

## **New Traits**

### **Generic-Wooland Warrior 1 Point**

Models with this ability are at home in the Woods and as such they may move through any Wood terrain features without a movement penalty.

### **Generic-Iceland Warrior 1 Point**

Models with this ability are at home in the Icelands and as such they may move through any Snow terrain features without a movement penalty.

### **Generic-Dessert Warrior 1 Point**

Models with this ability are at home in the Desserts and as such they may move through any Dessert terrain features without a movement penalty.

### **Generic-Cave Warrior 1 Point**

Models with this ability are at home in the dark Underworlds and as such they may move in any Cave terrain features without a movement penalty.

### **Dwarves - Sturdy 3 Point**

Models with this ability are knocked prone only if the weapon strength is double the models base strength.

### **Generic-Jungle/Swamp Warrior 1 Point**

Models with this ability are at home in the Jungles and as such they may move through any Jungle/Swamp terrain features without a movement penalty.

### **Sidhe - Surefoot 3 Point**

This unit has such quick reflexes so that they can quite often get out of the way of impending danger. Any unit that attacks a unit with the dodge ability will be at RA-1 and CC-1 to hit them.

This ability has no effect against any attack that uses a template. Models in a ranked or closed formation may not benefit from the dodge ability.

### **Orc - Berserk 2 Point**

A model with this ability may make one additional 2" follow up move during close combat. This means the model may make up to two follow up moves instead of the normal one.

### **Goblin - Mock 3 Point**

Many units will hurl insults, or shout abuse about the enemies "parentage" - this can cause the enemy to

charge to early leaving them open to a viscous counter attack. It can also be a double edged sword, for if the taunted enemy does reach you, they are usually pretty angry...

A unit of at least 6 models with this ability can spend 6 actions (AC) to taunt an enemy unit within 20" and line of sight (LOS) and not engaged in close combat. Each model in the unit expends 6 actions to use this ability. If the target unit fails a command (CO) test, it must use all of its actions during its next activation to move directly towards the taunting unit. If the taunted (target) unit is within charging distance of another enemy unit, it may choose to charge that unit instead. If the taunted unit makes contact with an enemy unit in the turn it was taunted, it gains all the normal charge bonuses.

### **Mesmerism 12 Point**

Some Creatures like Sirens have the ability to lull enemies into a trance-like state even in the heat of battle.

Once Mesmerised, enemy models are at the mercy of their attackers. The Mesmerism Level is the radius in which models/ Units are subject to mesmerism.

Level	Area of Effect	Cost
0	Basecontact	3
1	6 Inches radius	6
2	12 Inches radius	9
3	28 Inch radius	12

Enemy models/units have to pass command check or succumb to mesmerism if:

- The unit enters the Area of Effect
- They require to react during active turn, response action
- If a model/unit is required to a mesmerism test (= Co test) following rules apply:
- Only ever one test must be made per activation
- If the test is passed the model/unit may carry out its orders as usual
- If the test is failed the model/Unit loses its turn if it is the active unit
- If it fails the test while in close combat, it automatically goes last in attack
- Enemy Models attacking mesmerised Models automatically hit, go straight on to Armoursaves/damage rolls

### **Immune to Mesmerism 8 Point**

Some Creatures are immune to mesmerism because they have no sentience of their own or they have

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such an alien or bestial intelligence that their mind is simply not fascinated by Mesmerism.

## **Small Creature** **Free for small Models**

Some Creatures are very small, therefore it is harder to hit the creatures. All small creatures are at -1 to hit

## **Jack of all trades** **1 Points**

Human race has spread out through the whole world because they are able to adapt to all circumstances very quickly. Therefore they are not limited to the max abilities, traits and equipment

## **Race Specific Abilities**

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These abilities are only available to the Individuals and characters of that specific race.

## **Unded / Fir Bolg**

### **Unyielding Flesh** **20 Point**

There are those amongst the Undead that will continue to fight on even when their bodies are in ruin. Though enemies hack repeatedly at them, breaking bones they fight on

Use following rules for Unyielding Flesh:

- When the hero loses ist last wound do not remove the model from the table. Make a CO test instead.
- If the test is failed remove the model
- If the test is passed the wound is not lost and the Model remains in play on 1 Wound
- Do this every time the model loses ist last wound

### **Feast** **15 Point**

Many of the Undead have developped ways to drain the very lifforce of their victims, in atempt to stave of their eventual fading into nothingness.

Use following rules for feast:

- Heros may attempt to feast in during close combat, not mounted or large models.
- Insead of rolling to hit, make a CO test with the victims CO value as difficulty ( refer to the Damagetable)
- If the test passed make a ST 4 damage roll ,no Armoursave.
- The wound you inflicted can be used to restore one of your wounds.
- You may never take the hero above the number of wounds it started the game with. Extra wounds

are simply lost by the victim and not passed on to the attacker

## **Elves / Sidhe**

### **Dell Chiss** **10 Point**

Some Shide have mastered the Bow to such a perfection that their weapons becomes a tool of destruction

Use following rules for Dell Chiss:

- If a model/unit is hit by a master of the DellChiss roll one additional Dammage Dice.
- The Wounds can be divided amongst the targets as long they are less than 1 Inch close to another

## **Gaels / Barbarians**

### **Salmon Leap** **5 Point**

Gael heros are supreme athletes and they take their inspiration from the natural wonders. The Salom Leap is a superhuman standing jump, into or away from combat, that is guaranteed to surprise the enemy.

Use following rule for Salomn Leap:

- Salomn Leap may only be attemptet by models not mounted
- To use this ability you have to spend 2 AC in addition to the chargemove.
- Enemymodels may make no response action to the salmon leap
- The hero performing Salom Leap gains an additionam +1 for to hit and dammage
- Wehn braeking of combat with the simon leap no free attack may be made by the enemy.

### **War Call** **15 Point**

The Leades of the Gaels are often impressive individuals capable of boosting the prowess of other troops on the battlefield who look to them for guidance. One way they can do this is to bellow one of the war calls of their tribe, causing all Gaels within earshot to fight with great vigour and conviction.

Use following rules for Warcall:

- War call uses all Ac point of the hero.
- When the hero is activated make a CO test
- If the test is failed nothing happens, but all Acare lost
- If thetest passes all models/unit within 24 inches gain +1 to all dice rolls

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- The effect lasts until the end of the turn or until the hero takes a wound, or an enemy unit attacks the hero.

## Fomorians / Orcs

### Lochlannan Ways **8 Point**

The Fomorians have many secret tunnels and rowing places where the water goes under the land and current is strong. Using these Lochlannan Ways the knowledgeable Fomorian Heroes can outmanoeuvre the enemy by disappearing off the battlefield into a pool or bog and reemerging near them.

Use following rules for Lochlannan ways:

- Move onto any water based Terrain feature and remove the model from the tabletop.
- The next time the model is activated it emerges anywhere on the battlefield near a water based Terrain feature.
- It now has half its AC points to act.
- If the hero is leading a unit all models may accompany the hero, as long as all models are able to move onto the Water based terrain.

## Vanir / Dwarfs

### Earth Splinter **10 Point**

Some of the Vanir heroes are so expert with their hammers that they can break the ground on which their enemies stand.

Use the following rules for Earth splinter

- May only be used by Heroes armed with Hammers or Axe
- Use cost of that ability is half the AC Points (round up)
- Use the medium teardrop template. All models under the template are knocked prone

## New Abilities

### Throwing Weapon **7 Points**

Throwing Weapon covers a wide variety of short ranged projectiles used by warriors as they charge into combat. They range from very basic, like rocks, to more sophisticated such as Pilums or Gea bolgas. To use this ability the model/unit has to make contact with the enemy. Make an additional attack with your

RA and ST4. Casualties are removed before the actual close combat starts.

In addition this ability can be used as a response action. If the unit is on hold it can make a ranged attack with their throwing weapons if they pass a command test before.

The Throwing Weapon ability can only be used once per activation

### Tortoise **5 Points**

This is a kind of formation used against Ranged attacks. The outer rows of a unit arrange their shields in a shield wall and the warriors in the middle cover their heads with the shields, thus forming the tortoise.

- To form a tortoise there have to be at least three rows with four models per row
- Only ranked units may perform a tortoise
- The unit gains a bonus of +1 to any command test
- gain +2 to their Armour save against ranged attacks
- are easier to hit with ranged weapons therefore they give +1 to any ranged attack against the ranked unit
- can push back enemy models
- can only move at half normal speed (2 AC per inch)

## New Equipment

### Hunter Arrows **3 Point**

Hunter arrows specially made for accuracy. Hunter Arrows increase the RA +1

### War Arrows **3 Point**

Hunter arrows specially inflict more damage to its victim. Damage +1

### Healing Potion **10 Point**

Healing Potion restores 1 wound. Useable only once per game

## Creating a Profile

### Minimal Race Values

Each race has a minimal value of their basic stats. To create a new profile choose the race and alter the stats. Remember you can only increase the stats, not

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decrease. This rule prevents the profiles to become minimaxed. An Elf Archer with RC 7 and CC of 2 is just not realistic.

Model	AC	RA	CC	ST	T	W	CO	Cost	Core
<b>Human peasant</b>	8	3	3	3	3	1	5	<b>11</b>	35

Model	AC	RA	CC	ST	T	W	CO	Cost	Core
<b>Human Warrior</b>	8	4	4	4	4	1	5	<b>20</b>	40
Special	Jack of all Trades ( Homerule 3 Points, no abilities, traits and equipment limits)								

Model	AC	RA	CC	ST	T	W	CO	Cost	Core
<b>Barbarian</b>	8	4	4	4	4	1	5	<b>20</b>	40
Special	Agile (Homerule; no movementpenalty in Woodland and Iceland Terrain)								

Model	AC	RA	CC	ST	T	W	CO	Cost	Core
<b>Dwarf</b>	7	4	4	4	5	1	6	<b>23</b>	45
Special	Sturdy*(Homerule; 3 Points- knocked prone only if the weaponstrength is double the models base strenght)								

Model	AC	RA	CC	ST	T	W	CO	Cost	Core
<b>Elf/Sidhe</b>	9	5	5	4	4	1	6	<b>28</b>	50
Special	Dodge								

Model	AC	RA	CC	ST	T	W	CO	Cost	Core
<b>Orc/Black blood</b>	8	3	4	5	4	1	5	<b>20</b>	40
Special	Bloodlust								

Model	AC	RA	CC	ST	T	W	CO	Cost	Core
<b>Orc/ Fomorian</b>	8	3	4	5	4	1	5	<b>21</b>	40
Special	Bloodlust/Water Aptitude								

Model	AC	RA	CC	ST	T	W	CO	Cost	Core
<b>Goblin</b>	9	3	3	3	3	1	4	<b>15</b>	35
Special	Taunt								

Model	AC	RA	CC	ST	T	W	CO	Cost	Core
<b>Swamp Goblin</b>	9	3	3	3	3	1	4	<b>16</b>	35
Special	Taunt, (Homerule; Jungle Warrrior , 1 Point)								

Model	AC	RA	CC	ST	T	W	CO	Cost	Core
<b>Skeleton</b>	8	3	3	3	3	1	2	<b>11</b>	35
Special	Undead								

Model	AC	RA	CC	ST	T	W	CO	Cost	Core
<b>Wraith</b>	9	3	3	3	3	1	2	<b>20</b>	40
Special	Ethereal/Undead								

## Flying Models

Flying models are at the end of a turn either on ground or airborne. If a Model is airborne then it should be marked on which *heightlevel* the model currently is.

### Heightlevels

Heightlevel	0	Model is on ground
Heightlevel	1	3" above ground
Heightlevel	2	6" above ground
Etc...		

Only Flying model in heightlevel 0 or 1 can be engaged into close combat.

### Flying Movement

#### **Ascending**

Flying models cannot ascend vertically. Therefore to ascend to the next higher level the model must move at least 5". Additionally you have to pay the ascending costs 2 AP.

Example:

*A Griff wants to Ascend from heightlevel 2 to heightlevel 3. He has to move for at least 5" (Fly:5"=2AP) then he ascends on the next level (Ascending=2AP). The whole movement will cost the griff 4 Actionpoints*

#### **Descending**

You do not need to spend any AP to descend, although you still have to pay for the normal flying movement. You can descend max. 2 levels per turn

#### **Hold**

Airborne models must make a minimal movement of 5" per activation. This also means that they can never be put on hold.

### Flying Combat

#### **Dive Attack**

If a flying model is attacking an Enemy from

Windows Explorer.Ink heightlevel 2, it is considered a Dive Attack. Therefore the attacker is considered, as attacking from higher Ground. The normal +1 CC modifier will apply.

#### **Ability**

**8 Points**

#### **Dive Ambush**

This attack can only be made if the flying unit is one level above the opponent. The attacker will descend onto the target, attack and rise again to its Heightlevel he was before.

The attack however will be on a -2 CC. because it is a lot harder to hit your target and steer your flyingmount again to gain height.

The minimal movement for Flying can be split while using this Attack.

*Example: A giff flies on a heightlevel 1 and he is 3" away from his target. he descends moving 3" forward attacks and ascends for another 2" completing the rest of his minimal movement.*

Opponents on Hold can Counterattack or dive for cover on a successful CO roll.

#### **Ranged Combat**

The distance for a ranged attack is calculated in the following way. Measure the distance between the target and the archer and add to this 3 inches per heightlevel.

Flying models can only be equipped with weapons that have a maximal range of 24".

Flying Models always shoot at -1 RC, when in movement.

## Homerules / Errata

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### **Armour Echo** **10 Point**

Armour Echo (page 51/vers.2.0) can only be assigned to a individual once, per complete 1000pt of an Army. The Point cost of Armour Echo is raised to 10 points.

*If an Army consits of 1999 pt you can have only one individual with Armour Echo. If the army consits of 2001 pt, two model may have the Armour Echo ability*

### **Formations**

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There are Four basic Formation. Which gives the Unit several advantages or disadvantages.

#### **Ranked Units:**

- Must have at least two rows and eight models
- gain a bonus of +1 to any comand test
- gain +1 to their Armoursave
- are easier to hit with ranged weapons therefore the give +1 to any ranged attack against the ranked unit
- can Pushback enemy models

#### **Closed Units:**

- gain a bonus of +1 to any comand test
- gain +1 to their Armoursave
- are easier to hit with ranged weapons therefore the give +1 to any ranged attack against the ranked unit

#### **Skirmish Units:**

- gain a bonus of +1 to any comand test
- gain +1 to their Armoursave

#### **Dispersed Units:**

- suffer a penalty of -1 to any comand test
- are harder to hit with ranged weapons therefore the have a -1 to any ranged attack against the dispersed unit

### **Mounted Models**

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Monted Models always shoot at -1 RC, when in movement.

### **Armour**

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The maximal values for armour is

Core 3  
Elite 4  
Heros 5

Further all models can wear shields.

Mounted models can gain maximal +2 Armour for Barding or Boneplates, Dragonscale.

Dwarves have a armour maximum of

Core 4  
Elite 5  
Heroes5

### **Broken Units**

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If a unit suffers to many losses ( more than 50%)the remaining models can join another unit. sole condition is that the joining models do not have a leader in that unit.

### **New Weapons**

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#### **Pike**

Special rules for Units armoured with Pikes include:

- They do not get the Charge Bonus, but the do get theadditional 3 AC **and the 2" followup.**
- Attackers from frontside suffers a -1 penalty to CC, and they cannot followup
- Pikemen can only respond with handweapons if the attack comes from the side or rear.
- Pikeman cannot have any specialabilities
- Second and third rank can attack in front.

### **Extra Attack / Extra Limb**

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Extra Limb cost 8 Points

## Magic Rules

To further balance the game, these alternate Magic rules have been developed.

There are 3 Difficulties of spells. These Difficulties are not considered when casting a spell. They are solely to restrict the choice of the spells available to the magic users.

1. A Magic User can only cast One Spell per activation.
2. A magic user can only cast spells if the difficulty of the spell is equal or less to his magic users level. Further the more difficult the spell the more time it takes to cast it. see table below

### Difficulty 1 (DIFF 1)

Spells with DIFF 1 can be used in every turn.

### Difficulty 2 (DIFF 2)

Spells with DIFF 2 can be used in every turn.

### Difficulty 3 (DIFF 3)

Spells with DIFF 3 can be used in every second turn, although spells with lesser DIFF can be cast between the turns as normal.

3. The level of the magic user is not added to the spell level when you try to cast a spell. the only modification allowed is the to concentrate. This gives you a +1 modifier and costs 2 actionpoints
4. Canceling a spell: if a Magic user wants to cancel an existing spell he must roll under the spells level. if the spell is from another aspect he will suffer a further -1 modifier on his roll

Example: the Danur fire Mage wants to cancel a level 3 water spell. because the spell is from another aspect he has to roll a 2 or less on aD10, to cancel the spell. Though he can concentrate and his targetnumber would be 3 or less.

5. No mage can cancel a Spell from a higher DIFF than his own magic level. This could end his life.

## Spell Difficulties

### Light Aspect

Perception.....	DIFF 2
Lightning Bolt .....	DIFF 3
See The Light.....	DIFF 2
Shock.....	DIFF 1

Blind.....	DIFF 2
Shield.....	DIFF 1

### Fire Aspect

Fireball.....	DIFF 3
Molten Grasp .....	DIFF 2
Smoke .....	DIFF 1
Burning Hand.....	DIFF 3
Lava Pool.....	DIFF 2
Steam Vent.....	DIFF 1

### Water Aspect

Quickening.....	DIFF 2
Flood.....	DIFF 2
Cleanse.....	DIFF 1
Riverwalk .....	DIFF 1
Talisman .....	DIFF 2
Rain Storm.....	DIFF 2

### Dark Aspect

Summon Fallen.....	DIFF 3
Smite .....	DIFF 1
Stumble.....	DIFF 1
Pestilence .....	DIFF 2
Weakness .....	DIFF 2
Re-animate .....	DIFF 2
Sacrifice .....	DIFF 2
Panic.....	DIFF 3
Gain Life .....	DIFF 3

### Earth Aspect

Stone Armour.....	DIFF 2
Meteor .....	DIFF 3
Quicksand.....	DIFF 2
Treacherous Ground.....	DIFF 1
Growth.....	DIFF 2
Spores .....	DIFF 2

### Wind Aspect

Fog .....	Stufe 1
Elderith Wind .....	Stufe 2
Lure .....	Stufe 2
Wind Of Thor .....	Stufe 2
Chill Blast.....	Stufe 2
Dust Storm.....	Stufe 1

