

Pathmark

• BATTLES OF THE LOST AGE •

BANE OF KINGS



JOSEPH A. MCCULLOUGH





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OSPREY GAMES

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|| INTRODUCTION ||

"Time is the bane of all kings."

Ancient proverb of the Marches

Welcome to *Bane of Kings*, the third supplement for *Oathmark: Battles of the Lost Age*. When I first set out to create *Oathmark*, nearly three years ago now, one of my main goals was to bring a strong sense of narrative to the game. Traditionally, miniature games featuring large armies of figures focus on one-off battles, or – at most – short campaigns of interconnected battles. I wanted to create a system where every battle a player fought added another chapter to their story. I did this by having players focus on their kingdoms, as opposed to their specific armies. Thus, the list of battles became a history of the kingdom. While I believe this system works well, and can lead to long, fun, and narratively driven campaigns, I felt like something was missing.

Oathmark is a wargame, thus it is right and proper for its main focus to be a kingdom's military history; however, even the most militant of kingdoms have other aspects to their history. They are still subject to the whims of nature – such as natural disasters, droughts, and plagues. They often have complex politics that can lead to uprisings, assassinations, or coups. They must also frequently deal with issues that originate outside the kingdom, such as migrations, trading caravans, or wandering wizards. Throughout a mystical land like the Marches, even strange magics can leave their mark on a kingdom's history. In short, the passage of time often brings many strange, unusual, and unexpected events that can affect a kingdom, for good or ill.

Time, then, became my theme for this supplement. The largest chapter focuses on *Kingdom Events*, which are those events that happen within a kingdom between battles. These may include any of the above-mentioned occurrences, plus numerous others. While the primary goal of the Kingdom Event rules is to help players build the narrative of their kingdom, each of the numerous possible events also has a direct effect on the kingdom's next battle – and, occasionally, on the next several battles. Perhaps the event means the kingdom can hire extra troops, or morale is low, or some special magical item became available. Such advantages and disadvantages may seem small, but they might provide just enough to give a canny general an opportunity to exploit. More importantly, whether the event has any real effect on a battle or not, it gives the players another interesting aspect they can add to the chronicles of their kingdoms.

For players looking for more “crunch”, this book also contains two new types of figures to add to an army. The first are grouped together under the heading of *Animate Stone*, and include living statues, colossi, and animate idols. These creatures are essentially stone constructs imbued with a semblance of life through rare magic. These sentinels have often stood guard for centuries, quietly watching as time wrought its changes on their kingdoms; but even these seemingly immortal creatures are eventually subject to the passing years. The second are new *Chariots*, which are available to all races. When the undead returned to the Marches, they reintroduced this military technology, and many kingdoms were quick to note its capabilities and possibilities and added them to their own military arsenals.



Though the Marches belong to a Lost Age, we must not think of that age as static or frozen in time. The people of the Marches were innovators, especially militarily. As the years passed, some kingdoms developed new fighting formations that gave them an edge on the battlefield. Thus, I have included a chapter on *Special Formations* to give players the chance to take some of the units they already have and use them in a new way. For instance, if you usually have spearmen in your army, you can now use those spearmen in a Phalanx formation or give them the ability to form a Square formation. If you typically use your infantry to shield your archers, you can now use the Skirmish formation to reverse that and have small groups of archers shield your infantry. The goal of these rules is to give players new ways to play and new strategies to try without having to buy or paint new units!

Of course, innovation is not limited to battlefield tactics – many of the wizards of the Marches also spent their years in deep magical research, often discovering new enchantments or incantations that could aid their kingdom’s armies. Thus, I have also included some new spells for players to try.

This book also includes a couple new *military expeditions*, because – despite all the discussion of time passing, innovation, and building narrative – *Oathmark* is still a game that involves pushing miniatures around on the table, and each new scenario is an opportunity to dust off the army and test their mettle in a new and interesting situation. Along with the scenarios, I created new Strange and Catastrophic Events; however, instead of giving them themes specific to the new military expeditions, I instead gave them a winter theme. Most kingdoms would not choose to go to battle during winter, and these tables offer a lot of reasons why that is true! Still, sometimes needs must, and a kingdom is forced to send forth its soldiers despite the snow and ice.

So, the book you have in your hands is pretty packed – filled with new units, new ways to use old units, new spells, new battles to fight, and expanded ways to chart the rise or fall of your kingdom. As always, take what you want from this book, modify it in any way that makes it more fun for you and your gaming group, and most importantly, use it as an excuse to get those miniatures on the table!





|| SPECIAL FORMATIONS ||

Special formations exist so players can bring new life and new tactical possibilities to the units already available to their kingdoms. So, if you usually field an army with 4 spearmen units, it might be fun to give them all the Phalanx formation for a bit of added punch; or, if you are a more defensive-minded player, you might consider giving them the Square formation, so they can better prepare for attacks from any angle. If you typically field a big block of archers, why not trying fielding them as smaller units with the Skirmish formation and using them to shield your infantry units as they advance?

To gain access to a specific special formation, a kingdom must contain the terrain listed in the formation's description. Kingdoms may add this terrain to their territories in the usual way, either during creation or when choosing a new territory after a scenario. While you may select each terrain type more than once, there is little practical reason to do so. Each territory with the terrain allows you to give the special formation to four units, but no army may contain more than four units with the same formation.

Each special formation has specific limits as to which units may have the formation. For example, you may only give the Phalanx formation to spearmen. Some, you may only give to figures on specific base sizes or that possess a specific special ability. Note that you may give each type of special formation to four different types of units, so long as they are all eligible. So, if you have access to the Phalanx formation, you can give it to two units of elf spearmen, a unit of dwarf spearmen, and a unit of human spearmen – provided you have all of these in your army.

Each special formation also has a point cost per figure. This cost must be added to the cost of every figure in the unit to give them the formation.

Some special formations, such as Phalanx, are *always on* and change a unit's stats or abilities for the entire game. Other formations can be *adopted* or *unadopted* during the game if the unit spends an action to do so. This is explained in the formation's description.

A unit with a special formation may only ever merge with a unit that possesses the same special formation. A unit-of-one may never have a special formation, which also means that any unit reduced to one figure automatically reverts to their normal formation. No unit may possess more than one special formation.

You must always make your opponent aware of which units possess special formations before the game and repeat this information if requested.

SPECIAL FORMATION TERRAIN LIST

Each of the special formations is fully described over the following pages.

Special Formation Terrain Table	
Terrain Type	Special Formation Available
Battle Plain	Shield Wall
Chariot Tracks	Chariot Unit
Javelin Range	Javelin Storm
Proving Grounds	Phalanx
Practice Fields	Square
Skirmish Grounds	Skirmish



SHIELD WALL

Terrain: Battle Plain

Restrictions: Only available to soldiers, spearmen, and warriors who have the special ability Shielding. The unit must contain at least 1 full rank.

Points: +2pts per figure

While many warriors in the Marches are trained to fight with a shield, some armies focus on the shield as a critical part of their tactics. In these cases, a warrior is taught to not only use the shield to defend themselves, but also to help defend the soldier standing next to them. This leads to tight formations, where the front rank often overlaps their large shields, creating a kind of wall between themselves and enemy units. This wall affords the unit much greater protection when fighting units in their front facing, and can help blunt the charge of an enemy unit; however, as this formation is primarily defensive, it does cost the unit some offensive power.

A unit with the Shield Wall formation can choose to start the game in either Shield Wall or normal formation. After this, the unit must spend an action to adopt the formation; however, the unit may unadopt the formation at any point during its own activation without spending an action. If the unit is ever reduced to less than 1 full rank, it immediately reverts to its normal formation and may not adopt Shield Wall formation again for the rest of the game.

The special rules for the Shield Wall formation apply only to combat in the unit's front facing. Combats fought to other facings follow the usual rules, as though the unit were in its normal formation. While in Shield Wall formation, the unit receives -1 Fight and +1 Defence during any combat to its front facing. Additionally, during these combats, no participating unit may use the special ability Wild Charge.

CHARIOT UNIT

Terrain: Chariot Tracks

Restrictions: Only available to chariots.

Cost: +10pts per figure

The Chariot Unit formation allows two chariots to fight together as a single unit, following all the normal rules for units and for chariots.

JAVELIN STORM

Terrain: Javelin Range

Restrictions: Only available to soldiers, spearmen, and warriors who do not possess the special abilities Charge (X) or Wild Charge.

Cost: +1pt per figure for humans, +2pts per figure for dwarves or elves

While most units use momentum and aggression to carry a charge, some units like to throw a rain of missile weapons just before the moment of impact, in the hope of disrupting their opponent's formation. These missiles are most commonly javelins, as they are light, easy to carry, and can be thrown in an easy arc; however, some units may use heavy darts, axes, or even hammers to achieve the same effect.

A unit with the Javelin Storm formation gains +1 Fight the first time it moves into combat with an enemy unit during the game. This is not optional; it must be used during this first charge and may not be saved for later.

When fielding this unit on the table, one suggestion is to place a small token behind the unit to represent that it has Javelin Storm. A small barrel holding some spears or javelins works great for this, but anything will do. Once the unit moves into combat during the game, remove the token to signify that the unit depleted its supply of missile weapons.

PHALANX

Terrain: Proving Grounds

Restrictions: Only available to spearmen. The unit must contain at least 2 full ranks.

Points: +2pts per figure

For this formation, the figures in the back ranks are equipped with longer spears, or pikes, so they can reach the front of the unit and lend support. While this means the unit has greater fighting power to the front, it also means it is more vulnerable to attacks from the flanks or rear.

A unit with the Phalanx formation receives +1 Fight whenever it fights an opponent in its front facing. However, it receives -2 Fight whenever it fights an opponent on either flank or to the rear. If the unit is ever reduced to less than 2 full ranks, it loses the Phalanx formation and reverts to normal spearmen. Otherwise, this formation is fixed and cannot be unadopted during a game.

SQUARE

Terrain: Practice Field

Restrictions: Only available to soldiers, spearmen, warriors, and linebreakers. The unit must contain at least 2 full ranks.

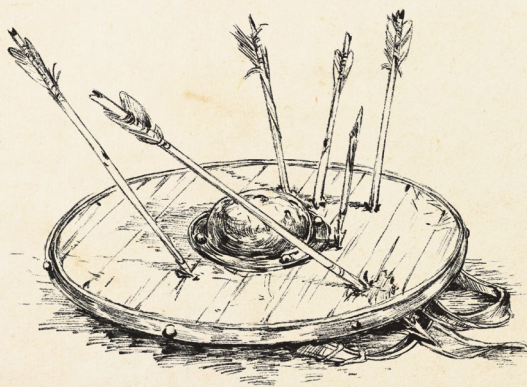
Points: +1pt per figure

Armies that are often outnumbered, and thus in greater danger of being outflanked, often train at least a few units to form into squares during battle. While in Square formation, the fighters on the flanks and rear of the unit face outwards instead of forwards. Thus, it is impossible to flank a unit while it is in Square formation. However, using this formation costs the unit the power it would normally gain from having multiple ranks, and makes it more difficult to move and manoeuvre.

A unit with the Square formation can choose to start the game in either Square or normal formation. After this, the unit may adopt or unadopt the formation by spending an action. If the unit is ever reduced to less than 2 full ranks, it immediately reverts to its normal formation and may not adopt the Square formation again for the rest of the game. When a unit is in Square formation, the player should face all the figures in the unit outward, both to make it clear to the other players, and because it looks cool.

While in Square formation, every facing of the unit is considered its front; the unit has no flanks or rear, just four front facings. Thus, it can never suffer any penalties for being attacked from the front or rear. When fighting in Square formation, the unit can select any of its facings to determine the unit's Combat Dice, it does not have to use the one in contact with the enemy; this means the unit almost always gets 5 Combat Dice (CD). However, a unit in the Square formation does not receive the usual -1 to its Target Number for full ranks beyond the first in combat. It does still receive the +1 modifier to morale for having at least 2 full ranks.

A unit in Square formation suffers -3 to its Move stat.



SKIRMISH

Terrain: Skirmish Grounds

Restrictions: Only available to units armed with bows or slings on 25 x 25 bases. The unit may not contain more than 5 figures.

Points: +2pts per figure

While all armies use scouts in a strategic sense, some also use them tactically – during a battle – to scout areas ahead of a unit’s advance. This incredibly dangerous job also means the skirmishers act as a screening force, drawing missile fire that would typically be aimed at larger units behind them. These small units are extremely mobile, and better able to take advantage of whatever small cover the ground provides. These units usually try to avoid hand-to-hand combat, when possible.

A unit with the Skirmish formation can choose to start the game in either Skirmish or normal formation. After this, the unit may adopt or unadopt the formation by spending an action. If an enemy unit moves in contact with the unit while it is in Skirmish formation, it immediately reverts to its normal formation. A unit may never adopt the Skirmish formation if it contains more than 5 figures.

While in Skirmish formation, a unit does not suffer any movement penalties for moving to either flank or to the rear. The unit also gains Shielding (1); however, it may not use the special abilities Fire Over or Aimed Fire. If the unit returns to its normal formation, it may once again use the special abilities Fire Over or Aimed Fire, if it possesses them.

To denote a unit in Skirmish formation, the player may separate the figures just slightly (0.5” between figures should suffice). Enemy units may not draw line of sight through the gaps between two figures in the unit. Remember, if an enemy unit moves into combat with the skirmishers, they immediately revert to their normal formation and the figures should be moved back together.







|| NEW UNITS ||

Animate Stone

Although it is rarely practiced in the Marches, the magic to animate stone with a semblance of life dates back to at least the early empires. In those days, many rulers saw this magic as an easy road to power – the ability to create an army of perfectly loyal, functionally immortal soldiers that required almost no upkeep costs. Of course, it was not that simple. First of all, the magic behind these creatures is extremely difficult, dangerous, and costly to perform. The bigger problem, however, comes with the passing centuries. When these creatures are created, their loyalties are fixed... bound with an oathmark to a specific ruler, royal family, or kingdom. However, as the years and generations pass, this loyalty becomes more tenuous – kingdoms change, royal families branch, and individuals die. Without the mental capacity to handle such changes, creatures of animate stone almost invariably go rogue at some point. It may take only a generation or two, or it may take centuries, depending on the specific circumstances, but it is inevitable. Still, for some, especially those who think only of short-term gains, the risks are often worth the cost.

Unaligned Terrain List

Terrain Type	Units Available
Mystical Stonemasons (4)	6 Living Statues
Master Enchanters (4)	1 Colossus
Temple Stonemasons (4)	1 Animate Idol

LIVING STATUE

Terrain: Mystical Stonemasons

If mystical craftsmen are going to put forth all the effort to create a living statue, there is no real sense in making it small. The simpler magics used to animate stone can be wrought on statues up to ten feet tall; thus, that is the general height of these soulless warriors. While living statues can theoretically take any form, they are almost universally shaped into the forms of mighty warriors, wielding great and terrible weapons, and wearing the heaviest of armour. This ensures these living statues are as intimidating as they are deadly.

Living Statue									
A	M	F	S	D	CD	H	Pts	Special	Base
3	5	3	0	12	3	4	54	Champion, Large, Undead, Uncaring, Unthinking, Spellcaster Control	50 x 50
Equipment: None									
Options: Living Oathmark +20pts									

COLOSSUS

Terrain: Master Enchanters

In the days of the ancient empires, rulers would squander vast sums to create objects for the sole purpose of demonstrating their wealth and power. Perhaps foremost among these were the vast colossi: gigantic statues of gods, heroes, and monsters that towered over everything around them. A few even went so far as to enchant these colossi so they could march to war along with the empire's armies. While there is no doubt these colossi made fearsome enemies, they were also extremely difficult to control, often milling about when most needed during battle, limited by the need for a spellcaster to keep the animation working. While few of the ancient colossi survive today – at least as anything more than broken fragments – every generation or so, some king or queen attempts to construct one of their own.

Colossus									
A	M	F	S	D	CD	H	Pts	Special	Base
6	5	6	0	13	5	10	350	Monster, Horrific, Enormous, Undead, Uncaring, Unthinking, Spellcaster Control	50 x 100
Equipment: None									
Options: Living Oathmark +60pts									



ANIMATE IDOL

Terrain: Temple Stonemasons

In kingdoms where specific religions hold significant power, there are still some priestly magic-wielders who create animate idols. These large statues depict gods in animal form – bulls, bears, stags, and boars are the most common, but anything is possible. When these kingdoms march to war, it is not uncommon for their “god” – or at least their god’s avatar, in the form of an animate idol – to march with them. As these idols also tend to have oathmarks carved into them, they often move to the front lines to lead the charge.

Colossus									
A	M	F	S	D	CD	H	Pts	Special	Base
3	6	2	0	12	4	6	172	Monster, Charge (3), Large, Undead, Uncaring, Unthinking, Spellcaster Control	50 x 50
Equipment: None									
Options: Living Oathmark +30pts									



Chariots

While they were never common, chariots did form an elite strike force in many armies of the old empires. For whatever reason, after those empires fell, the use of the chariot soon faded away until they were all but forgotten as military weapons. That changed when the great armies of the undead returned to the Marches, many mounted in preserved chariots from that forgotten time. As kingdoms witnessed the effectiveness of these weapons, many began to adopt them, especially as mounts for generals and champions.

Listed here are chariots for all the main races in the Marches. Most chariots are pulled by a team of horses; but some – especially those driven by goblins and orcs – use wolves instead. A few kingdoms use even more exotic animals.

A kingdom can add chariots to its army by adding the appropriate terrain to their kingdom, as usual. Along with these basic units, there are also rules for upgrading kings, princes, generals, captains, and champions from these armies so they, too, can ride in chariots. To purchase the chariot option for any of these heroes, your kingdom must contain the terrain that allows you to purchase chariots for that race. So, if you want your elf king to ride a chariot, you must have both an Elf City and Elf Wainwrights. Additionally, each territory allows you to field a total of two chariots, whether those are normal chariot units or chariots added as options to characters. Chariots always fight as a unit-of-one unless they use the Chariot Unit formation.

Note that when you add special abilities to characters, they do not stack. So, if an ability says to add Charge (3) to a goblin that already has Charge (1), the figure only has Charge (3).

Chariot Terrain List

Terrain Type	Units Available
Elf Wainwrights (4*)	2 Elf Chariots and/or Elf Chariot options for characters.
Dwarf Wainwrights (4*)	2 Dwarf Chariots and/or Dwarf Chariot options for characters.
Human Wainwrights (4*)	2 Human Chariots and/or Human Chariot options for characters.
Orc Wainwrights (4*)	2 Orc Chariots and/or Orc Chariot options for characters.
Goblin Wainwrights (4*)	2 Goblin Chariots and/or Goblin Chariot options for characters.
* Reduced to (3) if the kingdom has a City of the same race. So, if the kingdom has an Elf City, Elf Wainwrights (4) become Elf Wainwrights (3).	

ELF CHARIOT

Terrain: Elf Wainwrights

Elf chariots are generally objects of great beauty, with graceful sweeping lines, delicate carvings, and colourful, highly detailed paint work. Often, the horses that pull these chariots are likewise expansively decorated with large plumes, and wear colourful harnesses decked with bells.

Elf Chariot									
A	M	F	S	D	CD	H	Pts	Special	Base
3	7	3	0	13	3	3	195	Charge (3), Wild Charge, Large, Limited Manoeuvres, Limited Movement	50 x 100
Equipment: Hand Weapon, Shield									
Option: Archer +25, change stats to Shoot 1 and add Elf Bow to equipment. A chariot unit may make one free, Combat Dice 1, shooting attack after its first Move action each turn.									
Elf King or Queen Option: Chariot +80pts, change stats to M7, D13, add Charge (1), Wild Charge, Large, Limited Manoeuvres, Limited Movement, Base 50 x 100									
Elf Prince or Princess Option: Chariot +100pts, change stats to M7, D13, CD3, H3, add Charge (2), Wild Charge, Large, Limited Manoeuvres, Limited Movement, Base 50 x 100									
Elf General Option: Chariot +125pts, change stats to M7, D13, CD3, H3, add Charge (2), Wild Charge, Large, Limited Manoeuvres, Limited Movement, Base 50 x 100									
Elf Captain Option: Chariot +160pts, change stats to M7, D13, CD3, H3, add Charge (2), Wild Charge, Large, Limited Manoeuvres, Limited Movement, Base 50 x 100									
Elf Champion Option: Chariot +150pts, change stats to M7, D13, CD3, H3, add Charge (1), Wild Charge, Large, Limited Manoeuvres, Limited Movement, Base 50 x 100									
Elf Spellcaster Option: Chariot +160pts for all levels, change stats to M7, D13, CD3, H3, add Charge (3), Wild Charge, Large, Limited Manoeuvres, Limited Movement, Base 50 x 100									



DWARF CHARIOT

Terrain: Dwarf Wainwrights

Since dwarves prefer to live in rocky places – such as mountains and hills – they are less taken with chariots than other races. Still, they will take whatever advantages they can get in battle. Dwarf chariots are generally compact, rugged vehicles that feature heavy, reinforced wheels, and extra armour plating on the sides.

Dwarf Chariot									
A	M	F	S	D	CD	H	Pts	Special	Base
4	7	3	0	13	3	3	172	Charge (3), Wild Charge, Large, Limited Manoeuvres, Limited Movement	50 x 100
Equipment: Hand Weapon, Shield									
Option: Archer +25, change stats to Shoot 1 and add Bow to equipment. A chariot unit may make one free, Combat Dice 1, shooting attack after its first Move action each turn.									
Dwarf King Option: Chariot +110pts, change stats to M7, D13, add Charge (2), Wild Charge, Large, Limited Manoeuvres, Limited Movement, Base 50 x 100									
Dwarf Prince Option: Chariot +125pts, change stats to M7, D13, CD3, H3, add Charge (3), Wild Charge, Large, Limited Manoeuvres, Limited Movement, Base 50 x 100									
Dwarf General Option: Chariot +140pts, change stats to M7, D13, CD3, H3, add Charge (3), Wild Charge, Large, Limited Manoeuvres, Limited Movement, Base 50 x 100									
Dwarf Captain Option: Chariot +160pts, change stats to M7, D13, CD3, H3, add Charge (3), Wild Charge, Large, Limited Manoeuvres, Limited Movement, Base 50 x 100									
Dwarf Champion Option: Chariot +140pts, change stats to M7, D13, CD3, H3, add Charge (2), Wild Charge, Large, Limited Manoeuvres, Limited Movement, Base 50 x 100									
Dwarf Spellcaster Option: Chariot +160pts for all levels, change stats to M7, D13, CD3, H3, add Charge (3), Wild Charge, Large, Limited Manoeuvres, Limited Movement, Base 50 x 100									



HUMAN CHARIOT

Terrain: Human Wainwrights

When it comes to chariots, most humans tend to favour practicality over beauty. As such, they build tough, functional chariots, with the understanding they will likely need to replace parts after every battle.

Human Chariot									
A	M	F	S	D	CD	H	Pts	Special	Base
5	7	3	0	13	3	3	150	Charge (3), Wild Charge, Large, Limited Manoeuvres, Limited Movement	50 x 100
Equipment: Hand Weapon, Shield									
Option: Archer +25, change stats to Shoot 1 and add Bow to equipment. A chariot unit may make one free, Combat Dice 1, shooting attack after its first Move action each turn.									
Human King Option: Chariot +100pts, change stats to M7, D13, add Charge (2), Wild Charge, Large, Limited Manoeuvres, Limited Movement, Base 50 x 100									
Human Prince Option: Chariot +115pts, change stats to M7, D13, CD3, H3, add Charge (3), Wild Charge, Large, Limited Manoeuvres, Limited Movement, Base 50 x 100									
Human General Option: Chariot +125pts, change stats to M7, D13, CD3, H3, add Charge (3), Wild Charge, Large, Limited Manoeuvres, Limited Movement, Base 50 x 100									
Human Captain Option: Chariot +145pts, change stats to M7, D13, CD3, H3, add Charge (3), Wild Charge, Large, Limited Manoeuvres, Limited Movement, Base 50 x 100									
Human Champion Option: Chariot +130pts, change stats to M7, D13, CD3, H3, add Charge (2), Wild Charge, Large, Limited Manoeuvres, Limited Movement, Base 50 x 100									
Human Spellcaster Option: Chariot +150pts for all levels, change stats to M7, D13, CD3, H3, add Charge (3), Wild Charge, Large, Limited Manoeuvres, Limited Movement, Base 50 x 100									



ORC CHARIOT

Terrain: Orc Wainwrights

In orc societies, chariots are more than weapons – they are major status symbols. Almost all kings and warchiefs own a chariot, even if they do not ride it into battle. Some use it as a platform when giving speeches, watching executions, and the like. That said, the chariot does play right into the orcs’ “charge straight at the enemy” mentality...

Orc Chariot									
A	M	F	S	D	CD	H	Pts	Special	Base
6	7	3	0	13	3	3	136	Charge (3), Wild Charge, Large, Limited Manoeuvres, Limited Movement	50 x 100
Equipment: Hand Weapon, Shield									
Option: Archer +25, change stats to Shoot 1 and add Bow to equipment. A chariot unit may make one free, Combat Dice 1, shooting attack after its first Move action each turn.									
Orc King Option: Chariot +60pts, change stats to M7, D13, add Charge (2), Large, Limited Manoeuvres, Limited Movement, Base 50 x 100									
Orc Prince Option: Chariot +85pts, change stats to M7, D13, CD3, H3, add Charge (3), Large, Limited Manoeuvres, Limited Movement, Base 50 x 100									
Orc General Option: Chariot +105pts, change stats to M7, D13, CD3, H3, add Charge (3), Large, Limited Manoeuvres, Limited Movement, Base 50 x 100									
Orc Captain Option: Chariot +115pts, change stats to M7, D13, CD3, H3, add Charge (3), Large, Limited Manoeuvres, Limited Movement, Base 50 x 100									
Orc Champion Option: Chariot +100pts, change stats to M7, D13, CD3, H3, add Charge (2), Large, Limited Manoeuvres, Limited Movement, Base 50 x 100									
Orc Spellcaster Option: Chariot +125pts for all levels, change stats to M7, D13, CD3, H3, add Charge (3), Large, Limited Manoeuvres, Limited Movement, Base 50 x 100									



GOBLIN CHARIOT

Terrain: Goblin Wainwrights

Goblins are not the greatest builders, and a complex device like a chariot pushes their engineers' abilities. As such, many of their chariots are looted from other races. This is especially true of chariot wheels, which are a top priority for post-battle looting. Although they have little natural affinity for creating – and some would say driving – chariots, most goblins would fight for the chance to ride one into battle.

Goblin Chariot									
A	M	F	S	D	CD	H	Pts	Special	Base
6	7	2	0	13	3	3	118	Charge (3), Wild Charge, Large, Limited Manoeuvres, Limited Movement	50 x 100
Equipment: Hand Weapon, Shield									
Option: Archer +25, change stats to Shoot 1 and add Bow to equipment. A chariot unit may make one free, Combat Dice 1, shooting attack after its first Move action each turn.									
Goblin King Option: Chariot +70pts, change stats to M7, D13, add Charge (3), Wild Charge, Large, Limited Manoeuvres, Limited Movement, Base 50 x 100									
Goblin Advisor Option: Chariot +85pts, change stats to M7, D13, CD3, H3, add Charge (3), Wild Charge, Large, Limited Manoeuvres, Limited Movement, Base 50 x 100									
Goblin General Option: Chariot +90pts, change stats to M7, D13, CD3, H3, add Charge (3), Wild Charge, Large, Limited Manoeuvres, Limited Movement, Base 50 x 100									
Goblin Captain Option: Chariot +100pts, change stats to M7, D13, CD3, H3, add Charge (3), Wild Charge, Large, Limited Manoeuvres, Limited Movement, Base 50 x 100									
Goblin Champion Option: Chariot +110pts, change stats to M7, D13, CD3, H3, add Charge (3), Wild Charge, Large, Limited Manoeuvres, Limited Movement, Base 50 x 100									
Goblin Spellcaster Option: Chariot +115pts for all levels, change stats to M7, D13, CD3, H3, add Charge (3), Wild Charge, Large, Limited Manoeuvres, Limited Movement, Base 50 x 100									







|| KINGDOM EVENTS ||

According to fragments of the *Lay of the Marches*, many kingdoms of the Lost Age kept a strange tradition. Once per year – on the darkest day, when the sun shone for only a few hours – they filled a special silver chalice with wine and presented it to the king. The king would carefully read the inscription engraved on the lip of the chalice, and then take a sip. The inscription read: *Time is the bane of all kings*. This ancient proverb served as a reminder that even kings could not control their fate. Even the functionally immortal elves had to accept that their kingdoms would eventually fall – to rampaging enemies, natural disasters, internal politics, or simply to slow decay as interests wandered.

This chapter gives players the chance to push their kingdoms' narratives even further by rolling for random events that happen between the wars and battles they fight on the battlefield. Using these rules, it is possible for kingdoms to discover new sources of wealth, gain unexpected allies, make technological innovations, and even celebrate the birth of a new heir to the throne. Of course, it is equally likely the kingdom could face internal rebellion, plague, draught, the rise of a death cult, or some sort of magical catastrophe. While the primary intent of these rules is to push the narrative and give each kingdom a history greater than a list of its battles, each event also has a direct effect on the next battle – or couple battles – a kingdom fights. Usually, these effects are slight, and are not a major factor in determining victory or defeat; rather, they present a general with new challenges or opportunities.

Some of these events, such as Notable Death, are generic. Others, like Lost Book of Spells Discovered, are quite specific. In all cases, it is up to the player to determine the exact meaning. For example, with Notable Death, the player may not field any kings, princes, advisors, or generals in their next battle. That does not mean all of those people died; however, it may mean someone important in the kingdom died, and all of the other power-players are dealing with the fallout from the event. As the player, you can decide whether the queen passed away and left the crown to the young princess, or a great general was killed by an assassin, which threw the army into turmoil. What these events mean for your

kingdom in the long-term is up to you.

Because the events are generic, and not themed to any specific kingdom, there may be instances when the connection between an event and a specific kingdom is not obvious. This is just a chance to do a bit of storytelling. For example, the Plague event prevents a kingdom from drawing units for their army from a specific territory in the next game. That makes perfect sense if your kingdom is made up completely of living people, but what about a kingdom of only undead? The undead cannot get sick, can they? Well, maybe they can! Perhaps this is a magical plague that gnaws at the necromantic energy that binds undead creatures together. Or, if you want something a little more prosaic, perhaps the plague affects the slaves who construct the weapons for the undead forces in that territory, or the merchant caravans that transport the weapons. Do not be concerned if a connection between an event and your kingdom does not seem immediately obvious. Just apply a little imagination, and your kingdom's history will start to grow and really take shape.

Finally, remember that these are your rules, and you are ultimately in charge of the story of your kingdom. If you really want an event to happen because you think it may improve the story, talk it over with your opponent or your gaming group. Perhaps decide that after every third or fourth game, each player gets to select one event instead of rolling for it. That way, if you really want to celebrate the birth of the princess, or perhaps host some grand tournament, you can do so while still using these rules.



Rolling for Kingdom Events

When using these rules, players should roll for a Kingdom Event after each battle. Rolling after a battle rather than before gives you more time to prepare for the next game should the event cause a need to modify your army. One exception to this is if you are planning to play through a military expedition; in that case, it makes sense to make one Kingdom Event roll before you start playing and apply the results to every battle in that expedition. Since most expeditions take place in a limited timeframe, and often when an army is away from their kingdom, it probably would not feel right to have a rapid-fire series of events occur during this short period of time.

When rolling for a Kingdom Event, players should roll once on the *Kingdom Event Table* below, and then roll again on the noted sub-table. Each event's full description and meaning are listed after the sub-table on which it appears. If a player rolls No Event, then no event of great significance occurs in the kingdom from one battle to the next. A player may reroll once if they roll No Event, but this is not required.

KINGDOM EVENTS TABLE

Kingdom Event Table	
DIO Result	Sub-Table
1	Political Event Table (see Page 31)
2	Internal Event Table (see Page 36)
3	External Event Table (see Page 41)
4	Natural Event Table (see Page 46)
5	Magical Event Table (see Page 50)
6	Miscellaneous Event Table (see Page 53)
7-10	No Event



THE PASSAGE OF TIME

Although the rules for Kingdom Events are meant to represent the passage of time, there is no direct correlation between the events and a given unit of time. Thus, this system gives players the opportunity to create an actual timeline for their kingdom, if they wish. To use this system, players roll a die after each battle and compare it to Column 2 of the *Passage of Time Table* below, which shows the number of years between the battle and the next Kingdom Event. After rolling for an event, players then roll again on the *Passage of Time Table*, and consult Column 3, which shows the number of years between the event and the next battle or military expedition. Note that the passage of time for Column 3 is a lot faster than for Column 2. This is done purposely, to keep the events closer in time to the battle they are affecting.

Using this system, players can create a simple Chronicle to keep with their Kingdom Sheets – a list that notes the year and contains a short description of any major events or battles. This creates a great resource for players who want to look back over the history of their kingdom and remember some of the great games they played.

Now, it is true that when multiple players use this system, and each rolls randomly for the passage of time, their “timelines” may start to drift apart. They may fight battles in different years, or have a different number of years between battles fought against another kingdom. That is fine – not everyone uses the same calendar, so the length of a “year” may vary from one kingdom to another. And, in many cases, these Chronicles are written years after the actual events take place, so records concerning the passage of time may not be completely accurate.

Remember, this whole section is just for fun, so do not take it too seriously. It can be a source of amusement to add a few random notes to your Chronicle, such as, “Year of the Ducks,” or “Orc Circuses,” whose meanings are no longer completely clear . . .

Passage of Time Table

D10 Result	Years (Column 2)	Years (Column 3)
1	0	0
2	0	0
3	1	0
4	1	1
5	2	1
6	2	1
7	3	1
8	4	2
9	5	2
10	6	2

Political Events

POLITICAL EVENT TABLE

Political Event Table	
DIO Result	Event
1	Notable Death
2	Notable Birth
3	Unexpected Ally
4	Traitor
5	Gift
6	Protests
7	Failed Coup
8	Pledging of Oathmarks
9	Land Exchange
10	Land Purchase

POLITICAL EVENTS LIST

Notable Death

An important figure in the kingdom's political structure died. This could be the king or queen, another senior member of the royal family, a key political advisor, the head of the army, or even a beloved hero, artist, or celebrity. Regardless of who exactly died, the political upheaval caused by the death forces all the senior political figures to gather in the capital, leaving their subordinates to run the kingdom's day-to-day operations. During the next battle, your army may not field a king, prince, advisor, or general.

Notable Birth

It is a time of celebration in the kingdom, for a child of special importance was born! This could be a new prince or princess, or the child of another high-ranking member of the nobility. Equally, it could be a child born with some obvious magical gift, or perhaps a child that fulfils some ancient prophecy. In any case, the entire kingdom rejoices at the birth, and spirits are running particularly high. During the next battle, you receive two *activation tokens* and may spend one token at any time when activating one of your units. This unit automatically passes its activation roll (no roll needed). Discard each token after use.



Unexpected Ally

As the kingdom is busy mustering its army, help arrives from an unexpected source. Perhaps another kingdom sends troops to aid in the coming fight, or maybe a group of outlaws agrees to join the battle in return for a pardon, or maybe the gargoyles that dwell in the ruins just outside the kingdom join the fight for reasons of their own. When fighting the next battle, you may select one unit from a terrain type your kingdom does not possess. For example, you could take a unit of gargoyles if your kingdom does not possess the Ancient Ruins terrain. If you take such a unit, you receive bonus points equal to 3% of the total point value being played. So, when playing a 2,000-point game, you receive an additional 60 points, for a total of 2,060 points. These additional points are in no way related to the cost of the allied unit being taken (so, you may purchase 240pts of gargoyles, for example, and are not limited to 60 points).

Traitor

A huge scandal erupts as a traitor or spy is uncovered in the kingdom. Someone – perhaps a senior member of the military or a close political advisor – was passing important information along to the enemy. When rolling to determine the battle type before your next game, your opponent may force you to reroll your die, may reroll their own die, or both.

Gift

The ruler receives a tremendous gift. Perhaps it was sent by another king to seal an alliance or as part of a wedding dowry. Maybe a traveller arrived from some distant land outside the Marches, or maybe a magical creature presented it for reasons unknown. For the next battle, you may select one magic item and add it to your army without paying the points cost for it.

Protests

A wave of civil unrest sweeps through the kingdom. It might be a reaction to a new set of laws or taxes, anger over a recent military defeat, or resentment towards some political scandal. Alternatively, it could be the work of enemy agents spreading false information among the populace. Regardless of the reason, protests and even the occasional riot break out, forcing the kingdom to rely on the army to ensure order – and demoralizing the army in the process. Before the next game, your opponent receives three *morale tokens*. Whenever one of your units is called upon to make a morale test for any reason, your opponent may spend one of these tokens, causing you to suffer an additional -1 to your roll. Your opponent may only spend one token per morale test and must discard each token after using it.

Failed Coup

Some faction within the kingdom attempted to seize power and replace the rightful ruler. This may potentially be another member of the royal family, a high-ranking military leader, a powerful sorcerer, or even a charismatic peasant. Although the coup was unsuccessful, it left an acute sense of distrust throughout all levels and facets of the kingdom, including the military. For the next battle, units with the special ability Command (X) may not attempt to activate multiple units at the same time. They can only activate themselves, or the unit to which they belong. All other bonuses conferred by the special ability Command (X) apply as usual.

Pledging of Oathmarks

Several of the kingdom's highest-ranking military personnel renewed their devotion to the ruler by pledging new oathmarks – the kind that can only be broken by death, and sometimes, not even then. This move bolstered the confidence of the rank and file under their leadership. For the next battle, the range for all uses of the special ability Command (X) is increased to 12", instead of the usual 6". For example, a figure with Command (1) may attempt to activate its own unit and another friendly unit within 12" at the same time.

Land Exchange

After long, difficult, and intense negotiations, you agree to a peaceful exchange of land with another kingdom. This might be part of forming a closer alliance or a gift due a political marriage. Maybe it is an excuse to unload some of your unruly population and make them someone else's problem, or maybe it is a recognition that the people in those territories have closer ties with the other kingdom. You may immediately select one of your territories that has an open border and exchange it for any other territory that can normally occupy that space on your Kingdom Sheet.

Land Purchase

Another kingdom offers to sell you a large chunk of land that borders your kingdom; however, their asking price is quite high. Perhaps they just want gold, or raw materials, or food; or they may also ask for the hand of the princess in marriage, or slaves, or for some military units to come aid them in a war they are fighting along one of their other borders. You may choose to immediately add any territory you wish to Region 5 on your Kingdom Sheet, dropping a territory already there to make space, if necessary. However, if you do so, you receive 10% fewer points to build your army for the next battle. So, when playing a 2,500-point game, you have only 2,250 points, instead. If you decide not to add a territory to your kingdom, this event has no effect.





Internal Events

INTERNAL EVENT TABLE

Internal Event Table	
DIO Result	Event
1	Plague
2	Medical Discovery
3	Metal Surplus
4	Metal Shortage
5	Games
6	Local Celebration
7	Beacon Towers
8	Border Defences
9	Horse Surplus
10	Horse Shortage

INTERNAL EVENT LIST

Plague

One of the territories in your kingdom is currently suffering an outbreak of some deadly disease and must be sectioned off from the rest of the kingdom to stop the spread. Randomly select one territory in your kingdom. For your next battle, you may not draw any units from that territory or use any special abilities it provides. If the territory is your capital city, you may still draw units from it, but these units suffer +1 to their Activation stat in the next battle.

Medical Discovery

Some major new form of medicine, medical practice, or surgery was discovered. Perhaps it is the result of some strange magic or years of experimentation in your hospitals; or maybe an explorer brought a new herb from some faraway land. In any case, the result is a major improvement to the health and life-expectancy of the kingdom's population. For the next battle, you receive two *damage tokens*. At any point, when one of your units suffers damage, you may spend one token to negate one point of damage. You may only spend one token on a unit at a time and must discard each token after using it.

Metal Surplus

A new supply of hard metals floods the kingdom. Perhaps there was a new mine discovered – or a particularly rich vein in an established mine – or maybe your scouts unearthed a vast stockpile left by a bygone empire. It is even possible the kingdom's wizards discovered a way to harden lesser metals, so they can be worked into arms and armour. In any case, this abundance means there is extra metal available to forge suits of heavy armour. For the next battle, any soldiers equipped with Heavy Armour cost 1 point less than they normally would. So, human linebreakers would cost 16 points, instead of the usual 17 points.

Metal Shortage

The kingdom is currently suffering an acute shortage of hard metals. This could be due to the flooding or collapse of an important mine, labour unrest amongst miners, the loss of an important stockpile to bandits, or a trade disruption with other kingdoms. This shortage is most keenly felt when forging new suits of armour, which require a large supply of hard metals. For the next battle, any soldier equipped with Heavy Armour costs 1 point more than they normally would. So, human linebreakers would cost 18 points, instead of the usual 17 points.



Games

A large gathering was held in the kingdom for the purpose of sport. Perhaps this was some huge athletics event, or a tournament of martial prowess, or even gladiatorial fights. Subsequently, a new group of potential champions was identified and your military recruiters are hard at work convincing them to join one unit or another. For the next battle, you receive 25 extra points to assemble your army, so long as it includes at least 2 champions. For example, if you are playing a 2,000-point game, you can form an army worth 2,025 points, if you include at least 2 champions of any race.

Local Celebration

The population of one of your territories is celebrating an event of huge significance. This may be a special festival that honours the death or birth of an important person, held only once every few years, or maybe the creation of a new, great oathmark. At any rate, spirits are extremely high amongst the people. Select one territory in your kingdom; all units drawn from that territory, to a maximum of 4, receive +1 to all their activation rolls for the next battle. This rule has no effect on morale tests.

Beacon Towers

The kingdom just completed work on a new, early warning system that should help it react quicker to potential invasion. This could be a line of purpose-built beacon towers, a simple relay of flags or smoke signals, or even a network of riders or runners to quickly transmit messages. For the next four battles, if the battle type rolled is a Deep Strike, Invasion, or Border Strike, you receive 3% more points with which to assemble your kingdom's army. So, when playing a 2,000-point game, you may construct an army worth 2,060 points.

Border Defences

The kingdom just completed work on a series of border defences along many of the most likely avenues of enemy invasion, consisting of both fortifications and land clearance to create killing fields. For the next four battles, if the battle type rolled is a Deep Strike, Invasion, or Border Strike, and you are the defender, then you may move the location of up to two pieces of terrain on the table after deployment edges are determined. Additionally, you may place up to three sets of temporary fortifications on the table as though they were just constructed by a 5-man engineer unit. (See *Oathmark: Battlesworn* for rules about engineers and temporary fortifications).

Horse Surplus

Over the last few years, your kingdom has seen a vast increase in its supply of quality horses (and/or wolves). This may be the result of new breeding programs, the purchase or capture of new herds, or a new trading partner that specializes in quality animals. This surplus significantly reduces the costs of equipping your cavalry arm. For the next battle, all figures equipped with a horse – including all cavalry figures – all wolves, and all figures that ride wolves cost 2 points less than they normally would. For example, human mounted rangers would cost 22 points, instead of their usual 24 points.

Horse Shortage

The last few years were rough for your kingdom's supply of horses (and/or wolves). Perhaps some disease ran rampant through the horse population, or maybe a large portion of the breeding stock mysteriously became sterile. It is just as likely the kingdom suffered from an increase in horse thieves, who targeted the royal herds. This shortage significantly increases the costs of equipping your cavalry arm. For the next battle, all figures equipped with a horse – including all cavalry figures – all wolves, and all figures that ride wolves cost 2 points more than they normally would. For example, human mounted rangers would cost 26 points, instead of their usual 24 points.





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External Events

EXTERNAL EVENT TABLE

External Event Table	
DIO Result	Event
1	Bandits
2	Merchant Caravans
3	Foreign Games
4	Training Exchange
5	Request for Aid
6	Diplomatic Talks
7	Immigrants
8	Wizard's Conclave
9	Foreign Champion
10	Meteor Shower

EXTERNAL EVENT LIST

Bandits

Large groups of bandits are constantly preying upon your borders, forcing you to devote significant military strength to protect your outlying settlement – and hopefully destroy the outlaws. Select two territories in your kingdom that have open borders (so, any territory in Region 5, or any territory in Region 4 that is not completely covered by territories in Region 5). For the next battle, you may not draw units from these territories or use any special abilities they provide.

Merchant Caravans

Large numbers of merchant caravans pass through the kingdom, offering all kinds of strange and interesting wares. For the next battle, all magic items you purchase for your army cost half their normal point costs. So, for example, a *Sword of Starsilver* costs only 25 points instead of the usual 50 points.

Foreign Games

Your kingdom was invited to send some of its best athletes and fighters to another kingdom to participate in a huge tournament or games. You may choose whether your kingdom wants to participate. If they do, you may not field more than 2 total figures with the special abilities Command (X) or Champion for the next battle. However, any legendary heroes with the special abilities Command (X) or Champion that are part of your kingdom and do not participate in the battle can participate in the tournament and gain 20 experience points (see *Oathmark: Oathbreakers* for a full explanation of Legendary Heroes). If your kingdom decides not to send representatives to the tournament, this event has no effect.

Training Exchange

You have made a deal with a foreign kingdom to temporarily exchange a single military unit for the purposes of diplomacy and military training. For the next battle, you may purchase any one unit for which your kingdom does not possess the required territory. This unit costs its normal amount. In addition, once the battle is over, you may create a new Legendary Unit, and give that unit one free Battle Honour. This unit must be one for which your kingdom contains the necessary territory. (See *Oathmark: Battlesworn* for full rules on Legendary Units).

Request for Aid

A neighbouring kingdom suffered a massive natural disaster; floods, fires, earthquakes, or rockslides left huge parts of the kingdom in dire straits. You have a choice: you can either send aid or take advantage of the situation.

If you send aid, you cannot use any engineer units in the next battle (see *Oathmark: Battlesworn* for rules about engineer units). However, you receive two *initiative tokens*. You may spend a token after any initiative roll to reroll one die. You may only use one token per initiative roll and must discard each token after using it.

If you decide to take advantage of the situation, you may immediately add a new territory of your choice to an open slot in Region 5 of your Kingdom Sheet, or replace any territory in Region 5 with a new territory of your choice. However, for the next battle, you receive 10% fewer points to muster your army. So, when playing a 2,000-point battle, your army may not cost more than 1,800 points.



Diplomatic Talks

Your kingdom was invited to send representatives to a foreign kingdom to forge a new alliance, or at least increase trade and cultural exchange. You may choose whether your kingdom wants to participate. If they do, you may not field any figures with the special ability Command (2) and no more than one figure with the special ability Command (1) in the next battle. However, any legendary hero in your kingdom with the special ability Command (X) that does not participate in the battle automatically receives 20 experience points (see *Oathmark: Oathbreakers* for a full explanation of Legendary Heroes). If your kingdom chooses not to send representatives, this event has no effect.

Immigrants

A large group of immigrants took up residence just inside the kingdom's borders. They petitioned the ruler for sanctuary and for land on which they can settle. In exchange, they offered to prove their worth by helping defend the kingdom. You have a choice: drive the immigrants out of your kingdom, which means this event has no effect, or accept the immigrants' petition. If you accept, you may field up to 2 units of any type of militia for the next battle, even if your kingdom does not contain a territory with terrain that would normally allow this. Additionally, all militia figures in these units cost 1 point less than they normally would. For example, human militia would cost 8 points instead of the usual 9 points.

If you win this battle, you may add a territory to your kingdom with terrain that gives you access to the militia units you fielded, instead of the normal reward available for winning the battle.

Wizard's Conclave

The kingdom's wizards were invited to a huge gathering of magical experts in a foreign kingdom. Although the trip – and perhaps even the conclave itself – is dangerous, this is a major opportunity to increase the kingdom's magical knowledge. You may choose whether your kingdom wants to send representatives. If it does, your army may not contain more than one figure with the special ability Spellcaster (X) for the next battle, and the level of that ability (X) cannot be higher than 3. However, any legendary heroes in the kingdom with the special ability Spellcaster (X) that do not participate in the battle automatically receive 20 experience points (see *Oathmark: Oathbreakers* for a full explanation of Legendary Heroes). If your kingdom chooses not to send representatives, this event has no effect.

Foreign Champion

A great warrior from a foreign land agrees to fight alongside your army in their next battle. This champion may be a visitor who came to learn more about your military methods or as part of a cultural exchange. Perhaps they are a prisoner, fighting to gain their freedom, a mercenary, or a strange wanderer who never fully reveals their purpose for fighting. For the next battle, you may add one additional champion to your army over and above what you are normally allowed. This can be any champion and does not have to be drawn from a territory your kingdom possesses. Additionally, this champion costs 25 points less than usual. For example, a goblin champion would cost 12 points, instead of its usual 37 points. This champion may still only fight with a unit that contains figures of its same race.

Meteor Shower

The night sky suddenly lit up with streaks of fire, as burning fury rained down. Thankfully, this occurred in a remote and unpopulated corner of the kingdom. When you sent your scouts to investigate, they discovered numerous small chunks of metal ore. After these were collected, you turned them over to your armourers. For the next battle, any soldiers equipped with Heavy Armour cost 1 point less than they normally would. So, for example, human linebreakers would cost 16 points, instead of their usual 17 points.



Natural Events

NATURAL EVENT TABLE

Natural Event Table	
DIO Result	Event
1	Heavy Winds
2	Bountiful Harvest
3	Floods
4	Famine
5	Gopher Infestation
6	Earthquakes
7	Forest Fires
8	Lunar Eclipse
9	Wildflowers
10	Mass Migration

NATURAL EVENT LIST

Heavy Winds

For the past year, or maybe longer, the kingdom has suffered long and frequent bouts of heavy winds. While the winds are not generally strong enough to cause severe damage, they have caused significant issues across the land. One such issue is that archery practice has been nigh-on impossible for large parts of the year; thus, your kingdom's archers have grown rusty from lack of practice. For the next battle, all shooting attacks made by your units roll one less Combat Die than they normally would, to a minimum of 1.

Bountiful Harvest

The last couple years were perfect for growing crops, with just the right amounts of rain and sun. Thus, your kingdom is currently overflowing with food, and extra food and fodder are available to the military. This increase in provisions has led to a direct increase in morale. During the next battle, you receive two *morale tokens*. You may spend these tokens at any time to reroll 1 die for any morale test. You may only spend one token on any single test; otherwise, there is no limit to when you may use the tokens. Once you use a token, it is discarded.

Floods

It is the wettest year in living memory; the rains are falling continuously. The rivers are swollen, bridges have washed away, and many roads lie submerged beneath shallow lakes of muddy water. The kingdom is fractured, with large sections cut off from the capital. Select two of your territories. You may not draw any units from these territories for the next battle, or draw any other benefits from them before, during, or after the battle.

Famine

The last couple years were terrible for growing crops, with either too much rain, or too little, and the kingdom is starting to feel the pinch. Large parts of the kingdom are going hungry, and even the military stockpiles are running low, causing cuts to rations. This has led to a direct dip in morale. During the next battle, your opponent receives two *morale tokens*. They may spend these tokens at any time to force you to reroll 1 die for any morale test you make. They may only spend one token on any single test; otherwise there is no limit to when they may use the tokens. Once they use a token, it is discarded.

Gopher Infestation

At first, no one in the kingdom paid too much attention to the increasing gopher population; then, one day, it seemed like they took over. Gopher holes appeared all over the kingdom, and exterminating these pests became a top priority. Unfortunately, the large number of gopher holes led to a huge loss of horseflesh, as your horses stepped into the holes and broke their legs. For the next battle, your kingdom can field a maximum of one cavalry unit (this only affects units mounted on horses, not wolves).



Earthquakes

A series of earthquakes rocked the kingdom, damaging and destroying buildings, bridges, and oathmarks. This crisis is no time for the royals to go out on campaign. For the next battle, you may not field any kings, princes, or advisors in your army.

Forest Fires

Towards the end of an exceptionally dry summer, some unlucky spark started a blaze that ravaged large sections of the kingdom's woodlands. Many of your best units, especially those often used for scouting, were called away to help battle the blaze and contain the damage. For the next battle, any figure that possess the special ability Nimble costs 2 points more than they normally would. For example, a dwarf border guard would cost 19 points instead of its usual 17 points. Additionally, your army may not contain more than 2 units drawn from territories with Forest or Dark Forest terrain. So, your army may contain a unit of wulvers and unit of elf pathguard, but you could not add any additional units drawn from those territories.

Lunar Eclipse

While they are not true werewolves, there is still some connection between the illusive wulvers and the moon. In fact, a recent lunar eclipse caused them to become temporarily much bolder and willing to be seen and interact with other races. For the next battle, you may recruit one unit of wulvers, even if your kingdom does not contain a territory with Dark Forest terrain. Regardless of whether you have the Dark Forest terrain or not, all wulvers cost 70 points for the next battle instead of their usual 80 points.

Wildflowers

The past season produced a blooming of wildflowers unlike any in living memory. The kingdom exploded with colours and scents. This led to an unexpected, but welcome increase in profits in several areas, including honey production, harvesting herbs and spell components, and even an influx of pilgrims that filled the kingdom's taverns and inns. The great income means you can spend more money on your military. For the next battle, you receive an additional 3% in bonus points to muster your army. So, when fighting a 3,000-point battle, you may construct your army using 3,090 points.

Mass Migration

A giant influx of animals moved through the kingdom. Perhaps this included giant flocks of birds heading to warmer climes for the winter, or maybe it was gigantic herds of cattle, deer, or other animals. Thanks to this unexpected bounty, the kingdom is currently overflowing with meat, and even the poorest of folk are eating meat with many of their meals. This is especially true for the soldiers of the military, who saw the quality of their rations increase dramatically. The better-quality food led to a direct improvement in morale. During the next battle, you receive two *morale tokens*. You may spend these tokens at any time to reroll 1 die for any morale test. You may only spend one token on any single test; otherwise, there is no limit to when you can use the tokens. Once you use a token, it is discarded.



Magical Events

MAGICAL EVENT TABLE

Magical Event Table	
DIO Result	Event
1	Stars Align
2	Emptiness Above
3	Sign of Death
4	Sign of Life
5	Curse
6	Blessing
7	Wandering Wizard
8	Lost Book of Spells Discovered
9	Travelling Alchemist
10	Possession

MAGICAL EVENT LIST

Stars Align

The wizards in your kingdom discovered some strange conjunction in the heavens, which they claim could provide all kinds of new magical possibilities, but only for a short time. They suggest that if you go to war now, they can help more than usual. For the next battle, all spellcasters may select 2 additional spells beyond what they are normally allowed to take. So, a Spellcaster (1) can take 3 spells, while a Spellcaster (5) can take 7 spells.

Emptiness Above

The wizards in your kingdom discovered a strange void in the heavens, which troubles them greatly and seems to leach their magical powers. They warn that they are not likely to be as powerful and effective as usual while this void remains. For the next battle, all spellcasters roll one less Casting Die than usual (to a minimum of 1). So, figures with Spellcaster (1) and Spellcaster (2) roll 1 die, while a figure with Spellcaster (5) rolls 4 dice.

Sign of Death

The wizards in your kingdom found the Sign of Death written in the heavens, and they are reluctant to go to battle. They will do so if called upon, but they warn that the likelihood of death to spellcasters in these battles is much greater than usual. For the next battle, no figure in your army with the special ability Spellcaster may use any levels of Shielding.

Sign of Life

The wizards in your kingdom found the Sign of Life written in the heavens, and they march to war with a great sense of courage and hope. For the next battle, all figures in your army with the special ability Spellcaster receive +1 Health and the special ability Courage (1).

Curse

Some horrific curse falls upon your kingdom, afflicting it with a series of strange maladies. Perhaps the kingdom fell afoul of some malign spirit or evil spellcaster? It is also possible that somewhere in the kingdom, someone disturbed an ancient burial place or desecrated some forgotten holy site and brought this curse down on the kingdom. At the start of the next battle, after all your units are deployed on the table, make a Fight 1, Combat Dice 1 attack against each unit. Remove casualties, as usual, but do not make morale tests for lost figures.

Blessing

Although the source is unknown, it is clear a blessing fell upon the kingdom – the last year was filled with numerous small joys, serendipitous events, and minor victories. Some think the gods favoured the kingdom, while others believe it was the work of unknown enchanters. At the start of the next battle, after all your units are deployed on the table, roll one die for each unit. If the die result is LESS than the unit's Activation stat, place a small token or marker behind the unit. The first time this unit takes damage, discard this token, and negate one point of damage.

Wandering Wizard

A strange, and more-than-slightly suspect, wizard arrives in the kingdom. Perhaps he wants to warn you of some coming danger or seeks your help for some strange quest. Maybe he just wants to make a reputation as a seller of fortunes, charms, and firecrackers. This wizard is willing to do anything to impress. For the next battle, you receive a free goblin, orc, human, or dwarf wizard with the special ability Spellcaster (1).

Lost Book of Spells Discovered

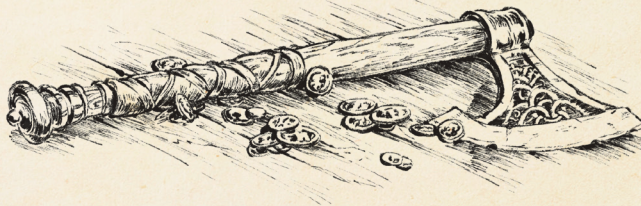
Somehow, your wizards discovered a great grimoire of magical knowledge. Maybe it was uncovered deep in the vaults beneath a great library or unearthed in the grave of a powerful sorcerer. Perhaps it was obtained through a bargain with some demonic entity or purchased in the ill-lit back room of a shady tavern. For the next battle, one of your spellcasters may carry this grimoire. This spellcaster does not choose spells as usual before the battle, but instead knows all the spells on the list of General Spells.

Travelling Alchemist

A potions master from a far-off land recently passed through your kingdom, offering his wares to anyone who was interested and could pay his high prices. Many of your subjects report his potions worked wonders, while a few report they were vile, poisonous concoctions. Either way, you obtained a large supply of potions of vigour, which were supposed to help your men in battle – but now you are uncertain whether they should use them. After you deploy all your units for the next battle, you may decide whether each unit drinks a potion or not. For each unit that does, roll one die. On a result of 1–4, the unit immediately suffers 1 point of damage (do not make morale tests if this causes casualties); on a 5–10, place a token behind that unit. The first time this unit takes damage, discard the token and negate one point of damage.

Possession

One of your great warriors is possessed by a spirit. Perhaps this was an intentional move, and the spirit was summoned forth by your wizards or priests; or perhaps it was an accident, a magical mistake, or the result of experimenting with an ancient artefact or visiting a secluded magical glade. For the next battle, select one member of your army that has the special ability Champion. This champion gains the special ability Stone Gaze for the duration of the battle.



Miscellaneous Events

MISCELLANEOUS EVENT TABLE

Miscellaneous Event Table	
D10 Result	Event
1	Artillery Innovation
2	Goblin Slaves
3	Venom
4	Monster Slayer
5	Pack of Hounds
6	Breath of the Knucker
7	Mercenaries
8	Fireleaf Supply
9	Secret Path
10	Salvage

Artillery Innovation

In the continuous race to create better weapons, your kingdom has temporarily achieved an advantage in artillery. Perhaps one of your chief artillerymen came up with a stronger firing mechanism, or maybe your scholars uncovered ancient technical drawings that included better building techniques. It could be that you obtained a supply of superior, or even magical, ammunition. Whatever the exact source, you know this advantage will not last long. For the next battle, select up to two artillery pieces in your army. Each one receives +1 to its Shoot stat for the duration of the battle.

Goblin Slaves

Circumstances provided a unit of goblin slaves to fight for you in your next battle. Maybe you captured these slaves on a recent raid, or maybe you purchased them from a nomadic orc tribe. It is also possible you freed these slaves – either through purchase or the destruction of their previous master – and they pledged themselves to fight for you at the next opportunity. For the next battle, you gain a free unit of goblin slaves or goblin slave slingers. This unit includes 10 figures for a game with 1,500 or fewer points, or 20 figures for a game with more than 1,500 points.

Venom

Your kingdom obtained a supply of extremely potent venom, which can be used to coat your troops' weapons. However, while the venom can turn a flesh wound into a mortal wound, it is also corrosive and slowly eats away at the weapons it is coating. Before the next battle, you may select up to four units in your army to coat their weapons in venom. They may coat either their hand weapons or their arrows (but not both). For the first three turns of the game, these units receive +1 to their Fight stat for hand weapons or +1 to their Shoot stat for arrows. However, from the fourth turn onwards, their weapons grow brittle and suffer the opposite effect – either -1 Fight or -1 Shoot.

Monster Slayer

Fate, prophecy, or maybe just popular sentiment named one of your champions a Monster Slayer. For the next battle, select one figure in your army that has the special ability Champion. If this champion rolls a 10 on the Champion Die while in combat with a figure that has the special ability Monster, that die automatically inflicts 4 damage, no matter the actual Target Number.

Pack of Hounds

The kingdom obtained a small pack of extremely well-trained and vicious hounds. Perhaps they were a gift from another kingdom, a tribute from a conquered enemy, the result of some magical experiment, or just the peak result of some special breeding program. For the next battle, your army receives a free elf hunt master unit that contains 5 hounds (there is not a hunt master in the unit, but that is fine, it does not affect the stats). If you are playing a game with less than 1,000 points, reduce the unit size to 3 hounds.

Breath of the Knucker

You have obtained a strange item: a glass orb containing the trapped, poisonous breath of a knucker. Perhaps it was created by a great mage in your kingdom or purchased from wandering nomads. Or maybe a foreign king sent it to you to serve as both a gift and a not-so-subtle hint about the power of his military forces. For the next battle, select one figure in your army that can carry magic items to carry the Breath of the Knucker. Once, during the coming battle, this figure may use the special ability Poisonous Breath.



Mercenaries

A large mercenary force offers its services for your next battle. If you accept their help, up to 25% of the total point value of your forces can be made up of any figures, even if your kingdom does not possess the terrain normally required to muster them into your army. These mercenaries are treated as their own little army; thus, you may include up to four of a unit type, even if you already have four units of that type in your army. Also, the mercenaries may have their own generals, captains, and champions. However, these mercenaries are less reliable than your typical units. During the battle, they suffer -1 to all morale tests.

Fireleaf Supply

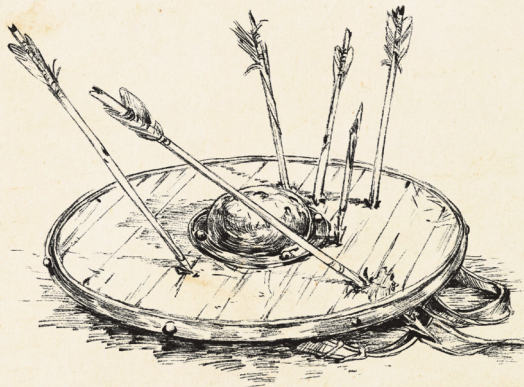
Your kingdom somehow acquired a large quantity of the rare herb known as *fireleaf*. Perhaps one of your border rangers found it growing in some isolated dell, or maybe you purchased it from a group of shady goblin merchants. During the next battle, you may select up to three units of figures on 25 x 25 bases. These figures all gain the special ability Wild Charge. If they already possess Wild Charge, the fireleaf has no effect on them.

Secret Path

Your kingdom learned of a secret path leading deep into the heart of an enemy kingdom. Maybe one of your far scouts or spies discovered the path, or maybe it was revealed by an exile fleeing the kingdom. Perhaps it was revealed thanks to the scrying magic of your wizards. Whatever the case, you have an opportunity to strike a devastating blow. Instead of rolling to determine the battle type before the next battle, you may select Deep Strike – with yourself as the attacker – instead. In the highly unlikely event both players roll Secret Path at the same time, have a roll-off to determine which of you may use it first. The player who loses the roll-off may save their own Secret Path for the next battle.

Salvage

Your kingdom receives an unexpected boon in the form of salvage. Perhaps an abandoned ship washes up on your shores or gets grounded on the banks of a river. It could be that a strange caravan of wagons was mysteriously abandoned right on your borders, or maybe something fell from the heavens. Whatever the case, your people recovered several interesting artefacts. For the next battle, you may select any one magic item to add to your army at no cost. You must still give the item to a figure that can carry magic items.







|| MILITARY EXPEDITIONS ||

Included here are two new military expeditions, both of which contain three scenarios.

Military Expedition One: The High Seat

The great empire that once ruled over this part of the Marches left its remains scattered all about. These are dark places that contain crumbling ruins and strange magics, where time-forgotten hangs like a millstone around the neck of any who walk the overgrown paths. For generations, they were left abandoned, unclaimed, and unwanted by any kingdom. Now, however, you receive reports of an army from a rival kingdom marching towards one of these ruins – an acropolis known as *The High Seat*. Emperors and high kings were crowned there in times past; to claim such a site, even with all of its dangers, would be a huge political coup. This is a move that cannot go unchallenged.

SCENARIO ONE: THE ROAD OF KINGS

As your army marches down the ancient, little-used road, you see the hazy outline of a great plateau in the distance. Somewhere up there are the remains of great temples and public buildings – and, of course, the High Seat itself. As you continue, you notice numerous broken statues lying next to the road. Some are no more than chunks of weathered stone; others are merely toppled and lie quietly, almost restfully, in the grass. The further you march, the greater the frequency of these statues, and strangely, the better their condition. Soon, a small unit of statues stands guard over the road every few-hundred feet. Before you

have too much time to ponder this, however, you spot a large dust cloud moving nearly parallel to your own course. You send out your scouts and warn your men to prepare for battle. It seems you have found the enemy.

Set-Up

Play this scenario on a 6' x 4' table or as near to that as you can manage. Select two corners of the table that border the same long table edge. Place roads from these points to the centre of the table, where they converge. The converged road should then continue in a straight line towards the centre of the opposite long table edge. Thus, the road should look a bit like an upside-down Y. Place six units of living statues at intervals along this road. The exact placement does not matter, just that you place two units adjacent to each of the three different sections of the road. Each unit contains 2 living statues. If they agree, players may place several other pieces of terrain on the table – including hills, woods, small ruins, and bogs – however, do not place any of these on the road.

Once the table is set up, players may place their armies. Instead of starting table edges, each player selects a starting corner that contains one of the road ends. Players must place all their units within 24" of this corner.

Special Rules

At the end of the first turn, the player that lost priority may select one unit of living statues and immediately activate it. This unit automatically passes its activation roll and may take any actions normally available to it. This unit serves as part of the player's army for the rest of the game, though it must roll for activation as usual in subsequent turns. At the end of the second turn, the other player may select one unit of living statues not previously selected. It activates immediately, following the same rules as above. At the end of the third turn, the original player selects one of the remaining units, and so on, until all six units are selected and become part of a player's army. Ignore the living statues' special ability Spellcaster Control for the purpose of this scenario.

During the game, a unit of living statues that is not yet selected may not be attacked or in any other way manipulated. It counts as an impassable obstacle.

A unit of living statues may not move into combat against another unit of living statues, even one under the opposing player's control.

Outcome

At the end of Turn 6, roll a die. On a result of 9–10, the game ends immediately. At the end of Turn 7, roll again. The game ends on a result of 7–10. At the end of Turn 8, and every subsequent turn, the game ends on a result of 4–10.

As soon as the game ends, count all units within 12" of the point where the road exits the table through the centre of the long table edge. Do not count the units of living statues that joined the armies during the game, or any units with the special abilities Monster or Enormous. Players receive 2 points for each unit that qualifies, or 1 point if that unit is Disordered. The player with the most points wins the scenario. If there is a tie, the game is a draw and no one wins.

The winner receives a bonus in Scenario 2 and may add the Mystical Stonemasons terrain to their kingdom in any open territory in Region 5 or replace any territory in Region 5 with Mystical Stonemasons.

SCENARIO TWO: THE GREAT SENTINELS

Despite your bloody confrontation with the enemy, you know that battle was just the opening round of a tough campaign. You continue your march towards the High Seat, knowing that an attack could come at any moment. Then, suddenly, your entire army comes to a halt. Confused, you move to the front, and are confronted with an epic sight. Two colossal stone statues stand on either side of a wide road that runs upward between two cliff faces. These must be the legendary guardians of the High Seat.

Then, the battle horns sound, and you realize these colossi will also be witnesses to another desperate battle.

Set-Up

Play this scenario on a 6' x 4' table, or as near to that as you can manage. A road, about 8" wide, runs from the centre of one long table edge to the centre of the opposite long table edge, splitting the table. Place two colossi at the point where one edge of the road exits the table, one on either side of the road. Place additional terrain – including hills, woods, ruins, and boggy pools – in a mutually agreeable fashion, so long as no terrain is on the road or within 12" of one of the colossi.

After the terrain is set up, players deploy their armies – each within 12" of one of the two short table edges.

Special Rules

At the beginning of every turn, each player may choose to sacrifice some of their Casting Dice. This means they declare that any of their spellcasters will roll (X) fewer dice than they normally would. So, if a player has figures with Spellcaster (2) and Spellcaster (4) in their army, they could sacrifice one Casting Die from the figure with Spellcaster (2) (who would then only roll 1 die when attempting to cast a spell this turn) and two Casting Dice from the figure with Spellcaster (4) (who would then only roll 2 dice when attempting to cast a spell this turn), giving them a total sacrifice of 3.

At the end of every turn, each player rolls one die and adds twice the number of dice they sacrificed to the total (so a sacrifice of 3 provides a +6). Reroll all ties. The winner of Scenario 1 receives an additional +1 to this roll each turn. The player who wins the roll may immediately activate the colossus of their choice. This creature activates automatically, without having to make an activation roll, and may take any actions normally available to it, even if it was attacked earlier in the turn. Once this is done, the other player may activate the other colossus following the same rules (assuming there are still two colossi on the table).

It is possible for different players to control different colossi on each turn. These two colossi may never move into combat with each other.

Outcome

At the end of Turn 6, roll a die. On a result of 9–10, the game ends immediately. At the end of Turn 7, roll again. The game ends on a result of 7–10. At the end of Turn 8, and every subsequent turn, the game ends on a result of 4–10.

As soon as the game ends, count all units within 12" of the point where the road exits the table through the centre of the long table edge (where the colossi originally stood). Do not count the colossi or any units with the special abilities Monster or Enormous. Players receive 2 points for each unit that qualifies, or 1 point if that unit is Disordered. The player with the most points wins the scenario. If there is a tie, the game is a draw and there is no winner.

The winner receives a bonus in Scenario 3 and may add the Master Enchanters terrain to their kingdom in any open territory in Region 5 of their kingdom or replace any territory in Region 5 with Master Enchanters.



SCENARIO THREE: BATTLE FOR THE HIGH SEAT

The battle at the foot of the plateau was long, and not as definitive as expected. While that great ramp is the easiest and most direct route to the top of the plateau, it turns out it is not the only one – several smaller roads also lead up to the top. Now, both armies are racing towards the High Seat to secure the most advantageous position for what is sure to be the decisive battle!

Set-Up

Play this scenario on a 6' x 4' table, or as near to that as you can manage. Place a great plinth – approximately 1' square and 1" high – in the centre of the table. Place a great throne in the middle of the plinth. Place a few scattered ruins over the rest of the table to the mutual agreement of the players. Otherwise, it is empty and flat.

Players deploy their armies within 8" of either of the short table edges. Once the armies are deployed, the player who won Scenario 2 may move each of their units up to 6" in any direction and pivot them to face any direction they wish.

Special Rules

The magic of the High Seat helps focus all the troops assembled on the plateau. Units that have an Activation stat of 5 or higher are treated as though they have an Activation stat of 1 lower than usual for the duration of the scenario. So, human soldiers that normally have an Activation stat of 5 are treated as though they have an Activation stat of 4 for this battle, goblin soldiers that normally have an Activation stat of 6 are treated as though they have an Activation stat of 5, and elf soldiers that normally have an Activation stat of 3 remain at an Activation stat of 3.

Any unit that normally has an Activation stat of 4 or less, and thus does not receive the lower Activation stat bonus, instead receives a special bonus of +1 Fight during any activation in which their activation roll contained at least one '10'. This bonus only lasts for the length of the activation.

The sides of the table represent the sides of the plateau; thus, it is impossible for any units to move off the table. If any unit moves, or is pushed, into contact with any table edge, that unit immediately suffers 1 damage. This represents figures falling off the plateau or energy the unit expends to prevent a fall. This damage does not trigger a morale test.

Outcome

At the end of Turn 6, roll a die. On a result of 9–10, the game ends immediately. At the end of Turn 7, roll again. The game ends on a 7–10. At the end of Turn 8, and every subsequent turn, the game ends on a roll of 4–10.

As soon as the game ends, count all units that are on, or touching, the plinth. Do not count any units with the special abilities Monster or Enormous. Players receive 2 points for each unit that qualifies, or 1 point if that unit is Disordered. The player with the most points wins the scenario. In the case of a tie, the game is a draw; you should play this scenario again to crown a definitive winner.

The player who wins this scenario wins this military expedition. They may add the High Seat unique territory to their kingdom in any open territory in Region 5 on their Kingdom Sheet, or exchange any territory already in Region 5 for the High Seat (see [page 75](#)).



Military Expedition Two: Palace of the Ice Queen

It has been a long and bitterly cold winter. Even now, when the flowers would typically begin to bloom, the dismal weather does not seem to let up. If this continues much longer, you will miss the planting season. One night, you receive a strange report from your scouts. Not far off, in a land unclaimed, a new power has risen, and a new palace was built. It is unclear who dwells within this new palace, but – if your scouts are to be believed – all this foul weather seems to centre on it and radiate outwards. It is a horrible, miserable time to send an army on campaign; but, if there is a chance they can stop this deadly weather, it is a chance you must take.

SCENARIO ONE: ETCHED IN ICE

The constant crunch of feet and wheels in new-fallen snow replace the normal clank and jingle of an army on the march. The world is cold and white and you have been on the move for nearly a fortnight, yet your mission seems to contain more questions than answers. Who is the enemy? What is the objective?

As another wagon slides into a ditch, you spy something ahead that breaks the dull monotony of the white fields. Four pillars of ice stand in formation, rising out of the field ahead. Something is carved or etched into them. You cannot make out what the etchings say from here, but they appear to be oathmarks. Perhaps this is your goal – the destruction of these oathmarks! Only minutes after you give the orders for your engineers to move forward and bring down the pillars, you hear a horn blast from one of your outriders. An enemy is approaching!

Set-Up

Play this scenario on a 6' x 4' table, or as near to that as you can manage. Place four large pillars of ice 12" apart in a line that runs directly through the centre of the table, equidistant from each player's deployment edge. The rest of the table may feature a few scattered pieces of terrain, such as woods, hills, boggy pools, or ruins, but should be mostly clear. Players deploy their armies as usual.

Special Rules

Before you roll for initiative on the first turn, roll one die and compare the result to the *Winter Strange Event Table*. Play as though this Strange Event was just rolled. After the first turn, whenever players roll for initiative, compare all the initiative dice. If any two (from any players) match, this triggers a new Strange Event of the appropriate number, which replaces the one currently in play. If the players manage to roll multiple sets of doubles, apply all results. (So, if both

players roll a 4 and a 7, apply Winter Strange Events #4 and #7, and then reroll to see who wins initiative.) If the Strange Event calls for placing figures on the table under one player's control, the player that loses initiative gains control of these figures.

The primary goal for this scenario is to destroy the pillars. You can attack pillars in the same way you would attack a unit. Pillars have Fight 0, Combat Dice 2, Defence 12, and Health 8, and they are immune to damage from bows, slings, and the special abilities Poisonous Breath and Stone Gaze. Pillars never make morale tests. Unless you destroy a pillar, it wins the fight, and your unit is automatically pushed back 6".

Outcome

At the end of Turn 6, roll a die. On a result of 9–10, the game ends immediately. At the end of Turn 7, roll again. The game ends on a 7–10. At the end of Turn 8, and every subsequent turn, the game ends on a roll of 4–10.

As soon as the game ends, each player counts the total point value of units they have remaining on the table. Do not count any units with the special abilities Monster or Enormous. Add 20% to this total for each pillar destroyed by that player's army. The player with the highest total wins the scenario.

There is no territory reward for this scenario, but the player does receive an advantage is Scenario 2.

SCENARIO TWO: THE FROZEN RIVER

After the battle around the pillars, you march your army in a wide arc, hoping to flank your enemy and beat them to whatever prize you might find in the midst of this frozen land. As the snow continues to fall, you see the enemy once again. As both sides form up, your scouts report that midway between the two armies sits a wide, frozen river....

Set-Up

Play this scenario on a 6' x 4' table, or as near to that as you can manage. Place a 10" wide frozen river from the centre of one short table edge to the other. The rest of the table may feature a few scattered pieces of terrain, such as woods, hills, boggy pools, or ruins, but should be mostly clear. Players deploy their armies as usual.

Special Rules

This game begins with Light Snow (Winter Strange Event #1) in effect. Any time a unit rolls a result of 1 for any activation roll while standing on the frozen river (even if only part of the unit is on the river) the ice cracks beneath the unit and plunges into freezing water. The unit immediately suffers a Fight 3, Combat Dice

5 attack (reduce this to Fight 3, Combat Dice 1 against units-of-one, unless they are Large or Enormous). Do not make a morale test for casualties, but the unit is automatically Disordered. If it was already Disordered, there is no additional penalty. Players may choose to roll fewer activation dice than usual for a unit, but they must roll a minimum of 1.

The player that won Scenario 1 ignores the first result that would have one of their units fall into the river.

The first time each player rolls a 10 on any of their initiative dice, they may immediately place a unit of 3 snow trolls on the table, adjacent to any table edge. This unit counts as a unit in that player's army for the duration of the battle. Snow trolls have all the same stats and rules as normal trolls, except they ignore the above rule about falling into to the frozen river. Each player may only receive one unit of snow trolls during the game.

Outcome

At the end of Turn 6, roll a die. On a result of 9–10, the game ends immediately. At the end of Turn 7, roll again. The game ends on a 7–10. At the end of Turn 8, and every subsequent turn, the game ends on a roll of 4–10.

As soon as the game ends, each player counts the total units they have on the side of the river opposite the one on which their army deployed. Count units even if they are only partially over the river. Do not count units of snow trolls or units with the special abilities Monster or Enormous. Players receive 2 points for each unit that qualifies, or 1 point if that unit is Disordered. The player with the most points wins the scenario. In the case of a tie, there is no winner.

The winner of the scenario may add one piece of Rivers terrain to their kingdom. Additionally, they receive a special bonus in Scenario 3.



SCENARIO THREE: THE ICE PALACE

Amidst the frozen blood and bodies of the last battle, both armies continue their advance. On the horizon, you spot a tower – apparently constructed of ice. While you still have no idea who – or what – resides within, you feel confident that capturing this palace of ice can answer all your questions. It is time to fight the final battle and claim the prize!

Set-Up

Play this scenario on a 6' x 4' table, or as near to that as you can manage. Place a small tower, or similar structure, no larger than 6" x 6" in the centre of the table. The rest of the table may contain a few hills, rocks, and possibly a small frozen lake. Players deploy their armies as usual.

Special Rules

Before you roll for initiative on the first turn, roll one die and compare the result to the Winter Strange Event Table. Play as though this Strange Event was just rolled. After the first turn, whenever players roll for initiative, compare all the initiative dice. If any two (from any players) match, this triggers a new Strange Event of the appropriate number, which replaces the one currently in play (if all four results match, it triggers a new Catastrophic Event). If the players manage to roll multiple sets of doubles, apply all results. (So, if both players roll a 4 and a 7, apply Winter Strange Events #4 and #7, and then reroll to see who wins initiative.) If the Strange Event calls for figures to be placed on the table under one player's control, the player that loses initiative gains control of these figures.

During the battle, horrific spells are cast from the tower at units on both sides. At the end of each turn, each player selects one unit within 12" and line of sight of any point on the tower (you must select your own unit if there is not an enemy unit that meets these requirements). This unit immediately suffers a Shoot 2, Combat Dice 3 shooting attack. Make a morale test for any casualties suffered, as usual. Increase this attack to Shoot 3, Combat Dice 3 for any units selected by the player who won Scenario 2.

Outcome

At the end of Turn 6, roll a die. On a result of 9–10, the game ends immediately. At the end of Turn 7, roll again. The game ends on a 6–10. At the end of Turn 8, the game ends automatically.

As soon as the game ends, each player counts all units they have within 12” of the tower. Players receive 2 points for each unit that qualifies, or 1 point if the unit is Disordered. Do not count units with the special abilities Monster or Enormous. The player with the most points wins the scenario. In the case of a tie, the battle is a draw; you should play the scenario again to determine a winner.

The player that wins this scenario wins the military expedition. Additionally, they may add the Prison of the Ice Queen unique territory to their kingdom (see [page 76](#)).



Winter Event Tables

Winter Strange Events Table	
D10 Result	Event
1	Light Snow. A light snow starts to fall over the battlefield. Although it is too light to cause any movement issues, it does limit line of sight. The maximum line of sight for the rest of the game is 16".
2	Heavy Snow. A heavy snow starts to fall over the battlefield. It quickly accumulates, slowing movement, and reducing line of sight significantly. For the rest of the game, all units suffer -2 to their Move stat (to a minimum of 2) and the maximum line of sight is 12".
3	Chilling Winds. A frosty, cold wind cuts across the battlefield, biting through clothing and armour, sapping morale, and making missile fire difficult. For the rest of the game, all shooting attacks with bows suffer a +1 to their Target Number due to wind. Additionally, all morale tests suffer a -1 penalty.
4	Howling Winds. Extremely strong, bitter winds blast across the battlefield, making it difficult to use artillery, and nearly impossible to use archery or communicate orders by voice. For the rest of the game, all artillery attacks suffer +1 to their Target Number, all shooting attacks with bows or slings suffer a +3 to their Target Number, and the range for the special ability Command is reduced to 2" (instead of the normal 6").
5	Bitter Cold. The temperature plummets to well-below freezing, making it especially difficult to simply stand in a formation. The only way to keep any semblance of warmth is to keep moving. For the rest of the game, no figure counts as having the special ability Brace. Additionally, any figures with the special ability Charge (X) are treated as though they have it at one level higher than usual (i.e. goblin soldiers are treated as though they have Charge (2) for the rest of the battle).
6	Ice. Small patches of ice form all over the battlefield, making it treacherous to find footing and difficult to manoeuvre. For the rest of the battle, no unit may make more than one Move action during any activation.
7	Sheets of Ice. A freezing rain covers almost the entire battlefield in a thin layer of slippery ice. Soldiers are constantly slipping and sliding as they attempt to move and manoeuvre. Any time a unit makes a Manoeuvre action or a second Move action as part of the same activation, they immediately suffer a Fight 1, Combat Dice 1 attack. Roll this attack and remove any casualties before rolling for any combat caused by the Move (no morale test is necessary, even if casualties are taken). Do not apply this rule to units-of-one.
8	Hungry Wolves. Place a unit of three wolves adjacent to any table edge, at least 2" from any other unit. This unit counts as part of your army for the rest of the battle; however it cannot benefit from the special ability Command of any unit and does not factor into any victory conditions.
9	Ice Elemental. Some combination of the terrible weather and magic causes an ice elemental to form and come striding through the battlefield. First, apply all the rules from the Ice result above (Winter Strange Event #6). Then, place one ice elemental adjacent to any table edge, and at least 3" from any other unit. This ice elemental counts as a unit in your army for the rest of the battle; however, it cannot benefit from the special ability Command of any unit and does not factor into any victory conditions. (Use the living statue stats without the special ability Spellcaster Control for the ice elemental.)
10	Complete Whiteout. The intensity of the snowfall reduces visibility to a couple feet. For this turn, if a unit passes its activation roll, it may only choose to do nothing or move directly ahead (fighting as usual if it moves into contact with an enemy unit). If a unit fails its activation roll, pivot the unit so it is facing a random direction, then move it forward one Move action. If it moves into contact with a friendly unit, its activation ends immediately. If it moves into contact with an enemy unit, fight a combat, as usual. No other actions are possible this turn.



Winter Catastrophic Events Table

DIO Result	Event
1	Pounding Hail. Suddenly, huge chunks of hail the size of a man's fist and larger pound down from the sky, smashing into both armies. Immediately make a Shoot 3, Combat Dice 4 shooting attack against every unit on the table, unless a unit happens to have overhead cover. Reduce this to a Shoot 3, Combat Dice 1 shooting attack for units-of-one on 25 x 25 bases. Do not make morale tests for these attacks, even if there are casualties. Repeat the process on the next turn; but reduce the attack to a Shoot 3, Combat Dice 3 shooting attack. On the turn after that, repeat the process again, with a Shoot 3, Combat Dice 2 shooting attack. After this, the hail ends. Units may use Shielding as usual against these attacks.
2	Giant Ice Elementals. Some combination of the horrendous weather and magic causes giant ice elementals to form and come striding through the battlefield. First, apply all the rules for Sheets of Ice (Winter Strange Event #7). Then, each player places one giant ice elemental adjacent to any table edge and at least 3" from any other unit. This giant ice elemental counts as a unit in your army for the rest of the battle; however, it may not benefit from the special ability Command of any unit and does not factor into any victory conditions. (Use the colossus stats without the special ability Spellcaster Control for the giant ice elementals.)
3	Lake of Ice. What both sides thought was a field covered in freshly fallen snow is a vast, but shallow, frozen lake. For the rest of the battle, any time a unit rolls a 1 on any of its activation dice, the ice cracks beneath the unit and it is plunged into freezing water. The unit immediately suffers a Fight 3, Combat Dice 5 attack (reduce this to Fight 3, Combat Dice 1 against a unit-of-one, unless it is Large or Enormous). Do not roll a morale test for casualties, but the unit is automatically Disordered. If it was already Disordered, there is no additional penalty. Players may choose to roll fewer activation dice than usual, but must roll a minimum of 1.
4	Razor Whirlwind. The swirling winds form into several small twisters that rampage around the battlefield. As if that were not bad enough, they also sweep up numerous, razor-sharp ice fragments and spin them around at tremendous speeds. First, apply the rules from the Howling Winds (Winter Strange Event #4). Then, each player places two, 4" diameter whirlwind templates anywhere on the table, at least 4" from any unit. At the end of each turn, move each whirlwind 8" in a random direction over all units on the table. If a whirlwind moves into contact with the edge of the table, it bounces off in a random direction and continues the rest of its movement. If a whirlwind ends its movement on top of a unit (or partially on top of a unit), move it the minimum distance required so it is no longer in contact with any unit. Any unit the whirlwind moved into contact with during its movement (do not count moving it off a unit at the end of its Move action) suffers a Shoot 6, Combat Dice 3 shooting attack. Make morale tests as usual after this attack. If any player rolls for a Strange Event later in the game, they may remove one of the whirlwinds instead of applying the new Strange Event. Otherwise, the whirlwinds last until the end of the game.

5	Flash Frozen. The mud, muck, and slush that you are marching through suddenly freezes solid, trapping everyone's feet inside. Place a marker next to each unit to indicate they are momentarily trapped in the frozen earth. Continue play as usual; however, whenever you attempt to activate a unit that is frozen to the ground, instead of rolling for activation, roll one die. If that die result is less than or equal to the unit's Activation stat, it breaks free and its marker is removed. Subtract -1 from this roll if the unit has the special ability Large or -2 if the unit has the special ability Enormous. A unit may only perform a Simple Action on the turn it escapes; after this, it may activate and perform actions, as usual. If a unit rolls higher than their Activation stat, they remain trapped in the ground and may not perform any Move or Manoeuvre actions. They may make shooting attacks, but they suffer +2 to their Target Number. They may also cast Spells, as usual. This may mean some units cannot take any actions during their activation. If a unit trapped in the earth is attacked, it fights as usual, though it suffers -1 Fight and -1 Defence. If it loses the fight, it cannot be pushed back. The unit that initiated the attack can choose to move back either 1" or 6".
6	Haunted Whiteout. The intensity of the snow reduces visibility to a couple feet. Additionally, all combatants hear strange and horrific voices on the wind; then, suddenly, ethereal creatures of snow begin to attack. For this turn, when a unit succeeds at its activation roll, it may only choose to do nothing or move directly ahead, fighting as usual if it moves into contact with an enemy unit. If a unit fails its activation roll, pivot the unit so it faces a random direction, then move it forward one Move action. If it moves into contact with a friendly unit, its activation ends immediately. If it moves into contact with an enemy unit, fight a combat, as usual. No other actions are possible this turn. If any unit does not move into contact with another unit during its activation (regardless of whether or not it passes its activation roll), it immediately suffers a Fight 3, Combat Dice 5 attack as strange snow spirits tear into it. If the unit suffers any casualties, make a morale test as though it had just fought a combat.
7	Avalanche! A huge, unstoppable wave of snow pours down from the nearby mountains, crashes across the battlefield, and buries everything. Immediately make a Fight 6, Combat Dice 5 attack against every unit on the table. Do not make morale tests for casualties. Additionally, immediately pivot all units in a random direction and move them 6". If this moves them into contact with another unit, separate the two units by 1". For the rest of the game, apply all the rules for Heavy Snow (Winter Strange Event #2).
8	Cold as Death. The temperature suddenly drops so low that men and animals are freezing to death even as they march and fight. Whenever a unit rolls for activation, it immediately suffers 1 point of damage for each result of 1, and 2 points of damage for each result of 2. Units may choose to roll only one die for activation. This effect continues for the rest of the game.
9	Indrik Stampede. A huge herd of Indrik come charging across the battlefield with a crashing roll, like a mighty thunderstorm. Randomly select one edge of the table that was not used as a deployment edge. Each player places 6 Indrik anywhere they wish along this table edge. At the end of each turn, move each Indrik 12" directly towards the opposite table edge. If they move into contact with any unit, fight a round of combat, as usual. Each Indrik continues to attempt to move directly across the table until it reaches the opposite edge or is killed.
10	Ice Worms! Giant worms suddenly break through the icy ground below and devour any creatures they can reach. Each player immediately places a knucker on the table anywhere they wish, including in contact with (but not directly on) a unit. If the knucker is in contact with a unit, fight a round of combat between the knucker and the unit. At the end of the turn, the knuckers are removed and players roll for initiative. Unless both players roll for a Strange Event (or another Catastrophic Event), the players should place knuckers on the table once again and repeat the process.





|| APPENDIX ||

New Unique Territories

You can only add these unique territories to your kingdom by winning the specified military expedition, or by taking it from a kingdom that already possesses it. Thus, only one kingdom may ever possess each of these territories during a campaign. See the rules under each territory for a full explanation.

THE HIGH SEAT (UNIQUE TERRITORY)

You can only add this territory to your kingdom by winning The High Seat military expedition or by taking it from a kingdom that already possesses it. A kingdom that contains this unique territory may select one unit in their army before each game. That unit receives +1 to all morale tests for the entire game.

To take this territory from another kingdom, you must first occupy it – during which time the kingdom that possesses this territory cannot use its special rules. Your kingdom must then win another battle against the same enemy kingdom, which would allow you to occupy another territory. Instead of doing so, you may choose to take the High Seat. Remove the territory from the Kingdom Sheet of its original owner and add it to any open territory in Region 5 (or replace any other territory in Region 5) of your Kingdom Sheet.

PRISON OF THE ICE QUEEN (UNIQUE TERRITORY)

This territory works differently than other territories. When you add it to your kingdom, you select one of the territories you already possess in Region 4 or 5, and add the Prison of the Ice Queen to the entry for that territory. So, essentially, two territories occupy one spot – the original territory, plus the Prison of the Ice Queen. This represents the prison being built in this territory. The prison does not affect the original territory's mechanics in any way.

If your kingdom contains the Prison of the Ice Queen and you roll for a Strange Event during a game, you may choose to use the result from the *Strange Events Table* OR from the *Winter Strange Events Table* presented in this book. You may read both entries and then decide.

To take this territory from another kingdom, you must first occupy it, during which time the kingdom that possesses this territory cannot use its special rules. Your kingdom must then win another battle against the same enemy kingdom, which would allow you to occupy another territory. Instead of doing so, you may choose to take the Prison of the Ice Queen. Remove the territory from the Kingdom Sheet of its original owner and add it to your kingdom, using the rules above. If you take the Prison of the Ice Queen, your occupation of the territory in the original kingdom ends immediately.



New General Spells

DRAGON BANE (CN7)

You may cast this spell on any unit. For the rest of the turn, any damage this unit deals in combat to a unit with the special ability Enormous is doubled.

EARTHBOUND (CN6)

You may cast this spell against any unit that possesses the special ability Flying. This unit now has -1 Activation for the rest of the game. Additionally, on any turn in which the unit fails its activation roll, it may not use the special ability Flying.

INSPIRATION (CN5)

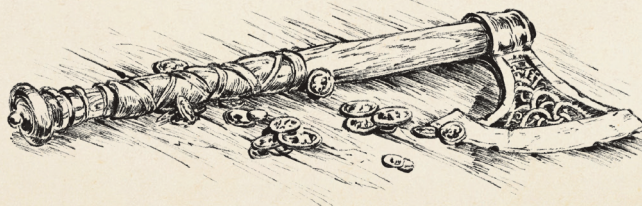
You may cast this spell on any unit that contains a temporary officer. The temporary officer is promoted to a full officer, and the unit no longer suffers any penalties for Death of an Officer. They may, however, suffer Death of an Officer again in the same game.

SPHERE OF PROTECTION (CN8)

You may cast this spell on any unit. For the rest of the game, this unit is completely immune to the effects of Fire Breath, Poisonous Breath, or Stone Gaze.

TANGLEFEET (CN7)

You may cast this spell on any unit, provided that unit does not possess any of the following special abilities: Large, Enormous, Flying, or Nimble. The unit is ensnared in a thick bramble that suddenly grows under their feet. They must spend one action to untangle themselves. Until they do so, they may not take any Move or Manoeuvre actions.



New Special Abilities

LIMITED MANOEUVRES

This figure may not perform a pivot or about-face manoeuvre. Additionally, when performing a wheel manoeuvre, this unit may not wheel more than 90 degrees in a single action.

LIMITED MOVEMENT

This figure may not move over any obstacles, even climbable ones. Additionally, any time this unit moves or manoeuvres into contact with rough ground, it must make an immediate activation roll with a -3 modifier. If the unit fails this roll, its activation ends immediately, and it suffers 1 hit per figure in the unit. Otherwise, it may continue its activation, as usual. If the unit begins its activation in – or in contact with – rough ground, it makes its activation roll as usual, with no modifier, and does not have to roll again for that specific area of rough ground unless it completely exits and re-enters it.

LIVING OATHMARK

Some creatures constructed from animate stone were created as *Living Oathmarks* and essentially contain the oathmark of a ruler, a kingdom, or even a specific army carved into their bodies. Thus, these figures operate not only as warriors, but also as banners and rallying points for an army.

During the game, any unit within 6" of a figure with Living Oathmark counts as having Courage (1). Units that already have Courage (X) or the special abilities Enormous, Monster, or Uncaring do not receive this benefit.

If a figure with Living Oathmark is killed, all units from the same army within 8" of the destroyed figure must make a morale test for Cascading Panic, as though a friendly unit had just become Broken. This could force units farther away to make additional morale tests as described in the rules for Cascading Panic.

An army may never contain more than one figure with the special ability Living Oathmark.

SPELLCASTER CONTROL

This figure may only join an army that also contains a figure with the special ability Spellcaster. Further, if at any point this army no longer has a spellcaster on the table, immediately remove all figures in this army with this ability and count them as casualties.

UNDEAD

This figure automatically passes all morale tests. Additionally, it is immune to the effects of Poisonous Breath and Stone Gaze. Because an undead figure feels no pain, it is hard to stop with missile weapons. Whenever an undead unit suffers an attack from bows or crossbows, determine the number of hits as usual, then halve that number (round down). For example, if a unit of elf archers fires on a unit of 20 skeletons and it takes 3 hits, reduce that number to 1 hit ($3/2 = 1.5$, rounded down to 1).

UNCARING

This figure does not have the same sense of self-preservation as most creatures. Whenever a unit that contains a figure with Uncaring is forced to make a morale test while involved in melee combat, it automatically passes; however, it takes additional damage equal to one hit for each full -2 modifier to the morale test. For example, if a unit of 20 skeletons takes 4 casualties, it must make a morale test with a -3 modifier (-4 for casualties, +1 for having over 2 full ranks). It passes this morale test automatically, but it takes 1 additional hit.

If the unit suffers casualties from sources other than melee attacks, it automatically passes its morale test, as usual, but it does not suffer additional casualties.

A unit that contains a figure with Uncaring can never possess any levels of Shielding. Any spells or other special effects that would give the unit Shielding have no effect.

A unit that contains figures with Uncaring never suffers any of the effects from Death of an Officer.

UNTHINKING

This figure rolls only 1 die for activation rolls. If the figure is within range of a unit that contains a figure with the special ability Command, increase this to 2 dice. A unit that contains a figure with the special ability Unthinking may never roll more than 2 dice for activation rolls.



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