Army composition

You may build your army with a collection of models of your choice, as long as it is clear what every model represents, up to an agreed sum of points. The suggested army size for a normal game is 400 points.

End game / winning conditions

You may choose to play for a set number of rounds (*suggested 6+*), or until certain requirements have been met (*ex. One army has been completely wiped out, an objective has been conquered, etc.)*.
You may set specific victory conditions (*ex. Holding the most objectives at the end of the game*), or count the remaining points value of each army at the end of the game to determine who has won.

Round

Priority roll: The priority roll is made at the start of each round. Each player rolls a D6. The results determine the order in which players will have their turn in this round, from highest scoring to lowest scoring.
Turn sequence: The players perform one *Turn* each in Priority order.
Round resolution: Every player who has suffered losses during this round must perform *Break tests*.

Turn

During its turn, a player may activates all their models, one at a time.
During its activation, a model may:
Run*:* The model may move up to one and a half times their SP.
Charge*:* The model may move up to their SP and/or make a number of *melee attacks* up to their ATT score, in this order.
Move and shoot*:* The model may move up to half their SP and/or make a *ranged attack*, in this order.
Disengage*:* The model may move up to D6", even if they are engaged.

Movement

When a model moves, they may not move through other models or obstacles/impassable terrain. In addition, they may not move within $1/2$" of an enemy model's base, unless they're **Charging** and end their movement in base contact with that enemy.
An Infantry or Creature model that is in base contact with an enemy when it activates may not move unless it performs a **Disengagement** action.

Climbing: A model may climb up or down vertical gaps, as long as they can end their movement on a suitable horizontal surface. Each half inch of climbing counts as a full inch of normal movement.
Difficult terrain: Certain terrains, like swamps or rubble, may be difficult to traverse. Each half inch of moving through such terrains counts as a full inch of normal movement.

Melee attacks

A model may perform melee attacks against enemy models in base contact.
To resolve a melee attack, roll a D6 + the model's STR; if the result is equal to or higher than the target's DEF, the target suffers a **Wound**.

Ranged attacks

To perform a ranged attack, the model must possess a ranged weapon. A model may perform ranged attacks against enemy models in line of sight and within the weapon's range. Every weapon has two range values, respectively *Short range* and *Long range*. A model may not make ranged attacks if it is within $1/2$" of an enemy model.
When making a ranged attack, it is important to determine its *RT* (*Range threshold*): the RT against a target in *Short range* is 4; in *Long range*, it is 5; if the target is in cover (*there is an intervening model or obstacle covering at least half of it from sight*), it is increased by 1.
To resolve a ranged attack, roll a D6 + the weapon's STR; if the result is equal to or higher than the target's DEF, the target suffers a **Wound**.
However, if the natural result of the D6 (*before adding the weapon's STR*) is lower than the shot's RT, then the attack automatically misses and doesn't deal any Wounds, regardless of the target's DEF.

Wounds

Keep track of the Wounds suffered by a model. If these equal or exceed the W score on its profile, then the model is slain.
However, when a model would suffer a Wound that would slay them, they may be entitled to a **Knockdown check**.

Knockdown check

A model may be entitled to a **Knockdown check** when they suffer a Wound that would normally slay them, if the result of the attack roll that dealt that wound was equal (*and not higher*) to their DEF.
If so, roll a die: on a 1-3, the model suffers the wound as normal and is slain; on 4+, the model is **Knocked down** but doesn't suffer that wound.
A **knocked down** model has -1 DEF; they stand up automatically at their next activation, and will have -2" SPD for the duration of that activation.
A **knocked down** model is never entitled to further **Knockdown checks**.

Break tests

At the end of each round, every player who has suffered losses must perform as many **Break tests** as are the model they have lost this round.
For each **Break test** they must nominate one of their model of their choice and roll a die: if the result is equal to or lower than their BR, the test is passed and the model suffers no consequences; if the result is higher than the BR, the model flees the battlefield and is removed from the game.

Profile

SP(eed): Indicates how many inches the model may move.
STR(ength): Added to the model's melee attack rolls.
ATT(acks): Indicates how many melee attacks the model may make.
DEF(ence): Indicates how hard it is to wound the model with attacks.
W(ounds): Indicates how many wounds it takes to slay the model.
BR(avery): Indicates how unlikely the model is to run from a fight.
Base: Indicates the ideal size for this model's base.
Pt (points): Indicates how many points it costs to field this model.

Model profiles

Levy infantry *(ex. Standard human troops)*

SP	STR	ATT	DEF	W	BR	Base	Pt
6"	+0	1	3	1	3	25mm	10

Wretched infantry *(ex. Goblins, zombies, lepers, child soldiers)*

SP	STR	ATT	DEF	W	BR	Base	Pt
6"	-1	1	2	1	2	20mm	7

Unruly infantry *(ex. Brigands, peasants, beastmen, "Tolkien" orcs)*

SP	STR	ATT	DEF	W	BR	Base	Pt
6"	+0	1	3	1	2	25mm	9

Unyelding infantry *(ex. Paladins, dwarves)*

SP	STR	ATT	DEF	W	BR	Base	Pt
6"	+0	1	4	1	4	25mm	16

Frenzied infantry *(ex.Barbarian berserkers, strong orcs)*

SP	STR	ATT	DEF	W	BR	Base	Pt
6"	+1	1	3	1	4	25mm	16

Exalted infantry *(great and mighty warriors)*

SP	STR	ATT	DEF	W	BR	Base	Pt
6"	+1	1	4	1	4	32mm	24

Crawling creature *(ex. Malformed humanoid horrors, monstrous slugs)*

SP	STR	ATT	DEF	W	BR	Base	Pt
6"	+0	1	2	1	1	25mm	6

Running creature *(ex. warhound, wolf, hog)*

SP	STR	ATT	DEF	W	BR	Base	Pt
7"	+0	1	3	1	2	25mm	10

Brute monster *(ex. Ogre, minotaur)*

SP	STR	ATT	DEF	W	BR	Base	Pt
6"	+1	2	5	2	4	40mm	50

Predator monster *(ex. Giant wolf, allosaurus)*

SP	STR	ATT	DEF	W	BR	Base	Pt
7"	+1	2	5	2	3	40mm	50

Crushing monster *(ex. Troll, giant, demon)*

SP	STR	ATT	DEF	W	BR	Base	Pt
6"	+2	2	6	3	4	60mm	100

Behemoth monster *(ex. Giant turtle, ankylosaurus, mammoth)*

SP	STR	ATT	DEF	W	BR	Base	Pt
6"	+2	2	6	5	5	75mm	120

Ravaging monster *(ex. Tyrannosaurus, dragon, great predatory creature)*

SP	STR	ATT	DEF	W	BR	Base	Pt
7"	+2	3	6	4	4	75mm	125

Aberrant monster *(ex. Hydra, many-limbed monster, tentacle monster)*

SP	STR	ATT	DEF	W	BR	Base	Pt
6"	+1	5	5	5	4	75mm	120

Cavalry

You may have a Cavalry version of any Infantry troop type descibed above; the price to convert an Infantry model into a Cavalry one is equal to +50% of their base price, rounded up. For example, you can have **Levy cavalry**, based on **Levy infantry**, for 15 points per model.
Cavalry models gain the following special rules:

Gallop: +2" SPD
Cavalry charge: Cavalry models gain +1 STR for their melee attacks if they have moved before attacking and they are attacking Infantry or Creatures *(but not Cavalry or Monsters)*.
Death of the steed: When a cavalry model would suffer a wound, roll a die. On a result of 1-3, the model suffers a wound as normal. On a 4+, the model doesn't suffer a wound but their steed is killed: replace the model with an infantry model of the same type (they lose all the cavalry special rules for the game). If a model should be entitled to make a *Death of the steed* and a *Knockdown* check against the same wound, make the *Death of the steed* check first.

CHAMPIONS AND HEROES

A model of Infantry or Cavalry may be promoted to Champion by doubling its base Points cost, or to Hero by tripling it.
Your army may include up to two Champions or up to one Hero and one Champion. Champions and Heroes gain the following benefits:
Champion: +1 ATT; +1 W; +1 BR *(max. 5)*
Hero: +2 ATT; +1 W; +2 BR*(max. 5)*

EQUIPMENT

Infantry and cavalry models are equipped with a one-handed weapon. They may buy additional equipment from the following list.
Cavalry models can't be equipped with **Longbows** or **Polearms**.

Armour *(1 pt)*: +1 DEF; -1 SP.
Shield *(1 pt)*: +1 DEF; takes up one hand.
Flail *(1 pt)*: one-handed weapon; ignore targets' Shield.
Extra hand weapon *(1 pt)*: takes up one hand; reroll attack rolls that score a natural 1.
Whip *(0 pt)*: one-handed weapon; -1 STR, *reach*.
Spear *(1 pt)*: one-handed weapon; *reach*.
Great weapon *(1 pt)*: two-handed weapon; +1 STR.
Polearm *(1 pt)*: two-handed weapon; *reach*, ignore target's Armour.
Throwing weapons *(1 pt)*: ranged weapon; range 4/8"; STR +0.
Bow *(2 pt)*: ranged weapon; range 10/20"; STR +0.
Longbow *(3 pt)*: ranged weapon; range 14/28"; STR +0.
Crossbow *(3 pt)*: ranged weapon; range 10/24"; STR +1; *move or shoot*.
Pistol *(2 pt)*: ranged weapon; range 5/10"; STR +0; ignore target's Armour; *move or shoot*.
Arquebus *(5 pt)*: ranged weapon; range 10/20"; STR +1; ignore target's Armour; *move or shoot*.
Musician instruments *(3 pt)*: takes up one hand. As long as your army includes at least one surviving model with Musician Instruments, you may add +1 to your *Priority* rolls.
Banner *(5 pt)*: takes up one hand; friendly models within 6" add +1 BR *(max 5)*.

Reach: This weapon may attack in melee targets up to 1$\frac{1}{2}$" away.
Move or shoot: A model may not move in the same activation as they shoot with this weapon.

SPECIAL RULES

A model may have special rules from the following list. Creatures, Infantry and Cavalry models may only have up to two special rules each, while Heroes, Champions and Monsters may have up to three.
The price for each special rule is split in two: the first value for Creatures, Infantry and Cavalry *(including Champions and Heroes)*, the second for Monsters. If one of the two scores is a "-", that type of model may not receive that special rule *(for example, if the price for a special rule is 1 / -, then Monsters cannot receive that special rule)*.

Aim *(1 pt /-)*: The RT for this model's ranged attacks are lowered by 1.
Fight in formation *(1 pt /-)*: As long as this model is in base contact with at least two friendly models with this same rule, they may take *Knockdown checks* against every wound that would slay them, instead of just the ones from attack rolls that tied with their DEF.
Flying *(3 pt /20 pt)*: This model may fly: when they move, they ignore any intervening obstacle and model and any terrain feature, as long as they can end their movement in a legal position.
Frenzied *(1 pt / 5 pt)*: This model may reroll any failed attack roll;

however, if the rerolled attack fails again, this model suffers 1 Wound.
Frightening *(- /5 pt)*: Enemy models within 4" have -1 BR.
Mass attack *(- /5 pt)*: This model may forfeit its normal attacks to perform one attack against every opponent in base contact, with -1 STR.
Natural ranged attack *(1 pt /10 pt)*: This model has the following ranged weapon: *range 4/8"; STR +0*; if this model is a monster, they may make up to three attacks with this weapon as a single action against as many different targets, but all targets must be within 3" from one another.
Pathfinder *(1 pt /5 pt)*: This model ignores the movement penalties for climbing and difficult terrain.
Regeneration *(- /15 pt)*: Once per game, at the end of a round, this model may be healed of one previously suffered Wound.
Slayer *(5 pt /-)*: This model adds +1 to their attack rolls against monsters.
Stout *(1 pt /5 pt)*: This model passes **Knockdown checks** on a 3+
Weaponmaster *(2 pt /-)*: This model may reroll natural 1's on melee and ranged attack rolls; if they are fighting with two weapons, they may reroll 1's and 2's.

SIEGE WEAPONS

Siege weapons are special "models" that have to be operated by a crew of infantry models to function.
Siege weapons can be brought from the list below. The specified point cost only covers the chassis; the crew must be brought separately, as normal models. Any infantry models may crew a siege weapon, including Champions and Heroes.
You may activate a siege weapon during your turn if it is crewed by 3 infantry models, who must all be within 1" from the chassis; the activation of the siege weapon also counts as the activation for the crew – so they don't get to perform other actions than operating the siege weapons in this turn. When activating a siege weapon, you may either move it 4", or use it to shoot; if the latter, pick one of the crew members as the shooter and use the siege weapon as if it was a ranged weapon in its possess.
The crew of a siege weapon is considered in *Cover* as long as they are within 1" of the chassis. Should members of the crew be slain, they may be replaced by any friendly infantry models, who will only need to move in range of the chassis to take their place.
The chassis of a siege weapon can be attacked by itself, and potentially destroyed; it has DEF 7, W 2.

Catapult *(60 pt)*: range 20/40"; STR +0; you may make up to four attacks with this weapon as a single action against as many different targets, but all targets must be within 3" from one another; any target hit with a natural result of 6 is crushed under the stone, automatically suffering 1d3 wounds ignoring their DEF.
Ballista *(50 pt)*: range 20/40"; STR +2; deals 1d2 wounds.
Multi-arrow ballista *(60 pt)*: range 18/36"; STR +0; you may make up to six attacks with this weapon as a single action against as many different targets, but all targets must be within 6" from one another

CHARIOTS

Chariots are special "models" that are composed by a chassis drawn by animals *(which are considered part of the chassis profile)* and a crew that rides it. Chariots can be brought from the list below. The specified point cost only covers the chassis *(and the beasts drawing it)*; the crew must be brought separately, as normal models. Any infantry models may crew a chariot, including Champions and Heroes.
A chariot activates as a single model. It moves using the chassis' SP; when attacking, all the models of the crew may make their individual melee or ranged attacks against enemies within $\frac{1}{2}$" from any point of the chariot. The chassis itself and the beasts of burden don't make individual attacks.
When attacking a chariot, it is possible to attack the chassis itself or the crew; however, the chassis provides +1 DEF *(max. 6)* and *Cover* to its crew. If all the crew is slain or any member of the crew fails a **Break test**, the chariot is out of control and is removed as a casualty. If the chariot chassis is destroyed, it is removed and the surviving crew models may be placed in its place.
Trample: A chariot may move within $\frac{1}{2}$" of enemy models during its movements. Every time it does so, the owner of those models may choose to immediately move them up to 2" aside *(once per turn)*, or have them suffer an attack roll with the Chariot's STR. If the model moves aside or is slain by this attack, the Chariot may continue moving, otherwise they must end their movement.

Small chariot *(30 pt)*: Up to 2 crew; SP 7, STR +0, DEF 6, W 2
Large chariot *(45 pt)*: Up to 3 crew; SP 7, STR +1, DEF 6, W 3
Huge chariot *(55 pt)*: Up to 5 crew; SP 7, STR +1, DEF 6, W 4