



OATHBREAKERS



JOSEPH A. MCCULLOUGH





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|| INTRODUCTION ||

*More soldiers sleep beneath the soil,
Than warriors walk the ways of the Marches...*

Fragment, *The Lay of the Marches*

Welcome to *Oathbreakers*, the second supplement for *Oathmark: Battles of the Lost Age*. Within these pages, players can find a host of new options for building their kingdoms and armies, and for fighting battles in the Marches. Some of these options, such as the new troop types, fit right into existing campaigns with a few new rules for how they work on the battlefield. Other options, like those for legendary heroes, are more complex and present a whole new facet to the game. Players may want to experiment a bit with these rules before adding them to an existing campaign. In all cases, players can use these new rules in conjunction with those in the first supplement, *Battlesworn*, or pick and choose which rules work best for them.

This book contains three main sections. The first presents rules for *undead* figures – lowly animated skeletons and ghouls, more powerful revenant warriors, and even extremely powerful creatures such as wraiths, vampires, and barrow worms. All these units have associated territories, so players can add them to existing kingdoms or create a kingdom based around them. Players that wish to build an undead kingdom must decide whether their kingdom is ruled by a *revenant king* or a *necromancer*. Necromancers are a new class of spellcaster and feature their own spell list, which you can find under *New Spells* in the *Appendix* on page 75. Some of these undead warriors come from the past; therefore, they employ weapons no longer seen in the Marches – most notably, the fearsome *chariot*. Pulled by a team of undead horses, these death machines can plough through massed ranks of soldiers, crushing them beneath hooves and wheels.

Traditionally, the undead are viewed with fear and hatred; however, it would be incorrect to identify them all as evil. While some undead certainly animate purely through hate and malice, others return to the land of the living seeking penance for some ancient wrong. Still others are so tightly bound by their oathmarks, not even death can diminish their loyalty. In a few cases, love for the

living – or for a kingdom – draws these warriors back and allows them to once again wield swords. With that in mind, any player can add these undead units to their army, no matter their moral leanings.

The second section covers a new type of character figure, the *legendary hero*. These heroes differ from the characters presented in the main rulebook in several important ways. First and foremost, all legendary heroes are unique individuals; players must keep track of their progress from battle to battle. At the back of this book is a *Legendary Heroes Sheet*, which players should keep with their Kingdom Sheet. In fact, in many ways, the Legendary Heroes Sheet forms another page to the Kingdom Sheet. While the first page keeps track of the various territories in the kingdom, this new page keeps track of its most famous and important warriors.

Besides the special abilities common to all character figures, legendary heroes also possess one or more *heroic traits*. These are special, usually one-time use abilities that give heroes a boost during the battle, such as allowing them to automatically pass an activation roll or roll extra Combat Dice during a fight. As these legendary heroes fight in battles, they earn experience points; once they earn enough points, they gain new heroic traits and become more powerful and useful on the battlefield. Of course, this also increases their point cost.

An interesting new tactical consideration, legendary heroes also increase the narrative drive and help players form an even greater attachment to their kingdoms. Although the land a kingdom contains generally defines it, the people make it interesting and memorable. Over the course of the campaign, players can watch their legendary heroes grow and develop and witness their triumphs and their tragedies. Eventually, players may even see their heroes fall. After all, even undead heroes don't live forever...



The third section presents three new *military expeditions* (a concept introduced in *Battlesworn*), which are essentially specific, interlinked battles that fit within the campaign framework presented in the main rulebook. For example, the first of the three military expeditions presented in this book, *The Farseer Tower*, contains three scenarios that cover the discovery of an ancient magical tower and the fight between two different kingdoms to lay claim to it. However, to capture this prize, the armies must fight a confusing battle in the hills, secure an ancient road, and then battle in the shadow of the tower itself. In the end, only one kingdom captures the tower, which is a unique territory that a player can only add to their kingdom by winning the final battle.

Again, these military expeditions are designed to bring a greater storytelling aspect to the game. Kingdoms are no longer fighting one another simply to increase their own borders. Now, they have specific reasons to go to war. Of course, if those reasons coincide with a chance to add new territory to their kingdom, well, so be it.

Speaking of new territories, this book contains a few interesting ones players can add to their kingdoms. Some, players may only earn by winning battles in military expeditions; others, they may add in the usual way. What sets these territories apart from those in the main rulebook and *Battlesworn* is that they do not grant access to additional units for a kingdom's army; instead, they provide other bonuses – such as allowing legendary heroes to learn or heal, granting a few extra points when mustering an army, or even offering specific battlefield advantages.

Although I've said it before, I feel it is worth repeating often – all the ideas, rules, and units presented in this book are designed to make the game more interesting and enjoyable for the players. Since that is the overriding goal, players should feel free to adapt, change, or discard any aspect of these rules they do not like or think could work better for their game. Obviously, players need to consult with their opponents or gaming group before doing so, but deciding on and implementing such *house rules* is often what makes a specific campaign memorable. The rules are here to tinker with and make your own.

Whether you decide to adopt these rules exactly as written, or make a few modifications to suit your specific playstyle, please drop by the *Oathmark* Player's Page on Facebook and let us know about it. We have a great community of players who would love to see your army, read about your battles, and listen to any ideas you have for improving the game. It's also a great place to ask questions.

I hope you enjoy this supplement for *Oathmark*, that it fires up your own creativity, and that it leads to many battles. I'll see you in the Marches!





|| UNDEAD ARMIES ||

This chapter contains rules for creating undead kingdoms and adding undead territories to existing kingdoms. It also presents a list of all available undead units.

Undead Kingdoms and Armies

Players who want to build a kingdom centred around the undead must use the rules presented in the main rulebook (see Oathmark page 76), but select either a Necropolis or a Cursed Burial Ground as their *capital city*. A Necropolis allows the player to build armies lead by a revenant king or prince, while a Cursed Burial Ground lets them use a necromancer at Level 4 or 5 to lead their armies. It is worth noting, unlike the races presented in the main rulebook, it is impossible to have both a revenant king or prince *and* a necromancer at Level 4 or 5 in an army at the same time. This is because none of these powerful individuals would ever consent to be ruled or led by another.

Players who create a kingdom with a different capital city – or those who already have a kingdom – may add territories from the Undead Terrain List, as usual, which provides access to those units when constructing an army.

None of the other common races in the Marches are completely comfortable with the undead, and while they will generally fight beside them in the same army, there are limits to their tolerance. Units composed of humans, elves, dwarves, orcs, or goblins can be part of a multiple activation caused by an undead figure with the special ability Command; however, they do **not** receive any activation roll or morale test benefits from this figure. Furthermore, a unit composed of those races may not contain a revenant captain. Finally, when applying these rules, necromancers are not considered undead unless they purchase the *Lich* upgrade.

Undead Terrain List

Necropolis (1)	1 Revenant King* or 1 Revenant Prince*, 1 Revenant General** or 2 Revenant Captains, 1 Revenant Champion or 1 Skeletal Champion, Skeletal Soldiers, Skeletal Spearmen, Skeletal Archers
Cursed Burial Ground (1)	1 Necromancer Level 1–5*, 1 Necromancer Level 1–3*, 1 Revenant General** or 2 Revenant Captains, 1 Revenant Champion or 1 Skeletal Champion, Skeletal Soldiers, Skeletal Spearmen, Skeletal Archers
Graveyard (2)	Ghouls
Catacombs (2)	1 Revenant Champion, Revenant Warriors, Revenant Line Breakers
Sepulchre (2)	Revenant Cavalry
Tomb (2)	2 Skeletal Catapults or Ballista
Mausoleum (2)	2 Revenant Chariots, 1 Skeletal Champion
Dark Tower (3)	1 Necromancer Level 1–3
Barrows (3)	1 Wraith
Crypt (3)	1 Vampire
Ash Wastes (3)	1 Corpse Fire
Endless Tunnels (3)	1 Barrow Worm

* You only have access to these units if your capital is this terrain type.

** No army may contain more than one general.



UNDEAD UNITS

Revenant King

Terrain: Necropolis

Even kings make oathmarks – to overlords, emperors, or gods – and, as with ordinary men, kings who break their oathmarks suffer dire consequences. Such oathbreakers call down curses upon themselves. Sometimes, these consequences strike during their lives, in the form of diseases, crippling injuries, or the death of a loved one. In a few extreme and rare cases, the curse afflicts the traitors even after death, trapping their souls inside their corpses. These cursed rulers may, in time, discover how to animate their corpses, but only after decades or centuries of imprisonment.

For most, this punishment is more than their will can bear. When they can walk again, they are little more than hate-filled husks that dedicate themselves to death and destruction in the hope it can distract them from their own eternal pain. There are, however, a select few who use their imprisonment as a time of reflection and healing. When they return, they seek penance for their crimes and look for ways to fulfil their oath, at last.

Revenant King									
A	M	F	S	D	CD	H	Pts	Special	Base
4	6	4	0	10	3	3	325	Undead, Uncaring, Command (2), Champion, Magic Items, Spellcaster (1)	25 x 25
Equipment: Hand Weapon, Shield, Heavy Armour									
Option 1: Undead Horse +40pts, change stats to M8, D13, Base 25 x 50									
Option 2: Chariot +100pts, change stats to M7, D13, Charge (2), Wild Charge, Large, Limited Manoeuvres, Limited Movement, Base 50 x 100									



Revenant Prince

Terrain: Necropolis

Even ancient songs rarely mention kings who broke their oathmarks; it is much more common for a family member – a child, uncle, or cousin – to abandon the oathmark they gave their ruler in an attempt to seize the crown. Whether they were defeated in their coup or struck down after they took the throne, these traitors suffer the consequences of breaking their oath when they die. Like revenant kings, these men and women often return to the mortal realm to atone for their sins or take out their rage and pain on those still living.

Revenant Prince									
A	M	F	S	D	CD	H	Pts	Special	Base
4	6	3	0	10	2	2	156	Undead, Uncaring, Command (1), Champion, Magic Items, Spellcaster (1)	25 x 25
Equipment: Hand Weapon, Shield, Heavy Armour									
Option 1: Undead Horse +30pts, change stats to M8, D13, Base 25 x 50									
Option 2: Chariot +120pts, change stats to M7, D13, CD3, H3, Charge (3), Wild Charge, Large, Limited Manoeuvres, Limited Movement, Base 50 x 100									

Revenant General

Terrain: Necropolis or Cursed Burial Ground

While most successful generals devote their lives to the study and practice of battle, there are a few who see success in war as their sole purpose for existing. These single-minded individuals take no pleasure in anything except outwitting their opponents and destroying their enemies. When revenant kings and necromancers assemble their armies, they often search the pages of history for just such a general they can call back from death to lead their legions on campaign.

Revenant General									
A	M	F	S	D	CD	H	Pts	Special	Base
4	6	3	0	10	1	2	279	Undead, Uncaring, Command (2), Magic Items	25 x 25
Equipment: Hand Weapon, Shield, Heavy Armour									
Option 1: Undead Horse +30pts, change stats to M8, D13, Base 25 x 50									
Option 2: Chariot +120pts, change stats to M7, D13, CD3, H3, Charge (3), Wild Charge, Large, Limited Manoeuvres, Limited Movement, Base 50 x 100									



Revenant Captain

Terrain: Necropolis or Cursed Burial Ground

Revenant captains, much like revenant generals, spent their lives striving for success in warfare; yet, for whatever reason, they never reached high command. This burning desire to lead an army allows new masters to summon these warriors back to fight again.

Revenant Captain									
A	M	F	S	D	CD	H	Pts	Special	Base
4	6	3	0	10	1	1	142	Undead, Uncaring, Command (1), Magic Items	25 x 25
Equipment: Hand Weapon, Shield, Heavy Armour									
Option 1: Undead Horse +20pts, change stats to M8, D13, Base 25 x 50									
Option 2: Chariot +140pts, change stats to M7, D13, CD3, H3, Charge (3), Wild Charge, Large, Limited Manoeuvres, Limited Movement, Base 50 x 100									



Revenant Champion

Terrain: Necropolis, Cursed Burial Ground, or Catacombs

The stories of revenant champions are almost universally tragic. While these great warriors made their oathmarks with true hearts, circumstances conspired against them and left them with impossible choices. There are numerous tales of champions forced to choose between their oathmarks and their families, or between their oathmarks and the higher ideals that drove them to make their pledge in the first place. Whether driven by anger or sadness, these warriors continue to fight after death, hoping to find the peace denied to them in life.

Revenant Champion									
A	M	F	S	D	CD	H	Pts	Special	Base
4	6	4	0	10	3	1	52	Undead, Uncaring, Champion, Magic Items	25 x 25
Equipment: Hand Weapon, Shield, Heavy Armour									
Option 1: Undead Horse +20pts, change stats to M8, D13, Base 25 x 50									
Option 2: Chariot +140pts, change stats to M7, D13, H3, Charge (2), Wild Charge, Large, Limited Manoeuvres, Limited Movement, Base 50 x 100									

Revenant Warrior

Terrain: Catacombs

Sometimes, when warriors make oathmarks and remain devoted and loyal to their lords, it is possible to call them back to fight – even after death has overtaken them. Generally, these are noted warriors who, upon their deaths, are laid in specially prepared catacombs with their fellow loyal warriors. If whomever inherits their oathmark has enough force of will, they may call forth the entire complement of the catacombs to form a unit in their army.

It does not matter whether the ruler the warriors followed was true to their own oathmark or not, these warriors abide by theirs until they are released from service.

Revenant Warrior									
A	M	F	S	D	CD	H	Pts	Special	Base
4	6	2	0	10	1	1	17	Undead, Uncaring	25 x 25
Equipment: Hand Weapon, Shield, Heavy Armour									

Revenant Linebreaker

Terrain: Catacombs

Royal guardsmen and bodyguards are especially common amongst revenant linebreakers, as they were called upon to make the most binding of oathmarks. Generally, leaders group these warriors together to form powerful units of undead fighters, perfect for holding ground or taking the fight to the enemy.

Revenant Linebreaker									
A	M	F	S	D	CD	H	Pts	Special	Base
4	6	3	0	10	1	1	20	Undead, Uncaring	25 x 25
Equipment: Two-handed Weapon, Heavy Armour									

Revenant Cavalry

Terrain: Sepulchre

Carved directly into cliff faces or shaped out of existing caves, the great sepulchres of the Marches are reserved for the greatest and most successful leaders' noble cavalry forces. Courageous in life, these warriors and their mounts are now utterly fearless in death. Few living units have the mettle to stand up to a charge by these lifeless knights.

Revenant Cavalry									
A	M	F	S	D	CD	H	Pts	Special	Base
4	8	3	0	13	2	1	70	Undead, Uncaring, Charge (3)	25 x 50
Equipment: Hand Weapon, Shield, Heavy Armour									



Revenant Chariot

Terrain: Mausoleum

For unknown reasons, none of the races that currently inhabit the Marches fight from chariots. This was not always the case, however. Great elf battle songs, orc memory chants, and human stories all contain references to warriors who fought from wheeled platforms drawn by horses or wolves. Old mausoleums – or at least their ruins – still stand in a few of the oldest kingdoms and those kingdoms built on the ancient empire's fragments. Sealed rooms that contain ancient warriors' bodies, horses, and chariots are protected beneath these memorials. If a ruler is strong enough – and the oathmarks of the dead still have some relevance – they can call forth these ancient fighters, allowing their chariots to thunder across the battlefield once again. Some of these chariots also carry a warrior armed with a bow, which adds missile fire capability.

Revenant Chariot									
A	M	F	S	D	CD	H	Pts	Special	Base
4	7	3	0	13	3	3	150	Undead, Uncaring, Charge (3), Wild Charge, Large, Limited Manoeuvres, Limited Movement	50 x 100
Equipment: Hand Weapon, Shield, Heavy Armour									
Option: Archer +25pts, change stats to Shoot 1 and add Bow to equipment. A chariot unit may make one free shooting attack after its first move action each turn. However, the figure only has CD1 for this attack.									





Necromancer

Terrain: Cursed Burial Ground (Level 1–5) or Dark Tower (Level 1–3)

Necromancy, or *death magic*, is banned in most civilized kingdoms of the Marches; some even employ dedicated agents to seek out and destroy individuals and cabals that practice it. Yet, necromancy endures – often around society’s fringes or in secret towers – and, in a few rare cases, a necromancer attains enough power to claim a kingdom of their own and gain numerous followers’ oathmarks.

Some necromancers take their magic to its horrible, but logical, extreme and become undead creatures, called *liches*, themselves.

Necromancer										
Level	A	M	F	S	D	CD	H	Pts	Special	Base
Level 1	5	6	2	0	8	3	2	50	Spellcaster (1), Shielding (1), Fire Over, Magic Items	25 x 25
Level 2	5	6	2	0	8	3	2	100	Spellcaster (2), Shielding (1), Fire Over, Magic Items	25 x 25
Level 3	5	6	2	0	8	3	2	200	Spellcaster (3), Shielding (2), Fire Over, Magic Items	25 x 25
Level 4	5	6	2	0	8	3	3	300	Spellcaster (4), Shielding (2), Fire Over, Magic Items	25 x 25
Level 5	5	6	2	0	8	3	3	400	Spellcaster (5), Champion, Shielding (2), Fire Over, Magic Items	25 x 25
Equipment: Hand Weapon										
Option 1: Horse: Level 1 +20pts, Level 2–3 +30pts, Level 4–5 +40pts, change stats to M8, D11, Base 25 x 50										
Option 2: Chariot: Level 1 +140pts, Level 2–3 +150pts, Level 4–5 +160pts, change stats to M7, D13, H3, Charge (3), Wild Charge, Large, Limited Manoeuvres, Limited Movement, Base 50 x 100										
Option 3: Lich +10pts, add special ability Undead										

Skeletal Champion

Terrain: Necropolis, Cursed Burial Ground, or Mausoleum

From time to time, leaders may reanimate a great warrior's skeletal remains, the bones of which are infused with some of the warrior's old abilities and strength. While bringing such warriors back takes a greater application of magic or willpower, they can provide a real punch to a skeletal unit that might otherwise be lacking.

Skeletal Champion									
A	M	F	S	D	CD	H	Pts	Special	Base
3	6	3	0	10	3	1	50	Undead, Uncaring, Unthinking, Champion, Spellcaster Control, Magic Items	25 x 25
Equipment: Hand Weapon, Shield, Light Armour									



Skeletal Soldier

Terrain: Necropolis or Cursed Burial Ground

The lands of the Marches are littered with the bones of the dead. When most of a skeleton's bones are still in close proximity to one another, necromantic magic or the will of a powerful revenant can reanimate them. While these skeletons generally make poor fighters, they never tire, are utterly fearless, and – in the long term – are easily replaceable.

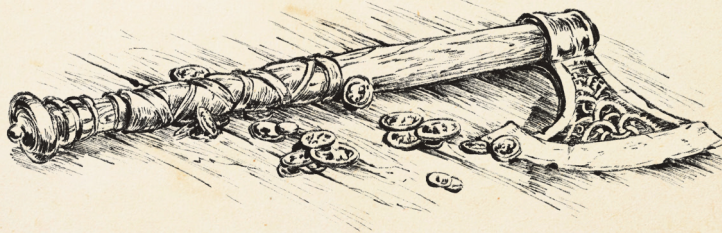
Skeletal Soldier									
A	M	F	S	D	CD	H	Pts	Special	Base
3	6	1	0	9	1	1	11	Undead, Uncaring, Unthinking, Spellcaster Control	25 x 25
Equipment: Hand Weapon, Shield, Light Armour									

Skeletal Spearman

Terrain: Necropolis or Cursed Burial Ground

Since reanimated skeletons are made, not trained, it is difficult to get them to use any weapon to its utmost proficiency. However, as spears are relatively simple weapons, and their employment is often a matter of adopting a specific formation, there is some benefit to arming skeletons with them. Most often, though, spears are simply the easiest weapons with which to equip newly reanimated units.

Skeletal Spearman									
A	M	F	S	D	CD	H	Pts	Special	Base
3	6	1	0	9	1	1	12	Undead, Uncaring, Unthinking, Brace, Spellcaster Control	25 x 25
Equipment: Spear, Shield, Light Armour									



Skeletal Archer

Terrain: Necropolis or Cursed Burial Ground

There is no way around it: skeletons make terrible archers. Firing a bow with accuracy takes years of training and more finesse than most bony fingers can manage. Still, if you shoot enough arrows into the air, you *will* occasionally hit something. At least, that appears to be the thought behind employing such troops.

Skeletal Archer									
A	M	F	S	D	CD	H	Pts	Special	Base
3	6	0	0	9	1	1	14	Undead, Uncaring, Unthinking, Fire Over, Spellcaster Control	25 x 25
Equipment: Hand Weapon, Bow, Light Armour									

Ghoul

Terrain: Graveyard

Unlike most undead – which are directly created through magical forces – ghouls form when a living being ingests undead flesh. Sometimes, this is accidental; however, in most cases, it is a ritual part of a death cult. After ingesting the flesh, the living being slowly dies and is reborn into undeath. A shrivelling of the flesh – especially around the gums and fingers – accompanies this transformation, which makes ghouls appear to have fangs and talons. Humans, orcs, and goblins are the most likely beings to become ghouls; but you may also encounter elves, dwarves, and other races.

Ghoul									
A	M	F	S	D	CD	H	Pts	Special	Base
5	6	2	0	9	1	1	15	Undead, Uncaring, Nimble, Wild Charge	25 x 25
Equipment: Hand Weapon									

Skeletal Light Catapult

Terrain: Tomb

Despite rumours to the contrary, undead armies do not generally employ catapults made from bone. Perhaps there are a few examples of this, but bone is not the best building material. Instead, most catapults that undead armies field are made of wood and designed similarly to those employed by living armies. Sometimes, these are ancient weapons that were lost or buried; but, often, they are freshly constructed. That said, since their builders take no pride in their craftsmanship, these catapults are generally in sad shape.

Skeletons do not use animals to pull their catapults; instead, their crew and other undead push them.

Skeletal Light Catapult									
A	M	F	S	D	CD	H	Pts	Special	Base
3	3	1	3	8	1	1	95	Artillery, Crew (3), Indirect Fire, Undead, Uncaring, Unthinking, Spellcaster Control	50 x 100
Equipment: Hand Weapon									



Skeletal Ballista

Terrain: Tomb

Ballistae were more common in the ancient world than they are today, and many were buried in the great military tombs scattered throughout the Marches. When skeletal warriors are reanimated, it is not unusual for them to bring their ancient ballista along to provide long-range support to their comrades once again.

Skeletal Ballista									
A	M	F	S	D	CD	H	Pts	Special	Base
3	3	1	3	8	1	1	95	Artillery, Crew (2), Aimed Fire, Undead, Uncaring, Unthinking, Spellcaster Control	50 x 100
Equipment: Hand Weapon									

Wraith

Terrain: Barrows

Greed and miserliness are common afflictions throughout the Marches' history. And while these weaknesses led to the downfall of many a king and noble, those who survived and were buried with their riches suffer the true penalty. These wealthy nobles cursed themselves with their greed and tied their souls to the treasures buried with them, trapped between life and death.

Wraiths recognize no lord or master, but are still bound by their own greed. Thus, a cunning – or desperate – ruler can often convince them to fight with a suitable offer of treasure.

Wraith									
A	M	F	S	D	CD	H	Pts	Special	Base
3	6	4	0	12	4	4	154	Monster, Undead, Shadowform, Nimble, Horrific	25 x 25
Equipment: None									



Corpse Fire

Terrain: Ash Wastes

The punishment for breaking an oathmark in most kingdoms is death by some slow, painful method. Occasionally, however, a ruler has mercy on such a transgressor – usually because of a close familial connection or some past service – and instead commutes the sentence to banishment. Since oathbreakers are rarely welcome anywhere, these individuals usually end up wandering the Marches' most remote and barren reaches. A few of these traitors eventually make peace with their crimes, but most are slowly consumed by an inner fire of hatred, anger, and pain, until they literally self-immolate and become terrifying, undead creatures known as corpse fires.

Corpse fires never again willingly serve a master of any sort; however, they are weak-minded creatures – driven by instinct rather than intelligence – and, with a bit of magic, you can control their actions. Although their presence on the battlefield means a spellcaster must always be present to control them, their ability to throw jets of flame more than makes up for this annoyance.

Corpse Fire									
A	M	F	S	D	CD	H	Pts	Special	Base
4	6	3	2	11	2	3	180	Monster, Undead, Uncaring, Unthinking, Fire Breath, Horrific, Regeneration (1), Spellcaster Control	25 x 25
Equipment: None									



Vampire

Terrain: Crypt

According to some, vampires are the remnants of an earlier age – predating even the great empires. Others claim they are a type of spirit, an embodiment of evil. Whatever the truth of the matter, these rare creatures haunt some of the most ancient crypts found underneath the Marches. There, they dwell – sometimes for centuries at a time – engaging in their personal studies and experimentation, emerging only when necessary to hunt for fresh blood. While vampires consider themselves above any petty king or warlord, they do sometimes form a temporarily alliance with one. While these creatures are powerful allies, their price is generally quite steep; it is a lucky king who lives long enough to regret working with them.

Vampire										
A	M	F	S	D	CD	H	Pts	Special	Base	
2	6	3	0	12	3	5	312	Monster, Undead, Discorporate, Magic Items, Shielding (1), Spellcaster (3), Stone Gaze	25 x 25	
Equipment: None										



Barrow Worm

Terrain: Endless Tunnels

Sometimes called *ghoul worms*, these creatures come to be when giant, burrowing worms move slowly underneath the Marches, consuming undead flesh. Slowly, such creatures die, but they continue to burrow. Barrow worms are almost completely brainless; anyone who wants one to fight for them must turn to the power of magic – to locate it, lure it to the surface, and point it towards the enemy. Even then, it is difficult to get barrow worms to do anything other than writhe about in place. Still, the mere presence of such creatures in an army may intimidate the enemy and be potentially decisive if they do engage in combat.

Barrow Worm									
A	M	F	S	D	CD	H	Pts	Special	Base
8	6	8	0	12	5	16	312	Monster, Enormous, Nimble, Horrific, Spellcaster Control, Undead, Uncaring, Unthinking, Waterwalk	50 x 100
Equipment: None									







|| LEGENDARY HEROES ||

The *Oathmark* main rulebook contains many powerful fighters, commanders, and spellcasters; but, the stats given for those characters represent a *standard* figure of that type. So, while champions are great fighters compared to other warriors in the army, they are no better or worse than numerous other champions in the same or other armies. Sometimes, though, a character rises above the rest and accomplishes deeds worthy of remembrance in song. These figures are known as *legendary heroes*.

In game terms, legendary heroes are figures that possess special abilities (called *heroic traits*) that allow them to break the normal rules of play in some minor way, such as reroll a die, make an extra attack or move action, or cast a second spell in the same turn. Also, unlike other character figures, legendary heroes are permanent characters in your kingdom. Store the *Legendary Heroes Sheet* you find at the back of this book with your Kingdom Sheet. Whenever you create a new legendary hero, record this hero on your Legendary Heroes Sheet. You may include this legendary hero in any army you build in the future.

You record your legendary heroes to keep track of the experience points they gain for their heroic deeds – such as fighting and winning battles. When legendary heroes accumulate enough experience points, they may take new heroic traits, thus becoming even more powerful. However, legendary heroes can also die or suffer grievous injuries, and you must also record this.

Legendary Heroes in Your Army

You may include a legendary hero whenever you create an army to fight a battle. This may be a legendary hero that is already part of your kingdom and has fought in previous battles, or a new one you create specifically for a battle. The choice is yours.

If you wish to include a legendary hero that is already a part of your kingdom, simply pay the points for that figure like you would for any other figure (see below for legendary hero point costs). If your kingdom does not currently have any legendary heroes or you would like to create a new one, see *Creating a Legendary Hero*, below.

CREATING A LEGENDARY HERO

When you create a new legendary hero, you have two important choices to make: what kind of figure you want your legendary hero to be and what heroic trait you want them to have.

Any figure with the special ability Champion, Commander, or Spellcaster that is not a Monster can be a legendary hero. Thus, you may have a legendary hero that is a king, a champion, or even a troll; however, dragons and spearmen cannot be legendary heroes, as dragons are Monsters and spearmen do not possess any of the required special abilities. Further, a legendary hero must be a figure type that a kingdom can recruit for its army. So, if you want a legendary hero troll, you must have the Rivers terrain in your kingdom. The legendary hero troll then counts as one of the trolls available to include in your army.

Once you decide what type of figure you want your legendary hero to be, the next step is to select one heroic trait from the list below. This trait is what sets the legendary hero apart from normal figures of the same type. Each heroic trait allows the figure to do something special **once** per battle. Each heroic trait also increases the figure's point cost by 30.

The final step to create a legendary hero is to record it on your Legendary Heroes Sheet. Fill in all the boxes with the information for a typical figure of that type, except for the point cost, which is 30 points higher to represent the cost of the heroic trait. Finally, under special abilities, add *Legendary Hero (X): Heroic Trait*. X is the number of experience points the legendary hero has. For newly created legendary heroes, this is always 0. This is explained further under *Gaining Experience Points and New Heroic Traits* on page 32.

For example, say you are building a new army and want to include a legendary hero. You think it would be cool to have a powerful troll in the army, so you select this as your base figure. Then, after you look over the list of heroic traits, you think Murderous Blow gives your troll just the kind of fearful attack you want. So, you record your new legendary hero on your Legendary Heroes Sheet as follows (remembering to add 30 to the point cost):

Troll									
A	M	F	S	D	CD	H	Pts	Special	Base
6	6	4	0	10	3	3	95	Legendary Hero (0): Murderous Blow, Champion, Shielding (1), Charge (2), Wild Charge, Horrific, Water Walk, Large	50 x 50
Equipment: None									

MULTIPLE LEGENDARY HEROES

These rules allow each army to possess only one legendary hero, even though a kingdom can theoretically possess an infinite number. This rule exists merely to keep the game simple. Typically, players can track one legendary hero per side without slowing down the game or forgetting about them. That said, there is mechanically nothing to prevent players from using multiple legendary heroes in the same army, provided they have the points available to include them. If players become comfortable with these rules, they may want to try a game with several legendary heroes per side. This is especially appropriate for games using high point values.

Players should consider allowing multiple legendary heroes in a campaign where a player's capital city comes under attack, since it would make sense for all the kingdom's heroes to rally to its defence in such an instance. As with all *Oathmark* rules, those presented here are guidelines for having fun; players should modify or change any rules they believe would make their games more enjoyable.

GAINING EXPERIENCE POINTS AND NEW HEROIC TRAITS

Every time a legendary hero in your army fights in a battle and survives, it gains experience points that represent the hero's growing knowledge, power, and, well... experience. When you fight a battle with a legendary hero, keep in mind the *Experience Point Table*, below. Every time the legendary hero accomplishes an item on the list, it receives the associated number of experience points. Some scenarios may also offer additional ways in which a legendary hero can gain experience points.

After a legendary hero's first battle, add up the total number of experience points gained. If this number is less than the hero's point cost, simply record the number of experience points in its stats. For example, if the troll in the example above gained 35 experience points in its first battle, you would write *Legendary Hero (35): Murderous Blow* on the Legendary Heroes Sheet. Add any experience points a legendary hero gains from any battle after the first to those it already possesses. So, if the troll picks up another 40 experience points in its second battle, record *Legendary Hero (75): Murderous Blow* on the Legendary Heroes Sheet.

After any battle in which a legendary hero's experience point total is greater than its point cost, it may cash in a number of experience points equal to its point cost in exchange for a new heroic trait. Simply deduct the figure's point cost from its experience point total, record any leftover experience points as usual, then select a new heroic trait from the list below. You may choose any heroic trait the legendary hero does not currently possess and is allowed to have. A legendary hero can never have the same heroic trait twice. Once you select the new heroic trait, record it on the Legendary Heroes Sheet and increase the legendary hero's point cost by 30 to account for the new trait.

For example, your legendary hero troll gains another 25 experience points in its third battle; it now has a total of 100 experience points, which is greater than its point cost of 95. You are pretty happy with the troll's performance so far, but it occasionally fails an activation roll when you really need it to pass. So, you spend 95 experience points to give the troll the heroic trait *Seize the Moment*. The troll's stats now look like this:

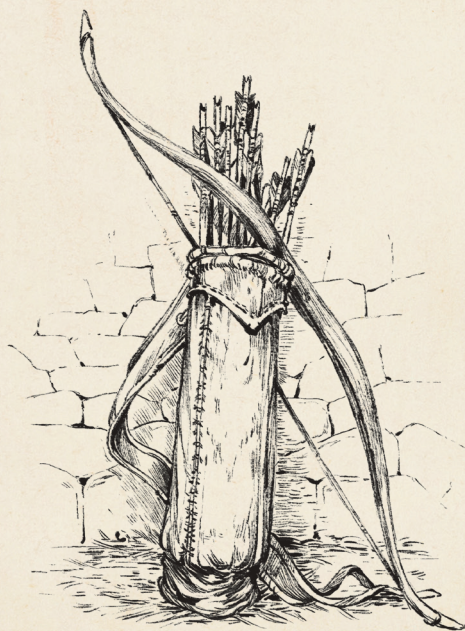
Troll									
A	M	F	S	D	CD	H	Pts	Special	Base
6	6	4	0	10	3	3	125	Legendary Hero (5): Murderous Blow & Seize the Moment, Champion, Shielding (1), Charge (2), Wild Charge, Horrific, Water Walk, Large	50 x 50
Equipment: None									

You add the new heroic trait to its legendary hero ability and record its leftover 5 experience points. Because of the new heroic trait, the troll's point cost increases another 30 points to 125.

Expensive heroes, such as kings and generals, gain new heroic traits quite slowly. This is because heroic traits attached to such powerful figures are even more valuable. Further, because a figure's point cost increases with every new heroic trait it gains, it takes longer and longer for legendary heroes to gain additional heroic traits. If you find you do not like this slow progression, consider using low point cost figures – such as captains and champions – as legendary heroes, and regularly create new ones. Alternatively, if everyone in the campaign wants to see their legendary heroes develop faster, simply double or triple all experience point rewards.

Experience Point Table	
Deed	Experience Points Earned
Participate in a battle	10
Remain on the table at the end of the game	10
Legendary hero's army wins the battle	10
Each unit broken or wiped out	5
Each legendary hero broken or wiped out.	5

The legendary hero gains the experience points for the last two items on the table each time the unit it is in breaks or wipes out another unit or legendary hero.



LEGENDARY HEROES AND DEATH

Since most figures in *Oathmark* do not represent unique individuals, it is not important to determine their ultimate fate after a battle. The rules assume another individual with identical stats replaces them if they are killed. However, the same is not true of legendary heroes. Whenever a legendary hero is reduced to 0 Health during a game or flees the battlefield because it is broken, you must roll on the *Legendary Hero Survival Table* to determine its fate. Each result is explained below.

Legendary Hero Survival Table	
Die Roll	Result
1	Dead
2	Captured
3	Gravely Wounded
4	Wounded
5–10	Flesh Wounds



Dead

The legendary hero fell in battle. The army builds a monument to honour the hero's oathmark and preserve the hero's name for future generations. Remove the legendary hero from your Legendary Heroes Sheet.

Captured

The enemy captures the legendary hero. As is tradition among the kingdoms of the Marches, the hero must be ransomed back to the enemy. In such cases, the legendary hero returns to their kingdom with only Flesh Wounds (see below). However, the next time the same two players meet in battle, the opponent who ransomed the figure receives extra points to build their army. These extra points are equal to one quarter of the ransomed figure's point cost, rounded to the nearest 5 (minimum of 20). For example, if your legendary hero troll, worth 125 points, is captured and ransomed back, your opponent receives 30 extra points ($125/4 = 31.25$, rounded to 30) to build their army the next time your two armies fight a battle. This is a one-time bonus. It is possible for both sides to ransom a hero after a battle, in which case both armies receive a bonus the next time they clash.

The legendary hero gains 5 experience points from the ordeal.

Gravely Wounded

The legendary hero was badly wounded during the battle, and while its allies managed to evacuate it, recovery is long and slow. Roll one die and divide the result by two, rounding up. This is the number of battles your army must fight before this hero may fight again. You may use other legendary heroes in the coming battles, or even create new ones. Once you fight the required number of battles, the legendary hero is once again available to join your army, as usual.

The legendary hero gains 5 experience points from the recovery process.

Wounded

As above, except no die roll is required, the legendary hero misses only one battle, and it does not gain experience points.

Flesh Wounds

None of the legendary hero's wounds turn out to be debilitating or life-threatening. Although it is likely sore, it may fight in the next battle, as usual.

HEROIC TRAITS

Each heroic trait states exactly when the legendary hero may use it. Note that an individual figure may only use one heroic trait each time it is activated and may not use another until after another figure or unit is activated. Remember, each heroic trait may only be used once per battle.

Arcane Knowledge

Only a figure with the special ability Spellcaster may take this trait. The figure may attempt to cast any spell from its legal spell lists, even if the figure does not know the spell in question.

Bladestorm

Only a figure with the special ability Champion may take this trait. The figure may use the trait whenever it, or the unit that contains it, is in combat. This unit rolls 5 Combat Dice – including the Champion Die – during the combat, regardless of all other modifiers, including Shielding.

Freedom Fighter

Only a figure with the special ability Command may take this trait. Units in this army recruited from occupied territories do not suffer the usual activation penalty. Unlike other heroic traits, Freedom Fighter is not a one-time use trait. Instead, it applies to the whole battle, provided the figure with the trait remains on the table.

Hold the Line

Use this trait whenever the figure, or the unit that contains it, is about to be pushed back 6" after losing a round of combat. The unit is only pushed back 1" instead.

Murderous Blow

Only a figure with the special ability Champion may take this trait. Use this trait when the figure, or the unit that contains it, is engaged in melee combat. Roll your Combat Dice. If the Champion Die result is an 8 or 9 and is high enough to cause wounds, you may direct the wounds generated by the Champion Die onto the opposing officer, as though you rolled a 10.

Moment of Glory

Use this trait whenever the figure, or the unit that contains it, is about to roll Combat Dice. The unit may roll the Champion Die, even if the figure does not have the special ability Champion.

Mystical Concentration

Only a figure with the special ability Spellcaster may take this trait. This figure may attempt to cast a spell, even when an enemy unit is within 2".

Overawe

Only a figure with the special ability Champion may take this trait. Use this trait whenever the figure, or the unit that contains it, participates in combat against an enemy unit that also contains a figure with the special ability Champion. The enemy unit does not get to roll the Champion Die during the combat, although it may roll a regular Combat Die in its place.

Pathfinder

Use this trait whenever the figure, or the unit that contains it, makes a successful activation roll. For the rest of the activation, this unit counts as having the special ability Nimble.

Protect the Valorous

This figure may cancel one damage point it takes.

Quick Casting

Only a figure with the special ability Spellcaster at Level 2 or higher may take this trait. This figure may attempt to cast two spells using the same action; however, it must divide its dice between the two spells. So, a figure with Spellcaster (5) could use this heroic trait to attempt to cast two spells, rolling 3 dice for the first and 2 dice for the second.

Quick Step

Use this trait whenever a figure, or the unit that contains it, makes a successful activation roll. The unit receives +2 to its Move stat for the rest of the activation.

Seize the Initiative

Only a figure with the special ability *Command* may take this trait. Use this trait to reroll initiative results when determining who wins initiative. You must still use the original roll to determine *Strange* and *Catastrophic Events*; the reroll is used solely to determine who wins initiative.

Seize the Moment

Use this trait whenever the figure, or for the unit that contains it, is about to roll for activation. The figure or unit automatically passes the activation roll; no roll is required.

Shields Up

Use this trait whenever the figure, or the unit that contains it, suffers one or more hits from a shooting attack. Roll one die for each hit; if the result is 5+, that hit is cancelled.

Shield Wall

Only a figure with the special ability *Shielding* may take this trait. Use this trait whenever the figure, or the unit that contains it, is engaged in combat. The unit gains +2 to its Defence stat during that combat, only.



LEGENDARY HEROES AND BATTLE HONOURS

The rules for legendary heroes were written to use in conjunction with the rules for battle honours in *Battlesworn*. Essentially, they are two separate systems; however, there is nothing to stop you from using them in the same game. It is even possible for a legendary hero to be a member of a unit with Battle Honours – although such a unit would likely be expensive to field!

Signal Horn

Only a figure with the special ability Command may take this trait. The figure's command range increases to 14" for one turn when attempting to activate additional units.

Sniper

Use this trait whenever the figure, or the unit that contains it, makes a shooting attack. Replace one of the unit's Combat Dice with the Champion Die.

Spell Focus

Only a figure with the special ability Spellcaster may take this trait. Whenever this figure uses an action to attempt to cast a spell, roll two additional dice. So, a figure with Spellcaster (3) that attempts to cast a spell using Spell Focus rolls 5 dice, while a figure with Spellcaster (5) rolls 7 dice.

Stand Your Ground

Use this trait whenever the figure, or the unit that contains it, is forced to make a morale test. The unit automatically passes the morale test; no roll is required.

Strategic Mastermind

Only a figure with the special ability Command may take this trait. If you have a figure with this trait in your kingdom, you may reroll when determining battle type; however, you must keep the second result. If you choose to use this trait, you must include the figure with this trait in your army for the upcoming battle. Note that it is possible for both players to use this heroic trait, with one choosing to do so in response to the other's reroll.

Steady Aim

Use this trait whenever the figure, or the unit that contains it, makes a shooting attack. The unit may reroll up to two Combat Dice. You must keep the rerolled results, even if they are worse.

Take Command

Use this trait whenever the figure is on the table and its army must make a morale test due to Cascading Panic. The army automatically passes all morale tests they must take for Cascading Panic for the rest of the turn; no roll is required.

Turn the Line

Use this trait whenever the figure, or the unit that contains it, makes a successful activation roll. The unit may immediately make a free manoeuvre. The unit must follow all the standard rules for a manoeuvre, but does not have to spend an action.







|| MILITARY EXPEDITIONS ||

The *Oathmark* rulebook contains a detailed campaign system for fighting battles in the Marches and determining the effects those battles have on a kingdom. This book contains three additional military expeditions you can use within the context of that campaign system. Each expedition contains three interconnected battle scenarios that are designed to be played in order by the same two players. The outcome of each battle has a direct effect on the next, and they all combine to tell the story of one chapter in a kingdom's military history. Each expedition also offers the potential to earn special rewards that are not generally available. For example, the first expedition tells the story of a strange, magical tower, and the battles fought by two different kingdoms to claim it. The winner of the final battle can claim the tower and add it to their kingdom as a unique territory.

When playing these expeditions, it is not necessary to roll to determine the battle type before the game. Each scenario dictates the attacker and defender and what the battle results mean within a campaign. While each expedition calls for specific terrain and table set-up, players may modify these to match their available space and terrain collection. The game should not need any rules modifications, provided the table appears similar to the description given in the set-up.

Even though all battles in one military expedition take place during a short time span and away from the kingdom, players may select a new army for each game. This represents units that are part of the army but may not always be in the position to take part in every battle.

Because all these expeditions take place in areas known for their undead activity, new *Strange* and *Catastrophic Events Tables* are presented at the end of the chapter for use during these battles.



Military Expedition 1: The Farseer Tower

One of your scouts, who was missing and presumed dead, recently returned. He wandered for two weeks, lost in the foothills beyond your kingdom's borders, where he made a fascinating discovery: a tall, dark tower whose type and design he did not recognize. Although it seemed abandoned, he dared not approach – he could feel an aura of unease radiating from it.

After consulting with the kingdom's top scholars, who combed through all the old histories, it seems likely this is the fabled *Farseer Tower*. Once the stronghold of a powerful spellcaster, who used the tower's peculiar architecture to cast his spells far and wide, this tower could prove a source of great power to aid in the kingdom's protection – if you can gain control of it and conquer its mysteries.

Unfortunately, news of this discovery spread to the general populace, which means your enemies are also aware of the tower's existence. If you have any hope of claiming the tower, you must quickly muster an army and march into the foothills.

SCENARIO 1: LOST IN THE HILLS

The scout who reported finding the tower was not lying when he called these foothills a maze. You have been marching through this tangle of hills for two days without any sign of a road, or even a path. Despite your best efforts, the difficult terrain causes your army to become confused and entangled. Just when you think you may never get it straightened out again, signal horns echo from the hills all around you – the enemy is upon you.

Set-Up

Play this scenario on a 6' x 4' table, or as near to that as possible. Place at least 6 small or medium-sized hills and a few areas of difficult, rocky ground on the table. After setting up the table in a mutually agreeable fashion, both players roll a die. The player who rolls highest chooses one side of the table as their starting table edge. The other player starts on the opposite edge.

Organize your army into starting units, including placing characters within units, before you place any figures on the table. Once this is done, instead of placing your own units on the table, you place your opponent's units and they place yours. Follow all the usual rules for set-up, with the additional provision that each half of a player's starting table edge must contain half the units in their army, or as near to half as possible. In other words, you cannot place all your opponent's units in one corner of the table, as half must start on the other side of their starting table edge. All units must directly face the opponent's table edge.

Special Rules

All units are at -1 to all activation rolls for the first two turns, due to the confusing situation in the hills. This game lasts for 10 turns.

Outcome

Since neither side anticipated or particularly wanted this battle, the goal is simply to inflict as many enemy casualties as possible, while taking as few casualties as possible in return. At the end of Turn 10, whichever side has the higher total point value of figures remaining on the table wins the scenario. Keep track of who wins this scenario, as the outcome influences the next.

The winner may add one of the following territories to their kingdom: Dark Hills, Hill Caves, Mountain Passes, Rocky Mountains, or Rough Hills.

Any legendary hero that participates in this scenario receives 5 experience points.



SCENARIO 2: SECURE THE ROAD

After the confusing battle in the hills, the armies separate and regroup. Meanwhile, your outriders report finding a road through the hills that leads to the tower. If you can secure this road, your army will be in a commanding position to claim the tower. As you move into position, a light rain begins to fall, accompanied by a strong breeze.

Set-Up

Play this scenario on a 6' x 4' table. A road, approximately 6" wide, runs down the middle of the table, the ends of which connect the two shorter table edges. The road does not have to be straight; however, it should not wander more than 6" from the centre line of the table at any point. Cover the rest of the table with several small or medium-sized hills, placing at least two on either side of the road. You may also add a patch or two of boggy ground that is not in contact with the road.

The player who lost the last scenario must set up their army first. They may choose their starting table edge and use the usual rules for deployment. The player who won the last scenario then sets up their army. They may place their units anywhere on the table within 14" of their starting table edge.

Special Rules

A unit in contact with the road for the entirety of their move action may move an extra 3". All shooting attacks not generated by a spell suffer +1 to their Target Number because of the windy, rainy conditions.

Outcome

Both armies are trying to secure the road that leads to the tower in this scenario. At the end of Turn 8, count all units that are in contact with the road and have at least one full rank (do not count units with the special ability Enormous). Players receive 2 points for each of their units that meet these requirements, or 1 point if that unit is Disordered. The player with the most points wins the scenario. In the case of a tie, neither player wins. Keep track of who wins this scenario, as the outcome influences the next scenario.

The player who wins this scenario may add one of the following territories to their kingdom: Dark Hills, Hill Caves, or Rough Hills.

Any legendary hero that is in contact with the road or is part of a unit that is in contact with the road when this scenario ends gains 10 experience points.

SCENARIO 3: IN THE TOWER'S SHADOW

For nearly a week, you skirmish and battle through these twisting hills, trying to secure both the tower and advantageous ground. Finally, you gain enough ground to break through to the mostly clear plain that surrounds the tower. This is where you will fight the final battle for possession of Farseer Tower.

Set-Up

Play this scenario on a 6' x 4' table. Assign each player a starting table edge on one of the long edges before placing terrain. The side assigned to the player who won Scenario 2 is designated as the *tower side*. Once the edges are assigned, the player who won Scenario 2 may place two pieces of terrain on the table anywhere they wish. These terrain pieces may not be larger than 10" square or include a river. Then, the other player may place one additional piece of terrain anywhere on the table. This final terrain piece must follow the same restrictions as above and must be at least 8" from the other terrain pieces.

If Scenario 2 ended in a tie, randomly designate one player's starting table edge as the *tower side*. Starting with that player, both players place one piece of terrain anywhere on the table, following the restrictions above.

After you place all terrain, deploy your armies, as usual.

Special Rules

The Farseer Tower radiates an aura of magic and unease, which has a profound effect on the armies that battle beneath it. Before the battle starts, assign each player four tokens. During the battle, a player may spend a token whenever their opponent must make a morale test, causing them to suffer an additional -1 to their roll. Players may never spend more than one token on a single morale roll; however, there is no limit to the number they can spend in one turn.

Furthermore, before players attempt to activate their first unit each turn, they may select one spell from the General Spell List and attempt to cast it. Players roll one die for this attempt. This spell is generated from the tower and can draw line of sight to any point on the table. After attempting to cast their spell, players attempt to activate their units, as usual.

Outcome

This battle lasts for no more than 8 turns. At the end of Turn 8, count all units that are fully on the *tower side* of the table and have at least one full rank (do not count units with the special ability Enormous). Players receive 2 points for each of their units that meet these requirements, or 1 point if that unit is Disordered. The player with the most points wins the scenario. In the case of a tie, players must replay this scenario as if there were no winner in Scenario 2.

The player who wins this scenario may add the Farseer Tower unique territory to their kingdom (see page 69). If they do not have open territories in their kingdom, they may replace one of the territories in Region 5 with the Farseer Tower territory.

Any legendary hero that participates in this scenario receives 10 experience points.





Military Expedition 2: The Ring of Sunken Stones

Against all odds, the explorer returned. While nearly half the expedition lost their lives in the great salt swamps, people are already hailing it as a triumph. Along with the stuffed carcasses of strange beasts, numerous cages filled with buzzing insects, and a few ancient artefacts, the explorer also brought back an interesting story: on a small island, deep in the swamps, rests great ring of standing stones. These strange, massive stones are covered in ancient writing, and they have sunk deep into the ground. The explorer's team dug many spans down around one stone's base, but they never reached the bottom.

The explorer and his team could not translate the writing, but he carefully copied down every engraved letter and drawing. He presented a copy of this text as a gift to thank you for your patronage and support. You turned the text over to your scholars, and they returned with a partial translation a few days later.

The stones are grave-markers, raised up to commemorate a heroic band of warriors who fought for a long-forgotten king. Interestingly, each grave-marker also contains an oathmark – an open pledge to any king who calls these warriors forth to fight once more. If what your scholars say is true, and the power of these oathmarks stands the test of passing centuries, then perhaps you could call forth a unit of elite, ancient warriors from the past.

Unfortunately, the explorer made other copies of the text. If your spies are correct, at least one of those copies was sold to your greatest rival. There is little time to waste – you must raise an army and march at once.



SCENARIO 1: FACES IN THE WATER

Your army has marched through this dismal swamp for two days, and already your supply situation is becoming perilous. At least half your wagons either broke down or sunk so far into the mire that you had to abandon them. To make matters worse, all the standing water that surrounds you is too salty to drink and insects are everywhere, feasting on your troops and making every footstep miserable. You would almost welcome the horrors of battle as a distraction from your other current miseries.

Just as that thought passes through your mind, one of your scouts comes rushing back down the line of your army to tell you he spotted enemy units moving through the swamps to the west. It is a large force, easily a match for yours. Thankfully, the harsh terrain is slowing them as much as it is slowing you, and you have time to form your army into something resembling a battle line.

You hear the enemy approaching, slowly pushing their way through the trees and bogs. Then, just as they are about to join you in battle, someone in your army gives a shout. Several troops point, and the line is wavering. You ride over to see what all the commotion is about. One of your officers points to a nearby pool, "There is something in there," he says. "Something burning..."

Set-Up

Pay this scenario on a 6' x 4' table. Before players select starting table edges, they alternate placing terrain pieces. Each player must place 2 boggy pools, about 6" in diameter. Players may then place up to two more small terrain pieces each – either wooded areas or ruins. After placing the terrain, players deploy their armies, as usual.

Special Rules

After deploying the armies, the player who deployed first places one corpse fire on the table in contact with one of the boggy pools. The other player may also place a corpse fire in contact with one of the other boggy pools. Each corpse fire a player places counts as a member of their army. It follows all the usual rules for a unit in the army, except it ignores the special ability Spellcaster Control. Thus, it is not necessary for players to have spellcasters in their armies, and the corpse fire is not removed if all an army's spellcasters are killed.

Outcome

Because this is the opening clash of a likely tough expedition, the goal of the battle is simply to inflict as many enemy casualties as you can, and take as few casualties as possible in return. At the end of Turn 8, whichever side has the higher total point value of figures remaining on the table wins the scenario. Do not count the corpse fires in this total, even if they are still on the table. Keep track of who wins this scenario, as the outcome influences the next scenario. In the case of a tie, no one wins.

The player who wins this scenario may add one of the following territories to their kingdom: Endless Tunnels, Graveyard, Poisonous Swamps, or Slave Camps.

Any legendary hero that participates in this scenario receives 5 experience points.

SCENARIO 2: THE TREES HAVE EYES

Morale continues to sink even lower after you encounter the corpse fires. Flies and other blood-sucking insects continue to attack the troops – the poor wounded, lying on makeshift stretchers, are covered in them. It is hard to fathom that fighting over such a miserable stretch of ground is worth it.

Still, you have your orders; the march must continue. As you push your way deeper into the swamps, the trees become even thicker, blocking out the light entirely in many places. You hear strange noises – mostly chittering and squawking – coming from the darkness, and you have the distinct feeling you are being watched.

Then, just as shouts of alarm reach your ears, you see them – the enemy army is moving on a parallel course through the swamps.

Set-Up

Play this scenario on a 6' x 4' table. Before players select starting table edges, they alternate placing terrain pieces. Each player must place 1–2 boggy pools and 3 small woods, all of which are about 6" in diameter. Players may place other terrain, as well, if they both agree. After placing the terrain, players deploy their armies, as usual.

Before the game starts, the player who lost the previous scenario must remove figures from their army equal to at least 3 percent of the army's total point value. So, in a game featuring 1,000-point armies, the player must remove at least 30 points worth of figures. These figures do not count as casualties and do not need to make morale tests.

Special Rules

A sub-goblin species inhabits these swamps, living in damp holes beneath the tree roots. They are hard to see and nearly impossible to catch. While they are too small and weak to pose any serious threat to the invading armies, they pester both forces with small arrows and slung rocks. At the start of every turn, including the first, each player may select one enemy unit within 12" of a wooded area. That unit immediately suffers a Shoot 1, Combat Dice 1 shooting attack. If this attack causes casualties, the unit must make a morale test, as usual.

Any unit that rolls a result of 1 on two or more dice when rolling for activation (or a single result of 1 if rolling only one die) triggers a sub-goblin trap. The unit immediately takes 1 damage; however, even if this results in casualties, no morale test is necessary. Furthermore, the unit may not take any actions this turn.

Outcome

Both armies want to secure the field to gain direct access to the ring of sunken stones in this scenario. At the end of Turn 8, a player receives 2 points if theirs is the only unit within 4" of a wooded area, or 1 point if that unit is Disordered. Neither army receives points if both (or neither) have units within 4" of a wooded area. Only count units with at least one full rank (do not count units with the special ability Enormous). The player with the most points wins the scenario. In the case of a tie, neither player wins. Keep track of who wins this scenario, as the outcome influences the next scenario.

The player who wins this scenario may add one of the following territories to their kingdom: Dark Hills, Hill Caves, or Rough Hills.

Any legendary hero that is within 4" of a wooded area or is part of a unit within 4" of a wooded area at the end of this scenario receives an extra 10 experience points.



SCENARIO 3: THE SUNKEN STONES

Your army is a ragged remnant of the once proud force that marched through the capital gates. Truth be told, you have no idea how many troops you lost, as there is no time to formally count and reorganize; still, you press onward. Now, at last, your goal is in sight. There, on a mound amid this dismal swamp, sits the ring of massive stones. There is a power and a majesty to them, though they all lean at strange angles, partially sunken into the earth. You order your army to secure the prize, but a green fog suddenly coalesces right in front of the mound and a small force of spectral warriors stands there, blocking your path.

Set-Up

Play this scenario on a 6' x 4' table. Place a ring of standing stones – about 12" in diameter – in the exact centre of the table. You can place these stones on a low mound if you have such terrain available, but it is not necessary.

Before players select starting table edges, they alternate placing terrain pieces. Each player must place 1–2 boggy pools and 1–2 other pieces of terrain about 6" in diameter, such as ruins or woods. After they place all the terrain, players deploy their armies, as usual.

After both players deploy their armies, place two units of revenant warriors on the table. Each unit contains five figures, including a revenant champion. Place one unit on each side of the ring of stones, so that it faces the closer army.

Special Rules

After players roll for initiative on the first turn, but before they activate any units, the primary player chooses one enemy unit and makes a Fight 0, Combat Dice 5 attack against that unit. The secondary player then selects an enemy unit and does the same. Players do this three more times – for a total of four times each – nominating a different unit each time. Immediately remove any casualties from the table, but do not make morale tests for them. When both players are done, the player who won the last scenario nominates one more enemy unit and makes a Fight 3, Combat Dice 5 attack against it. Again, do not make any morale tests for casualties. Players may not select a unit-of-one during these attacks, unless the unit has the special ability Enormous. The troops lost in these attacks represent the losses armies suffered earlier in the campaign.

The two units of revenant warriors never activate or move. If another unit attacks them, the player not involved in the fight rolls for the revenant warriors, following the usual rules for combat, and makes any necessary decisions. Regardless of where another unit comes in contact with a unit of revenant warriors, they always count as attacking in the front arc (so, the attackers never receive bonuses for flank or rear attacks, and the revenant warriors always receive their full complement of Combat Dice). These revenant warriors cannot





be pushed back. If they win a fight, they push the attacking unit back 6". If they lose, the attacking unit may choose to move back either 1" or 6".

At the beginning of each turn, add one figure to each unit of revenant warriors that has fewer than five figures. If a player manages to destroy a unit of revenant warriors, it is removed from the game and no longer receives new figures.

Outcome

This game lasts for 8 turns. Each player must destroy the unit of revenant warriors on their army's side of the sunken stones. If this unit of revenant warriors is still on the table at the end of the game, the best that army can hope for is a draw.

At the end of Turn 8, count all units that are within 6" of the sunken stones and have a least one full rank (do not count units that have the special ability Enormous). Players receive 2 points for each of their units that meet these requirements, or 1 point if that unit is Disordered. The player with the most points wins the scenario. In the case of a tie, neither player wins; players may replay the scenario, if desired.

The player who wins the scenario may add the Sunken Stones unique territory to their kingdom (see page 70). If they do not have open territories in their kingdom, they may replace a territory in Region 5 with the Sunken Stones territory.

Any legendary hero that participates in this battle receives 10 experience points. It receives an additional 10 experience points if it is still on the table and its unit is within 6" of the sunken stones at the end of the game.



Military Expedition 3: The Well of Prophecy

For generations, the ruined city was neutral ground, unclaimed by any kingdom. Anyone could visit its ancient holy places and, more importantly, breathe in the vapours from the Well of Prophecy in the hope of seeing some vision of the future. Now, you receive reports that an army is on the march, intent on claiming both the ruins and the Well. You cannot allow this.

Reacting quickly, you dispatch a small force to scout ahead and harry the enemy as much as possible. Hopefully, they can buy you enough time to muster a larger force, capable of meeting the enemy in open battle. If the Well of Prophecy does not remain open to all, then you shall claim it for the glory of your kingdom.

SCENARIO 1: SKIRMISH IN THE RUINS

With no time to waste, your small scout army discards much of its equipment and leaves all its artillery behind. Only units that can move quickly over rough terrain are with you. As such, you make the journey in less than a week. As you close in, you begin to see the ruined city's broken walls and towers in the distance. It is clear that you are not alone – the enemy is also here; but, thankfully, not in great force. It appears they, too, sent a small force ahead. It is up to you to rout this force and ensure the army marching behind you can claim an advantageous position for the battle to come.

Army Mustering

This scenario is designed for small armies; 800 points is suggested. These armies cannot contain any single figure worth more than 100 points, or any figures with the special abilities Artillery, Command (2), or Enormous. Furthermore, no unit may contain more than 10 figures.

Set-Up

Play this scenario on a 4' x 4' table. Place a set of ruins in the centre of the table. These are known as the *centre ruins*. Scatter an additional 4–6 areas of various-sized ruins and any other terrain desired over the table in a mutually agreeable fashion. After players place all the terrain, choose one table edge and roll to see which player deploys their army along that edge. The other player then deploys their army on the opposite table edge.

Special Rules

Each time a player rolls a result of 1 on any of their initiative dice, they may place a single gargoyle on the table. They may place the gargoyle adjacent to any table edge, provided it is at least 2" away from any unit. This gargoyle is a unit-of-one and counts as a member of the player's army. Players may only add one gargoyle to the table per turn, regardless of how many results of 1 they roll. Further, each player may only have 3 gargoyles on the table at any one time. If a player already has 3 gargoyles, ignore any further results of 1.

Outcome

This game lasts for 8 turns. At the end of Turn 8, count the total point value of the figures each army still has on the table (do not count the gargoyles in this total). Add 50 points to this total if an army has the only unit within 3" of the centre ruins at the end of the scenario. The player with the most points wins the scenario.

The player who wins this scenario does not receive a territory reward; however, they do receive an advantage in Scenario 2.



SCENARIO 2: ON SILENT WINGS

After a slow, difficult journey, you reach the ruined city and join your advance force. They secured a base in the city and report that the enemy's main force is on the move. They also inform you the entire city is overrun by gargoyles, which have grown increasingly aggressive over the past couple of weeks. Indeed, you see several in the distance, gliding in slow circles, like vultures above a corpse.

Still, there is no time to worry about such annoyances. You came here to meet the enemy in battle and send them running. You must secure the city in the name of your kingdom.

Set-Up

Play this scenario on a 6' x 4' table. Place three large areas of ruins on the table – one in the centre of the table and the other two on the centre line, equidistant from both starting table edges and approximately 20" from the centre ruins. These three sets of ruins are the *scoring ruins*. Players may then add 4–8 smaller areas of ruins to the table in a mutually agreeable fashion.

Special Rules

Before players make initiative rolls for the first turn, the player who won Scenario 1 may make one move or manoeuvre action with each of their units. These are free actions and the player does not need to roll for activation; however, all standard rules for movement – such as rough ground – apply. After this, players roll for initiative.

At the end of Turn 2, each player places one unit of 10 gargoyles on the table. The primary player places their unit first, followed by the secondary player. Players may place these units adjacent to any table edge, provided they are at least 2" away from any unit. These gargoyle units count as members of the players' armies.

At the end of any turn, a player may remove their free unit of gargoyles from the table and replace it with a new unit of 5 gargoyles. They may do so even if the unit was destroyed. The primary player decides first, followed by the secondary player. Once again, place this new unit adjacent to any table edge, at least 2" away from any unit. Players may remove and replace their gargoyle units every turn, if they wish.

Outcome

This scenario lasts 8 turns. At the end of Turn 8, count the units that are within 3" of one of the scoring ruins and have at least one full rank (do not count units that have the special ability Enormous). Do not count the gargoyles in this total. Players receive 2 points for each of their units that meet these requirements, or 1 point if that unit is Disordered. The player with the most points wins the scenario. In the case of a tie, neither player wins.

The player who wins this scenario may add the Ancient Ruins territory to their kingdom. They also gain an advantage in Scenario 3.

Any legendary hero that is part of a unit within 3" of a scoring ruin at the end of the scenario gains 10 experience points.

SCENARIO 3: SECURING THE WELL

Bodies litter the ruined city, but the battle's outcome still hangs in the balance. Small groups continue to skirmish all around, while main forces manoeuvre into position near the Well. It is here, amongst the sweet-smelling fumes, that the final battle unfolds. Already, some of your soldiers report strange visions. Others stop fighting, their eyes glazing over, only to be cut down by a blade they never saw coming.



Set-Up

Play this scenario on a 6' x 4' table, or as near to that as possible. Place a Well, about 6" in diameter, in the centre of the table. Scatter at least 6 medium-to-large areas of ruins and any other terrain desired over the table in a mutually agreeable fashion. After players place all the terrain, choose one table edge and roll to see which player deploys their army along that edge. The other player then deploys their army on the opposite table edge.

Special Rules

The player who won Scenario 2 receives a free unit of 10 gargoyles to add to their army for this scenario. This unit follows all the standard rules and counts when determining the scenario winner. The player who won Scenario 2 also acts as the primary player for the first two turns of this scenario; no initiative rolls are necessary.

Each player receives 4 tokens before the game begins. After a player makes an activation roll for a unit, but before they take any actions with that unit, their opponent can discard a token to force them to reroll their activation roll for that unit. Players may only force each unit to reroll once per turn, but there are otherwise no limitations to when players may spend these tokens. Furthermore, any unit that is within 6" of the Well must roll one fewer die for activation than usual (to a minimum of 1). So, a unit that normally rolls 2 activation dice rolls 1, instead. These special rules simulate the strange, hypnotic effects of the fumes that drift out of the Well.

Outcome

This scenario lasts 8 turns. At the end of Turn 8, count the units that are within 6" of the Well and have at least one full rank (do not count units that have the special ability Enormous). Remember to count the free unit of gargoyles, if applicable. Players receive 2 points for each of their units that meet these requirements, or 1 point if that unit is Disordered. The player with the most points wins the scenario. In the case of a tie, neither player wins; players can replay the scenario, if desired.

The player who wins this scenario may add the Well of Prophecy unique territory to their kingdom (see page 71). If they do not have open territories in their kingdom, they may replace one of the territories in Region 5 with the Well of Prophecy.

Any legendary hero that takes part in this battle receives 10 experience points. It receives an additional 10 experience points if it is part of a unit that is within 6" of the Well at the end of the scenario.

Strange and Catastrophic Events

The military expeditions presented in this book use the unique *Strange* and *Catastrophic Events Tables* below. These tables have specific themes for these expeditions, and represent the weird and unusual events that might occur during these battles. As always, these tables are optional; players should decide whether they want to use Strange and Catastrophic Events before a game begins.

Strange Events Table	
Doubles Roll	Event
1s	Touch of Death. Select one terrain feature primarily composed of vegetation, such as woods or hedges, and remove it from the table. If no terrain features on the table qualify, you may instead select one enemy unit. That unit immediately suffers one hit, which does not result in a morale test. You may not assign this hit to a unit-of-one.
2s	Corpse Fire. Your opponent must place a corpse fire anywhere on the table. This corpse fire counts as one of your units for the rest of the game; however, you do not factor it into any of a scenario's win conditions.
3s	Mystic Storm. For the remainder of the game, anytime a figure attempts to cast a spell, roll 5 dice – regardless of their spellcaster level.
4s	Clouds of Flies. Each player immediately places one cloud of flies anywhere they wish on the table. Each cloud is 8" long and 2" deep. A cloud of flies may touch a unit, but they may not sit on top of it. No unit may draw line of sight through a cloud of flies. Any unit touching a cloud of flies receives -1 to its activation rolls. A unit may move freely through a cloud of flies, provided the unit is not still touching the cloud at the end of its activation. At the end of each turn, move each cloud of flies 6" in a random direction. If this puts the cloud on top of another unit (or another cloud of flies), move it the minimum distance necessary so it is not on top of the unit (this still leaves it in contact with that unit).
5s	Moment of Glory. During the current turn, you may select one unit to have its moment of glory at any time. That unit receives +2 to its Fight and Defence stats for the rest of the turn.
6s	Natural Defensive Position. Select one of your units. While your unit remains in position (does not make any move or manoeuvre actions), all shooting attacks against it suffer a -2 penalty. You cannot combine the effects from natural defensive position with any bonus for cover that the unit already has, although you can choose to replace any such bonus with it.
7s	Mist. A thick mist descends on the battlefield. You decide how thick the mist is by assigning it a duration of 1–3 turns. If you assign the mist 3 turns, beginning this turn, all shooting attacks are at -3; the next turn, they are at -2; and, for the last turn, they are at -1. If you assign the mist 2 turns, all shooting attacks are at -2 this turn and -1 next turn. If you assign the mist 1 turn, all shooting attacks are at -1 this turn. After the turns expire, the mist dissipates and shooting attacks return to normal.

8s	Miraculous Survival. Choose one of your character figures that was killed in battle. Immediately return this figure to the unit with which it started the game. If the figure's unit is no longer on the table, or if the unit is a unit-of-one, it may return to the table anywhere within 6" of one of your other units, provided it is closer to one of your units than an enemy unit. This character has a Health of 1. If none of your characters were killed, you may instead select one non-character figure worth less than 30 points that was killed, and return it to the table.
9s	Assassin! Select an enemy unit with figures on 25 x 25 or 25 x 50 bases that contains a character. Immediately remove one non-character figure from that unit as a casualty. Then, make one attack against the character in the unit using the removed figure's Fight stat and Combat Dice. If the character survives the attack, the unit suffers no further penalties and does not need to make a morale test. If the character is killed, the unit suffers Death of an Officer effects, as usual, and must make an immediate morale test as though it just fought a combat and suffered one casualty. If the enemy army does not have a unit that contains a character, select one enemy figure on a 25 x 25 or 25 x 50 base and remove it as a casualty. The unit does not need to make a morale test.
10s	A Hero is Born! Select one of your units with figures on 25 x 25 bases that does not contain a character. Replace the unit's officer with a champion of the same race as the rest of the unit. If your army does not contain a unit with figures on 25 x 25 bases, this event has no effect.



Catastrophic Events Table

Quadruples Roll	Event
1s	The Dead – Awake and Ravenous. Players take turns placing units of 5 skeletal soldiers anywhere on the table, provided they are at least 1" away from any other unit and 8" away from other skeletal soldiers placed in this fashion. Continue to place units until each player has placed 4 units. Every unit you place counts as a unit in your army for the rest of the game; however, you do not factor these units into any of a scenario's win conditions. Ignore the skeletal soldiers' special ability Spellcaster Control for this event.
2s	Bone Storm. A terrific wind blasts across the battlefield, hurling thousands of jagged bone shards. Starting with the player who won initiative, players take turns nominating one of their own units. The nominated unit immediately suffers a Shoot 4, Combat Dice 5 shooting attack and makes any morale tests necessary, as usual. This continues until every unit on the table suffers this attack.
3s	Barrow Worm. Place a barrow worm in the exact centre of the table. Roll two dice, add the results together, and move the barrow worm that number of inches in a random direction. For the rest of the game, the barrow worm activates automatically at the end of each turn, moving toward the nearest unit, attacking it if possible.
4s	Blood Moon Rises. A red moon rises in the sky, filling everyone with rage and bloodlust. For the rest of the game, every unit has the special ability Wild Charge. Furthermore, after a unit determines the number of hits it scores in combat, double it. Finally, when a unit makes a morale test, it does not suffer penalties for the number of casualties taken; all other modifiers still apply.
5s	Lightning Storm. Rain hammers at the armies and lightning streaks down from the sky as a huge storm rolls over the battlefield. For the rest of the game, the entire table counts as rough ground. The maximum range of all missile weapons is halved. All shooting attacks are at -3. At the end of each turn, each player may select one enemy unit. That unit immediately suffers a Fight 5, Combat Dice 3 attack and must make a morale test as though it just fought a round of melee combat.
6s	Murderous Crows. The skies turn black in an instant, as thousands of crows swirl down and attack both armies. Every unit immediately suffers a Fight 1, Combat Dice 5 attack. This assault continues at the beginning of each turn; though, the crows' Combat Dice decrease by one each turn. So, on Turn 2, every unit suffers a Fight 1, Combat Dice 4 attack; on Turn 3, they suffer a Fight 1, Combat Dice 3 attack; and so on. Shooting becomes nearly impossible at this time; all shooting attacks suffer a penalty equal to the number of the crows' Combat Dice that turn (so, -5 to all shooting attacks in Turn 1, -4 in Turn 2, and so on).

7s	The Palace of Wraiths. The world suddenly dims, and a small castle shimmers into existence. Place a small building, about 6" x 6", in the centre of the table. Move any units currently occupying this position the minimum distance required to allow the building to be placed. At the beginning of each turn, including this one, each player places one wraith in contact with the building. This continues each turn until the game ends or each player places 4 wraiths on the table. Wraiths you place count as members of your army for the rest of the game; however, you do not factor wraiths into any of a scenario's win conditions.
8s	The Winds of Necromancy. Unbeknownst to either army, the battlefield is a place of huge necromantic energy. Once per turn, instead of attempting to activate a unit, a player may select one spell from the list of Necromancer Spells (see page 75) and roll 5 dice in an attempt to cast it. The spell has line of sight to any point on the table.
9s	Rise of the Vampires. Each player places a vampire at the centre point of one table edge that did not serve as a player's starting edge. The secondary player gets first choice. The vampire you place counts as a member of your army for the rest of the game; however, you do not factor the vampires into any of a scenario's win conditions.
10s	Visions of Madness. Strange fumes writhe up out of the ground; all who come in contact with the fumes struggle to maintain their connection to reality. If a player rolls a result of 1 on any of a unit's activation dice, that unit must immediately make two move actions straight forward. If this causes the unit to move into contact with another unit, even a friendly one, it must immediately fight a round of combat. The unit stops moving if it hits impassable terrain or the table edge.







|| APPENDIX ||

New and Unique Territories

All territories available in the main rulebook for building your kingdom relate directly to units you can include whenever your kingdom musters an army. The new territories below have other effects on a kingdom, such as providing bonuses for legendary heroes or when mustering an army. Unless an entry specifically states otherwise, you may add these territories when first creating your kingdom. A kingdom may only ever contain one of each new territory type. So, a kingdom may contain a Collegium and a Temple, but it cannot contain two Temples.

Three of the territories presented here are unique (Farseer Tower, Sunken Stones, and Well of Prophecy); you can only add them to your kingdom if you win one of the military expeditions or seize them from your opponent's kingdom after they win. Thus, only one kingdom may ever possess each of these territories during a campaign.

Please note that some of the territories presented here provide special abilities, either during the game or when creating an army. While all these bonuses are relatively minor, they do slightly change the balance of a game. For that reason, players should discuss beforehand whether they wish to use these territories in their campaign.

If one of these territories becomes occupied, the player may not use any of the special abilities that territory usually provides.



CIRCLE OF OATHMARKS

If an army whose kingdom possesses a Circle of Oathmarks is ever the defender in a Deep Strike or Invasion scenario, all its units receive +1 to all morale tests for the first 4 turns of the game.

COLLEGIUM

When players with a Collegium in their kingdom muster an army, they may spend extra points equal to 2% of the usual total, rounded down, provided the army includes a legendary hero with the special ability Spellcaster. For example, if you are playing a game with 700-point armies and have this territory, you may field an army worth 714 points, provided you spend some of these points on a legendary hero with the special ability Spellcaster. You may only claim extra points from one territory when mustering an army, even if you have multiple territories in your kingdom that grant them. Furthermore, any legendary hero in your army that has the special ability Spellcaster and survives the battle gains an extra 5 experience points. Legendary heroes may only gain bonus experience points from one territory in your kingdom per battle, regardless of how many may apply.

ENCHANTED GLADE

If an army whose kingdom possesses an Enchanted Glade is ever the defender in a Deep Strike, Invasion, or Border Strike scenario, all spellcasters in the army may select one additional spell at the beginning of the game (so, a Spellcaster (1) could select 2 spells). Furthermore, when attempting to cast a spell, all dice receive a +1 bonus for the first 2 turns of the game.

FARSEER TOWER

Once per battle, at the start of a turn, a player whose kingdom contains the Farseer Tower unique territory may attempt to cast one spell from the list of General Spells using a single die. They may do this before any turn; however, they must make the attempt before any unit attempts to activate.

Only a kingdom that wins *The Farseer Tower* military expedition may claim this territory. Once a kingdom claims this territory, any opponent that occupies it and has open territories remaining in their kingdom may claim it. If this happens, remove the territory from the kingdom that currently possesses it, leave its former space open, and add it to an open territory in the opponent's kingdom. The Farseer Tower can change hands in this way many times during a long campaign.

HEALING WELL

If a kingdom possesses a Healing Well, all legendary heroes that are Gravely Wounded or Wounded in the aftermath of a battle must miss one less game than is typically required. So, if a legendary hero is Wounded, it does not have to miss any games. If it is Gravely Wounded, roll for the number of games it must miss, as usual, then subtract one from the total.

MASTER FLETCHERS

An army whose kingdom has Master Fletchers increases the maximum range of all missile weapons (except Fire Breath) by 2". So, if your army includes elf archers and a ballista, the archers' maximum range (using elf bows) is 24" instead of 22", while the ballista's maximum range is 32" instead of 30".

PRECIOUS METAL MINES

When players with Precious Metal Mines in their kingdom muster an army, they may include one magic item for 15 points less than its usual cost. For example, you may include a Banner of Courage for 45 points, instead of the usual 60 points.

MEMORIAL GARDENS

When players with Memorial Gardens in their kingdom create a new legendary hero, that hero starts with 20 experience points.

MILITARY ACADEMY

When players with a Military Academy in their kingdom muster an army, they may spend extra points equal to 2% of the usual total, rounded down, provided the army includes a legendary hero with the special ability Command. For example, if you are playing a game with 700-point armies and have this territory, you may field an army worth 714 points, provided you spend some of those points on a legendary hero with the special ability Command. You may only claim extra points from one territory when mustering an army, even if you have multiple territories in your kingdom that grant them. Furthermore, any legendary hero in your army that has the special ability Command and survives the battle gains an extra 5 experience points. Legendary heroes may only gain bonus experience points from one territory in your kingdom per battle, regardless of how many may apply.

SUNKEN STONES

While a player's kingdom contains the Sunken Stones unique territory, any revenant champion legendary hero they add to their army costs 20 points less than usual (so, a starting revenant champion legendary hero costs 62 points). Furthermore, when creating a new revenant champion legendary hero, the figure starts with 20 experience points.

Only a kingdom that wins *The Ring of Sunken Stones* military expedition may claim this territory. Once a kingdom claims this territory, any opponent that occupies it and has open territories remaining in their kingdom may claim it. If this happens, remove the territory from the kingdom that currently possesses it, leave its former space open, and add it to an open territory in the opponent's kingdom. The Sunken Stones can change hands in this way many times during a long campaign.

TEMPLE

Players with a Temple territory in their kingdom may roll a die after one of their legendary heroes uses a heroic trait during a battle. If the result is a 9 or 10, the legendary hero may use this same heroic trait a second time. It may not use the heroic trait a second time in the same turn as the first. A legendary hero may not make this roll again after the second use of a heroic trait; however, it may make the roll for each individual heroic trait it possesses.

TRAINING GROUNDS

When players with Training Grounds in their kingdom muster an army, they may spend extra points equal to 2% of the usual total, rounded down, provided the army includes a legendary hero with the special ability Champion. For example, if you are playing a game with 700-point armies and have this territory, you could field an army worth 714 points, provided you spend some of these points on a legendary hero with the special ability Champion. You may only claim extra points from one territory when mustering an army, even if you have multiple territories in your kingdom that grant them. Furthermore, any legendary hero in your army that has the special ability Champion and survives the battle gains an extra 5 experience points. Legendary heroes may only gain bonus experience points from one territory in your kingdom per battle, regardless of how many may apply.

WELL OF PROPHECY

Once per battle, the player whose kingdom contains the Well of Prophecy unique territory may reroll any single initiative die that has a result of 1. (So, if the player rolls a 1 and a 7, they may reroll the 1, but they must keep the 7). You may not use the Well if an initiative roll results in double 1s.

Only a kingdom that wins *The Well of Prophecy* military expedition may claim this territory. Once a kingdom claims this territory, any opponent that occupies it and has open territories remaining in their kingdom may claim it. If this happens, remove the territory from the kingdom that currently possesses it, leave its former space open, and add it to an open territory in the opponent's kingdom. The Well of Prophecy can change hands in this way many times during a long campaign.



New Special Abilities

LEGENDARY HERO

This figure possesses one or more heroic traits and can gain experience points.

LIMITED MANOEUVRES

This figure may not perform pivot or about-face manoeuvres. Furthermore, 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. Furthermore, 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.



SHADOWFORM

This figure exists only partially on this plane of existence; thus, it is impossible to kill it with normal weapons. Only magic weapons and fire can harm it. Thankfully, it is just common enough that most units know what to do when they encounter one. This figure takes the usual damage from any attack generated by a spell or otherwise defined as magical, and from any figure wielding a magic weapon. If a unit in combat with a figure with the special ability Shadowform contains a figure with a magic weapon, it may elect to have that figure fight alone. If so, use only that figure's stats to determine the Target Number and Combat Dice. However, continue to use the unit's usual Defence stat to determine the Target Number of the figure with the special ability Shadowform.

If the unit does not contain figures with magic weapons (or the player chooses not to use them in the fight), the combat proceeds as normal, albeit with the unit rolling a maximum of 2 Combat Dice (this may include the Champion Die), to represent attacking with lit torches.



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. Furthermore, it is immune to the effects of Poison 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, determine the number of hits, 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 it is involved in melee combat and must make a morale test, 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. In the case of Monsters with Uncaring, while not suffering any modifiers to their morale tests, they should count them here for the purposes of determining the additional damage.

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 damage.

A unit that contains figures with the special ability Uncaring may never possess any levels of Shielding. Any spells or other special effects that give the unit Shielding have no effect.

A unit that contains figures with the special ability 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.

New Spells

Necromancers are a new type of spellcaster with their own unique spells. Like other spellcasters, necromancers select a number of spells equal to their spellcaster level before each game. You may select these spells from the list of General Spells in the main rulebook, or the list of Necromancer Spells, below.

NECROMANCER SPELLS

Bone Shards (CN6)

The necromancer makes an immediate Shoot 2, Combat Dice 2 shooting attack against the target unit.

Death Vision (CN9)

The target unit must make an immediate moral test.

Necrotic Touch (CN8)

The necromancer selects one friendly unit within line of sight. This unit immediately suffers 2 hits and must make a morale test as though it suffered this damage in melee combat. The necromancer may then select one friendly figure (including themselves) whose unit is within line of sight. This figure regains up to 2 Health. This may neither take a figure above its starting Health, nor bring back a figure that was reduced to 0 Health. A figure that takes damage from a Necrotic Touch spell cannot use Regeneration to heal this damage.

Poison Blades (CN5)

The next time the target unit causes 2 or more hits in melee combat, it delivers one additional hit. After causing this additional hit, the spell's effects end (though a necromancer may cast it again on the same unit). You cannot inflict this additional hit against an opposing unit if a majority of the figures in that unit have the special ability Undead.

Reanimate (CN4)

This spell may be cast on a unit composed primarily of skeletal soldiers, skeletal spearman, or skeletal archers. The unit may immediately replace one figure that was killed during the game. For each '10' rolled on the Casting Dice, replace one additional fallen skeleton to a maximum of three. You may not bring a character figure back with this spell. You may cast this spell on the same unit multiple times; each time, it gains another figure back. You may not use this spell to increase the number of figures in the unit beyond what it contained at the start of the game.

Revive (CN7)

Cast this spell on a unit composed primarily of revenant warriors, revenant linebreakers, or revenant cavalry. The unit may immediately replace one figure that was killed during the game. You may not bring a character figure back with this spell. You may cast this spell on the same unit multiple times; each time, it gains another figure back. You may not use this spell to increase the number of figures in the unit beyond what it contained at the start of the game.



Summon Barrow Worm (CN10)

Mark any point on the table that is within line of sight but is not directly on top of a unit (the point may be directly adjacent to a unit). At the end of the current turn, the controlling player rolls two dice. Move the marker a number of inches equal to the result on the higher of the two dice in a random direction. If this causes the marker to move off the table, it is lost, and the spell has no effect. If this causes the marker to land on top of a unit, move it to the closest point at which it is no longer on top of the unit. After moving the marker, replace it with a barrow worm.

If the barrow worm is in contact with a unit, it immediately attacks that unit. Determine the fight's outcome immediately. Otherwise, the summoning player makes an activation roll for the barrow worm. If it fails, the worm does not move. If it succeeds, the worm uses its actions to move directly toward the closest unit (even if that unit belongs to the summoning player's army). The summoning player makes this activation roll for the barrow worm at the end of each turn, following the same rules. However, if the player ever rolls a result of 2 or less on the worm's activation dice on any turn after the turn it appears, it immediately burrows back into the ground and disappears. This also happens if the summoning necromancer is removed from the table for any reason.

A necromancer cannot use this spell again if it already successfully cast this spell and either the worm or marker is currently on the table.



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Legendary Heroes Sheet

A	M	F	S	D	CD	H	Pts	Special	Base
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