

# Te Wapen!

“Te Wapen!” is a set of rules for fantasy wargaming with miniatures, along with a simple campaign system. Ideas have evolved over the years, and are influenced by other existing rulesets. Since the topic of the game is fantasy after all, no pretense has been made to keep things on a ‘historical’ basis. The emphasis is on a simple and playable system, that is hopefully fun to use.

## 0.1. Organization of these Rules

The rules are divided into several modules.

Module 1 describes the basic rules needed for play.

Module 2 lists troop types and armies.

Module 3 outlines the rules for sieges.

Module 4 contains additional ideas.

Module 5 describes a simple campaign system.

# Module 1. Battles

The battle system is inspired by systems such as Battlecry and Memoir 44. These systems provide a simple and elegant interface for conducting battles.

## 1.1. Table and Hexgrids

The table is divided into a hexgrid. My current gaming mat uses a grid of half-displaced squares, which has the same topology as a hexgrid.

Each hex contains one type of terrain, and should be represented by suitable models. The different types of terrain, for rules purposes are:

**Woods:** This includes all types of dense woods that affect movement and combat abilities. Single trees merely placed for visual enhancement do not constitute a wood.

**Difficult terrain:** rocks, sand, marshes, swamp.

Hills

Walls

Rivers

Impassable

Villages & small buildings

## 1.2. Organization of Units

Every unit is an individual playing piece. A unit can be a number of troops, a single monster, a war machine, based on number of bases. Exact basing measurements are not important, since each unit occupies exactly one hex. The number of bases in a unit indicates its number of wounds (the amount of hits it can take before the unit is eliminated). Some monsters which are represented by a single figure can receive more than one hit. In this case, you must use counters or markers to indicate its current status.

Individuals (including generals, magic-users, etc.) are single figures, that can act independently, or can attach themselves to units. Individuals might be mounted on horses or other steeds, but heroes mounted on large monsters should rather be treated as a separate unit.

### 1.2. 1. Troop definitions

A typical troop roster looks as follows:

Troop Type	Move	Combat (#dice)	Hit at	Wounds	Special rules
Standard Infantry	1 - or - 2	4 no	4+	4	
Standard Archers	1 - or - 2	1-3-2-1 no	4+	4	
Standard Cavalry	3	3	5+	3	

Troop Type	Move	Combat (#dice)	Hit at	Wounds	Special rules
War Machine	0 - or - 1	0-3-3-3 no	5+	2	

### 1.3. Gameplay

#### 1.3. 1. Turn sequence

The game is divided in turns. To determine the order in which units are activated, an ordinary card deck is used. Drawing cards determines which side can move units. Agree beforehand which army is the 'red' one, and which army is 'black'.

The turn sequence looks as follows:

- Draw the top card from the deck. The color of the card (red or black) indicates what army can move units.
- If the card is a number card (2-10), the corresponding army can activate 1 unit or individual.
- If the card is a picture card (Jack, Queen, King), the corresponding army can activate 2 units or individuals.
- If the card is an Ace, that army can activate 3 units or individuals.
- If a Joker is drawn, the turn ends, all activation counters are removed, and the deck is reshuffled. This also happens when there are no more units to activate.

When a unit is activated, the unit may move and conduct combat. When more than one unit is activated, all units move first, and then combat is handled. An activated unit is then marked using an activation counter, and cannot be activated again during this turn.

The joker card resets all current activation counters, such that it is always uncertain whether all units can be activated in the current turn. Therefore, players have to think what are the most important actions they wish to perform before all units are reset.

### 1.4. Movement

#### 1.4. 1. Moving units

A unit can move the distance in hexes indicated in its profile. Some terrain restrictions apply:

**Woods:** a unit entering a woods hex must stop immediatly and may not conduct combat this turn.

**Difficult terrain:** A unit entering must stop immediatly, but may fight this turn.

**Hills:** a unit can move freely over hills.

**Walls:** a unit climbing over a wall must stop immediatly.

**Villages:** a unit entering a village hex must stop immediatly and may not combat this turn.

**Rivers:** a unit entering a river hex must stop immediatly.

**Impassable:** hexes which are designated as impassable cannot be entered by units.

Some of these restrictions might be lifted by some special abilities. E.g. flyers can move over impassable terrain.

Units cannot pass through each other.

## 1.4. 2. Facing

Facing (or orientation) of a unit is only important for units with ranged combat abilities. It is important to know in what direction they are facing, since this limits their fire arc.

A unit with ranged combat abilities must be oriented in one of 6 possible directions (see diagram in combat section). Changing orientation counts as one hex for the purposes of counting movement distance.

Individuals or single monster with ranged combat abilities have all-around facing.

## 1.4. 3. Moving individuals

Individuals can move independently (as a separate action), or they can move as part of a unit when they are attached to this unit. It is not allowed to move an individual and attach it to a unit, and then move the unit, thereby exceeding the normal movement allowance of the individual.

It is possible for an individual to detach itself from a unit by moving away, or by leaving the individual behind when the unit moves away.

An attached individual provides some advantages to the unit, and the individual is protected from being targeted by enemy fire. When the last casualty of a unit is taken away, the individual needs to be targeted by a separate attack.

Facing is not applicable to individuals. Thus, if an individual has a ranged attack (e.g. wizards casting spells), the normal rules for facing and orientation are not used.

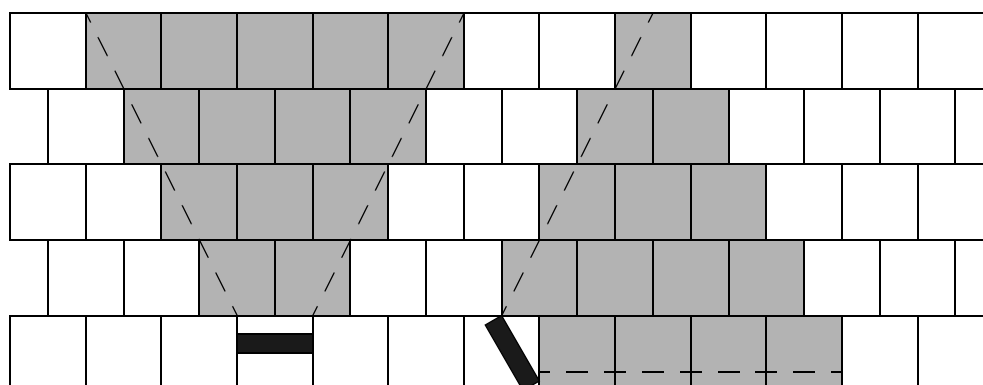
## 1.5. Combat

### 1.5. 1. Close Combat

Close combat happens when two units are adjacent to each other.

### 1.5. 2. Ranged combat

Normally, ranged combat units can shoot in a 60 degree arc:



### 1.5.3. Terrain Modifiers

The following terrain modifiers apply:

**Woods:** Attacker rolls 1 less combat dice when defender occupies a wood.

**Hills:** Attacker rolls 1 less combat dice when defender occupies a hill.

**Walls:** Attacker rolls 1 less combat dice when defender is immediately behind a wall or fence.

**River:** Attacker rolls 1 less dice when attacking from a river hex.

**Villages:** Attacker rolls 2 less combat dice when defender occupies a village.

### 1.5.4. Line of Sight

When a unit attacks another unit in ranged combat, a clear line of sight (LOS) between attacker and defender must be present.

Woods, Hills and Villages block LOS.

Other units (friendly or enemy) block LOS as well.

### 1.5.5. Results of Combat

Look at the “to-hit” number of the target. Any die roll equal to or exceeding this number is a hit on the target.

Rolls of ‘1’ are Retreats. A retreat can be towards any available hex, but NOT adjacent to any enemy unit. If a unit cannot retreat, it takes a hit instead. Attached individuals retreat with the unit they are attached to.

If a unit is eliminated or has to retreat, the attacking unit may occupy the hex of the defeated unit. This may only happen after close combat.

## 1.6. Magic

Some individuals have the ability to use magic. When a magic-user is activated, he can cast a spell. This spell counts as a combat action for the magic-user.

Each spell costs a number of magic points. This amount is deducted from the initial amount of magic points the magic-user starts the battle with. When the magic-user does not have sufficient magic-points left, he cannot cast any more spells. The initial number of magic-points is determined by the scenario. 10MP is the default starting value.

The following spells are available:

**Fireball (1MP):** Magic-user executes a 4-3-2-1 ranged attack vs. an enemy target.

**Freeze (1MP):** Magic-user targets an enemy unit up to 4 hexes away. That unit immediately receives an activation counter if it did not get activated this turn. If it did already receive an activation marker, this marker is not removed at the start of the next turn.

**Teleport (2MP):** Magic-user can teleport himself, possibly including the unit he is attached to, up to 5 hexes away.

**Healing (2MP):** The wizard restores one wound of the unit he is currently attached with.

**Summon Elemental (3MP):** The magic-user summons an elemental being. This elemental is placed in an hex adjacent to the magic-user. The elemental receives an activation counter immediatly.

**Fog (3MP):** the magic-user creates a cloud of fog, a circular area of 7 hexes big, its centre-hex up to 4 hexes away. Units may not enter the cloud, nor may any units trapped inside move as long as the cloud is in effect. The cloud lasts for 3 turns (including the turn in which it was cast). Line of sight cannot be traced into or out of any cloud hexes. Units at the edge of the cloud (not its centre-hex), may still be engaged in close combat.

## Module 2. Armies

These armies are based on my own personal collection of miniatures. They are not meant to be army lists in the traditional sense, listing 'available' troop types, but just sum up all different capabilities of the different troops that can be put on the battlefield.

Points for the various troop types are also not given, since players should try to set up good scenarios instead of equal point battles.

When setting up a campaign, countries or factions might have troops available which do not necessarily map one-to-one to the troops listed here.

### 2.1. Special abilities

Some units have special abilities, or special powers, that set them apart from other units on the battlefield. These abilities are listed here.

**Burrowing:** A burrowing unit can move through friendly or enemy units, but not through impassable terrain.

**Cause Fear:** If a unit that causes fear to an enemy unit inflicts at least one hit, it also causes a Retreat (if it didn't already receive one).

**Ethereal:** Ethereal units ignore any terrain modifiers when moving (they can even move over impassable terrain). They are still subject to the normal terrain modifiers for combat. Ethereal troops cannot move through other ethereal troops.

**Flying:** Flying troops ignore any terrain modifiers when moving (they can even move over impassable terrain). They still are subject to the normal terrain modifiers for combat. Flying troops cannot move over other flying troops.

**Forestwalkers:** Forestwalking troops do not have to stop when entering a forest hex, and can still fight when they stop in a forest hex.

**Frenzy:** If an attack roll results in one or more hits, one additional wound is inflicted. Frenzied troops also HAVE to follow-up, if possible to do so.

**General:** When attached to a unit, the unit rolls 1 extra die in combat.

**Magic-user:** A magic-user can cast spells.

**Regenerate:** When it is activated, a regenerating monster heals 1 wound before taking any actions.

**Swimming:** Swimmers ignore movement and combat penalties for water and rivers.

## 2.2. Ratmen (aka Skaven, Ratatoes, Vermin, Rattemannen)

Ratmen are a humanoid race, a cross-breed of men and rats. They mostly live in underground caverns, and are masters at tunneling. They prefer to travel by night, but can easily operate in daylight as well.

Troop Type	Move	Combat (#dice)	Hit at	Wounds	Special rules
<b>Rank-and File</b>					
Ratmen - swords	1 - or - 2	4 no	4+	4	
Ratmen - polearms	1 - or - 2	5 no	4+	4	
Ratmen - bows	1	1-3-2-1	4+	4	
Ratmen - beastmasters	1 - or - 2	5 no	5+	4	
Mutant Ratmen	1 - or - 2	4 no	4+	4	Cause Fear
Plague Monks	1 - or - 2	4 no	4+	4	Frenzy
Rat Ogres	2	5	5+	2	
<b>War Machines and Special Troops</b>					
Ratmen - Jezzails	0 - or - 1	3-3-3 no	5+	2	
Ratmen - Rocket	0 - or - 1	0-3-3-3 no	5+	2	Does not need line of sight to target.
Screaming Bell	0 - or - 1	5-4-3 no	5+	4	All ratmen units within 2 hexes of the Bell add an extra die to their combat roll.
<b>Individuals</b>					
Skaven Warlord	2	0	6+	1	General
Grey Seer	2	0	6+	1	Magic-user



## 2.3. Undead

Undead are forces raised by necromancers from fallen corpses. Most of these troops are skeletons, but other grisly troop types such as ghouls or zombies can be present as well.

Troop Type	Move	Combat (#dice)	Hit at	Wounds	Special rules
<b>Rank and File</b>					
Skeletons - swords	1 - or - 2	4 no	4+	4	
Skeletons - polearms	1 - or - 2	5 no	4+	4	
Skeletons - archers	1	1-3-2-1 no	4+	4	
Zombies	1	4	4+	2	
Mummies	1 - or - 2	5 no	4+	4	
Undead Cavalry	3	3	5+	3	Cause Fear
Undead Chariots	3	4	5+	2	
Carrion	3	4	5+	2	Flying
<b>War Machines and Special Troops</b>					
Undead - catapult	0 - or - 1	0-3-3-3 no	5+	2	Does not need line of sight to target.
Plague Cart	1	0	5+	2	All undead units within 2 hexes of the Plague Cart ignore the first flag rolled against them and have the ability to regenerate.
Death Elemental	3	6	6+	4	Cause Fear; Ethereal
<b>Individuals</b>					
Undead Champion	2 3 if mounted	0	6+	1	General (Flying)
Necromancer	20cm 3 if mounted	0	6+	1	Magic-user (Necromantic)
Vampire	2	0	6+	1	Assassin

Typical monsters and beasts that might be added to an Undead army:  
Bats.

## 2.4. Orcs and Goblins

Troop Type	Move	Combat (#dice)	Hit at	Wounds	Special rules
<b>Rank and File</b>					
Orc - archers	1	1-3-2-1	4+	4	
Orc - swords	1 - or - 2	4 no	4+	4	
Goblin - archers	1	1-3-2-1	4+	3	
Goblin - swords	1 - or - 2	4 no	4+	3	
Goblin - wolfriders	3	3	5+	3	
<b>War machines and special troops</b>					
Goblin - Catapult	0 - or - 1	0-3-3-3 no	5+	2	Does not need line of sight to target.
Goblin - Ballista	0 - or - 1	3-3-3 no	5+	2	
Goblin - Fanatics	2	6	4+	4	Goblin fanatics are eliminated after their first close combat.
Ogres	2	5	5+	2	
<b>Individuals</b>					
Orc General	2 3 if mounted	0	6+	1	General
Goblin Wizard	2	0	6+	1	Magic-user

## 2.5. Chaos Troops

Troop Type	Move	Combat (#dice)	Hit at	Wounds	Special rules
<b>Rank-and File</b>					
Chaos Warriors	1 - or - 2	4 no	4+	4	
Chaos Dwarfs	1 - or - 2	4 no	4+	5	
<b>War Machines and Special Troops</b>					
Chaos Dwarfs - Swivel guns	0 - or - 1	3-3-3 no	5+	2	
Chaos Dwarfs - Tenderiser	1	6	5+	2	
<b>Individuals</b>					
Champion of Chaos	2 3 if mounted	0	6+	1	General
Chaos Sorcerer	2	0	6+	1	Magic-user

## 2.6. Lizardmen

Lizardmen are a crossbreed between humaoinds and reptiles.

Troop Type	Move	Combat (#dice)	Hit at	Wounds	Special rules
Rank-and File					
Lizardmen warriors					
Beasthandlers					
Snakemen					
Individuals					
Champion mounted on dinosaur					
Lizard Shaman					
Slann mage					

## 2.7. Humans

Human troops come in many different types and compositions. Currently, the human army listed here is more or less based on a Western Medieval army.


Troop Type	Move	Combat (#dice)	Hit at	Wounds	Special rules
<b>Rank-and File</b>					
Cavalry	3	3	5+	3	
Mounted Knights	3	4	5+	3	
Infantry - polearms	1 - or - 2	5	4+	4	
Archers	1	1-3-2-1	4+	4	
Fanatic Monks	1 - or - 2	4	4+	6	Frenzy
Pygmies	1 - or - 2	2	4+	2	
<b>War Machines and Special Troops</b>					
Blunderbusses	0 - or - 1	3-3-3	5+	2	
<b>Individuals</b>					
King	2 3 if mounted	0	6+	1	General
Cleric	2 3 if mounted	0	6+	1	Magic-user
Wizard	2	0	6+	1	Magic-user


## 2.8. Monsters and Beasts

Smaller monsters are best represented by a number of bases equal their Wounds value. E.g. Chaos Hounds, Giant Bees, Trolls. Larger monsters such as Dragons or Hydras are represented by a single model. Their wounds should be represented by tokens. As long as both players agree on how wounds are represented (bases or counters), there shouldn't be too many problems.

Monsters which have random scores or abilities should be generated before the battle starts.

Troop Type	Move	Combat (#dice)	Hit at	Wounds	Special rules
Ambull					Burrowing
Bats	3	3	5+	3	Flying
Bears					Forestwalker
Bee - giant					
Beholder					Instead of fighting, beholders can automatically cast 1 Freeze spell per action.
Blobs					
Chaos Hounds					
Chimera					Flying
Coatl (flying serpent)					Flying
Crocodiles					Swimming
Culchan (wingless bird)					
Displacer beast					Ethereal
Dragon	4	6	5+	6	Flying
	<i>Dragons come in many varieties and sizes. Some dragons have special abilities: Red Dragon: firebreathing ranged attack 0-3-2-1.</i>				
Eagle - giant					Flying
Elephant					
	<i>Elephants can be used as mounts by using howdahs.</i>				
Ent					Forestwalker
Ettin					
	<i>Ettin are two-headed giants. The two heads are often in disagreement with each other.</i>				
Formless Spawn of Tsuthoggua					

Troop Type	Move	Combat (#dice)	Hit at	Wounds	Special rules
					
Gallimimus					
	<i>An ostrich-like dinosaur, which grew to a length of 4 metres. Can be used for Struthimimus and Orthimimus.</i>				
Giant					
Hippo					
Hippogriff					
Hydra	2	#heads	4+	#heads	
	<i>Hydras have multiple heads. Each time they receive a wound, the number of heads decreases by 1. To determine the number of initial heads, roll a D6 and add 3, giving a range from 4 to 9 heads.</i>				
Jabberwock					
Lizard - giant, green					
Mammoth					
Manticore					Flying
Medusa					Individual, can attach to units.
Minotaur					
Nannotyrannus					
	<i>An apparent dwarf Tyrannosaur about a third of the size of its larger cousin.</i>				
Scorpion - giant					
Snake - giant					
Spider - giant					
Sphinx					

Troop Type	Move	Combat (#dice)	Hit at	Wounds	Special rules
Trap					
	<i>Traps can take many forms (snakepits, nets, lurking monsters, evil mushrooms, ...), and are usually deployed secretly at the start of the game. Whenever a unit enters a hex containing a trap, the trap is activated. The unit has to battle the trap until either the trap is destroyed, or the unit is destroyed. Neither the trapped unit nor the trap is affected by a retreat result.</i>				
Troll					Regenerate
Turtle - giant	0 - or - 1	no			
Warhounds					
Wolves					
Wolves - shadow					
	<i>Shadowwolves are creatures of the night. They run very fast using their 6 legs.</i>				
Werewolf					Shapechanger
Great Race of Yith					
					
Zoat					Forestwalker

## 2.9. Ethereals, Spirits & Demons

These creatures belong to the supernatural worlds, and often are summoned by wizards.

Troop Type	Move	Combat (#dice)	Hit at	Wounds	Special rules
Beast of Nurgle					
	<i>A Beast of Nurgle looks like a giant snail, but has many tentacles instead of a single head.</i>				



Troop Type	Move	Combat (#dice)	Hit at	Wounds	Special rules
Demon - greater	3	5	5+	5	
	<i>Greater demons come in many forms: Balrogs, Demons of Tzeentch, Ice demons, ...            When a Greater Demon is summoned, or at the start of the battle, roll for 2 special powers:            1: Flying            2: +1 combat die            3: Firebreather: ranged attack 0-3-2-1 in addition to close combat            4: +1 Wound            5: Cause Fear            6: +1 movement</i>				
Demon - lesser	2	4	4+	4	
	<i>A lesser demon also rolls for special abilities, but only once.</i>				
Djinn					Flying
Elemental - air					Flying
Elemental - earth					Burrowing
Elemental - fire					
Elemental - water					Swimming
Phase Spider					

## Module 3. Siege Warfare

This module outlines some rules for dealing with buildings and sieges in the context of the game.

The basic idea is that buildings and structures occupy an hex on the battlefield, and have a profile just as other troops. However, in order to destroy buildings, usually special equipment is needed. I.e. ordinary rank-and-file troops are not capable of destroying buildings.

### 3.1. Types of Buildings

There are 4 types of buildings:

**Weak Wood (A):** Simple constructions made of wood, such as huts, shacks, smaller village buildings, stables, etc.

**Weak Stone (B):** Simple constructions made of stone, such as more sturdy village houses, richer farms, townhouses.

**Strong Wood (C):** Constructions which are built specifically with the purpose of repelling attackers: forts, pallisades, watchtowers, ...

**Strong Stone (D):** Constructions which are built specifically with the purpose of repelling attackers: Keeps, towers, castles, walls, ...

Each hex that contains constructions is designated as being a specific type. E.g. a castle wall may span several hexes, which are all of type D, but the castle gate itself (a wooden gate), might be type C.

Troops which are behind walls have the normal combat modifiers. They also ignore the first retreat result of each combat roll.

### 3.2. Siege Machinery

The following troop types are relevant in sieges:

**Siege Towers, ladders, grappling hooks, ... :** These do not inflict damage to the building itself, but are merely a means of trying to put troops on top of the ramparts.

**Rams, drills, explosives, ... :** This equipment is brought in contact with the construction, such that the buildings can be damaged and possibly destroyed.

**Catapults, ballistas, ... :** This equipment also is capable of damaging constructions, but can do so from a distance. These catapults and ballistas are usually more heavy than the 'battlefield' versions.

**Boiling oil, rocks, boulders, hot sand, ...:** This is equipment used to defend the walls and to make life miserable for the attackers.

### 3.3. Damage to buildings

Generally, ordinary rank and file troops cannot do direct damage buildings. Damage to buildings can only be inflicted by siege equipment, or by specific magic spells.

The combat system is exactly the same as for normal combat.

Troop Type	Move	Combat (#dice)	Hit at	Wounds	Special rules
Building A	NA	NA	5+	5	

Troop Type	Move	Combat (#dice)	Hit at	Wounds	Special rules
Building B	NA	NA	5+	10	
Building C	NA	NA	5+	15	
Building D	NA	NA	5+	20	
Rams, Drills	0 - or 1	5	4+	4	
Siege Ballistas	0 - or - 1	5-4-3-2-1	4+	4	
Catapults	0 - or - 1	0-5-4-3-2-1	4+	4	

## Module 4. Magic and individuals

### 4.1. Magic Items

No fantasy game is complete without the addition of magic items. Magic items come in many different flavours and sizes. Some magic items can only be used by an individual, other items are to be used by a unit. Items that are attributed to units stay with that unit for the entire battle, whereas items carried by individuals can be beneficial to different units, depending on what unit the individual is attached to.

#### 4.1. 1. Magic items for individuals: Weapons

To generate a magic weapon for an individual, roll a D10:

1. **Holy Blade:** When wielded by an individual attached to a unit, the unit rolls an extra combat die when in close combat vs. undead troops.
2. **Blade of Courage:** When wielded by an individual attached to a unit, the unit ignores one Retreat die.
3. **Blade of Protection:** When the unit is attacked to which the individual is attached, the attacker rolls 1 less die.
4. **Blade of Spells:** The wielder can cast spells similar to a wizard. The blade stores 10MP.
5. **Blade of Speed:** The wielder can move 2 extra hexes (not the unit).
6. **Blade of Flying:** The wielder can fly (not the unit).
7. **Blade of the Forest:** The wielder gains the ability of forestwalk (not the unit).
8. **Blade of Accuracy:** When attached to a unit, one failed combat die can be rerolled.
9. **Blade of Fear:** When attached to a unit, the unit causes fear.
10. Roll 2 times on this table, thereby generating 2 abilities.

#### 4.1. 2. Magic items for individuals: Non-weapons

1. **Mithril Armour:** any hits are saved on 6+
2. **Magic Wand:** stores 10 extra MP
3. **Ring of Fire:** contains 5 fireball spells.
- 4.
- 5.
- 6.
- 7.
- 8.
- 9.
- 10.

#### 4.1. 3. Magic items for units: Banners

Random banner:

1. Regenerate
2. One extra combat die
3. Steadfastness: ignore 1st Retreat
4. Cause Fear
5. Magic spells: 10MP
- 6.
- 7.
- 8.
- 9.
10. Roll 2 times on this table, thereby generating 2 abilities.

## 4.2. Individuals

The basic rules only specifies generals and magic-users as the type of individual available. However, other types can be included in scenarios. This section gives a few ideas.

### 4.2. 1. Assassin

Assassins usually hide in friendly troops, to seek out an enemy individual and kill him by a surprise attack.

If an assassin (whether attached to a unit or not) moves adjacent to an enemy individual (whether attached to a unit or not), the assassin may try an assassination attempt. Both individuals roll a D6, and the victim's score is subtracted from the assassin's score:

- -3, -4, -5: Attempt not succesful. The assassin is caught and slain by the victim.
- 0, -1, -2: No success, but the assassin manages to sneak away unnoticed and can try again next turn.
- +1, +2: Attempt succesful, but the assassin is caught in the act is other troops are present in the hex. The assassin is killed immediatly.
- +3, +4, +5: Attempt succesful! The target individual is killed!

### 4.2. 2. Shapechanger

A shapechanger or werecreature can change between its humanoid form and an animal form. Common types are the werewolf, weretiger, werebear (dwarfs), wereboar (orcs), were-eagle (elves), and sometimes even were-dragons.

Instead of taking a combat action, the shapechanger can change into its animal form. Then roll a D6. This is the number of turns the shapechanger will stay in its animal form.

### 4.2. 3. Wizard

A wizard is the most common type of magic-user. He has the availability of the standard spells as listed in the basic rules.

### 4.2. 4. Necromancer

Necromancer are magic-users that dabble in the art of summoning undead creatures, or to cause fear in their opponents. They have the following spells instead of the normal wizard spells:

Summon Skeletons:

Summon Skeleton Horde

Wind of Death (damage)

Resurrect (bring back to live a just slain unit)

### 4.2. 5. Cleric

A cleric is a wizard that is specialized in banishing or weakening undead and demonic creatures. They have the following spells instead of the normal wizard spells:

Banish Undead (damage to an undead unit)

Banish Undead Horde (damage to many undead units)

Healing

Deus Ex Machina: undo last action of opponent ???

#### 4.2. 6. Demonologist

Demonologists are wizards which specialize in mastering the demon-world. They have the following spells instead of the normal wizard spells:

**Summon Greater Demon (3MP):** The magic-user summons a greater demon. This demon is placed in an hex adjacent to the magic-user. The demon receives an activation counter immediately.

**Summon Lesser Demon (2MP):** The magic-user summons a greater demon. This demon is placed in an hex adjacent to the magic-user. The demon receives an activation counter immediately.

#### 4.2. 7. Druid

Druids are wizards which are in tune with the natural world. They have the following spells instead of the normal wizard spells:

**Animate forest (1MP):** The druid can animate a forest hex that is within 3 hexes of the druid. The forest attacks any unit that is inside this forest hex with 4 combat dice.

**Animate River (2MP):** The druid animates a river hex that is within 3 hexes of the druid, and both river hexes adjacent to this hex. The river attacks any unit that is on these river hexes with 4 combat dice.

Summon Insect Swarm

Healing

### 4.3. Special Terrain types

The basic game lists only the most common types of terrain. The battlefield terrain can also contain special features, that offer special abilities or penalties to the troops occupying them.

Stone Circle: Magic-users regenerate 2 MP after if they are in a stone circle after their activation.

Burial Mound: easier to raise undead

Temple: forbidden for undead

## Module 5. Campaigns

Campaigns combine the individual battles with the fate of entire kingdoms or empires.

Many of the ideas in this section are based on the “General’s Compendium”, a publication by Games Workshop.

### 5.1. Names

Individuals can be given names.

5.1. 1. Generals (based on the War in the Age of Magic system):

Title	Name (roll 2 or more times)	Where From?	Reputation
1. Prince	1. Ok	1. The Valley	1. The Besieger
2. King	2. Nor	2. The Mountains	2. The Lion
3. Lord	3. Ash	3. The Hills	3. The Jackal
4. Chancellor	4. Bar	4. The Coast	4. The Merciful
5. Commander	5. Isk	5. The Far Lands	5. Iron Hand
6. Chieftain	6. An	6. The Desert	6. Sword of the Gods
	7. Goz	7. The North	7. The Slayer
	8. Ono	8. The South	8. The Swift
	9. Schlem	9. The West	9. The Bold
	10. Ak	10. The East	10. The Cunning

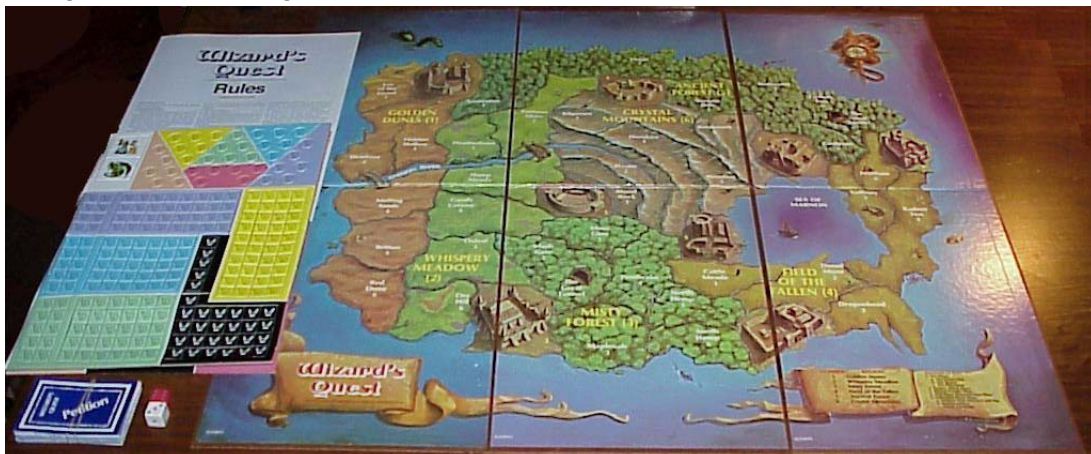
Examples:

Lord Norgoz The Slayer from the Desert

Chieftain IskOno Norash, The Bold One from the South

### 5.2. Map

A campaign is played on a map, divided in regions. The map from Wizard’s Quest is a good example, and has a good number of regions.



## Module 6. Science Fiction

### 6.1. Introduction

These rules can also be played to play Science Fiction games. The only real difference is that more troops will have ranged attacks, and thus that units do not need to move adjacent to each other to fight each other.

A subdivision is made between 25mm games, and 1/300 games. The former are usually better for skirmishes, and might include individuals on the battlefield. The latter is more for larger battles (in terms of troops and equipment, not in terms of units).

### 6.2. 25mm scale

Troop Type	Move	Combat (#dice)	Hit at	Wounds	Special rules
Space Marines					
Eldar					
Tyranids					
Kryomek					

### 6.3. 1/300 scale

List of troops to be inserted