallen leaves (9+)(25 cm)(1T)**

The target of the spell will be hidden by a rain of dry leaves. All shots aimed at him will suffer a -1 to Aim.

### **Poison moss (10+)(60cm)**

A single enemy model or one that forms part of a unit will suffer 1 automatic PO 12 hit, for stepping on poisoned moss.

### **Visual trick (12+)(30cm)(1T)**

Choose a single model from the same army of the shaman, to enemy eyes he will look like a forest animal and he will not be targetable as objective of charges or shooting.

### **The forest grows (13+)(20cm)(P)**

A forest of 10x10 cm. appears no more than 20 cm. away from the mage. The forest can't appear on top of other pieces of terrain or models.

### **Hidden treasure (14+)(P)**

The shaman will find a Magical Stone.

### **Climbing ivy (15+)(15cm)(1T)**

The target will not be able to move because he will be entangled in an ivy plant. The target can't be a flying model.

### **Swift as the wind (23+)(30cm)(3T)**

The target will have MX2

### **Swindle of the destiny (17+)(35cm)**

All the models of the same reign of the shaman at 35 cm. of distance or less will have an extra turn of shooting, after the magic turn and before the close combat turn,

### **Tree of life (18+)(30 cm)(C/C)(1T)**

The target of the spell must be from the same army of the reign of the shaman and not be more than 15 cm. away from a forest or tree. If the spell is cast successfully the target will recover 1 SF point.

### **Sinister forest - (20+)(35 cm)(P)**

Choose a forest not more than 35 cm. away from the shaman; if the spell is cast successfully the chosen forest will cause fear. All models not belonging to the orphans reign will have to take a Courage test if they want to enter it, or if they want to stay inside it in case they were already inside. If they do not pass the test they will not be able to enter the forest, and if they were inside they will have to exit the forest. Models immune to fear will not have to test.

### **Thorny whip (22+)(C/C)**

Invokes a thorny whip that causes 1D5 PO 15 automatic hits divided between all the models in base to base contact with the target of the spell.

### **Living forest (25+)(35 cm)(2T)**

Choose a forest not more than 35 cm. away from the shaman. The trees will attack all enemy models inside the forest and in a 10 cm. radius causing them 1 hit PO 13 per model.

## **:: The Thousand Face Cult ::** **Deformed magic**

### **Deception (5+)**

If the spell is cast successfully the player will add +1 to determine the initiative in the next turn.

### **Burning head (7+)(40 cm.)**

The Burning head will cause 1 automatic PO 11 hit.

### **Cloak of shadows (8+)(20 cm.)(1T)(C/C)**

The target of the spell will gain +1 to T.

### **Sacrifice (9+)(20 cm.)(C/C) (P)**

Choose a model from the army of the sorcerer not more than 20 cm. away from him. The unlucky will be removed as a casualty and the sorcerer will gain 2 Magical Stones.

### **Unusual courage (10+)(25cm)(1T)**

The target of the spell will double his Courage characteristic (Cx2).

### **Offering to the gods of the abyss (12+)(P)**

This spell can only be cast if the sorcerer kills an enemy character. If the spell is cast successfully the sorcerer will be able to choose another spell from the reigns' list, even if he exceeds the limit.

### **Paralyzing ice (15+)(30 cm)(1T)**

Choose a single model that can be part of a unit or be in Close Combat with the sorcerer. If the spell is cast successfully the unlucky target will not do anything (move, shoot, etc.) this turn.

### **Protecting shield (19+)(30 cm)(C/C)(1T)**

Choose a unit from the same reign of the sorcerer that is in close combat. If the spell is cast successfully a magic shield will appear between the models that are in close combat that will prevent the unit from receiving attacks and being pursued. The unit of the sorcerer will be able to disengage from combat automatically.

### **Curse (20+)(40 cm)(2T)**

Choose an enemy unit or single model that is in close combat. If the spell is cast successfully the target will suffer a -1 to S, T, CS and C. No value may be lowered below 1.

### **Damned mirage (22+)(40 cm)**

Mark a point no more than 40 cm. away from the sorcerer inside the arc of sight of a single model or unit that will be the victim. If the spell is cast successfully the victim will move to that marked point without avoiding doing so or doing any other thing. In the moment that the target reaches that point the spell will end its effect.

### **Submission (23+)(35 cm)(C/C) (1T)**

The target of the spell will not be able to attack or defend.

## **:: Kingdom of God ::** **White Magic**

### **Healing (5+) 30 cm.**

The mage can choose a model from the army as target of the spell. If the spell is cast successfully the target will recover 1 point in his Survival Factor, except if the model has been removed as a casualty.

### **Protective shield (6+)(1T)**

The mage will create a magic shield that will protect him completely from shooting and throwing weapons.

### **Profetic agility (7+)(15 cm)(1T)**

Choose a single model belonging to the same reign of the mage; the lucky target will gain a +1 to his CS.

### **Colossal dexterity (8+)(15 cm.)(1T)**

Choose a single model from the same reign of the mage; the target will gain +1 in his aim characteristic.

### **Avenging ray (9+)(30 cm.)**

The target will receive 1D10 automatic PO 13 hits.

### **Ice storm (11+)(30 cm.)**

The target will receive 1D10 automatic PO 15 hits.

### **Stell skin - (12+)(20 cm)(C/C) (1T)**

The target of the spell will gain 1 additional point to his Toughness.

### **Stone skin (14+)(20 cm)(1T)**

The target of the spell will gain 2 additional points to T and 1 to S

### **Freezing (19+)(35 cm)(1T)**

The target of the spell will freeze and he will not be able to do anything this turn.

### **Vitality (20+)(15 cm)(2T)**

The target of the spell will move the double of his Basic movement.

### **Heroic bravery (23+)(35 cm)(P)**

The target of the spell will be able to roll 2D10 instead of 1D10 when taking any Courage test, and choose the result that better suits him.

### **Divine ray (24+)(30 cm)**

The target of the spell can be any model. The target will suffer 1D5 automatic PO 13 hit

### **Supernatural strength (24+)(45 cm)(1T)**

The target of the spell will gain +3 points to Strength.

## **::: *Appendix III Missions* :::**

### ***Mission I. The Hunter Manuscripts.***

**Description:** players will have to find the Hunter Manuscripts that will help them in their search for Zenit.

**Special Rules:** Pick up or pass a scroll; a model can pick up, or pass a scroll to another model if it ends its movement BtB to the other model.

A scroll will fall to the ground when the model that is carrying it dies.

**Size of the army:** Players can decide the size of the army.

**Deployment:** Both players will deploy in opposite sides of the table, in the centre line of the gaming table, leaving between both deployment lines 70 cm.

Three markers will be deployed; these markers represent the Hunter manuscripts. These markers will be placed 20 cm. one from the other.

**Victory Conditions:** The player who brings more Hunter Manuscripts to his deployment zone will be the winner.

**Duration:** Unlimited turns

### ***Mission II. For Miter!!!***

**Description:** The goal of our army is to annihilate the enemy.

**Special Rules:** none

**Size of the army:** Players can decide the size of the army.

**Deployment:** Both players will deploy in opposite sides of the table, in the centre line of the gaming table, leaving between both deployment lines 70 cm.

**Victory Conditions:** The player who eliminates the greatest number of points in models from the opposing army will be the winner.

**Duration:** 6 Turns

### ***Mission III. Get his head!!!***

**Description:** The players will have to eliminate the enemy's Commander.

**Special Rules:** none

**Size of the army:** Players can decide the size of the army.

**Deployment:** Both players will deploy in opposite sides of the table, in the centre line of the gaming table, leaving between both deployment lines 70 cm.

**Victory Conditions:** The player who first eliminates the enemy's Commander will be the winner.

**Duration:** Unlimited turns