

# Warfare

## Issuing An Order

To order a unit to attack, select the attacking unit and a legal defender (see The Order of Battle below).

## Attacking

The attacking unit makes an **Attack** test against the target units **Defense**. Roll 1d20, add the acting unit's Attack bonus. If the result equals or exceeds the defending units Defense, the attack is successful, move to the Power test.

Attacking **exhausts** a unit. Exhausted units cannot attack. Once all units are exhausted, all units refresh.

## Power

In order to inflict a casualty, you must make a **Power** test against the target's **Toughness**. Roll 1d20, add the acting unit's Power bonus. If the result equals or exceeds the defending units Toughness, you inflicted a casualty! Decrement the casualty die!

## Casualties

Once a casualty die reaches 1, another casualty removes the unit from the battle. Each unit can be Rallied once at this point.

## Rally

A unit about to be removed from battle can be Rallied. Their commander makes a Morale Test, DC15. If successful, the unit remains in the battle, but cannot be Rallied again.

## Diminished

Once a unit is at half strength (for instance, 3 or less on a D6), if it takes a casualty, it must make a **Morale** test against DC 15 or suffer another casualty.

## The Order of Battle

All units belong to a Rank specified on their unit card. A unit's rank determines who they can attack, and who they can be attacked by. There are six ranks;

**Infantry** (incl. Levies). Anyone can attack these units.

**Archers**. Cannot be attacked by enemy Infantry while their own Infantry is still on the field.

**Cavalry**. Cannot be attacked by Infantry. Archers attack Cavalry with disadvantage.

**Aerial**. Can only be attacked by archers and other aerial units.

**Fortifications**, can only be attacked by siege units.

**Siege Engines**. Can attack infantry, archers, and Fortifications. Cannot be attacked while their own Infantry, Archers, and Cavalry are still on the field.

## RED HAND MARAUDERS

Cost 200

Hobgoblin Regular Medium Infantry

Attack	+6	Defense	17
Power	+6	Toughness	15
Morale	+3	Size	1d8

Traits

Abilities

**Bred for War:** Hobgoblin units cannot be Diminished. When making morale checks, Hobgoblins never have disadvantage.

**Martial Advantage:** Inflicts two casualties on a successful Power test if the Hobgoblin's unit size is greater than their target's.



## CORRUPTED ENTS

Cost 99

Treant Regular Light Infantry (siege)

Attack	+10	Defense	21
Power	+13	Toughness	23
Morale	+9	Size	1d4

Traits

**Twisting Roots:** The Corrupted Ents spend their action sapping the walls of a fortification. Siege units have advantage on power tests against sapped fortifications.

**Hurl Rocks:** The Ents attack the walls of Castle Rend, dealing 1d6 damage on a hit.

## CASTLE REND

Cost

Medium Fortification

Attack	-	Defense	-
Power	-	Toughness	26
Morale	-	Size	10

### Traits

Units defending this structure gain +2 morale.

## BEDEGAR PEASANTS

Cost 14

Human Irregular Light Levies

Attack	+3	Defense	12
Power	+2	Toughness	11
Morale	+1	Size	1d6

### Traits

**Levies:** This unit is always diminished.

*They'd really rather not be here.*



## HELLRIDERS

Gnoll Regular Light Cavalry

Attack	+10	Defense	18
Power	+9	Toughness	19
Morale	+8	Size	1d6

### Traits

**Cavalry:** This unit can **flank** other units. Flanking grants advantage on attack, and flanked units make morale tests (DC13) after suffering casualties.

Cavalry can only attack every other round (unless engaged).

### Cost



## LEGIONS OF HELL

Barbed Devil Regular Medium Archers

Attack	+11	Defense	20
Power	+13	Toughness	19
Morale	+10	Size	1d8

### Traits

**Hellspawn:** Mortal units must make a morale test (DC17) to attack this unit.

**Barbs:** Infantry inflicting casualties on this unit suffer a Power 8 Toughness test.

### Cost 264



## BLOOD MOON INFANTRY

Cost 249

Ghoul Regular Medium Infantry

Attack	+3	Defense	19
Power	+6	Toughness	17
Morale	+3	Size	1d10

### Traits

**Feast:** While there is a diminished enemy unit, Ghoul infantry can spend an round feeding on the corpses. Increment their casualty die.

**Undead:** Green and Irregular troops must pass a morale test to attack this unit. Each enemy unit need only do this once.

**Horrrify:** inflicting a casualty on a mortal unit forces a DC 15 Morale test. Failure exhausts the unit.



## BLOOD MOON CONDEMNED

Cost

Skeletal Irregular Light Infantry

Attack	+0	Defense	15
Power	+2	Toughness	14
Morale	-	Size	1d12

### Traits

**Mindless Undead:** Cannot fail morale tests.

**Undead:** Green and Irregular troops must pass a morale test to attack this unit. Each enemy unit need only do this once.



## IRONHEART DEFENDERS

Cost

Dwarven Seasoned Medium Infantry

Attack	+9	Defense	18
Power	+7	Toughness	17
Morale	+5	Size	1d6

Traits



**Made of Sterner Stuff:** Enemy Battle Magic has disadvantage on power tests.

**Stand your ground!** Once per battle, for the next round all successful enemy power tests must be rerolled.

**That Just Made Them Angry:** Advantage on attack tests while diminished. Enemy power tests have disadvantage.

## THE BLUE DRAGONFLIGHT

Cost 390

Dragonborn Super-elite Super-heavy Infantry

Attack	+10	Defense	23
Power	+12	Toughness	19
Morale	+9	Size	1d4

Traits

**The Dragon Phalanx:** Cannot be diminished.

**Lorewise:** Advantage on morale tests against Battle Magic.

**For Omund!** (Reaction, Casualty=2) Make a Rally test (DC15) to increment the casualty die.

**Shock Troops:** Advantage on the first attack and power test made against each enemy unit.

## THE GREY ELVES

Elven Green Light Infantry

Attack	+7	Defense	16
Power	+5	Toughness	16
Morale	+4	Size	1d4

Traits

**Unarmed Adepts:** Two attacks per round.

**Engage:** After a successful attack test, the enemy unit cannot attack another unit while this one is engaged with it.

**Scrum:** Engaged enemies have disadvantage on attack tests against this unit.

**They stole our weapons!** If this unit diminishes an enemy unit, that unit has disadvantage on attack and power tests for the rest of the battle.

Cost



## XANXARITE SHIELD BREAKERS

Gnomish Veteran Heavy Infantry

Attack	+6	Defense	19
Power	+6	Toughness	14
Morale	+5	Size	1d8

Traits

**Deep Dwellers:** Enemy units have advantage on attack tests against this unit.

**Lozemasters:** Does not make morale tests against battle magic.

### Battle Magic

**Blind 1/battle:** make a power test (+8) against an enemy unit. If it fails it is blinded and must make a morale test each round (DC13) to attack. Once it succeeds, the effect is over.

Cost



## DALRATH LONGBOWMEN

Human Seasoned Medium Archers

Attack	+7	Defense	16
Power	+6	Toughness	15
Morale	+6	Size	1d6

Traits

**Veterans of the Psychic Wars.** Cannot be horrified. This unit does not count as mortal for the purposes of fighting undead and fiends.

Cost



## THE BLACK CLIFFS OF DALRATH

Human Seasoned Medium Infantry

Attack	+7	Defense	17
Power	+6	Toughness	16
Morale	+5	Size	1d8

Traits

**Veterans of the Psychic Wars.** Cannot be horrified. This unit does not count as mortal for the purposes of fighting undead and fiends.

Cost





## DALRATH HOUNDS

Human Seasoned Medium Cavalry

Attack	+8	Defense	16
Power	+7	Toughness	17
Morale	+7	Size	1d4

Traits

**Veterans of the Psychic Wars.** Cannot be horrified. This unit does not count as mortal for the purposes of fighting undead and fiends.

Cost



## SHIELDS OF REND

Human Green Light Infantry

Attack	+7	Defense	16
Power	+5	Toughness	16
Morale	+4	Size	1d6

Traits

**Dragontrained:** Advantage on morale checks against battle magic.

**For Lord Nekodemus!** Make a Rally test (DC15) to increment the casualty die.

Cost 14



# CATAPULTS

Heavy Siege Engine

Attack	+10	Defense	21
Power	+13	Toughness	20
Morale	-	Size	1d4

Traits

**Siege Weapon:** Advantage on attack tests against fortifications.  
Reload: 1.

Cost 99

