15mm figures on 20mm diameter bases Large Figures on 40mm Diameter bases

In brackets equivalent in inches ( ) DICE used D8 D10 D12 D20 D30

Terrain Board minimum 120cm x 90cm (4’x3’) divided in 30cm x 30cm squares (1’x1’)

Artillery need not be on bases but can be on 40mm diameter bases

Alternative Moves if 4 or 5 players dice for it, highest goes first then next highest. Throw 1xD6 each

Sequence : Movement or Firing Melee Next Player

Terrain board which is split into 12 squares in sequence

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Each player throws 1xD6 dice, the player with the highest score then throws the dice and places all the terrain

This consists of 1 River, 2 Fords, 1 Bridge, 1 Marsh next to the river (chosen by the winner of the highest dice.

Throw 2x d10 for river

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Example you throw 2xD10 and get 4 and 10 so the river starts in 4 on any edge and ends in 10. The Player places 2 fords on the river, then places the Marsh and the Bridge.

Throw 1xD12 for Terrain pieces If a square is occupied by other terrain throw again River intersects all terrain

Roads are Dirt Tracks so there are no Additions to movement.
3 Hills (all in 1 square), 1 Hamlet/Town/Castle or 1 Farm with 2 to 3 Fields 3 Woods 1 of which is impassable to any troops. (all in 1 square). OTHER SCENERY LIKE WALLS AND FENCES IS COMPLETELY UP TO YOU.

Next each player throws 1xD6 Highest dice score picks table edge to start from, opponent starts from opposite table edge.

MOVEMENT (per turn) limber/unlimber mount/dismount, ladder to wall 1 move if in base to base. Any figure in base to base can capture anything that is loose. i.e. pack mule, Artillery.

FOOT
HEAVY INF 7.5cm (3) MEDIUM INF 10cm (4”) LIGHT INF 12.5cm (5)
TROLLS /OGRES/GIANTS /TREEMEN /CREATURES 12.5cm (5)
WIZARD/BALROG/UNDEAD/WRAITH/SPirit/DEMON/NAZGUL/WITCH KING 12.5cm (5)
MOUNTED: MAMMOTHS 10 CM (4)LIGHT CAVALRY /WOLVES 22.5CM (9)
MEDIUM CAVALRY /WOLFRIDERS/WARGS 20CM (8)
HEAVY CAVALRY /WARGRIDERS 17.5CM (7)
PACK ANIMALS MULES 12.5CM (5)

DRAGONS AND ANY FLYING CREATURES (i.e BATS)  AIR 22.5 (9)
LAND 12.5CM (5) can only land in an open space (base size)

CHARACTERS/KING/QUEEN/STANDARDBEARERS/GENERAL/LEADER move either at light inf or light cav movement 12.5cm /22.5cm

Pull/Push Artillery /engines. artillerymen(3) 3.75 CM (1.5) reduced by 1.25CM (.5) lose 1 artillerymen Horse drawn (2) 7.5CM reduced by 3.75 CM (1) lose 1 horse

1 D16 figure pull/push Artillery/engines 10CM (4) not flying creatures creatures/giant spiders.

There is no deduction moving through soft/hard cover for any Foot Troops.

There is no deduction for Mounted moving through soft cover but when moving through hard cover, movement is halved.
You cannot move through any figure or multiple figure bases unless there is 1 base width. You must go round that figure or multiple figure bases.

There is no deduction to a base when turning to flank or rear.

When 2 or more bases are wheeling or changing formation then each base is only permitted to move their maximum move distance.

Flying Creatures can fly over anything but their base must land on any area not occupied by any figure bases, this also applies when in melee.

When entering a building there is no deduction to a base, however if occupied that base must melee and can only enter if enemy base is killed. The victorious figure must then defend against 4 figures if the building is occupied by 5 figures. Exiting a building no deduction.

A building can hold up to a maximum of 5 figures.

**FIRING**

Throw 1 Dice per figure per turn. Line of Sight only. Cannot move and fire 360 degrees firing except when in base to base 22 ½ degrees to front for figures, 45 degrees from CENTRE of Artillery. Decide what you are firing at. You can if you want, target individual figures if they are not in base to base contact with other friendly figures or not behind another friendly figure. You cannot fire into melee if friendly figures are fighting.

Distribute hits equally if different troop types involved. You cannot fire over any figure (bases) unless on a hill, on wall. You can fire at a figure which is behind another figure if you are on a higher level.

Darts Blowpipes Javelins up to effective range 7.5CM (3)

Bow /Crossbow up to effective range 30CM (12)/ 22.5CM (9”)

Slings up to effective range 15CM (6)

Catapult, stone throwing artillery effective range of 45CM (18)

Each figure Artilleryman (3) throw 1xD Appropriate dice for Hits (Artillery cannot fire if no Artillerymen left).

Each figure throws 1xD appropriate dice. A score of 5 or more is a HIT.

1xD6 for each light inf/light cav/wolves/bats/pack animals mules artillerymen

1xD8 for each medium inf/medium cav wolfriders wargs
1xD10 for each heavy inf/heavy cav wargriders
1xD12 for each Leader/General/king/queen/standardbearers
1xD16 for each trolls/ogres/giants/treemen/flying creatures/creatures i.e Giant Spiders/mammoths
1xD20 for each Demon/undead/Wraith/spirit/nazgul
1xD24 for each Character
1xD30 for each Dragon/Balrog/wizard/witch king

To save each figure throws 1xD appropriate dice from the list above. A score of 5 or more saves figure creature etc

Any figure that has fired the previous turn and is fired at by any enemy in their turn do not get any additions of soft/hard cover or shield for saving
+1 if figure has shield

ONLY Artillery can fire over its own troops

YOU can fire over troops if you are on a higher level i.e. hill, castle wall, top floor of house, in howdah.

Soft Cover +1 to defender to save

INCLUDES all Streams,Fences,Low Walls,Wooden Barrels, Boxes, Marshes, Artillerymen behind catapults etc

Hard Cover +2 to defender to save

INCLUDES all Stone Buildings and Wooden Structures, Bridges, Emplacements, Rivers, Earthworks high walls.

Artillery cannot cross low or high walls, rivers except at bridges and fords. Cavalry cannot cross high walls and fences.

Cavalry can cross rivers and low walls/fences but throw 1xappropriate dice per figure, a score of 5 or more and the figure is ok

D16 D20 D24 D30 figures mounted on D16 D20 D30 figures i.e wraith mounted on a flying creature (you must always fire or melee with the mount first) and that mount is killed in melee or firing the mounted figure/figures
throws 1x Appropriate D dice. On a score of 5 or more and, the mounted figure/figures are ok and not killed.

If 3 goblins on a Mammoth and it is killed, the goblins are also killed as they are not D16 D20 D24 D30 figures.

D16 D20 D24 D30 figures do not participate in firing or melee until they are dismounted off D16 D20 D30.

MELEE (only melee in your turn) You can move and melee. You cannot melee then move. BASE TO BASE CONTACT

There is only the attackers turn. The defender if he does not get killed can become the attacker or move away. You can only kill in the attackers turn.

Up to 4 attacking figures can melee with 1 defending figure.

You can only move away from melee if there is space between the 4 attacking bases or you are blocked by Hard Cover (High Wall etc).

A defending figure may have to throw up to 4 times if attacked in melee.

If attacked in flank or rear and you are not killed you can if there is no enemy base to your front turn to face your opponent.

Flying Creatures must land in an area not occupied by any figure bases, and be in base to base to melee.

You cannot move through other figures to fight in melee.

Throw 1x appropriate dice per attacking figure in melee.

Throw 1x appropriate dice per defending figure in melee.

D6 for each Light Inf/light Cav/wolves/bats/pack animals mules/artillerymen

D8 for each Medium inf/Medium Cav/wolfriders/wargs

D10 for each Heavy inf/ Heavy Cav/wargriders

D12 for each Leader or General /king/queen/standardbearers

D16 for each troll/ogre/giant/treemen/flying creature/creatures i.e giant spiders/mammoth

D20 for each Demon/undead/Wraith/Spirit/nazgul
D24 for each Character
D30 for each Dragon/Balrog/Wizard/witch king

Add or Subtract to each figure
+1 Using Spear/lance/axe/mace/broadsword/hammer/large club or mallet
+1 Defending soft cover
+2 Defending hard cover
+1 Guard Inf
+2 Guard Cav
-1 No shield  D16 D20 D24 D30 ignore minus
-1 No weapon (sword etc i.e if only bow and shield . ) D16 D20 D24 D30 ignore minus

HIGHEST SCORE WINS  LOSER IS CLASSED AS DEAD  IF EVEN THE DEFENDER BECOMES THE ATTACKER OR IF NOT SURROUNDED CAN MOVE AWAY.

RETREAT/MORALE
Retreat is at the beginning of your own move
When any unit loses 50% the remaining figures throw 1xD appropriate dice
A score of 5 or more and the figure does not retreat off the battlefield this move
REPEAT EVERY MOVE  Retreat is double figures movement away from enemy
Troops that Retreat off the battlefield are deemed to be lost
You cannot fire if in Retreat.
If your General, Leader, King or Queen is killed to firing or melee within 30cm (12") of friendly troops throw 1x Appropriate Dice per figure. A score of 5 or more and the figure does not retreat off the battlefield and carries on as normal do not repeat next move. However, a figure in melee may have to throw again if his unit is at 50% or below.

TO ALLOT POINTS

Small army 1500 points (100 points per 1000 can only be Guard)

Each army can have 2 standardbearers and 1 general

Points per Figures use hit/melee dice i.e 1 light cav figure is d6 so the initial cost would be 6 points

You can only have up to 2 weapons i.e bow and sword or sword and sling etc. used only for firing figures

- D6 cost 6 points
- D8 costs 8 points
- D10 costs 10 points
- D12 costs 12 points
- D16 costs 16 points
- D20 costs 40 points
- D24 costs 48 points
- D30 costs 60 points
- Shield costs 5 points
- Sword costs 5 points

To make Inf D6 D8 D10 to Guard costs 3 points per figure

To make Cav D6 D8 D10 to Guard costs 6 points per figure

Spear /Lance/axe/Broadsword/mace/hammer/giant club costs 10 points

Darts/blowpipes/javelins cost 6 points

Slings cost 8 points Crossbows cost 10 points Bows cost 12 points
Catapult/stone throwing engine/bolt thrower  cost 50 points

Siege engines cost 100 points

Example Army: ORC 1500 points

40 Medium Inf with sword and shield costs 720 points
10 Light Inf with bow, sword and shield costs 280 points
4 Trolls with giant club costs 104 points
1 Leader on foot with sword and shield costs 22 points
2 Standardbearers with sword and shield costs 44 points
5 Guard heavy inf with spear and shield costs 155 points
1 mammoth with 3 light inf with javelin costs 52 points
1 mammoth with 3 light inf with javelin costs 52 points
10 wargs costs 80 points

Total 1509 points

Notes: for D20 D30

Dragons ignite fire on a score of 5 on each turn Throw at the start of its turn Range up to 15cm (6) Cannot use fire if in base to base in melee

Witch King can invoke dark magic on a score of 5 on each turn Throw at the start of his/her turn Range up to 15cm. (6) Cannot use magic if in base to base in melee

Wizards can invoke magic on a score of 5 on each turn Throw at the start of his/her turn Range up to 15cm (6) Cannot use magic if in base to base in melee

Balrog can ignite firewhip on a score of 5 on each turn Throw at the start of its turn Range up to 15cm (6) Cannot use firewhip if in base to base in melee

Demons/Wraiths/Undead / Spirits or nazguls can invoke dark magic on a score of 5 on each turn Throw at the start of his/her turn. Range up to 7.5cm (3) Cannot use Dark Magic if in base to base in melee
When a score of 5 or more is reached by the D20 D30 figures they throw their 1xappropriate dice again. The score is the number of hits achieved within their range of fire.

Distribute hits equally if firing at more than 1 figure.

D24 fire and move and melee as normal. If you want with certain characters you can on a score of 5 or more make a character invisible in which they cannot fire or melee. A further score of 5 or more and the character becomes visible.

Light inf medium inf heavy inf class as dwarves elves tribes of men Halflings goblins orcs manorcs

Light cav medium cav heavy cav as above