CHRONOPIA

™

CHRONOPIA

CHRONOPIA DEMO PACK RULES

Credits:

UHRWERK VERLAG   **CABINET**

CHRONOPIA

Dzień Dobry. Guten Tag. Good Morning.

It is a taste of things to come. The book you are holding in your hands is the first demo product of International Uhrwerk Verlag Studio aiming to introduce you to the Dark Fantasy Universe of Chronopia. The game itself was introduced to the market by Target Games more than twenty years ago. Since then, the fog of oblivion has covered it.....until now! We are bringing it back so you can delve once more into this incredible world.

Untold hours of work have been lavished on this project from our truly international design team of writers, sculptors, illustrators, layout guys and beta testers. You will find here basic rules to play Hero Skirmish Level Games, a small story introducing Battle Royale and a complete map of the known world. You may have seen a reference to rules that are not included in this book. This is because you do not need it to play the demo version and we have removed it from here, but it will tell you that something more is around the corner! The upcoming full rulebook for Chronopia contains rules for five factions: Elven Houses, Dwarven Clans, Devout, Blackblood's Empire and the Firstborns. They have many Basic and Elite units and Individual characters, such as Spellcasters and Greater Demons. There are rules for four types of battle using the Hero Skirmish rules in this Demo Pack: Patrol Fight Level, for around twenty miniatures per side, Army Battle Level, for about fifty models per side, and Grand Army Level, where you can play with your whole collection. The more the better! For players who would like to play on their own we have prepared Solo Rules. Chronopia is also the only system that supports an odd number of Players in a Battle Royale mode.
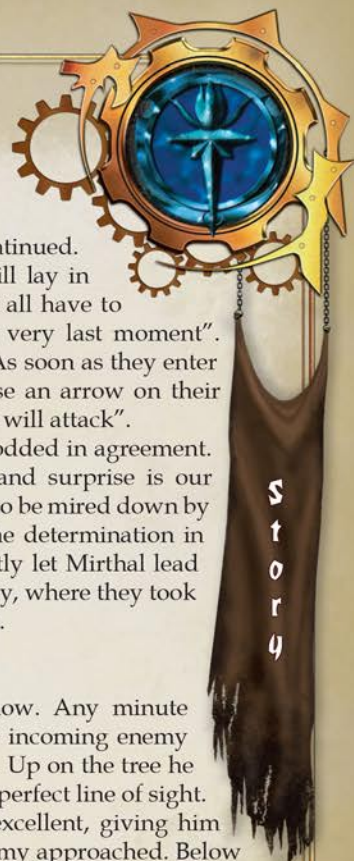
Enjoy our work and come back for more!

Marcin Malinowski

Another Day in Fabled Isle

The island was so remote and secluded from the outside world that it was considered a fable. This mythical island went by a multitude of names with the Firstborn calling it The Fabled Isle, the Blackbloods Jizir, the Elves Edhellen and many more. The riches that were told to be on it were enough to bring members of all races from across the world to find and unlock its secrets, willingly risking their lives just to set their eyes upon it.

During the ages, no adventurer could be sure they would land on the right island, after all there were so many of them in the archipelago past Dragon's Teeth. This however, did not deter an assortment of individuals from all races and walks of life from trying their luck in finding it and exploiting its perceived riches. For it was said that, at the dawn of time, the creators of the Land gathered and created an island which could only be found by people of specific attributes, and if they could prove themselves to the island, it would present them with whatever they desired. For some it would be a majestic weapon, for others a long-lost book of lore and for many, piles of gold. Each gift of the island was unique for each recipient, and that was what held the most promise to the adventurers that sought it.

* * *

Quingolor didn't even know if they were in the right place, but his heart told him they were. The whole island was covered with dense jungle, whilst over its canopy flew beasts none in his warband could recognize, bearing the wings of a bird and the head of a lizard. Without a sound his scout, Mirthal, appeared from the tree line as a spectre of death, her face beautiful yet cold. "We are not alone" she announced.

"How many" the Lotus Guard, and leader of the expedition, asked her calmly.

"I counted three, but maybe there are more. Seemed Firstborn by their awkwardness". Quingolor nodded, taking a moment to contemplate his next actions.

"We will lay an ambush in their path and crush them as fast as possible". There was a moment of silence where only the buzzing of myriad mosquitoes could be heard. After the Lotus Guard made sure that he had the full attention

of his warband he continued. "Ceador and Ylyndar will lay in wait behind Mirthal. We all have to remain hidden until the very last moment". He looked at the scout "As soon as they enter your range you will loose an arrow on their leader, then the rest of us will attack". Everyone in the group nodded in agreement. "Remember that speed and surprise is our ally here. I don't want us to be mired down by endless duels". Seeing the determination in his group's eyes, he swiftly let Mirthal lead them ahead of their enemy, where they took positions and laid in wait.

* * *

It would not be long now. Any minute Quingolor would see the incoming enemy at the path they guarded. Up on the tree he had scaled he had a near perfect line of sight. His vantage point was excellent, giving him good visibility as the enemy approached. Below him, his two Spearman had become one with the jungle, bracing their spears, ready for all that could be thrown at them. As for Mirthal, even his keen eyes could not make her out. He was sure that she was there, waiting like a lioness stalking her prey.

Suddenly the birds stopped chirping, and bulky figures entered his line of sight. He counted three of them, but instead of the Firstborn checkered pattern uniform, they wore distinct white robes and black armour. "Devout!" he thought in surprise. "What are they doing here? Is it possible the Prophets found the means to unlock the secrets of Edhellen?" Quickly he pushed these thoughts away and braced his twin swords.

Out of nowhere an arrow flew and hit a Follower of the Dark One straight in the chest. The Devout faltered trying to understand what just happened, grabbing the protruding arrow with both hands in an effort to dislodge it. A second projectile struck the Follower in the skull through the narrow slit in his helmet, dropping him instantly. His remaining comrades immediately drew their weapons, scanning for the threat and, not waiting for identification, charged blindly ahead.

The two Elven Spearmen waited for the Devout to pass them and attacked the second Follower

from the flank. It was the second time the Duke's troops had achieved total surprise, with the Follower being spear struck in the ribs and under the armpit. He faltered, and Quingolor was sure an anguished cry echoed as vital organs were pierced. However, the Follower would not sell his life so cheaply, digging deep for strength he pushed a Spearman with his shield before striking him down with his crude sword.

The Lotus Guard hissed behind his helm and decided to intervene before he lost more men. Jumping from high above, he landed elegantly behind the third Follower of the Dark One that brandished a huge greatsword, launching a whirlwind of attacks. His enemy however, proved more agile than his heavy armour credited him for. The Elf's first strike only managed to gash the towering enemy, whilst the second harmlessly bounced off his armour. Then it was the Follower's turn. Readying his huge sword, he swung it in a deadly arc, but Quingolor was no novice. He gracefully stooped under the blow, bringing his swords in an upward motion with the first thrusting into an armour opening at the belly, easily cutting soft flesh, and the second one finding its target under his opponents chin, driven cleanly into his brain and collapsing him instantly.

Before he had any time to celebrate, the sun was eclipsed for Quingolor. A huge figure not spotted earlier was holding a monstrous battleaxe high in the air, ready to strike. The Lotus Guard hastily rolled to the side, barely landing on his feet, but the axe-wielding giant was upon him, landing a blow with the hilt of his weapon on his chest, and collapsing the Elf who desperately gasped for air. The Spearman Ylyndar intervened attacking the Cursed, but the latter barely noticed him, cutting him in half with a single swing of his axe, showering Quingolor with his comrade's blood. Returning for the kill, and with his opponent flat

on his back, the Cursed savoured the moment, holding the axe still for a second before he brought it down on him.

Quingolor screamed as his arm was severed at the shoulder. Fighting to remain conscious he felt himself being lifted off his feet by his opponent, a dagger being placed on his neck.

"Die" the Devout said. But instead of having his throat cut, the Lotus Guard felt himself falling to the ground. Then darkness and silence. He could feel his blood flowing freely from his open wound, at this rate he wouldn't last long. A female voice was heard in the background.

"Are you still alive" she asked coldly. "Oh just barely", she replied to herself. Mirthal had saved him? He couldn't tell. All he felt was pain.

With effort, he opened his eyes and saw the Elf scout in front of him. "It won't be long now you know", she announced. Then suddenly, with his dying breaths, he witnessed it. A fully blossomed Lotus plant, more wholesome and magnificent than any he had seen before.

What could a Lotus plant be doing on this island? Mirthal turned to see what her leader had fixed his gaze to. She gave the slightest of smiles. "Seems my friend, that the island gave you what you were desiring most". Her words were not heard by the Lotus Guard, but still his death was more pleasant than he had anticipated, his desire almost within his grasp.

What is Chronopia, set in a Dark Fantasy Universe?

Chronopia is a dynamic wargame that allows you to play small Hero Skirmish battles or massive Army Battles set in a Dark Fantasy world. Using beautiful miniatures from Uhrwerk-Verlag, you will once again fall into this world. This rulebook focuses on basic rules for 'player versus player' games. In our upcoming releases you will find rules for solo games and games with odd numbers of players, working together against the environment. Something that wargames have never seen before.

In the Dark Fantasy Universe of Chronopia there are eight mighty empires fighting for territory and dominance whilst demons from other realms try to enter the world and take it for themselves. You will take leadership of one of these empires and attempt to forge its destiny through glorious combat. The battles you fight will not only be friendly games but can also be reported to our headquarters where we will create a library of data. Every Month we'll inform players how their successes and failures have influenced the world of Chronopia. As time passes and borders change, through the sands of time will appear new factions!

What is a D20 throwing dice?

In the text, a twenty-sided die is referred to as a D20. Whether a high or low score is desired will be detailed in the relevant section. However, if both player's modified scores are equal they should simply roll again. Where it states that a player needs to make a Characteristic Test, you need to roll equal to or less than the modified characteristic states.

When a player rolls a natural 1, (before any modifications are applied) this is called a "Perfect Success" and usually results in a positive result for the model involved. When a player rolls a natural 20, this is called a "Fumble" and usually results in something adverse happening to the model involved. For more information look in the **Critical Hit** section on page [16].

When playing small games we encourage players to make dice rolls one by one. In larger games players will often need to roll dice simultaneously to ensure that the game runs smoothly. This is perfectly normal. For bigger games some rules are simplified to allow players to roll multiple dice at the same time.

Measurement and the Battlefield

Heroes and Armies need a location on which to do battle and battlefields are rarely flat. Battles can take place in every corner of the world from deserts, jungles and forests to cities, villages and even underground. The features that create the battlefield are called Terrain. To represent Terrain the best option is to choose something from the wide range of official Chronopia Terrain offered by **Uhrwerk-Verlag**. Alternatively, you could use household items such as a book, to represent a hill, or a coffee cup, as a building. The important thing is that you and your opponent agree and know what represents what. Sometimes it is easier is to go to your Friendly Local Game Store and play on one of their tables. Handmade, theme tables however, will give you much more pleasure and the psychological advantage of knowing "your territory".

Measurement Tools

To play a game you will need a measurement tool such as a simple tape measure. Measurements in the game are made in inches. We recommend using our measurement sticks as this will decrease the number of miscalculations while moving your miniatures and encourage every tournament organiser to recommend them, especially in Hero Skirmish Level games.

When measuring the distance between two models, measure from the closest edge of the bases. Remember that you can measure any distance on the table at any time during a game. In a tournament you must declare, before you measure, why you are measuring the distance. You can only do this during the Activation of your own Units so as not to disturb the opponents Activation.

Game Table Size

Demo games of Chronopia are designed to be played using a 3 feet by 3 feet play area.

Travelling Outside of the Game Board

Your models cannot willingly move outside of the play area, referred to as the 'Game Board'. However this may happen due to certain Skills, powers or other aspects, such as Secret Missions, that force your models to move outside of the Game Board. If this occurs then the model is lost and counted as a casualty.

Amount of Terrain Recommended for Demo Games

We recommend 75% of the battlefield is covered in Terrain features. The battle may take place inside city walls or deep underground and could involve spying on an enemy or kidnapping the daughter of an enemy general.

Miniatures and Base sizes

To represent your army in the game of Chronopia you will be using beautifully detailed miniatures placed on circular bases. The bigger the model, the bigger the base you will need for it. All the details about base sizes can be found in the Army Books beside a Units listing. The size of the base has not only a visual aspect but also plays a huge role in the game itself. It tells the opponent not only how easy it is to hit a model also how hard they will hit back. Be afraid of large monsters charging your models!

The most common base size used is 30mm for infantry and humanoid size models. Larger models such as Ogres or lesser demons use 40mm bases. Cavalry and small monsters use 50 mm bases. Large monsters and Warmachine's use 80mm or 100mm. Finally, small creatures, such as rats, use 25mm bases.

To check the modifier that each base size grants, go to the Shooting section: To Hit modifiers on page: [13]

Model Facing

Each model has two facings, front and back. Draw an imaginary line through the middle of the models base to see which side is which. We encourage players to mark the halfway point on their bases for less confusion whilst playing the game. It is especially recommended for tournament play and can be marked by a line or by different colours on the base itself.

Models draw Line of Sight (see chapter below) from their Front Facing and have a better defence in the front. If a model's facing is not clearly marked it is considered to be the same direction as the model's chest. Any disagreement between players is decided by the opposing player.

	Front Facing	Back Facing
Line of Sight	Yes	No
Agility	Yes	No
Control Zone	Yes	No
Use of a Shield	Yes	No
Attack an opponents model in CC	Yes	Yes

Line of Sight

At many points during the game you will need to work out if a model is able to see a target. The easiest way to do this is to get down to the 'model's eye view' and see if they can see the target remembering the facing of your model. If for any reason (such as tournament play) you cannot get down to the model's eye view, trace a line between the model and its target. The starting point of the line should be drawn from the centre point of your own base, using the Front Facing, to any part of the target models base. To do this you can use a tape measure but we recommend using a small laser. Any obstruction in the way will block Line of Sight (**LoS**). Obstructions can block LoS completely or partially. Partially blocked LoS will have negative modifiers. Completely blocked **LoS** means you do not have **LoS**. If the line passes across other models (friends or foe) then **LoS** is completely blocked unless the obstructing model has a smaller base size than the model that is
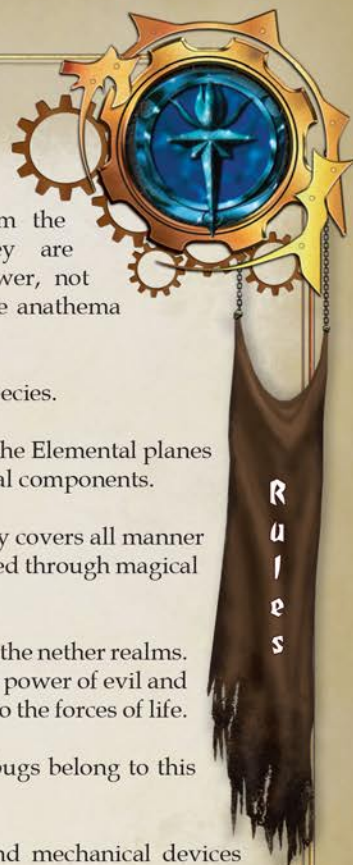
being targeted. In this case their **LoS** is only partially blocked. If a friendly models base is in your Control Zone you can Claim it as cover if its base size is no bigger than your own (see page 13). In this case, do not count it as an obstruction. You can only do this with one friendly model.

Model Types

In Chronopia there are many different types of model. Every model will have their type written in the Unit profile. It is important to remember a Unit's type due to the effects of Spells, weather, weapons and other special abilities.

Beast – A creature larger than normal humanoids, such as a Troll or Golem.

Cavalry – Models that are using some sort of mount or steed or a model with a size similar to a steed, such as a Stygian Great Warrior.

Infantry – Also known as foot soldiers. Infantry are humanoid size models on foot.

Monsters – Large creatures such as a Totem or the Sisters of Tiamat.

Swarm – A pack of small creatures fighting together such as rats or dogs.

Warmachine – Usually large models such as Bolt Throwers, Chariots, Catapults or Siege Machines. Occasionally small Warmachine's such as the Dwarvish Fire Thrower, which has two small models, count as one Warmachine. More information about individual Warmachine's can be found in the appropriate Army Book.

Model Classifications

A model in Chronopia belongs to one of many classifications, which can be found by a Units profile in its Army Book. These classifications are primarily used to determine model vulnerabilities and advantages. The classifications a model may belong to are:

Animals – Most mounts, trained pets and packs of animals belong to this category.

Divine – Creatures from the upper dimension. They are infused with divine power, not necessarily good, and are anathema to Infernal beings.

Draconic – All Dragon Species.

Elemental – Beings from the Elemental planes or created using Elemental components.

Enchanted – This category covers all manner of creatures that are created through magical means and given life.

Infernal – Creatures from the nether realms. They are infused with the power of evil and darkness, and anathema to the forces of life.

Insects – All manner of bugs belong to this category.

Machine – Constructs and mechanical devices fall into this category.

Mortal – This is the category most of your armies will belong to. It represents that a being is governed by the laws of ageing and time.

Undead – Unlike Infernal beings, Undead are beings who have ceased living and are either reanimated by some Spell or power, or are beings who have embraced Undeath through their devotion to its study.

Characteristics

Every model in Chronopia has a characteristic profile which describes how it will perform on the battlefield. The profiles for each model can be found in the appropriate Army Book.

Each profile begins with the models name followed by a line of abbreviations known as its "Stat Line". These cover all the standard characteristics of the model. Each model has 11 characteristics.
Move (M) This dictates how many inches the model can move using a Basic move.

Close Combat (CC) This tells you how good the

model is in hand-to-hand combat whether it is using its natural weapons, such as claws, or melee weapons, such as a sword or mace.

Range Skill (RS) This tells you how good a model is with ranged weapons, such as bows and javelins. (Note: just because a Troop has a value for this stat doesn't mean it is counted as a "Ranged Weapon Troop" for the purposes of choosing your army as described in the Units section. This will be stated in the Special Rules section of a Unit's profile).

Dexterity (Dex) This value measures hand-eye coordination, reflexes, and balance.

Agility (Ag) This negative value takes account of your opponents Skill in Close Combat if the opponent attacks your front facing. Regardless of your model's CC ability, it is harder to get past the defences of a Repulsar Knight than a Goblin Spearman.

Will Power (WP) This tells you how good the model is at casting or resisting psychic powers such as Spells and Curses.

Leadership (LD)
This characteristic indicates how well trained and disciplined a model is and how effectively it can control other models in the Unit.

Strength (S) This determines how strong your model is. Models with high strength will inflict extra damage in Close Combat and when using certain missile weapons.

Wounds (W) This score tells you how tough the model is and how many "hits" it can take before being removed as a casualty. Most models possess only one Wound, but powerful monsters and some Individuals may have more.

Armour (A) This indicates how well protected the model is against damage. In the case of some creatures it may represent a thick hide or innate toughness.

Base Size (in mm) This indicates the Base Size you have to place your model on and determines the size of the model itself. The bigger the Base, the bigger the models area of influence.

Unit

A 'Unit' can consist of one model, such as a 'Monster' or 'Individual' character, or a number of models fighting together as a 'Warband' (this could still be classed as 1 model if they are on the same base). This will be indicated in the Unit's profile in its Army Book.

Point Costs

Every model in Chronopia has a value known as its Point Cost. These points are an indication of the relative strength of the model. Therefore a model which costs 30 points is deemed to be more powerful than one of 5 points. No points-based system is perfectly accurate but a Unit's Point Cost should give a reasonable guide to its strength.

Model Control Zone

Although the models we play with are immobile, we imagine that they are quite dynamic, ready to fight in the swirling maelstrom of battle. To
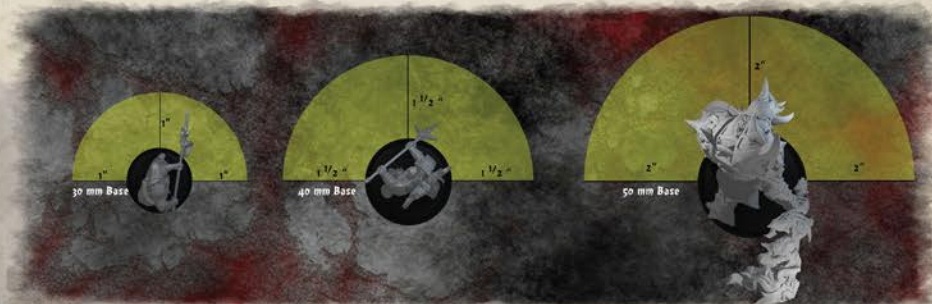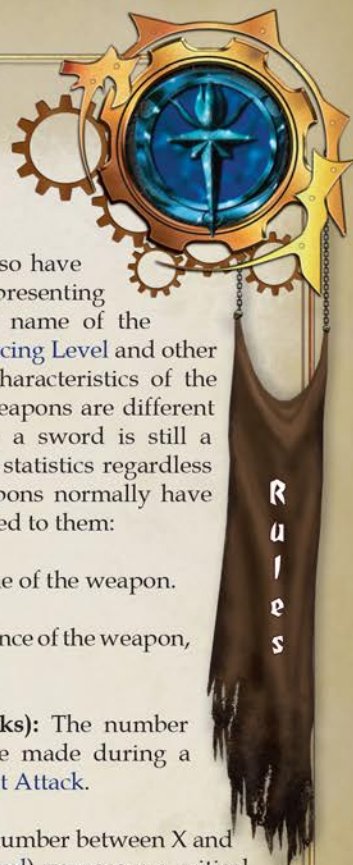
represent this, every model has a Control Zone. This is defined by a 180 degree arc in a models Front Facing. The size of the Control Zone depends on the Base size of a model.

- Models with a base size less than 30mm have a Control Zone equal to 0.5 inches.
- Models with a base size of 30mm have a Control Zone equal to 1 inch.
- Models with a base size of 40mm have a Control Zone equal to 1 inch and a half.
- Models with a base size larger than 40mm have a Control Zone equal to 2 inches.

If during a move a model reaches the Control Zone of an enemy model, that model must either stop or engage, if it is within Weapon Range. An **Engage move is not a charge!!** If the model is already involved in a Clash Fight and Engaged Base to Base then its Control Zone is negated and not counted until it is no longer engaged.

Weaponry and Armoury

Armoury

Shields

On the battlefield Shields offer protection from a variety of attacks. A Shield helps a model to avoid damage from incoming attacks and is common throughout the warriors of Chronopia. There are two common types of Shield, each granting a different form of protection.

Shield

- A model carrying a shield benefits from an additional -1 modifier to hit against any (non template) shooting attack in the Front Facing of the bearer.
- A shield grants an additional -1 to the bearers Agility.

Warshield

- A Warshield grants an additional -2 modifier to hit the bearer against any (non template) shooting attack in the Front Facing of the bearer.
- A Warshield grants an additional -2 to the Agility of the bearer.

Weaponry

Like models, weapons also have a profile (and a Card representing it). The profile lists the name of the weapon, the Armour Piercing Level and other stats that describe the characteristics of the weapon. Even though weapons are different in shape between races, a sword is still a sword and has the same statistics regardless of who is using it. Weapons normally have five characteristics attached to them:

Name: Describes the name of the weapon.

Range: The effective distance of the weapon, measured in inches.

NoA (Number of Attacks): The number of Skill tests that can be made during a Shooting or Close Combat Attack.

Critic(X-Y): If you roll a number between X and Y (called the Critic Interval) you score a critical hit (if your hit was successful – check Close Combat section for more details). This causes an auto wound against which no Heal save can be made. Ward Saves may still be taken. The Critic Interval can never be less than 1 (unless it was 0 from the start). If the Weapon has a Damage multiplier, the model suffers all hits at once.

Damage: This characteristic indicates the amount of damage a weapon can inflict. The higher the value, the greater the chance of penetrating an opponent's armour and inflicting a Wound. Some weapons have a Damage multiplier (for example 10(x3)). These are weapons with the potential to inflict greater damage than normal. For one 10(x3) hit the opponent would need to make 3 armour saves and could suffer up to 3 wounds! If the Damage dealt is a Critic, the model suffers all 3 wounds with no Armour Saves or Heal Saves allowed.

Armour Piercing Level (APL): Used only in Advanced Rules.

Shooting Weapon Type:

1. **Throwing Weapon** – A weapon that can

Rules

be used either in Close Combat or as a Shooting Weapon. A Unit with Throwing Weapons counts towards the Ranged Weapon Troop limit, unless stated otherwise.

2. **Shooting Weapon** – A weapon that can make an attack from distance.

3. **Shooting Template Weapon** – A weapon requiring a special template such as a Teardrop (flamethrower) or LT (Large template for a Catapult). Some Template Weapons need to be placed touching the model that is using it and some attack from a distance. Check Range of a Weapon for more details. Shooting Template Weapons count as Shooting Weapons.

Game Play

Pre-battle

Before you begin the normal Game Turn sequence you need to follow the steps below:

1. Initial Initiative Phase – Players roll for Initiative for the First Game Turn of play.
2. Assign Command Points – Each Player gains Command Points for their Army.
3. Go to Phase 2 – Activation Phase and then continue the game as normal.

Turn Sequence

A real battlefield is a confused mass of activity. To give some order to the confusion the game is divided into Turns. Each Game Turn has Phases set in a specific order to help manage the game. The game lasts a certain number of turns, usually given in the scenario you will be playing, or decided by the players before the game starts.

Phases of the Turn

1. **Initiative Phase** – Players roll for Initiative for the Game Turn.
2. **Activation Phase** – Each Player takes it in turns to activate their Units.
3. **Fight Phase** – Players make Close Combat Attacks in Clash Fights and resolve the results.
4. **End Phase** – Remove Tokens and reassign Command Points, move AI, etc.

Initiative

To determine who has the Initiative for the Game Turn, both players make a D20 roll and add the number of 'Activation's' they have to the score. The Player with the lowest score has Initiative for that Game Turn. If the result is a tie, the Initiative goes to the player who did not have it in the previous Game Turn. If the result is a tie in the First Game Turn when rolling for Initial Initiative, simply re-roll the dice until you get a winner.

Initial Initiative

The player that won the Initial Initiative roll can either Activate one of their own Units or nominate an opponent's Unit to Activate first. If the player with the Initial Initiative nominates one of the opponent's Units then the opposing player still controls it. This can only be done by the player with Initial Initiative at the beginning of the game.

Command Points

Command Point Token

Front   Back

Each player receives a special type of points that can be spent over the Game Turn. We call them 'Command Points' or CP. They can be used in certain situations to help your army to victory.

In the First Game Turn of play, each player gets Command Points in Step 2 – Assign Command Points. Command Points cannot be saved for later Game Turns because you will gain a new set of CP each Game Turn. If you don't spend them during the Game Turn they are dissolved at the beginning of the End Phase and lost. Command Points are reset at the end of each End Phase after old ones have been dissolved (For more information check End Phase at page: 10).

Number of Command Points

◦ Demo Game – Each Player gets 2 CP

Using Command Points

You can spend Command Points anytime during a game turn. **CP** can be spent in the following ways:

- **1 CP** for a Countercharge if your model has not activated this Game Turn. If your model is the target of a Charge (not an engagement) by an enemy model in your **LoS**, and it is not already in another Clash, then it can Countercharge. Move both models towards each other and ensure as is reasonably possible that they move the same distance. Then place Charge Tokens next to both models. This counts as an Activation.
- **3 CP** to make a re-roll. You can re-roll a single D20 roll made by one of your miniatures. A re-roll can be made only once per miniature, per Game Turn. You **cannot** re-roll a re-roll. You **cannot re-roll an** Initiative **roll** as it is not made by one of your miniatures.
- **1 CP** to Shoot a Charging Model. When your model is the target of a charge (not engaging) by an enemy model, and it is not in a Clash Fight, then it can attempt to Shoot the Charging Model. Make an **RS** test for **NoA** with a -2 to Hit modifier. You cannot Shoot a Charging Model and then use another **CP** to Countercharge or vice versa!
- **2 CP** to take a Shot after an Advanced Move has been taken (2 CP per model in a Unit).
- **1 CP** to Move out of a template, making a Basic Move if you are not engaged in a Clash Fight.
- **1 CP** to Duck for Cover, whilst being the target of a shooting attack and having an obstacle (or friendly model) in your Control Zone, but not in the way of the Shot. Do not move your model. Simply implement additional modifiers to hit. You must declare Duck for Cover before the To Hit roll has been made.
- **2 CP** to cast a Spell after an Advanced Move has been taken.
- **2 CP** to cast a Ritual after a Basic Move has been taken.
- **1 CP** to add +2 to a Casting Spell attempt, or +2 to **CC** or +2 to **RS**. (You can use a maximum of **1 CP** on a single test boost).

- **X CP** for a variety of uses. Some Skills or Spells can have a bigger influence on the game if you spend additional **CP** on them.

Activation Phase

In order to do something with a Unit you must Activate it. This is called 'Activating a Unit' or simply 'Activation'. If any members of the Unit are in a state of Panic, they must follow the rules for Panicked Models detailed later in the book. The rest of the members of the Unit can act normally. If you Activated a Warband, the controlling player needs to check the Command Distance to the Leader or Acting Warband Commander. If there are models outside of the Command Distance they need to be Activated first and follow the rules for models Outside Command Distance. After that the player chooses any single model from the Unit and that model may then take one of the following actions:

- **Do nothing**
- **Basic Movement**
- **Advanced Movement**

If the model is in possession of a Ranged Weapon it can make an extra:

- **Basic Movement and Shooting Attack**
- **Shooting Attack and Basic Movement**
- **Shooting Attack**

The opposing player now Activates a Unit. Play passes back and forth until all Units on both sides have activated. If one player has more Units than the another, he will Activate his remaining Units, one at a time, once his opponent has no Units left to Activate.

Movement Rules

Models cannot move through each other. To be able to move your model you have to have a clear path between other figures or you will have to walk around. Your models can ignore the Control Zone of other friendly models but not enemy models. All the empty space on the battlefield is treated as Open Ground and has no modifiers

to movement. If your model travels across the footprint of a Terrain piece (such as a forest, lake or ruin) some movement modifiers may apply. For Difficult Terrain a model suffers a -2″ modifier to its Move. If the model is using an Advanced Move and goes through Difficult Terrain, it suffers a -3″ modifier. More about this can be found in the Terrain section (see page: 21).

Basic Movements

- **Move** – Move the miniature up to X″ where X is its Movement Characteristic Value.
- **Engage** – An Engage type of Movement is part of a normal Basic Movement – Move or Advanced Movement - Run. If your model gets within an opponents Control Zone it must stop or Engage. If the model chooses to Engage it moves towards the opponent in order to bring its weapon(s) into Range, if it has enough movement left. You do not have to move into **B2B**. If your weapon has a longer Range than the opponents then it is recommended to not move closer. It can happen that you attempt to Engage and finish your move outside the Control Zone of the opponents model. This is perfectly acceptable. All rules still apply.
- **Free Closing** – This is a type of Movement that can be done when your model is in a Clash Fight at the beginning of its Activation. You can move your model closer to your opponents models if there is space to do so, in order to bring your weapons into Range. You cannot change the **Facing** of an opponent (cannot walk from a Front Facing to a Back **Facing).**
- **Run Away** – This is a type of Movement that can be done when your model is in a Clash Fight at the beginning of its Activation. You cannot do this type of Movement if there is one or more Charge Tokens on the opponents Engaged Base to Base with your model. If there are no Charge Tokens you can move your model in the opposite direction of the model(s) you are fighting, up to your Movement Value. Your move must finish outside of any Clash Fights. After declaring a Run

Away Move, and before you move your model, all enemy models you are Engaged with (Engaged and Engaged B2B) may make a Free Slash attack.

Advanced Movements

- Run - Move the miniature up to X″ where X is its Movement Characteristic Value **x 2**.
- Charge – To make a Charge Move, pick a single Target model. You must have your opponents model within Line of Sight and be further away than your Move value in inches. Move your miniature up to its Movement Characteristic Value **x2**. To get extra Charge bonuses, your model needs to travel the last part of the movement towards the opponents model in a straight line, equal to a minimum of its Movement Value in inches and finish its move in Base to Base contact with the target. If successful place a Charge Token beside your model. Otherwise the Charge Move is changed to an Engage movement. You can find **Charge Bonuses** in a **Unit's profile.**

Shooting

There are few criteria that need to be met before you can make a shooting attack. These are:

- Your model needs to be equipped with a Ranged Weapon.
- You cannot be in a Clash Fight, unless special rules are in play that state otherwise.
- The target of your shooting attack has to be within a models **LoS** and Range of its Ranged weapon(s).
- Warmachine's cannot make Shooting Attacks if any move has been made this Game Turn.

Target Priority

- You need to shoot the closest enemy model within 12″. If there are no enemy models in 12″ you can choose your Target. We call this 'Target Priority'. Enemy models involved in a Clash Fight cannot count as the closest enemy.
- When shooting at a model that is within 12″ you get +2 to **RS**.

- You can always shoot at a model with a large base size, even if there are smaller models in front completely blocking **LoS**. They will still benefit from Cover and all Target Priority rules will apply also.
- You can try to shoot at a different enemy model, even if there is one or more closer than 12", provided the model passes a **LD** test. If the test is failed the model cannot shoot at all.

To Hit Using a Ranged Weapon

For each **NoA** your Ranged Weapon has you need to take a **RS** (Ranged Skill) test. From your models **RS** deduct all the negative modifiers and add all the positive modifiers (you will find them later in this chapter). The result is the number you need to roll equal to or less on a D20 to hit the target.

Perfect Success and Fumble

If you roll a natural 1 on a D20 when making a shooting attack, you have made a Perfect Success. This means you hit the target regardless of any modifiers. If you have shot into a Clash Fight, you can choose who gets hit. Remember to check the Critic Interval of your Ranged Weapon.

If you roll a natural 20 on a D20 when making a shooting attack, you will have rolled a 'Fumble'. Not only do you miss, but the models Activation comes to an end.

To Hit modifiers

Cover

Each obstacle that comes between a Shooting model and their Target grants a -2 modifier to hit. For cover we count the footprint of every Terrain piece. The Target model that is in cover needs to be at least partly visible in order to shoot at them. A 'visible' model is one where the shooter can draw **LoS** to a piece of the targets body such as a hand, head, etc. If you can only see a piece of Armour, Weapon or similar adornment on the target model then you do not have **LoS**.

If the **LoS** does not cross more than 3" of a Terrain piece such as Forests, Woods or High Grass (2 inches tall) then the enemy model can be targeted.

If a model is more than 3" inside the footprint of a Terrain piece such as Forests, Woods or High Grass (2 inches tall) it cannot be seen. Remember that the base of another model also counts as Cover.

Both pieces of Cover shown in the picture provide a modifier of -2 to hit.

This Cover completely blocks Line of Sight.

Claiming Cover

If there is Cover in the Control Zone of the model they can claim it for themselves. In this case do not count it towards the negative modifiers to hit. Models can claim a maximum of 1 piece of Terrain as Cover. When a model is targeted by a shooting attack it can duck behind Cover that is inside its Control Zone by paying **1 CP**.

Example: A Crystal Lotus Elf Archer shoots a Devout Follower. She will get a -3 modifier to hit. The model in front of her is not blocking LoS because she is claiming it as a Cover. The first piece of cover is the rocks that the Archer's LoS passes through. This gives a -2 modifier to hit. The Devout Follower is holding a Shield and the shot is in the Followers Front Facing which gives another -1 modifier. Finally, because the Devout Follower has a friendly model in his Control Zone he can Claim

it as Cover by spending 1 CP, granting a further -2 modifier. The shot is in Target Priority range (12") and that grants a +2 modifier to hit. The Total modifiers are -5+2=-3. The RS of an Archer is equal to 10, so she needs to roll a 7 or less to hit (10-3). If the Archer wants to shoot the other Devout Follower she must first take a LD test as there is another enemy model closer than the target within 12". If she passes the LD she can shoot using her full RS.

Shooting at a Model with a Shield

If you are shooting at a model with a Shield and you are within its **LoS,** you must use a negative modifier as detailed in the Armoury section: Shields page: 9.

Shooting into Close Combat

It is possible to shoot into Close Combat but before you do, your model must pass a **LD** test. If the test is passed they may shoot. If the test is failed they cannot make any shots at all this Game Turn. Count modifiers normally with the exception of adding the biggest base size modifier from the Clash Fight. If you hit the Clash Fight, now is the time to check who you hit: Count the number of bases of your models and deduct that score from the number of bases of your opponents models. Make a D20 roll and add the modifier from the number of bases in the fight.

- 1-10 Your shot hit one of the opponents models.
- 11-20 Your shot hit one of your models.

When you know which side you hit, you can determine which model has been hit:

- When you hit one of your models your opponent gets to choose which one.
- When you hit one of the opponents models you can choose which one.

Deviation

To check Deviation, look at the die that has been used for the test (Ranged attack, Magic attack, etc). The Template will travel X inches in the direction shown by the top angle in the triangle on a die, where X is the number you missed by.

X cannot be greater than the distance from the attacker to target model.

For example: A Stygian Spawn Venom needs to roll 12 or less to hit its chosen Target. The player controlling the Spawn Venom rolls 17 with north as a direction, so he moves the Template north by 5 inches.

If a rule asks for Deviation roll without any test, then X will be D20/2.

If you roll a 20 'Fumble', something bad usually happens. Check for more details in the relevant chapter.

Damage from Shooting Weapons

Damage you deal with a Shooting Attack is equal to the statistic: Damage in the Weapon Profile. You do not add the **St** of a model wielding the weapon to the Total Damage Score (TDS), unless stated otherwise, but you may apply other modifiers to influence the TDS.

Armour Saves

After a model receives a hit it must take an Armour Save. Simply deduct the shooters TDS from the Armour Value of the target. The score is the number that needs to be rolled on a D20 to prevent a wound. A model needs to take an Armour Save for each hit received, or multiple tests if the weapon they have been hit with has a multiplier modifier.

- **Perfect Success** – If you roll a natural 1 on a D20 you automatically pass the Armour Save (if the attack has a Damage Multiplier you automatically save all of them).
- **Fumble** – If you roll a natural 20 on a D20 you fail the Armour Save and receive a wound with no other saves allowed (such as a Heal or Ward Save). If the attack has a Damage Multiplier you receive all of the wounds.

Close Combat

Fight Phase

This Phase is a little bit different to the previous ones because there are no longer Alternate Activations of Warband's. There is only bloodshed on a battlefield where warriors are
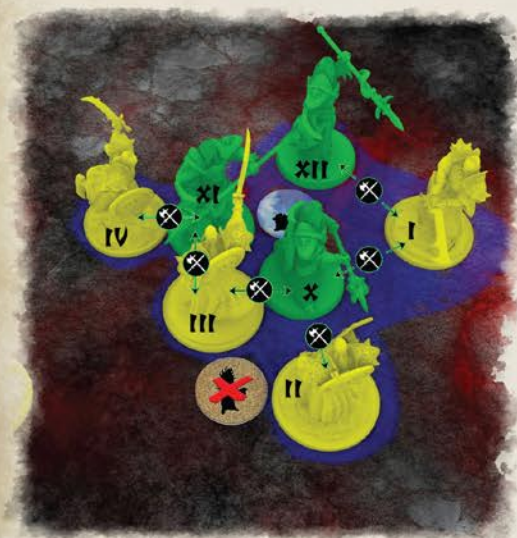
Example: In the example to the left you can see a big Clash Fight. 4 Orc Swordsmen (I, II, III, IV) are fighting against 3 Elf Spearmen (X, XI, XII). Orc I is a Heavy Weapon Specialist and he can make a Swipe Attack against the models X and XII – this is what we call an 'Engagement'. Orc II is a Bard Specialist and his weapon is out of Range, so he cannot attack. Spearman X has a 1" Range weapon and he can easily hit Orc II – in this situation, this is Engagement also. Orc IV and III are in base contact with Elf X and XI – which we call an 'Engagement Base to Base'. All together they are creating a Clash Fight.

Definition of a Clash Fight

You are considered to be in a "Clash Fight" if you or your opponents Close Combat Weapons are in Range of one or more enemy models.

Simultaneous Fights

Once all the Fights have been assigned, it's time to make some strikes. Models in Close Combat fight at the same time meaning that even if a model is killed it can still strike back. The exception to this is models with the First Strike Skill and Strike Last Skill.

Each model has to make a number of hit tests equal to its Weapons **NoA**. Models can split their attacks between any enemies that are in Range of their Weapons. For each hit their opponent will need to pass an Armour Save or suffer a Wound.

You can only attack with 1 Close Combat Weapon regardless of the amount of fighting war gear your model possesses, unless you have the Fight Master Skill. The exception to this rule are Cavalry models and Mounted models. The rider can hit with 1 chosen Close Combat Weapon and the Mount can make its own attack from 1 chosen weapon also, if it has one. The rider and mount can target different models.

To Hit in Close Combat Test

You are able to hit your opponent in a Clash Fight if they are in Range of your weapon and you still have spare **NoA**. You can hit models in both the Front Facing and Back Facing of the model. To hit you need to do a **CC** test applying modifiers.

fighting simultaneously. Warriors exchange hits and attempt to push the enemy back from the front line. The Fight Phase is divided into small sub-phases:

- Determining the Clash
- Simultaneous Fights and Results of Fights.

After all Fights have been resolved players go to the End Phase and then onto the next Game Turn.

Determining the Clash

You will have many situations where multiple enemies face off against a single individual or several models. This is called a 'Clash Fight'.

Before you start to inflict damage to your opponent it is important to work out which models are Engaged in combat with one another. Models that are Engaged in combat with an enemy will create a Clash Fight. As long there is no gap between the models bigger than the Range of their Close Combat Weapons they are considered to have created a Clash Fight.

Sometimes there may be situations where a model can hit another but the opposing models weapons are out of Range. This means that they won't be able to strike back.

Modifiers to hit are:
- • Enemy negative value of Agility, if you are attacking their Front Facing.
- **Shield** modifier if you are attacking their Front Facing.
- You can get +1 to hit (to a maximum of +3) for each friendly model involved in the same Clash Fight that is Engaged Base to Base with the target.
- You will get -2 to hit if an enemy model is behind a Defence Obstacle (see Terrain chapter page 21). The Defender needs to be **B2B** with an Obstacle. The Attacker needs to be in Range of the opponents model with their Close Combat Weapon or in **B2B** with the Defence Obstacle. The defender measures the Range of its Close Combat Weapon not from its base, but from the end of the Obstacles footprint. If in the next Game Turn both opposing models are still in **B2B** contact with the Defensive Obstacle, both are Defenders and Attackers at the same time (both get -2 to hit).

In this situation the Attacker is too far but the Defender is in range to create a Clash Fight.

Both models are touching the Obstacle so they can strike each other.

Critical Hits

To inflict a Critical Hit in Close Combat, you need to roll to Hit first. If your To Hit roll is successful then, and only then, can you check if you scored a Critical Hit.

If your natural roll is within the Interval of the Critic characteristic (simply called 'Critic' or 'Critic Interval') listed on the profile of the weapon you are using and you hit your opponent, then they suffer a Critical Hit. This range has nothing to do with actual range on the Battlefield, measured in inches. It is only a range between numbers X and Y.

A Critical Hit causes an Auto Wound(s). Models

cannot make any Save rolls against Critical Hits such as an Armour Save or Heal Save Roll. Only a Ward Save may be taken.

Perfect Success

When you attempt to Hit an opponent in Close Combat and roll a natural 1, you automatically Hit regardless of modifiers. Remember to check the Critic Interval of your Close Combat Weapon.

Fumble

When you attempt to hit an opponent in Close Combat and roll a natural 20, not only do you miss the attack but something adverse occurs. Your model tried so hard to hit that they hit themselves. Place a Dazed Token beside your model. You can flip it in the models next Activation and remove it at the End Phase of next Game Turn. The Dazed Effect comes into play at the end of the current Clash Fight Stage.

For example: Your model uses a First Strike Skill and rolls a natural 20. The effect of the Dazed Token comes into play when every First Striker has made their attacks. If a model rolls a 20 during a normal fight, only Strike Last models will benefit from Dazed.

Definition of a Free Slash

When your model uses a Run Away Basic Move to disengage from a Clash Fight, they take a Free Slash attack from each opposing model whose Weapons are within Weapon Range, using all of their **NoA**. Resolve these attacks against the model using the Run Away Move Action and treat hits as if they were dealt in the Front Facing of the model, before the model moves. The attacking player can chose the order in which attacks are made, when multiple models are involved.

If you are using a Fly Away Advanced Movement, treat it in exactly the same way as a Run Away Basic Move with the exception that each opposing model can only make 1 **NoA**. If an attacking model has different weapons, the player that controls it can choose which weapon the 1 NoA will be dealt with.

Damage in Close Combat

Instead of Shooting Weapons or Spells, Close Combat attacks have damage calculated from different characteristics and modifiers. We call it the 'Total Damage Score' and it is calculated as described below:

Damage of the Weapon + Strength of the wielder + Charge modifiers +/- Any other modifiers = **Total Damage Score (TDS)**.

Armour Saves

For each hit inflicted, if it was not a Critical Hit, the enemy model needs to make an Armour Save. To do this take their Armour Value and deduct the **TDS** to calculate the Armour Save. The controlling player then needs to roll equal to or less than the Armour Save result on a D20 to prevent their model from taking a Wound.

If you roll a natural 1 on a D20 it is a Perfect Success and saves you no matter what.

If you roll a natural 20 on a D20 it is a Fumble and you receive a Wound with no saves of any kind allowed.

Wounding a Model

When a model receives a Wound, place an appropriate Token beside the model to indicate a Wound. When the Wounds are reduced to 0, remove the model from the game.

Charge Bonuses

If you successfully Charge your opponent, place a Charge Token beside your model to indicate a Charge Bonus. Charge Bonuses vary and you can find them in a Units profile. A Charge Bonus is added to all attacks made in the Game Turn that the model Charges.

Engaging a Panicked Model

When your model Engages (this could be a normal Engage or a Charge) a Panicked model, make one **Dex** test to see if your model is able to catch and knock the Panicked model to the ground. If the test is successful, the Panicked model receives a wound with no saves of any kind allowed.

Special Attacks

Some Skills grant you the ability to make a Special Attack such as a Psychic Attack, Swipe Attack or Poison Attack. You cannot combine these attacks together if your model has more than one type. You must declare which type of attack you are making before To Hit rolls are made.

Dazed

The effects of some weapons or attacks may cause a model to become Dazed. Place an appropriate Token next to the model. The effect lasts until the next Activation of the Dazed model. Do not remove the Dazed Token during the End Phase. At the beginning of the Activation of a Dazed model, turn the Token upside down. While a Dazed Token is upside down the model can only make the following Actions this Game Turn: **Do nothing, Basic Movement, Shooting Attack** (if a model is equipped with a Ranged Weapon) or **Cast Spell** (if the model is a Spellcaster) with a negative -2 modifier to the appropriate characteristic. If a Dazed model starts its Activation in a Clash Fight and stays there with an upside down Dazed Token, apply a -2 modifier to its **CC** characteristic until the End Phase of the Game Turn. Upside down Dazed Tokens are removed in the End Phase of the Game Turn.

- Whilst Dazed, a model receives -4 to its **CC**, **RS** and **WP** characteristic and all opponents trying to hit them in Close Combat gain +4 to Hit.

- A model with an upside down Dazed Token receives -2 to its **CC**, **RS** and **WP** characteristic and all opponents trying to hit them in Close Combat gain +2 to Hit.

- For all other purposes, a model with an upside down Dazed Token is treated as Dazed.

- **Dazed** models do not have a Control Zone and cannot use **CP** or their **Ag** characteristic (Shield included).

- If a model with an upside down Dazed

Rules

Token becomes Dazed, simply change the side of the Token to Dazed.

Activating Panicked and Dazed Models Simultaneously

When you activate a Unit, you first need to Activate models that are Dazed or suffering from Panic. Take a Panic test as normal. If successful, remove a Panic Token and then remove a Dazed Token. The model cannot do anything this Game Turn. If the test is failed, remove the model from the game as a casualty.

Result of a Fight

Each fight is resolved after both sides have finished making strikes. You calculate the score to see which side has won the Clash. The losing side needs to make a Break Test. The only exception to this is when models have Immune to Panic or a similar Skill (e.g. undead). To calculate the Result of a Fight, consult the table below for each side. The winner is the side with the highest score:

- **+1 point for each wound caused.**
- **+1 point for a friendly banner within 6" of the fight.***
  *You can only get a maximum of +1 point, regardless of how many banners are within 6".

Break Test

Using the scores calculated from the 'Result of a Fight', deduct the losing sides score from the winning sides score and apply this as a negative modifier to the losing sides **LD**. Take the highest friendly **LD** in the Clash Fight and deduct the score you lost by to get your result. Next roll a D20. If the number rolled is higher than your result all friendly models in the Clash Fight run away (or if you wish, they can try to change army ranks). Follow the Panic rules (models Immune to Panic ignore Break Tests. They won't run even if other models do). Move each model directly away from the Clash Fight for the distance equal to the models Movement Value (all movement restrictions apply) and place a Panicked Token beside each model. If Panicked models have

no other option other than to travel across an opponents Control Zone, then they receive an automatic wound for each Control Zone that they travel through.

In your next Game Turn, when you Activate a Unit with Panicked models, you need to make a Recover from Panic test. Remember that until a model Recovers they can still can be the target of an enemy Charge or Engage Move, which could result in a Wound after a **Dex** test has been made.

End Turn Phase

At the end of the Game Turn players remove Tokens from the Table Top (Activated Tokens, Charge Tokens, Spell effect Tokens, Fear and Panic Tokens stay where they are).

Players remove any **CP** that is left over. They then get a new set of Command Points and can start a new Game Turn of play if the scenario or mission criteria hasn't been met.

Sequence of the End Turn Phase

- Remove Activation / Charge / Spell effect / other Tokens that need to be removed.
- Remove Command Points that are left over and gain a new set for the next Game Turn.
- Check Weather effects and remove any if necessary.
- Resolve Skills (such as: Regeneration).
- Move AI models / Tokens.
- Check the criteria of the main mission or scenario. If you reach the criteria to finish the game, then it's game over.
- If you reach a turn limit, finish the game.
- Go to next Game Turn – Phase 1 – Initiative.

Psychology

Panic

When your Unit is reduced to, or below, 50% of the models that they started the game with, you need to take a Panic test. You can take a maximum of one Panic test per Game Turn per Unit.

Roll for the highest **LD** in a Unit (you can use your Warlords LD if at least one of the models in the Unit are within 8").

If successful nothing happens. However, if you lose another model in later Game Turns you will have to take a LD test again.

If the test is failed place an appropriate Token beside the Panicked Models and all models are turned around so that they are facing away from the source that caused the Panic. They then make a move, using their Movement Value, in a straight line away from the source that caused them to Panic (all Terrain modifiers apply).

There may be a situation caused by a Break Test where half of the Unit is panicked and the rest are not. When you activate a Warband in this situation first you must make a Recover from Panic test. If successful, follow the normal procedure, if not, the Panicked models from the Warband must make an Advanced Move towards the nearest table edge with all movement modifiers applied. If a model reaches the table edge then it is removed from the game as a casualty. The rest of the models from the Unit may act as normal.

Models in Panic do not have a Control Zone.

Recovering from Panic

When you Activate a Unit containing Panicked models, you need to make a Recover from Panic Test. To do this roll for the highest LD in the Unit. If the test is successful all Panicked models Rally and can make the following Actions this Game Turn: Do nothing, Basic Move, Shooting Attack, Cast Spell. If the test is failed the Panicked models must make an Advanced Move towards the nearest table edge with all movement modifiers applied. If a model reaches the table edge then it is removed from the game as a casualty.

If you activate a Panicked Unit and they have the Skill Immune to Panic, they automatically Recover from Panic.

Fear

Follow the normal rules as described in the Skill:

Fear (see page: 20).

If you want to Engage or Charge a creature with the Fear Skill, you need to test your nerves. Make a single D20 roll for the whole Warband using the highest LD available and minus the level of Fear. If this results in a failed LD test follow the procedure as described in the Fear Skill.

Immune to Fear

Models with Fear (X) are Immune to Fear (X). Models with the Immune to Fear Skill are fully Immune to Fear. Models Immune to Fear do not have to take a test to Engage or Charge a Fear causing model as long as their Immune to Fear level is equal to, or greater than, the fear causing model. If they are not equal and a test needs to be made, then a LD modifier will need to be applied. To do this take the Fear level of the model that is being charged and minus the Fear level of the charging model. This will give you the number that the LD is reduced by.

For example: Model A having the Skill Fear (1) will charge model B with the Skill Fear (3). Model A needs to test his nerves as if he was charging a model with the Skill Fear (2) [Fear 3-1=2].

If you Activate a Unit that already has a Fear Token you can test their nerves again. This time don't apply any Fear level modifiers.

Special Skills

In this section you will find special abilities we call 'Skills'. Some Skills are just for warriors and can be combined with their weapons ability. Weapons may also confer a Skill to the bearer.

Skills with Attribute "X"

Some Skills may have numerical attributes beside their name. That attribute can be in the range of 0 to 8. A 0 means that the model has the Skill but has only learnt its basics and an 8 means it has been mastered. More details can be found in the description of each Skill.

Sub-Skill

Some Skills possess a Sub-Skill, or are a Sub-Skill to another Skill. For example Fear (1) has a Sub-Skill: Immune to Fear (X), where X is equal 1, etc.

Skills list

- *Brace* - [Active] You can use this if your model did not move, or only made a Basic Movement, or when you spend **1 CP** while your model is the target of an opposing models Charge movement and you have it in **LoS**. You cannot use it after an Advanced Move has been made. Place a Brace Token beside your model. When another model (up to 50 mm base) charges a model with a Brace Token in its Front Facing, it loses its Charge Bonus. Remove the Brace Token after the Charge or during the End Phase of the Game Turn. You do not have to remove the Token in the End Phase of the Game Turn if you pay **1 CP** (Command Point). Additionally, if you have a friendly model with the Brace skill in **B2B** contact with your models Back Facing, and it is not in **B2B** with any opposing models or involved in any other Clash Fight, it can support your Brace by adding +1 Dam to your attacks. It is counted as taking part in this Clash Fight. A 'Supporting Brace Model' can only give this bonus to 1 fighting model.
- *[X] Slayer* – [Passive] – When a model with this Skill hits another model classified as [X] then all attacks get +3 Dam.
- *Fear [X]* – [Active] [Psychology test] When you are engaging / charging a model causing Fear you need to take a **LD** test minus the models Fear level. If the test is failed, place a Fear Token with the appropriate number next to the Unit. Your **CC** is decreased by the Fear level (this applies to all members of the Warband, even if they are involved in another Clash Fight with an enemy that does not cause Fear). You can take the Fear test again during the next Activation of the Unit without suffering any negative modifiers to **LD**.
  ○ **Fear [X]** – [Sub-Skill] gives you Immune to Fear [X]. When you need to take a Fear [Y] test, simply deduct [Y]-[X]=[Z]. If the [Z] result is positive, you must take a Fear Test [Z].
- *Heal (X)* – [Active] After a wound has been taken by a model with this Skill, roll a D20. If the score is X or less you healed the wound. This Skill can be used even if a model just lost their last wound.
- *Immune (X) (Y)* – [Passive] or [Active] The model is totally immune to (X). Where X might be a Skill, type of attack or anything else and Y could be a numerical value. If there is no Y, the model is 100% immune. For example: Immune to shooting attacks means no shooting attack can affect the model.
  ○ **Immune to Panic** – [Sub-Skill] The model is 100% immune to all Panic tests, including Break Tests.
- *Line Breaker* – [Active] After the Result of a Fight has been resolved, if there are models with the Line Breaker Skill still involved in a Clash Fight, push the enemy models 1" backwards and move your models 1" towards them for each model with the Line Breaker Skill. If Line Breaker models are involved in both sides, deduct range from one another. The direction of movement is determined using the middle Front Facing of the majority of models with the Line Breaker Skill involved in the fight. If there is no majority front facing then the player who won the fight gets to choose. If for any reason there is no space to move the enemy models backwards, the models become Dazed.
- *Martial Arts Master* - [Passive] Models with this Skill can use their Agility (**Ag**) in 360 degrees. They are not counted as having a Back Facing in the Fight Phase. If a model armed with a Shield has the Skill: Martial Art Master they can use the Shield in the Back Facing during the Fight Phase. They cannot use it in the Back Facing against shooting attacks in the Activation Phase.
- *Scout* – [Passive] Tactical Deployment Tokens, or Tokens with a similar Skill (such as Unseen Assailant), cannot be placed closer than 8" from a model with the Scout Skill when deploying.
- *Swipe* – [Active] [Special Attack] A model using this Skill can make a Special Attack called a Swipe Attack in Close Combat. All

models in the Front Facing and Range of a Weapon receive 1 hit. Make normal tests To Hit one by one. You cannot combine Swipe Attacks with Psychic Attacks, Poison Attacks or any other Special Attack unless stated otherwise.

- **Teacher [X]** – [Passive] Models with this Skill grant Skill X to all members of the same Warband including themselves.
  For example: Teacher: Swipe – Grants the Skill Swipe to all members of the Warband.

- **Ward Save (X)** – [Active] After a model with this Skill receives a Wound (after Armour and Heal saves have been made) make an extra Ward Save to prevent it from being wounded. This is the only save you can take against a Critical Hit.

Terrain

Terrain Features and Moving Models

If a model cannot fit its base flat upon a Terrain piece and stand on its own, or there is not enough room for the model to keep its final placement there, it will need to adjust its movement accordingly.

For example: You have finished moving a Troll model with a 50mm base size and put him on a steep hill. The base lies flat but the model starts to slide backwards. It was too steep and you have to leave the model where it slid. Next time just run to the hill and finish the movement on top.

Terrain Types

The features on the battlefield we call Terrain. In Chronopia we have 3 main types of Terrain:

- **Open Ground** – The whole battlefield is Open Ground and applies no modifiers to movement. It could still contain some Terrain features that will count as Open Ground, such as hills.

- **Difficult Terrain** – Terrain features that slow down movement such as forests, hedges, water pools etc.
  ◦ If your models movement goes through Difficult Terrain then it suffers a -2" modifier to its Move. It doesn't matter if it started its movement outside or inside the footprint of the Difficult Terrain feature.

If the model is using an Advanced Move and goes through Difficult Terrain it suffers -3" to its move.

For example: Elven Militia start their movement 2" from a Forest. They want to move through the Forest using their basic Movement. The Forest is 3" wide and the Elven Militia's Movement Value is 5". So 2" to get to the footprint, 3" left. As it is Difficult Terrain deduct 2, so they move 1" inside the footprint of the Forest and finish their movement there. If they had made an Advanced Movement it would be 10". This results in 2" to get through the Forest. And 8" left. Deduct 3" for movement through the Difficult Terrain, so 5" left. The Forest is 3" wide, so after walking to the other side they can still travel 2".

◦ Optional Rule – If a model makes an Advanced Move through Difficult Terrain then it suffers a -2" modifier to its movement. After it finishes its movement or walks outside of the footprint of a Difficult Terrain feature, it must take a **Dex** test or be Dazed.

- **Impossible Terrain** – A Terrain feature that movement cannot be taken through. For example: Building walls, Mountains or Lava pools.
  ◦ The only way to move through or over Impossible Terrain is to fly over or destroy it (if the Terrain Feature has a Structure Point Value and you are using the Advanced Rules).
  ◦ If you are using the Optional Rules for Basic Moves, you can try to jump over or Climb some of the features if it meets the criteria of a Jump or Climb type of movement.

Some of the Terrain footprints may contain multiple different types.

For example: Ruins: Walls will be Impossible Terrain but the rest of the footprint could be Open Ground or Difficult Terrain.

Units

Crystal Lotus Elves

Spearmen

The most prominent element in all the Dukes armies is ranks of well-disciplined and well-equipped spearmen. Protected behind their shields, highly trained and motivated, they form a sharp impenetrable wall of speartips that few enemies can break.

Model type:	Infantry	Armour:	Type I + Shield
Classification:	Mortal	Weapon:	Spear
Unit type:	Basic Troop Warband	Base size:	30 mm
Point cost:	6 pts each	Charge Bonus:	+2 Dam

Basic Characteristics:

CC	RS	Dex	WP	LD
11	7	10	10	12
M	**Ag**	**S**	**A**	**W**
6	-2	0	20	1

Unit composition:
Full Warband: 8 models (54 pts)
   3-5 Spearmen
   • Plus leader for 8 pts
For each 3 non-Specialist models you can buy a Specialist for 8 pts:
   • Standard Bearer
   • Bard

Warband Skills:
   • Brace (see page 20)
   • Line Breaker (see page 20)

Spear				
APL	Range	NoA	Critic	Dam
Level II	1″	1	1	11

Shield	
Special rules:	When in the Front Facing: Apply a -1 to Ag and -1 to hit modifier against shooting attacks.

Archers

Having superior reflexes and a strong will, many Elven women join the semi-organized ranks of the archers. More akin to a band of warriors and less like a formal military unit, they form closely knit bands that roam the realm in search of adventure, occasionally fighting for a Duke's cause.

Model Type:	Infantry	Armour:	Type I
Classification:	Mortal	Weapon:	Longbow and Dagger
Unit Type:	Basic Troop Warband (Ranged Weapon Troops)	Base size:	30 mm
Point Cost:	7 pts each	Charge Bonus:	+2 Dam

Basic Characteristic:

CC	RS	Dex	WP	LD
10	10	12	10	12
M	Ag	S	A	W
6	-2	0	19	1

Unit composition:
Full Warband: 10 models (72 pts)
  4-8 Archers
  •   Plus a Leader for 8 pts
Additionally, you can buy a Specialist for 8 pts:
  •   Scout

Warband Skills:
  None
Scout Skills:
  •   Scout (see page 20)

Longbow				
APL	Range	NoA	Critic	Dam
Level I	24"	1	1	10

Dagger				
APL	Range	NoA	Critic	Dam
Level I	B2B	1	0	9

Lotus Guard

In the frozen Lotus Peaks, at the mystical place where the precious lotus plant is cultivated, a strange brotherhood stands vigil. Comprised of third and fourth sons of the lower gentry from the House of the Crystal Lotus, these warriors have forsaken all bonds with family and friends, their new calling being the protection of the most valuable commodity in the Elven realms: The magical Lotus plants.

Model Type:	Infantry	Armour:	Type II
Classification:	Mortal	Weapon:	Two Longswords
Unit Type:	Elite Troop Warband	Base size:	30 mm
Point Cost:	10 pts each	Charge Bonus:	+2 Dam and First Strike

Basic Characteristic:

CC	RS	Dex	WP	LD
10	10	12	10	12
M	**Ag**	**S**	**A**	**W**
6	-2	0	19	1

Unit composition:
Full Warband: 6 models (66 pts)
   2-3 Lotus Guard
- Plus leader for 12 pts

For each 2 non-Specialist models you can additionally buy a Specialist for 12 pts:
- Standard Bearer
- Warden

Warband Skills:
- Immune to Panic (see page 20)
- Immune to Fear (see page 20)
- Swipe (see page 20)
- Martial Art Master (see page 20)
- Heal (2) (see page 20)

Warden Skills:
- Teacher: Frost Based Attack (see page 21)

Two Longswords				
APL	Range	NoA	Critic	Dam
Level II	1"	2	(1-2)	11

Devout

Followers

The reasons behind turning to the Dark One can be as diverse as the stars themselves. Some do it out for the promise of riches, others out of spite towards their neighbour and some out of a deep seated malice in their hearts that was always there. What they all have in common is their hatred for all that is good and decent, and a fanatical devotion to their dark master.

Model Type:	Infantry	**Armour:**	Type I + Shield
Classification:	Mortal	**Weapon:**	Sword
Unit Type:	Basic Troop Warband	**Base size:**	30 mm
Point Cost:	5 pts each	**Charge Bonus:**	+2 Dam

Basic Characteristic:

CC	RS	Dex	WP	LD
11	6	9	10	11
M	**Ag**	**S**	**A**	**W**
5	0	0	21	1

Unit composition:

Full Warband: 12 models (68 pts)
   3-8 Followers
   •   Plus a Leader for 7 pts
   For each 3 non-Specialist models you can buy
   a Specialist for 7 pts
   •   Firebrand
   •   Standard Bearer
   •   Bard

Warband Skills:
   •   Line Breaker (see page 20)
Firebrand Skills:
   •   Teacher: Fear (1) (see page 21)

Sword				
APL	Range	NoA	Critic	Dam
Level I	B2B	1	1	10

Shield	
Special rules:	When in the Front Facing: Apply a -1 to Ag and -1 to hit modifier against shooting attacks.

Greatswordsmen Followers

Being stronger than the average Follower, some Devout are given heavy weapons to break the enemy formations, shattering their opponent's bone and sinew with ease. All have learned to fear the Greatswordsmen.

Model Type:	Infantry	Armour:	Type I
Classification:	Mortal	Weapon:	Two-handed Sword
Unit Type:	Basic Troop Warband	Base size:	30 mm
Point Cost:	7 pts each	Charge Bonus:	+2 Dam

Basic Characteristic:

CC	RS	Dex	WP	LD
11	6	9	10	11
M	**Ag**	**S**	**A**	**W**
5	-1	0	21	1

Unit composition:
Full Warband: 12 models (92 pts)
   3-8 Greatswordsmen Followers
- Plus leader for 9 pts

For each 3 non-Specialist models you can buy a Specialist for 9 pts:
- Firebrand
- Standard Bearer
- Bard

Warband Skills:
- Line Breaker (see page 20)
- Swipe (see page 20)

Firebrand Skills:
- Skills: Teacher: Fear (1) (see page 21)

Two-handed sword				
APL	Range	NoA	Critic	Dam
Level II	1"	1	(1-2)	12

The Cursed

Some Followers of the Dark One have trod the path of damnation for so long and with such devotion that piece by piece they have lost all vestiges of humanity, becoming malevolent thralls in service of the Dark One. Unable to remove their armour and not needing any food, water or sleep, they roam the land only seeking blood and torment in order to exalt their Dark Master.

Model Type:	Infantry	Armour:	Type II
Classification:	Undead	Weapon:	Two-handed Battle Axe
Unit Type:	Elite Troop Warband	Base size:	30 mm
Point Cost:	12 pts each	Charge Bonus:	+3 Dam

Basic Characteristic:

CC	RS	Dex	WP	LD
13	8	10	12	14
M	Ag	S	A	W
5	-2	1	23	1

Unit composition:
Full Warband: 8 models (96 pts)
  4-8 The Cursed

Warband Skills:
- Immune to Panic (see page 20)
- Immune to Fear (see page 20)
- Immune to Terror (see page 20)
- Dragon Slayer
- Fear (1) (see page 20)
- Swipe (see page 20)
- Ward Save (2) (see page 21)

| Two-handed Battle Axe				
APL	Range	NoA	Critic	Dam
Level II	1"	2	(1-2)	12

SCENARIOS

Scenarios in Chronopia are designed for story driven games to bring you inside the world rather than simply clashing armies. Each scenario has their own deployment system and different victory conditions.

Streets of Chronopia

Chronopia, Capital of the known world. Even if there is a war between all civilized races, in this city you will find them all: trading, spying on each other and simply living. Here there is a palace with a highest tower, where the One King studies his Chrono-knowledge, but in the trade district, anything can happen.

Its evening. All shops are closed and most of the crowds have gone home, but there are still a few citizens on the streets. A spy has informed you that
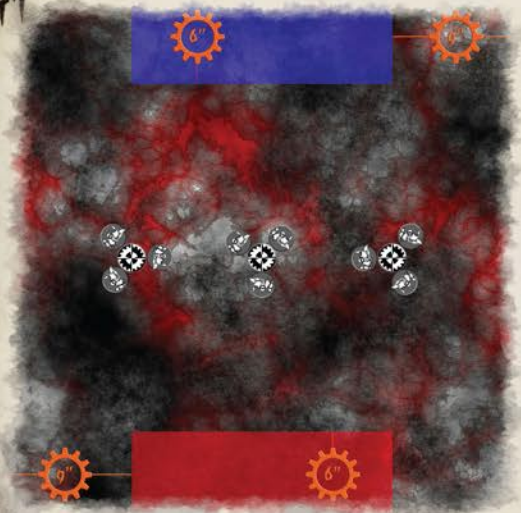
one of these citizens has vital information needed for your general and won't willingly give it up. You do not want to bring the curious eyes of the militia patrolling the streets and there could be others looking for this person also.

For battle level: Hero Skirmish Level

Points value for Army Composition: Each side uses 4 models.
Length of play: 7 Game Turns

Major Victory: Gather more 'Gossip' points than your opponent and have a minimum of 10.
Your general is pleased. Job well done.

Minor Victory: Gather more 'Gossip' points than your opponent and have a minimum of 5.
You found the person with the information for your General, but it wasn't everything you needed.

No Victory: Both players are considered to have drawn if one of above conditions hasn't been met.
You just did not find the right person with the information your general needed.

Battlefield Terrain: This scenario takes place in the market district of Chronopia. Create a city on your board. Gaps between the buildings cannot be less than 50mm (2 inches). No less than 75% of the Game Board should contain Buildings Terrain features.

Deployment:

The Player with the Initial Initiative chooses a side (blue or red) and deploys their first unit. Then the opposing player deploys their first unit and so on until all models are on the Game Board. You need to place 9 Civilian Tokens with a 25mm base size. Split them into 3 groups of 3 and place them so they are touching different Objective Markers. There should be 3 Civilians on each side of the board and 3 in the middle.

Before the game starts, roll a die for each Civilian and move a Token using the Deviation rules.

Civilian

Model Type:			Infantry	
Classification:			Mortal / AI	
Base size (Token size):			25 mm	
Armour:			Type 0	

M	CC	RS	Dex	Ag
Random	-	-	7	(+1)
WP	**LD**	**S**	**W**	**A**
-	8	0	1	16*

- Gets +2 to A for each other model that has it in their **LoS**, excluding attacking models.
- **Civilians** have their **LoS** reduced to 12".
- **Movement** – In the End Phase make a D20 roll for Deviation. It is the direction of travel as well as the movement distance.

- Civilian, the fight is automatically won.
- If you don't kill the Civilian in Close Combat, they will automatically run away using a Deviation roll.

If that move forces a Civilian model/Token to leave the board, it will come back onto the board from the opposing side. Finish its movement normally. If a movement line crosses a building or the Control Zone of another model, then it will walk around it with the remainder of its movement instead of travelling in a straight line. The movement distance is equal to the score rolled on a die minus the number of Game Turns. If a Civilian has to go around a building or another model, direction of move is chosen by Player with the Initiative.

For example: Game Turn 6, Civilians are moving D20 - 6 inches. This could cause them to stand in place.

- If you kill a Civilian (take the information from them), place a 'Gossip Token' in your Gossip Token pool. The Civilian will be 'reborn'.
- You won't get a Gossip Token if 5 or more models (not from your Army List) were watching your 'interrogation'.
- If no one saw your 'interrogation' and you have 3 or more of your models involved in a Clash Fight with the

- Killing a Civilian in any way other than Close Combat will not give you a Gossip Token.
- If you get into Clash Fight with a Civilian and an opponents model, the Civilian is automatically killed and neither player gets the 'Gossip Token'. In the upcoming Close Combat Phase you must make attacks against each other using the normal rules.
- Civilian Reborn – Make a D20 roll and check the table below:

Civilian Reborn Table	
D20 Roll	Location Where They Are 'Reborn'
1	You can choose which Objective Marker you place the Civilian Token next to.
(2-7)	1st Objective Marker from your left
(8-13)	Middle Objective Marker
(14-19)	1st Objective Marker from your right
20	Opposing player chooses where Civilian is reborn.

After a Civilian gets 'reborn', roll for their movement and complete it immediately.

Gossip Points

During the game you gather Gossip Points by interrogating Civilians. Some situations will decrease your amount of Gossip Points. The Militia is on every corner of the city and do not like "fights" before nightfall.

You can gain or lose Gossip Points in the following ways:

• Gain 1 Gossip Point for wounding a Civilian Token.

• Lose 3 Gossip Points by killing the model of an opposing player in Close Combat.

• Lose 2 Gossip Points by wounding in Close Combat but not killing any model belonging to an opposing player.

• Lose 1 Gossip Points by killing an opposing players model using a shooting weapon, as long as no other models see the casualty. If a model witnesses the killing you will lose 3 Gossip Points.

### Treasure Hunt

For battle level: Hero Skirmish Level

Points value for Army Roster: up to 50 pts and a maximum of 5 models.

Length of play: 7 Game Turns

Major Victory: Gather more 'Treasure' points than your opponent and have a minimum of 8.
Your general is pleased. Job well done.

Minor Victory: Gather more 'Treasure' points than your opponent and have a minimum of 5.
You found some gold for your General, but it wasn't everything he needed. Try better next time!

No Victory: Both players are considered to have drawn if one of above conditions hasn't been met.
You just did not find enough gold for your general.
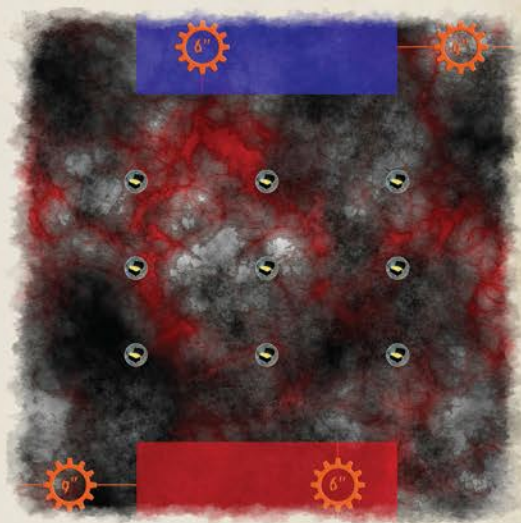
Treasure Set on the Board:

Battlefield Terrain: Follow the rules for the Amount of Terrain Recommended For Battle Level in Hero Skirmish Level on page: XX.

Deployment: The Player with the Initial Initiative chooses a side (blue or red) and deploys their first unit following the Deployment Rule: Unit by Unit.

Treasure Tokens:

• Each model may carry only 1 Treasure Token.

• When a player picks up a Treasure Token and there is only 5 Tokens or less left, immediately place another one in the place where last one has been picked and move it using the Deviation Rules. It must be placed legally on the Game Board. Since that moment, whenever anybody pick the Treasure Token generate the new one.

• To score 1 a Treasure Token Point a model needs to take a Token to their Deployment Zone.

• A model moving with a Treasure Token is treated as moving through Difficult Terrain.

• A model carrying Treasure Token cannot make a Shooting Attack.

Fight: Instead of dealing wounds during a fight, you force the opponent to run away as if they had failed a Break Test. If a model receives 2 or more wounds during the attack it runs away for an Advanced Move distance. Models fleeing in this way drop any Treasure Tokens they have on the ground. If a model receives a wound from a different source, then it drops any Treasure Tokens it is carrying and runs away for a distance equal to its Movement Value, directly from the source that caused the wound.
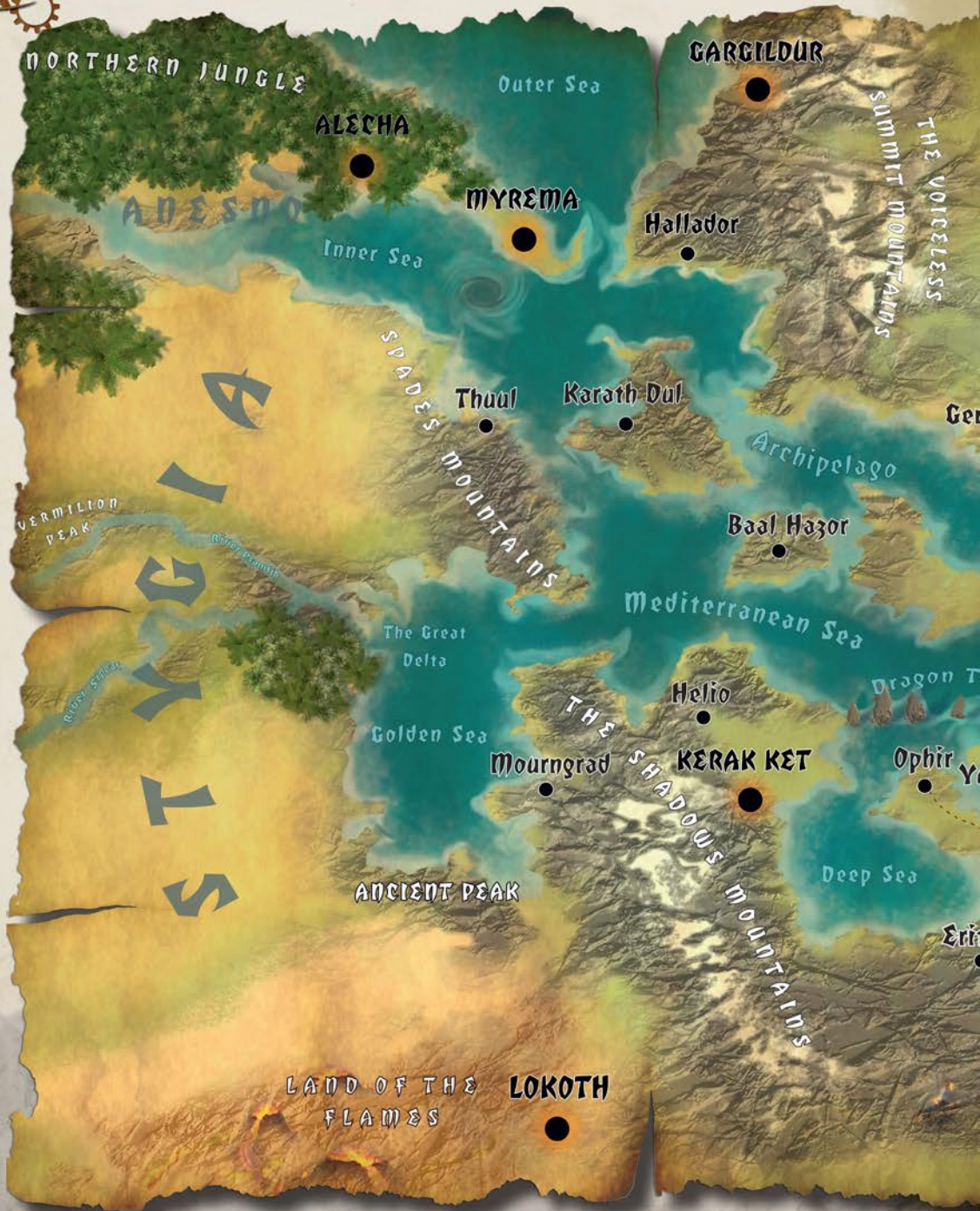
map

NORTHERN JUNGLE

Outer Sea

GARGILDUR

ALECHA

MYREMA

Hallador

ANESNO

Inner Sea

THE VOICELESS SUMMIT MOUNTAINS

S
T
Y
G
I
A

SPADES MOUNTAINS

Thuul

Karath Dul

Ger

Archipelago

VERMILION PEAK

Baal Hazor

River Scilla

Mediterranean Sea

The Great Delta

Dragon T

Golden Sea

Helio

THE SHADOWS MOUNTAINS

Mourngrad

KERAK KET

Ophir

Y

Deep Sea

ANCIENT PEAK

Eri

LAND OF THE FLAMES

LOKOTH

MAP

THE GREAT ICE FIELDS

TOLERIA

NEMETH

Nuria

Lake of Sorrows

River Lake

Aregath

Traps of the Godboss

Dragon's Mouth

The Claudron

River Lhir

Aregir's Gorge

THE DRAGON'S SPINE

rgythia

Chronopia

GALMER

Nereth

Calamon

Gateway to the Gods

Elymris

VERSURIA

SHATTERED MOUNTAINS

eeth

The Frozen Canal

ynn

Bezek

Azaghur

Frozen Sea

NEGRAL

Araxus

th Dur

BLACKBLOODS

VANHORN

Japur

EMPIRE

Kharabad

PALISADE MOUNTAINS

Terakan

SOUTHERN JUNGLE

How to Build
Devout

Glue File Pliers Tweezers

Assembly

CHRONOPIA

How to Build
Crystal Lotus Elves

Glue   File   Pliers   Tweezers

35

This is only a reference and not always all the rules are in here. If in any doubt check the proper chapter in a rulebook.

Phases of the Turn

1. **Initiative Phase** – Players roll for Initiative for the Game Turn.
2. **Activation Phase** – Each Player takes it in turns to activate their Units.
3. **Fight Phase** – Players make Close Combat Attacks in Clash fights and resolve the results.
4. **End Phase** - Remove Tokens and reassign Command Points, move AI, etc.

Initiative Roll – D20 + number of Activations. How gets the lower score got the Initiative.

Activations

One player activates a unit, then another one activates a unit. It goes back and forth till all units been activated. Activated model can do one of the following:

- **Do nothing**
- **Basic Movement**
- **Advanced Movement**

If the model is in possession of a Ranged Weapon, it can make an extra:

- **Basic Movement and Shooting Attack**
- **Shooting Attack and Basic Movement**
- **Shooting Attack**

Shooting Attack

To be able to make a shot:

- Your model needs to be equipped with a Ranged Weapon.
- You cannot be in a Clash Fight, unless special rules are in play that state otherwise.
- The target of your shooting attack has to be within a models LoS and Range of its Ranged weapon(s).

Target Priority

- You need to shoot the closest enemy model within 12". If there are no enemy models in 12" you can choose your Target. Enemy models involved in a Clash Fight cannot count as the closest enemy.
- When shooting at a model that is within 12" you get +2 to RS.
- You can try to shoot at a different enemy model, even if there is one or more closer than 12", provided the model passes a LD test. If the test is failed the model cannot shoot at all.

To hit modifiers:

- Base size 25 mm: -1 to hit modifier
- Base size 30 mm: no modifiers
- Base size 40 mm: +1 to hit modifier
- Base size 50 mm: +2 to hit modifier
- Base size bigger than 50 mm: +4 to hit modifier.
- Each Cover: -2 to RS
- Model with shield and situated Front Facing to the shooter: -1 or -2 (depends on the shield)

Close Combat

- Determining the Clash
- Simultaneous Fights and Results of Fights.

To hit in Close Combat

- Enemy negative value of Agility, if you are attacking their Front Facing.
- Shield modifier if you are attacking their Front Facing.
- You can get +1 to hit (to a maximum of +3) for each friendly model involved in the same Clash Fight that is Engaged Base to Base with your target.

Damage in Close Combat:

- Damage of the Weapon + Strength of the wielder + Charge modifiers +- Any other modifiers = Total Damage Score (TDS).

Result of the Fight:

- **+1 point for each wound caused.**
- **+1 point for a friendly banner within 6" of the fight.**

You can only get a maximum of +1 point, regardless of how many banners are within 6".

Command Points:

You can spend Command Points anytime during a game turn. CP can be spent in the following ways:

- 1 CP for a Countercharge if your model has not activated this Game Turn. When your model is the target of a Charge (not engaging) by an enemy model in your LoS, and it is not already in another Clash, then it can Countercharge. Move both models towards each other and ensure as is reasonably possible that they move the same distance. Then place Charge Tokens next to both models. This counts as an Activation.
- 1 CP for Shoot a charging model. When your model is the target of a charge (not engaging) by an enemy model and you have it in your LoS, and it is not in a Clash Fight, then it can attempt to Shoot a charging model. Make an RS test for NoA with a -2 to Hit modifier. You cannot Shoot a charging model and then use another CP to Countercharge or vice versa!
- 2 CP to take a Shot after an advanced move has been taken (2 CP per model in a Unit).
- 1 CP to Duck for cover, whilst being the target of a shooting attack and having an obstacle (or friendly model) in your Control Zone, but not in the way of the shot. Do not move your model. Simply implement additional modifiers to hit. You must declare Duck for cover before the To Hit roll has been made.
- 1 CP to add +2 to CC or +2 to RS for all Number of Attacks from single weapon. (You can use a maximum of 1 CP on a single weapon boost). If you have a Charge Token your boost will be +4 instead of +2.
- 1 CP for next Auto Wound on Damage Multiplier if you roll a Critical Hit. Target will receives another auto wound for each CP you will pay up to your Damage multiplier.
- X CP for a variety of uses. Some Skills or Spells can have a bigger influence on the game if you spend additional CP on them.

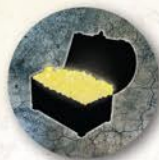## List of the Tokens

Gossip

Charge

Brace

Treasure

Fear I

Comand Point Front
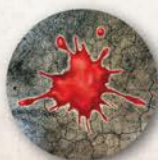

Activation

Civilian

Dazed

Fear II

Comand Point Back

Wound

Panic

Half Dazed

Fear III