

DEMONSTRATION RULE BOOK

This edition of the Ages of Conflict demonstration rule book is shared at no cost to demonstrate game play. The contents of this book are excerpts of the draft core book expected to be completed by September 2021.

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<https://badgoblingames.com/>
badgoblin@badgoblingames.com

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Cover Art: Miguel Santos

Interior Art: Miguel Santos

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Introduction

Welcome to *Ages of Conflict*, a universal mass tabletop miniatures wargame. With the rules and army lists presented in this book, you can wage war with armies of the ancients to the early Renaissance, the Black Powder era of warfare (Napoleonics, the American Civil War, etc.), and fantasy complete with magic and monsters.

Ages of Conflict employs a flexible system allowing you create units and armies from nearly any time and genre.

Winning the Game

Ages of Conflict does not have a predetermined method to signify the end of the game and the ultimate winner. That's up to you and your opponent. You can play until the last man (or goblin) is standing, play a certain number of turn, until a condition is met, or just until the conclusion is inevitable. It's up to you.

About This Book

This book is broadly divided into two sections: the rules and army lists. The rules govern how the game is played. You should read over the rules completely before playing your first game.

The rules include:

- † **Items Needed to Play:** Dice, miniatures, and other items needed to wage war.
- † **Basic Concepts:** Basic terminology and concepts that may be familiar to some experienced wargamers are explained in this chapter.
- † **Turn Sequence:** *Ages of Conflict* follows a strict turn order to simulate the flow of combat.
- † **Orders:** Several different Orders give units direction.
- † **Movement:** Calculated movements can make the difference between a resounding victory or a crushing defeat. This chapter describes how to move your units and to adopt advantageous formations.
- † **Combat:** This is a game of war. You'll learn how to charge into combat, cast missile weapons and chase your enemy from the field of battle.
- † **Magic:** You can't have fantasy without magic! This chapter details the spells and how to cast them.
- † **Assembling Your Army:** This chapter details how to build an army, including units, leaders, and heroes.
- † **Equipment:** A variety of weapons, armor, engines of war, vehicles, and mounts are available to equip your warriors and heroes.

The army lists included in the core book introduce historical, fantasy, and black powder armies and equipment. The army lists are provided for your convenience. You are free to use them as they are or modify them to better suit your vision of battle.

This demonstration rule book offers a couple army lists from each era. The armies included in the Core Book are:

- † **Historical:** Over 50 pre-made historical army lists spanning the ancient world to the early Renaissance.
- † **Fantasy:** The fantasy world of Euris, including army lists for the most well-known fantasy denizens, such as dwarfs, elves, undead, orcs, and goblins.
- † **Black Powder:** The Seven Years War, the American War of Independence, Napoleonics, the Crimean War, and the American Civil War are included with the Black Powder army lists.

The appendices in the Core Book offer tables and counters you can utilize during the game.

- † Appendix A: Resources
- † Appendix B: Scaling *Ages of Conflict*
- † Appendix C: Designing Units
- † Appendix D: Example of Play
- † Appendix E: Painting and Basing your Army

Items Needed for Play

Playing Surface

You'll need a playing surface with defined borders to host the battle. This can be a dining room table, a folding table, a purpose-built game table, or the floor; anywhere that allows you to move your army about without danger of them being stepped on or otherwise disturbed while you play. The battlefield can be as small as 4' x 4', though 6' x 4' is better, and larger battles could require additional space.

The playing surface can be covered with material that simulates a field. A simple green felt cloth can do the job, though you can also purchase vinyl battle mats, static grass mats, or construct a modular surface that allows you to create a different field with each battle.

The best-looking battlefields are decorated with hills, woods, buildings, and other terrain pieces. If you do not have terrain you can substitute using books as hills, cups as towers and buildings, and so on. Eventually you should invest in or create visually appealing terrain as it adds a nice visual component to the game.



Dice

Dice are used to simulate the uncertain outcome and expectations of war. *Ages of Conflict* uses ten-sided dice, referred to as d10s, for all task resolution rolls. At least a half dozen d10s are recommended per player.

A group of d10s is referred to as a dice pool. The number of dice to be rolled in a pool is stated as #d10 in which # represents the number of ten-sided dice to be rolled. For example, 5d10 means you roll five ten-sided dice. 3d10 means you roll three ten-sided dice.

Additionally, it may be helpful to have a direction die that is used to randomly determine a direction. This can be a d6 with arrows on it instead of numerals, a d12 to read as a clock facing, or you can use a d10 using the point of the triangle (at the top of the number) to decide direction.

It's also good to use a dice tray or tower to minimize dice from scattering about the battlefield, knocking over miniatures and displacing terrain. If you don't have a tray or tower available, then just make sure you roll the dice far enough away from the miniatures.

Dice are available from a variety of sources. Support your friendly local game store first!

Measuring Stick or Tape

All measurements are made in centimeters. You'll need at least one measuring stick or tape with metric units, though at least one measuring stick or tape per player is best.

Order Tokens

Units are issued orders to determine their actions during the game. Order tokens are used to keep track of the issued orders. A template of these order counters is found in the appendix.

Condition and Formation Tokens

Units can be affected by conditions during the game and can also adopt different formations. Tokens help you keep track of these conditions and formations. A template in the appendix contains a copy of all condition and formation tokens.

Break Tokens

Ages of Conflict uses **Break** tokens to keep track of how the mental and physical anguish of combat is taking a toll on units. You'll need something to keep track of Break tokens. This can be anything small, such as pennies, small poker chips, or small wooden cubes.

Rule Book

You'll want to keep a copy of the rule book handy to reference rules as you familiarize yourself with the game.

Quick Reference

A quick reference sheet is included in the Core Book. Keeping a printed copy handy minimizes references to the rule book.

Printed Rosters

Print your army roster so that you don't have to take up valuable playing space with a laptop or tablet.

Miniatures

Ages of Conflict uses miniature figures to represent the combatants. *Ages of Conflict* works with whatever miniature scale you prefer, including 2 mm, 6 mm, 15 mm, and 28 mm. You can also use card or MDF bases to represent units, though these do not hold the same visual appeal as units of painted miniatures clashing on the field of battle.

Your miniatures will need to be mounted on bases. Thin MDF and plasticard are popular options. Some of the miniatures vendors sell bases, though you can also create your own plasticard bases using templates found at www.badgoblingames.com. The bases are ideally 40 x 40 mm, 60 x 30 mm, or 40 x 20 mm in size, though the base size used in your games is up to you.

The Core Book contains additional helpful tips on painting and basing your miniatures.

Basic Concepts

Tactical Unit Size

A tactical unit in *Ages of Conflict* refers to a base of miniatures that operates under a single order moving and fighting as a single entity. The basic tactical unit in *Ages of Conflict* is the company composed of 100 soldiers.

Companies are grouped into larger tactical units referred to as battalions. The recommended size of your battalions is up to you, though no larger than six is recommend as battalions with more than eight companies suffer -1d10 to Command checks when checking to remove **Break** tokens and change formation.

Companies in a battalion must be in base-to-base contact. The only exception is in hand combat when companies are removed as casualties or moved to engage the enemy.

The Core Book contains an option to scale *Ages of Conflict* to the battalion scale. Playing at the battalion scale allows you to play truly gigantic battles with tens of thousands of combatants per side.

Unit Attributes

All units are comprised of attributes that define the unit's capabilities. Attributes are measured in d10s or by a specific number. Higher numbers are better. For example, a unit with 5d10 Hand is better in hand combat than a unit with 3d10 Hand.

Presence

Presence (PRE) represents the perceived threat the unit projects on the battlefield. Units with a high Presence could force their enemy to retreat or prevent an enemy from engaging in hand combat.

The type and size of a unit determines its Presence. Add the Presence of each company in a battalion to determine the battalion's total Presence. For example, a battalion with three infantry companies (PRE of 1 each) has a total PRE of three.

Units Types and Presence Values	
Unit Type	PRE
Infantry	1
Cavalry, Large Infantry, Small Vehicle	2
Large Cavalry, Medium Vehicle, Monstrous Infantry, Small Monster	3
Monstrous Cavalry, Medium Monster, Large Vehicle	4
Large Monster	5

Move

Move is the number of centimeters the unit can move at an ordinary pace in a single turn. Units can move up to twice their Move at a quick pace and up to three times their Move when moving at a charge pace. The Movement chapter further explains how the different move paces are used in the game.

Hand

Hand represents the skill a unit possesses when engaged in hand-to-hand combat with swords, spears, etc. Your unit's Hand value is expressed as a dice pool of d10s.

Ranged

Ranged (RAN) defines a unit's ability with ranged weapons, such as bows and handgonnes. As with Hand, Ranged is expressed as a dice pool and the larger the pool the more effective the unit is when using ranged weapons.

Defense

Defense (DEF) is a representation of a unit's knack for avoiding damage from combat. Defense is a combination of luck, agility, and armor. A unit's Defense is expressed as a Target Number (TN). The higher the unit's Defense TN, the more difficult they are to hit.

Most units have a base Defense of 2, which is increased if the unit is equipped with armor and/or shields. In this case, the Defense is expressed as 2(x) in which x is the unit's base Defense of 2 plus Defense gained from armor or shields. For example, a unit equipped with class 2 armor (+3 Defense TN) has a Defense of 2(5).

Defense gained from armor and shields can be reduced during an attack, though units always receive their base Defense.

An attacking unit must roll equal to or higher than a unit's Defense TN to successfully hit the unit. Though whatever the Defense TN, a 10 is always a hit and a 1 is always a miss.

Example Attributes

The example below demonstrates the attributes of standard human infantry with some combat training.

Unit	PRE	RAN	Hand	DEF	Move
Human	1	3d10	3d10	2 (4)	5

A unit of peasants with no training and no discipline would resemble the below.

Unit	PRE	RAN	Hand	DEF	Move
Human	1	2d10	2d10	2	5

While a unit of trained knights or veterans of several battles might resemble the below.

Unit	PRE	RAN	Hand	DEF	Move
Human	1	3d10	4d10	2 (7)	5

Dice Rolls and Pools

Dice rolls determine success or failure of your attempts such as attacking the enemy or attempting to halt a unit from fleeing the battle.

Every action requiring a dice roll has a Target Number (TN) associated with it. Every die in the roll is evaluated individually. If the die roll is less than the TN, then it is a failure. Every roll that is equal to or greater than the TN is a success. If a TN is not specified for a task, then assume a TN 6.

Your dice pool may be reduced or expanded due to penalties or bonuses. For example, if your unit with a Hand of 3d10 receives a bonus +1d10, you roll 4d10 on your attack. Whatever the circumstances, a dice pool cannot be reduced below 1d10.

Dice Roll Example

Frank attacks with his mercenary crossbowmen. The unit has a Ranged attack pool of 5d10. A successful attack TN is four. Frank rolls 5d10 resulting in 1, 3, 4, 6, and 9. Three of the dice were equal to or greater than the TN of four resulting in three successes.

Rerolls

Occasionally you can reroll dice for a failed attack, Command check, or other action during the game. All dice in the pool must be rerolled during a reroll attempt. Unless stated otherwise, only one reroll is permitted per unit activation and action.

Command Checks

Units don't always behave as expected, especially when faced with the horror of battle. To reflect the unknown nature of combat, several tasks and situations throughout the game require **Command Checks** to be performed.

When a **Command Checks** is required, roll 2d10 unless the unit has a Special Ability or situation that modifies the condition. For example, units with Discipline roll 3d10 when making a **Command Check** to change formation.

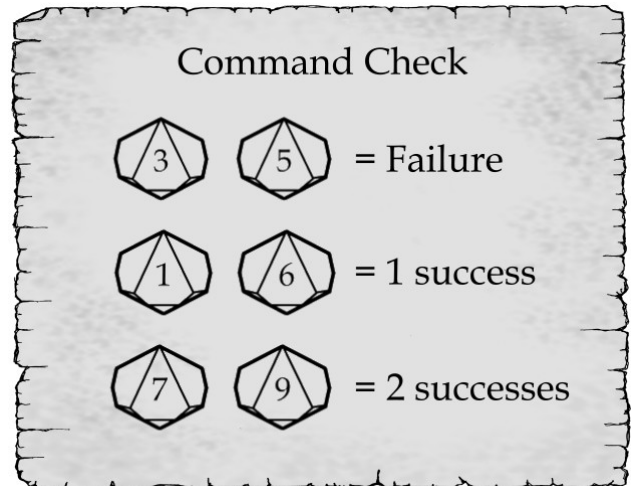
Units with Unreliable roll 1d10 for the same change formation attempt.

At least one of the die rolls must be a success (TN 6) to pass the **Command Checks**.

Units are obligated to perform a **Command Check** under the following situations:

- † When charged by an enemy unit with Charge orders that has a higher Presence. A unit failing this check retreats and incurs two **Break** tokens.
- † If engaged on the flank or rear while already engaged in hand combat. A unit failing this check incurs two Break tokens.
- † If a friendly unit within 10 cm and within LoS is removed from the game as a result of exceeding its Break Point. A unit that fails this check incurs two **Break** tokens.
- † When attempting to change formation.

Large battalions have a more difficult time passing down orders. For this reason, battalions larger than eight companies suffer -1d10 when making **Command Checks** to change formation and when attempting to remove **Break** tokens, though units always roll at least 1d10 when making a **Command Check**.



Opposed Tests

Opposed tests occur when opposing units both test with the winner being the unit with the most successes. Each die roll of 6+ is a success. In the case of a tie, then decide the winner based on the highest individual die roll. If that is also a tie, then go to the second highest, third highest, and so on until a winner is determined. If no winner can be determined, reroll all dice.

Base-to-Base

Base-to-base refers to two bases being in contact with each other by sharing an edge. A company in a battalion should endeavor to remain in base-to-base contact with another company in the same battalion, though during hand combat companies might become separated as gaps are formed or a battalion wraps around an enemy battalion. Enemy units in hand combat with each other must also be in base-to-base contact.

Base-to-Base Example

The three companies below share an edge and are thus in base-to-base contact.



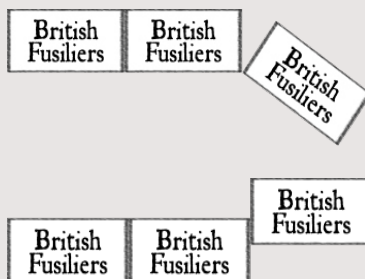
The three companies below are not sharing an edge and are thus not in base-to-base contact.



Irregular Formations

During the course of a game there may be circumstances in which companies do not maintain strict base-to-base contact or you need to intentionally arrange the company in a manner preventing base-to-base contact. Some examples are below.

In generally, these situations are allowed provided the companies are at least touching or are otherwise close together. If the companies are not close then it is best to treat them as separate units.



Whole Numbers Only

All measurements and point costs should be whole numbers. When fractions result, round them up to the nearest whole number.

Measuring

Ranged weapons, engines of war, and certain psychological conditions are limited by distance expressed in centimeters. *Ages of Conflict* permits pre-measuring. You are allowed to measure distances before deciding on a course of action.

When determining range, measure from and to the closest point of each base.

Measuring Example

Frank's mercenary crossbowmen take aim at a unit of enemy soldiers with their heavy crossbows. Heavy crossbows have a maximum range of 35 cm. Frank uses a measuring tape measuring from the closest point on the base of his crossbowmen to the closest point of his enemy's base. The enemy unit is 33 cm away - within range of Frank's crossbows.

Specific Over General

Rules occasionally conflict or contradict each other. When this happens, specific rules take precedence over general rules. Any rule that is specific to a particular weapon, armor, or special ability takes precedence over general rules.

Terminology

- † **Battalion:** A group of companies formed together into a single cohesive tactical unit.
- † **Company:** A collection of soldiers fighting side-by-side as a tactical unit. Companies are the smallest tactical unit in *Ages of Conflict*.
- † **Dice Pool:** A group of dice rolled at a single time. Dice pools are stated as #d10 in which # represents the number of dice to be rolled. For example, 6d10 means you roll 6 six-sided dice.
- † **Line of Sight:** Also referred to as LoS, determines what a unit can see.
- † **TN:** Target Number. This is the number you need to roll equal to or above when making a check.
- † **Unit:** A group of soldiers fighting as a single cohesive force. A unit can be a battalion or a single company. When the rules refer to a unit, this means all the companies that compose that unit whether a single company, multiple companies, or a single monster or hero.

Turn Sequence

The turn sequence dictates the order or phases in which the game flows. *Ages of Conflict* uses alternating actions. This means each player alternates or takes turns activating units within each phase. Alternating actions allows for players to stay more engaged in the game and more readily respond to enemy actions. You are not permitted to pass on activating a unit in any phase, unless you have no units with that order. Once a phase is over, you cannot revisit it later in the turn. If you forget or choose not to carry out an action with a unit in the appropriate phase, then that unit has lost its turn.

Alternating Actions Options

As written, *Ages of Conflict's* alternating actions sequence permits each side to take one action when control passes to that side. However, it may be beneficial to permit multiple activations if using larger than usual armies, want to allow for grander maneuvering, or if you have multiple players per side.

The turn sequence is as follows:

1. Issue Orders
2. Initiative
3. Reveal Orders and Movement
4. Combat
 - I. First Missiles
 - II. March
 - III. Hand Combat
 - IV. Second Missiles
5. End Turn

Issue Orders

All units are issued an orders token face down so that your opponent cannot see them. Units can be issued Charge, First Missiles, Change Formation, March, and Second Missile orders that are further defined in the Orders Chapter.

Players act simultaneously in the Issue Orders phase placing order tokens face down next to each unit. A unit can only be assigned one order and all units must be assigned an order. If you forget to assign a unit an order, it has lost its turn.

Initiative

Initiative determines which player acts first in each phase. Each player performs an opposed Command Check using their general's Command. If your general has been removed from play, use the Command of your highest remaining hero or 2d10, whichever is highest. Whichever player has the most successes has the choice of acting first or forcing their opponent to act first.

In a game with three or more players involved in a head-to-head battle, the play starts with whoever won initiative and then proceeding clockwise.

Reveal Orders and Movement

Orders are revealed and units moved during the Reveal Orders and Movement phase. The player who has initiative acts first by selecting a unit to activate. Flip the unit's order token over to reveal the order. Units with March or Charge orders are moved. A unit with a Change Formation order is permitted to change its formation now.

Units are only moving in this phase. No combat takes place and so units with First Missiles and Second Missile do not cast their missiles in this phase and units in hand combat do not roll to attack the enemy.

Play then passes to the next player who selects a unit to activate. Players continue alternating units to activate until all orders have been revealed. No player can pass on revealing an order on their turn unless they have no more orders to reveal and all units must take their movement when its order is revealed. You cannot activate a unit and move the unit later in the turn. However, you can choose to not carry out a unit's order.

Revealing Orders

Allie and Frank play a game pitting Allie's Egyptians against Frank's Sumerians. Orders have been issued, initiative determined, and they have moved on to the Reveal Orders and Movement phase. Frank acts first opting to flip over his archer's First Missiles orders. First Missiles orders prevent the unit from moving. The unit does not yet shoot with its bows.

Allie acts next activating his spearmen on March orders. With March orders, he moves the unit toward the enemy at either an ordinary or quick pace.

Play returns to Frank who activates his warriors with Change Formation orders. The unit adopts a skirmishing formation after a successful **Command Check**.

It's now Allie's turn again. He chooses to activate his warriors with Charge orders. The unit rushes toward the enemy at a charge pace. Play continues alternating in this fashion until all orders have been revealed.

Orders and Movement Permitted	
Order	Movement Permitted
March	Ordinary (Move), quick (Move x 2)
Change Formation	None other than to adopt a new formation.
First Missiles	None
Charge	Ordinary (Move), quick (Move x 2), charge (Move x 3)
Second Missiles	None

Combat

Combat is the heart of *Ages of Conflict*. After all your planning and maneuvering, your army must still meet the enemy in combat and drive them off the field to claim victory! Combat is completed in four waves: First Missiles, March, Hand Combat and then Second Missiles. Within each wave, players alternate activating units starting with the player with initiative. Remove a unit's order token after it has carried out its attack.

First Missiles

Units with First Missiles orders represent units who sacrificed movement for the opportunity to focus on performing a ranged attack with missile weapons.

March

Units with March orders are now permitted to cast their missiles or spells.

Hand Combat

All units engaged in hand combat with an enemy, fight in the Hand Combat phase. Units must be in base-to-base contact with an enemy unit to be in hand combat. The player with initiative selects the first combat and the first combatants. Players then alternate selecting combats until all hand combats have been resolved.

Second Missiles

Units acting in the Second Missiles phase are those with slower missile weapons, such as heavy crossbows, handgonnes, and cannons.

End Turn

The End Turn phase is the clean-up phase with the following actions:

1. Remove all issued orders.
2. Units with Break tokens roll a Command Check as the unit's leader attempts to rally the troops. Each success removes one token.
3. Units that still have Break tokens higher than their Presence are obligated to perform a Break Check.
4. Roll for any reserves entering the battle.
5. Check for spells that have a chance of ending.
6. Wizard spell casting pools replenish.



Orders

Orders represent the actions units take during battle. Orders allow your soldiers to charge into combat, attack the enemy, cast missiles, and assume more advantageous formations.

Every unit is given an order token in the Issue Orders phase. All orders are issued face down to conceal them from your opponent. If you forget to issue an order to a unit, it has lost its turn.

Change Formation

Units in *Ages of Conflict* are grouped into cohesive fighting groups called formations. During the course of the game, a unit might need to change how they are formed to better address a particular threat or terrain.

Change Formation allows a unit to adopt a new formation, such as a line, testudo, or square, or to completely rearrange itself. A unit with Change Formation orders is not permitted to move or attack, unless engaged in hand combat, and must make a **Command Check**. Units engaged in hand combat are not permitted to change formation.

If the check is successful, the unit adopts the new formation in the Reveal Orders and Movement phase. A unit that fails to adopt a formation is **Disorganized**.

With Change Formation orders your unit:

- † Adopts a different formation or is rearranged in the Reveal Orders and Movement phase.
- † Cannot move or cast missiles or spells, including missiles cast with the Independent Weapon special ability.
- † Can attack in hand combat if engaged by the enemy.

Charge

A unit with Charge orders moves with haste to cover as much ground as possible. Units moving with Charge orders are permitted to move up to their charge pace over smooth ground only. Units moving with Charge orders cannot cast missile weapons or spells, though it can enter into hand combat.

Units moving with Charge orders may be moving too quickly to hold their formation and risk losing cohesion if they do not contact an enemy at end of the move. Any unit that moves with Charge orders and does not contact an enemy at the end of the move must make a **Command Check**. Units that fail the **Command Check** are **Disorganized**.

With Charge orders your unit:

- † Moves up to its charge pace over smooth ground in the Reveal Orders and Movement phase.
- † Engages in Hand combat in the Hand Combat phase.
- † Cannot Cast missiles or spells.

Charge Orders

Frank's ax wielding mercenaries need to cross the field as quickly as possible. Frank issues the unit Charge orders to hasten their approach. The mercenaries have a Move at-tribute of 5, and so with Charge orders the unit is permitted to move up its charge pace of 15 cm over smooth ground.

If Frank's mercenaries do not engage an enemy unit in hand combat at the end of the move, then he must make a **Command check**. If the check fails, then the mercenaries are **Disorganized**.

First Missiles

Units with First Missiles orders spend their time preparing to use missile weapons. This allows them to be the first to attack. Units with First Missiles orders are not permitted to move unless compelled to do so.

Units with First Missiles orders that are engaged in hand combat can no longer act in the First Missiles phase.

With First Missiles orders your unit:

- † Casts missiles and spells during the First Missiles phase.
- † Cannot move.
- † Cannot cast missiles or spells that require Second Missiles.

First Missiles Orders

Allie has positioned his archers on a hill to take advantage of the terrain. He anticipates an enemy unit moving into range soon and issues the archers First Missiles. With this order, the archers are not permitted to move, though are permitted to loose their arrows during the First Missiles combat phase.

March

March orders allow your unit to move, move into hand combat, or move and cast missiles or spells. A unit moving with March orders is permitted to move up to its ordinary pace over rough ground or up to its quick pace over smooth ground.

With March orders your unit:

- † Moves up to the unit's ordinary pace over rough ground or up to the unit's quick pace over smooth ground in the Reveal Orders and Movement phase.
- † Casts missiles or spells in the March combat phase.
- † Engages in hand combat during the Hand Combat phase.
- † Cannot move at a charge pace.
- † Cannot cast missiles that require Second Missiles orders.

March Orders

Frank has issued March orders to a unit of spearmen. Frank activates the spearmen in the Reveal Orders and Movement phase and moves the unit forward at an ordinary pace of 5 cm. During the March combat phase Frank's spearmen are permitted to throw their spears at any enemies within range.

Second Missiles

Complex spells, heavy crossbows, cannons and other similar missile weapons may take a long while to prepare and so are the last to act in combat. Weapons requiring Second Missiles orders are noted in their description. Units on Second Missiles orders are not permitted to move unless forced, or fight in hand combat unless pressed into hand combat by an enemy.

With Second Missiles orders your unit:

- † Casts missiles and spells that require Second Missiles orders during the Second Missiles phase.
- † Cannot move or initiate hand combat.

Second Missiles Orders

Allie wants his crossbowmen to attack a unit of enemy spearmen. Heavy crossbows require Second Missiles orders to attack, as they are slow to load. His crossbowmen are not permitted to move since they were issued Second Missiles orders.

Turn Sequence and Orders Summary

It's important to understand the relationship between the turn sequence and orders. Orders determine the actions available to your units whereas the turn sequence dictates when the orders are carried out.

Below is a summary of the movement and combat permitted for each order during each phase of the turn sequence.

Orders and Actions					
Order	Actions Available During Phases				
	Reveal Orders & Movement	First Missiles	March	Hand	Second Missiles
Change Formation	Adopt a new formation	None	None	Engage in hand combat if attacked by an enemy	None
Charge	Move up to charge pace over smooth ground.	None	None	Engage in hand combat	None
First Missiles	None	Cast missiles and spells	None	Engage in hand combat if attacked by an enemy	None
March	Move up to quick pace over smooth ground.	None	Cast missiles and spells if not engaged in hand combat	Engage in hand combat	None
Second Missiles	None	None	None	Engage in hand combat if attacked by an enemy	Cast missiles and spells

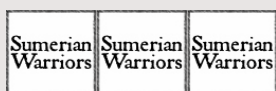
Movement

Movement in Ages of Conflict is designed to get units into combat with minimal fuss and so a bit of realism has been set aside in exchange for convenience and speed of play.

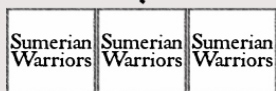
Typically, a unit may move and change facing as you like provided no part of the unit moves more than its permitted movement pace.

Moving Units

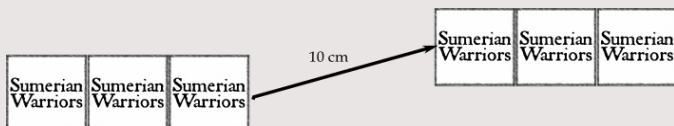
A unit of Sumerians on March orders performs a basic move of 10 cm over smooth ground. The Sumerians could perform this move frontwards or backwards.



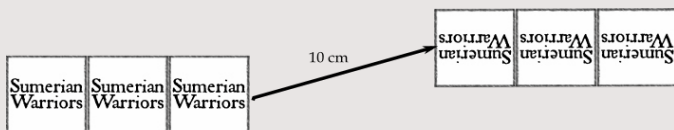
10 cm



The same unit of Sumerians moves 10 cm sideways as no enemy is within its threat zone



The Sumerians move sideways 10 cm and turn their facing.



Movement Paces

Units need to maneuver the battlefield to engage the enemy, find cover from enemy attack, and capture key positions. Three movement rates or paces are available: ordinary, quick and charge.

Ordinary Pace

An ordinary pace is the slowest pace available to units and is equal to the unit's Move attribute. Units in certain formations or moving over rough ground are restricted to their ordinary pace. Most units have an ordinary pace of 5 cm.

Quick Pace

Units moving at a quick pace can move up to twice their Move attribute pace over smooth ground. For most units this is 10 cm.

Units cannot move at a quick pace over rough ground. If any portion of a unit moving at a quick pace enters rough ground, then the unit's move is immediately reduced to a maximum move equal to its ordinary pace.

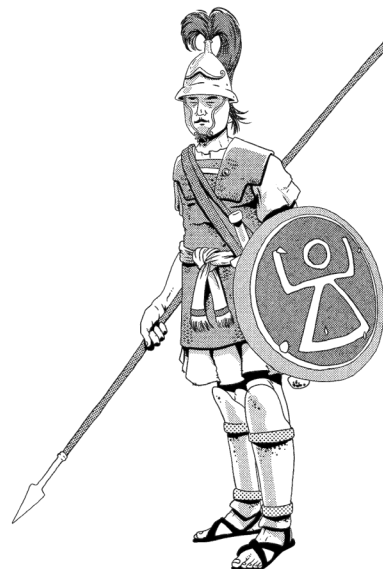
Charge Pace

The fastest pace available is charge. Units moving at a charge pace can move up to three times their Move. For most units, this is 15 cm. Units must be issued Charge orders to move at a charge pace.

Units are only permitted to move at a charge pace over smooth ground. If a unit moving at a charge pace enters rough ground, then its move pace is immediately reduced to ordinary.

Units can only move at a charge pace for a limited time before they risk losing cohesion. Units moving at a charge pace that do not enter into hand combat with the enemy at the end of the move must make a **Command Check**. The unit is **Disorganized** if the test is failed.

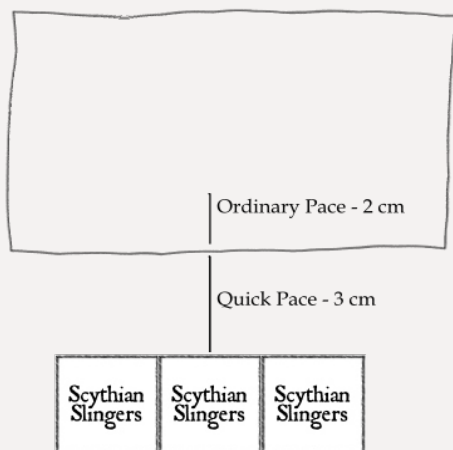
Order and Movement Permitted	
Order	Movement Permitted
March	ordinary (Move), quick (Move x 2)
Change Formation	None other than to adopt a new formation.
First Missiles	none
Charge	ordinary (Move), quick (Move x 2), charge (Move x 3)
Second Missiles	none



Moving into Rough Ground

Frank's unit of Scythian slingers move at a quick pace (10cm) for 3 cm before entering an unplowed field that counts as rough ground. Upon entering the rough ground, the Scythians immediately begin moving at an ordinary pace of 5 cm. Since the unit has already moved 3 cm, it only has 2 cm of movement remaining.

If the unit had already moved 5 cm or more before entering the field, it would come to an immediate halt upon entering the rough ground.



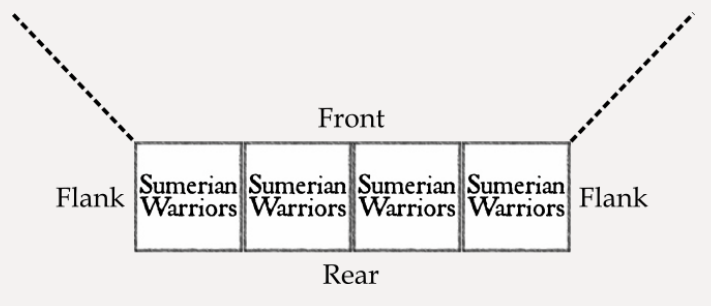
Threat Zones

As you move closer to the enemy, movement becomes more restricted. All units other than flying and burrowing units exert a threat zone of 15 cm. Movement within an enemy's threat zone is restricted as units are only permitted to move to their front and back arc.

Every unit has a defined front, flanks, and rear arc. The front arc of a unit extends out in a 45° arc and determines what the unit can see.

Front Arc

In the example below, the dashed lines represent the Sumerians front arc extending out. The Sumerians can see and target any enemy within their front arc.



Terrain's Effect on Movement

Terrain affects how units move. Units must contend with woods, marshes, fences, and so on that change the way they move about the field.

Terrain has three classifications of ground types in regard to movement: smooth, rough, and impassable. Players should agree on how to classify terrain before the game begins.

- † **Smooth:** Smooth ground typically dominates the battlefield with vast grasslands, meandering roads, etc. Units in smooth ground can move at any pace.
- † **Rough:** Rough ground is more difficult to move through. Examples of rough ground include light woods, hill sides, shallow rivers, low fences and marshes. A unit that starts its move in rough ground is limited to its ordinary pace. A unit that enters rough ground during its move is immediately reduced to a maximum of its ordinary pace.
- † **Impassable:** Impassable ground is that which units cannot move over. Examples of impassable ground include fast flowing rivers and pools of molten rock.

Terrain Types	
Terrain	Type
Open field	smooth
Road	smooth
Light brush	smooth
Fences and low walls	rough
Woods	rough
Buildings	rough

Accidentally Engaging an Enemy

If your move accidentally ends with one of your units in base-to-base contact with an enemy that you don't wish to engage in hand combat, instead move about 1 cm away from the enemy unit so it will be easily determined that the units are not engaged.

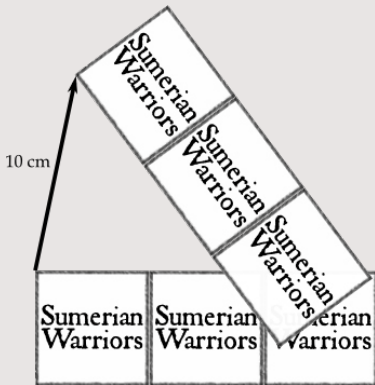
Wheeling

Wheeling is the act of a unit turning by anchoring one flank while the opposite flank moves in a swinging gate fashion. It might be necessary to wheel if you need to move in a certain direction while within an enemy's Threat Zone.

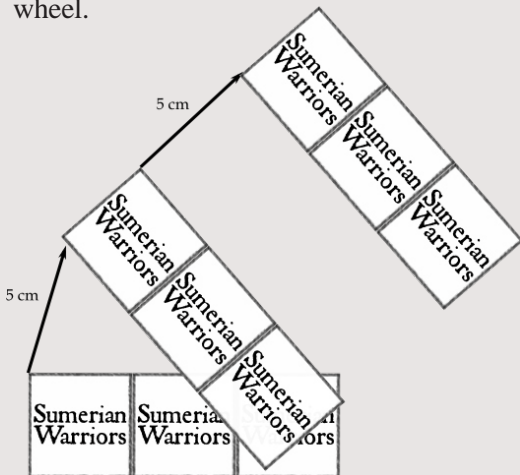
To wheel a unit, move the company on the unit's flank in a circular fashion up to its movement pace. If your unit needs to wheel to the right, then you'll move the company on the left flank. If your unit wheels to the left, then you'll move the company on the right flank. You then move the remaining companies.

Wheeling

The Sumerians in the example below are within an enemy unit's threat zone. Since they are within an enemy's threat zone, they can only move within their front or back arc. To move right to face the incoming enemy, the Sumerians wheel by moving the far left company 10 cm, while the far right company pivots to keep the line.



If the Sumerians choose to wheel only 5 cm, they could continue moving forward after executing the wheel.



Combining Units

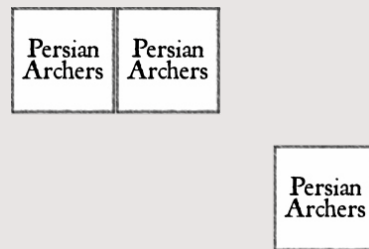
To combine units, issue one Change Formation orders and the other March orders. Move the unit with March orders to make base contact with the unit with Change Formation orders. Make a **Command Check** when the unit with Change Formation orders is activated. If the check is successful, combine the units into a single battalion. If the check fails, the units remain as separate units.

Dividing a Unit

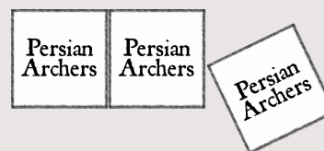
A unit consisting of more than one company can be divided. To divide a unit, issue the company(ies) you wish to divide from the others a separate order. If you are dividing a unit with **Break** tokens, then divide the **Break** tokens between the divided units as evenly as possible.

Combining Units

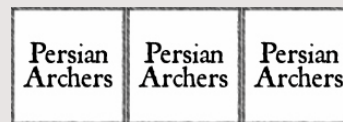
Two units of Persian archers move toward the enemy.



The Persian commander wants to combine the units to make them stronger. The unit with two companies is issued Change Formation orders while the lone company of Persian archers is issued March orders and moves to make contact when activated.



Later, the unit with Change Formation orders is activated and makes a Command check. The check is successful and so the companies are lined up to combine into a single unit.



Formations

Tactical formations define how soldiers are arranged to best fit the circumstance. For example, a unit that wants to bring as many companies into combat as possible can adopt a line formation while a unit that readies itself for an enemy charge might adopt a shield wall.

Units are permitted to start the game in any formation. Units that need to change formation during the game must be issued Change Formation orders and cannot move, use missile weapons, or initiate hand combat during the turn.

Changing formation also requires a **Command Check**. A unit that fails the **Command Check** loses its turn having spent the turn attempting to form, though ultimately failing. A unit that fails to adopt a formation becomes **Disorganized**.

A unit with Change Formation orders that is engaged in hand combat prior to carrying out its order is not permitted to change its formation.

Tokens have been provided for all formations other than the line formation to help you remember the formation a unit has taken as it isn't always obvious. When a unit adopts any formation

other than line, place the appropriate formation token near the unit.

Not all formations are appropriate for all genres. The table below lists the formations that are recommended for use with each genre. The core book describes rules for all the formations listed in the table. The rules for Line and Skirmishing are included here.

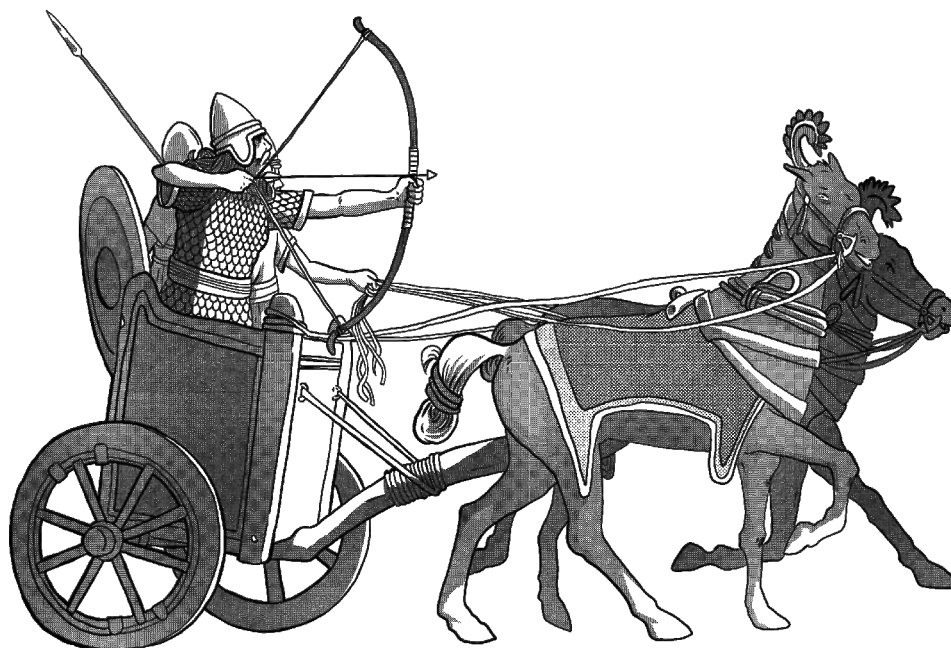
Formations and Genres	
Formation	Genres
Column	black powder
Line	historical, fantasy, black powder
Phalanx	historical, fantasy
Shield Wall	historical, fantasy
Skirmishing	historical, fantasy, black powder
Square	black powder
Testudo	historical, fantasy

Line

A line formation is the most common formation used in combat. In this formation, companies are lined up in a long line to create as much frontage as possible. Line formations do not observe any particular rules. However, by their nature, line formations allow for greater firepower and extends the unit's flanks.

Example of a Persian warrior unit in a line formation.

Persian Warriors	Persian Warriors	Persian Warriors	Persian Warriors	Persian Warriors	Persian Warriors
------------------	------------------	------------------	------------------	------------------	------------------



Skirmishing

Skirmishing units move about the battlefield in a loose formation rather than in well-defined columns and ranks. Skirmishers are typically lightly armored troops with ranged weapons, such as bows and slings. They are used to screen movement of other units, guard flanks, and to harass the enemy with missile weapons before retreating.

Skirmishers observe the following rules:

- † Receive +1 Defense TN against missile weapons.
- † Can move up to their quick pace over rough ground.
- † Are not required to check for becoming Disorganized after moving at a charge pace.
- † Have a 360° field of vision with which to target enemy units with missile weapons.
- † Suffer -1d10 to Hand and Ranged.
- † -1 Defense TN when engaged in hand combat.

Flying

Most combatants moving on the battlefield are forced to contend with terrain and other difficulties. A few combatants are able take to the air, powered by wings, mechanics or magic, to avoid those obstacles.

The core rule book will have detailed rules for flying units, including changing elevation, targeting flying units, flyers targeting ground units, and combat between flyers.

Combat

Combat is the heart of *Ages of Conflict*. After all of your planning and maneuvering, your army will combat the enemy and drive them off the field to claim victory!

Terrain and Deployment

Ages of Conflict takes place on a playing surface representing a field of battle. Small battles can be played on a 4' x 4' surface. However, larger surfaces will allow you to create larger and more epic battles.

Terrain brings your battles to life by emulating true life scenarios for your armies to use as cover or to slow your enemies.

Terrain

Commanders try to find terrain that grants them an advantage, such as high ground or rivers to help protect their flank, or woods to mask movement. Battlefield terrain helps simulate those situations by affecting line-of-sight, cover, and movement.

Place terrain prior to determining where the armies will be placed to minimize any one side from gaining too much of a tactical advantage.

Terrain can be set up in three ways.

- † Players take turns placing terrain, such as a hill or forest. Though this can lead to some challenges with rivers, roads, and settlements.
- † Place the terrain as you and your opponent see fit, agreeing on the battlefield arrangement and deciding on deployment zones afterward.
- † If playing a scenario or recreating a historical battle, place the terrain to best recreate the situation.

Whatever option you elect, the goal is to not give any one side of the board too much of an advantage over the other, unless you plan to recreate a scenario that calls for an imbalance, such as a smaller army defending a fortified position against a much larger army.

Line of Sight

A unit attacking with ranged weapons must first establish line-of-sight (LoS). LoS determines whether the attacking unit can see its target. If LoS cannot be established, the attacking unit cannot attack its intended target.

Some terrain completely blocks LoS, while other terrain grants cover without prohibiting LoS. To establish LoS, trace a line between the center of the attacking company's base to the center of the target company's base. If you can successfully trace the line without it crossing terrain that prohibits LoS, then clear LoS can be established.

Elevated Terrain

Elevated terrain is that which is higher than surrounding terrain. The most common example is a hill.

Elevated terrain permits LoS over some terrain that would otherwise be prohibited in a flat area. For example, missile units stationed on a tall hill might be capable of targeting units stationed behind a much lower hill, hedgerow, or small building. Players should agree on how elevated terrain affects LoS prior to the start of the battle.

Terrain Cover

Your target won't always be in a wide-open plain. Terrain, such as buildings, walls, and other units often partially conceal your target. If your target is adjacent to or within terrain that provides cover, though the cover does not prohibit LoS, then your target gains a Defense bonus from the cover. Likewise, an attacking unit must be adjacent to the interposing terrain to cast missiles over it.

Terrain cover has two types: soft and hard. Soft terrain is typically porous or soft material, such as brush, sparse woods, and some fences. Soft terrain offers some cover, though it's minimal. Hard terrain offers better protection and includes rock walls and thick woods. Players should agree on how to classify terrain before the game begins.

Each terrain type has a Defense bonus associated with it. Soft terrain confers + 1 Defense TN and hard confers +3 Defense TN. A unit taking advantage of cover adds the Defense TN to their own.

Cover bonuses stack, so if a unit's attack traverses a friendly skirmishing unit (soft cover for +1 Defense TN) and a wall (hard cover for +3 Defense TN), the defending unit receives both Defense bonuses, for a total of +4 Defense TN.

Woods

Woods offer protection from enemy missile units and can help shield movement. Units within thick woods (hard cover) cannot be targeted if they are more than 1 cm deep and likewise cannot attack from within the woods if further than 1 cm from the edge.

Sparse woods (soft cover) grant soft cover from missile attacks.

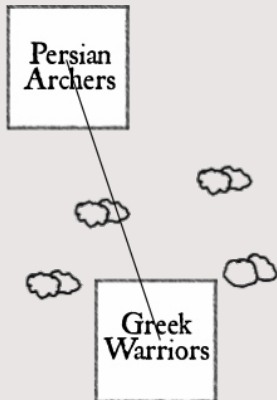
Woods should be classified as either soft or hard prior to starting the game.

Terrain and Line-of-Sight

Terrain	Type	Defense Bonus	Prohibit LoS
Light Brush	soft	+1	no
Porous Fences	soft	+1	no
Sparse Woods	soft	+1	no
Skirmishing Units	soft	+1	no
Solid Fences	hard	+3	no
Low Rock Walls	hard	+3	no
Buildings	hard	+3	yes
Thick Woods	hard	+3	yes
Units	hard	+3	yes
Water	none	0	no

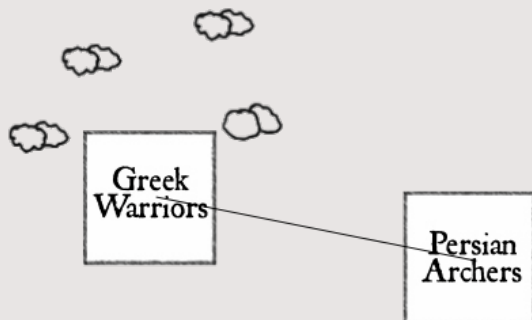
Cover

A unit of Persian archers takes aim at a nearby group of Greek warriors. Normally the warriors Defense TN is five, though they take cover behind nearby light brush. Light brush grants a cover bonus, though does not prohibit LoS. The Greek warriors add one to their Defense for a total Defense TN of six.



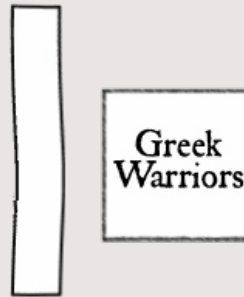
Cover

The Persian archers move to a better vantage point. Even though the Greek warriors are adjacent to the light brush, they no longer receive a cover bonus as the archers can trace clear LoS to the Greek warriors.

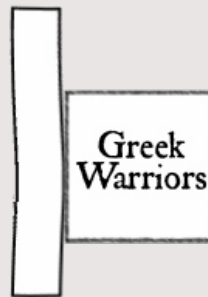


Cover

Even though the Greek warriors are near the wall, they are not adjacent to it and so do not receive a cover bonus.



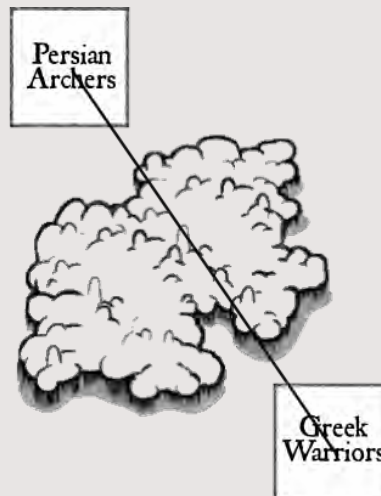
The Greeks move closer to the wall and are now adjacent to it allowing them to claim cover from the wall.



Line of Sight

A unit of Persian archers takes aim at a nearby group of Greek warriors. The archers LoS is obstructed by thick woods that count as hard cover, which block LoS preventing the archers from targeting the warriors.

If the woods were classified as soft cover, the Persians could target the Greeks, though the Greeks would receive a cover bonus to their Defense.



Deployment Zones

Each player must deploy their army prior to starting the battle. The area in which armies are placed is known as the deployment zone.

The type of game being played determines the size and location of the deployment zone.

In a standard pitched battle, the deployment zones are on opposite sides of the board. The exact size of the deployment zone is up to the players, though 40 cm is recommended. With a 40 cm deployment zone, your army must be placed no further than 40 cm from the edge of the battlefield.

Scenario games or games that reenact historical battles sometimes demand different deployment zones. For example, in an ambush scenario one army could be deployed in the center of the table with the other being deployed to the flanks.

Deploying Armies

After placing terrain, each player rolls a d10. Whoever rolls higher decides which player places their first unit. The players then take turns placing units in their respective deployment zone.

Combat Basics

This section details concepts that apply to all aspects of combat.

Kill Numbers

All weapons have a kill number associated with them. The more lethal the weapon, the higher the number. Some ranged weapons, such as bows and crossbows have a kill number of zero at long range, which represents their primary use is to cause disruption. Kill numbers for hand weapons begin at two as they are more likely to result in casualties.

Casualty Checks

Casualties represent soldiers cut down, too injured, too fatigued to continue fighting and those who flee.

A company is subject to a **Casualty Check** any time an enemy unit makes a successful attack against it.

To make a **Casualty Check**, roll a **Command Check** with a TN of 5+ the number of successful attacks. If the check succeeds, the company absorbs the attack with no ill effects.

A company that fails the **Casualty Check** but does not roll equal to or lower than the weapon's kill number results in the battalion to which the company belongs to receiving a **Break** token.

A company that fails the **Casualty Check** and rolls equal to or lower than the weapon's kill number is removed from the game as a casualty. Friendly units within 10 cm and with LoS to a unit that is removed due to a failed **Casualty Check** must make an immediate **Command Check** receiving two **Break** tokens if the check fails.

Casualty Check Results	
Casualty Check Roll	Result
Equal to or higher than TN	Nothing
Less than TN, though higher than weapon kill number	Battalion receives a Break token
Equal to or lower than the weapon kill number	Company is removed from play

Casualty Checks

A unit of Persian archers attacks a unit of enemy Greek warriors with three successful attacks. The Greeks must make a **Casualty Check** with a TN of eight (5 + 3 successful attacks). The Greeks roll 2d10 for their **Casualty Check** resulting in an eight and one, a success as the eight is equal to or greater than the TN.

Later, the same Greek warriors engage the Persians in hand combat. The Greeks attack with two successes forcing the Persians to make a **Casualty Check** with a TN of seven (5 + 2 successful attacks). The Persians roll 2d10 resulting in a five and three. This is a failure, though above the weapon's kill number, resulting in the battalion receiving a **Break** token.

Removing Casualties

Companies that fail a **Casualty Check** and also roll equal to or lower than the weapon's kill number are removed from the game. If the casualty is due to ranged combat, then the player controlling the unit that sustained the casualty is permitted to choose which specific company to remove from those that are eligible targets.

If the casualty occurred during hand combat, then ideally remove the specific company that failed the **Casualty Check**. The exception to this is if the company removed results in the units no longer being in hand combat. The best example of this is if the lead company in a column is to be removed as a casualty. Instead of removing the lead company, remove the company in the rear to maintain the combat.

Casualties

A company removed from play due to failing a **Casualty Check** doesn't necessarily mean the entire company has been annihilated or ran from the field. Rather, removing the company represents the overall reduced effectiveness of the unit due to casualties, fatigue, or soldiers fleeing.

Removing Casualties

Celt slingers pelt Norman warriors with sling bullets. The Celt player attacks, though only companies within range are valid targets. After the Celts are finished attacking, the Normans are allowed to select the specific companies that are removed as casualties.

Norman Warriors	Norman Warriors	Norman Warriors	Norman Warriors	Norman Warriors
-----------------	-----------------	-----------------	-----------------	-----------------

Celt Slingers	Celt Slingers	Celt Slingers
---------------	---------------	---------------

Later, the Normans engage Celt fanatics in hand combat.

Norman Warriors	Norman Warriors	Norman Warriors	Norman Warriors	Norman Warriors
	Celt Fanatics	Celt Fanatics	Celt Fanatics	Celt Fanatics

The Normans sustain the loss of two companies. Since the casualties were sustained in hand combat, the specific companies that failed the Casualty Checks are removed.

Norman Warriors		Norman Warriors	Norman Warriors
	Celt Fanatics	Celt Fanatics	Celt Fanatics

Break Point

All units have a **Break Point** that represents the unit's ability to absorb the stress and fatigue of combat. A unit's **Break Point** is equal to its current Presence. This means that a unit's **Break Point** lowers as that unit suffers casualties and companies are removed.

A battalion receives a **Break** token any time a company within the battalion fails a **Casualty Check**, though rolls higher than the attacking unit's weapon kill number.

Accumulating Break Points

Units can only sustain so much before they give into the stress of combat. To reflect this, any unit that has **Break** tokens equal to their **Break Point** are prohibited from advancing toward the enemy. These units can still engage in hand combat and are still permitted to cast missiles.

If a unit is over their **Break Point** at any time during the End Turn after attempting to remove **Break** tokens (See Removing **Break** tokens below.), the unit is broken and must make a **Break Check**.

If the check succeeds, the unit retreats.

If the **Break Check** fails or if the unit cannot retreat (e.g. Unit is engaged in the front and rear cannot fall back.), the unit routs from the battle and is immediately removed from the game.

Retreating

A retreating unit moves away from the immediate threat at the fastest movement pace possible given the ground and also ignoring enemy Threat Zones. If this move happens to move the unit off the table, then it has routed from the field and is removed from the game. Retreating units should generally retreat in the direction they came, though also not toward enemy units.

Units that are retreating are not issued an order at the beginning of the turn, are not permitted to attack, including with Independent Weapon, and are **Disorganized**.

If a company cannot retreat with the rest of its unit for whatever reason, then it is removed as a casualty instead.

Retreating

Confederate Zouaves are engaged with Union infantry.

Union Infantry	Zouaves	Zouaves	Zouaves
	Union Infantry		

The Zouaves retreat.

Union Infantry	Zouaves
	Union Infantry

Zouaves	Zouaves
---------	---------

One of the Zouave companies is not able to retreat with the others and is thus removed as a casualty.

Union Infantry	
	Union Infantry

Zouaves	Zouaves
---------	---------

Following Up

Enemy units can follow up on a unit that is retreating to ensure the unit doesn't rally and return to the battle. A unit that is retreating is already on the precipice of a complete rout. For that reason, if an enemy unit subsequently moves into hand combat with a unit that is retreating, the retreating unit routs and is removed from the game.

Removing Break Tokens

Units with **Break** tokens have an opportunity to remove them in the End Turn phase by making a **Command Check** that represents the unit's leader rallying the troops. One **Break** token is removed for each success.

<h3>Following Up</h3> <p>The Confederate Zouaves are falling back from the Union infantry.</p> <div style="display: flex; justify-content: space-around; align-items: center;"><div style="border: 1px solid black; padding: 2px; margin: 5px;">Union Infantry</div><div style="border: 1px solid black; padding: 2px; margin: 5px;">Union Infantry</div><div style="border: 1px solid black; padding: 2px; margin: 5px;">Zouaves</div><div style="border: 1px solid black; padding: 2px; margin: 5px;">Zouaves</div></div>
<p>On the next turn, the Union infantry are issued Charge orders allowing them to catch the Zouaves.</p>
<div style="display: flex; justify-content: space-around; align-items: center;"><div style="border: 1px solid black; padding: 2px; margin: 5px;">Union Infantry</div><div style="border: 1px solid black; padding: 2px; margin: 5px;">Union Infantry</div><div style="border: 1px solid black; padding: 2px; margin: 5px;">Zouaves</div><div style="border: 1px solid black; padding: 2px; margin: 5px;">Zouaves</div></div>
<p>Since they were falling back and subsequently engaged in hand combat, the Zouaves are removed from the game.</p>
<div style="display: flex; justify-content: space-around; align-items: center;"><div style="border: 1px solid black; padding: 2px; margin: 5px;">Union Infantry</div><div style="border: 1px solid black; padding: 2px; margin: 5px;">Union Infantry</div></div>

Critical Success

When attacking, if at least one roll results in a ten, the attack is deemed a critical success and automatically inflicts one **Break** token on the enemy. This is in addition to whatever results from the **Casualty Check**. Only one **Break** token is inflicted regardless of how many tens are rolled.

Ignore Panic

Some units are unaffected by the actions of others. For example, a group of overconfident knights would not be cowed by peasants fleeing the battle. For this reason, units

that do not possess the Unreliable special ability ignore Unreliable units that are removed due to failing a **Casualty Check**.

Disorganized

Disorganized units are suffering from a lack of cohesion as a result of:

- † A unit that retreats due to reaching its Break Point is Disorganized.
- † A unit that fails its Command Check when charged by an enemy unit with a higher Presence is Disorganized.
- † A unit that attempts to adopt a formation and fails is Disorganized.
- † A unit that moves at a charge pace failing to contact an enemy unit and fails its Command Check is Disorganized.
- † A unit that halts a charge and fails its Command Check is Disorganized.

Disorganized units observe the following rules:

- † Suffer -1d10 to Hand and Ranged.
- † Are not in any specific formation and cannot benefit from any formation regardless of how the unit is arranged.
- † Units lose their formation.
- † Not required to become organized and are free to continue to move and engage in combat, though cannot adopt a formation unless issued a Change Formation order.



Ranged Combat

Ranged combat takes place when the opposing units are not in base-to-base contact. Ranged combat is carried out with weapons that have a range listed, such as bows, thrown weapons and crossbows. Units armed only with hand weapons cannot take advantage of ranged combat.

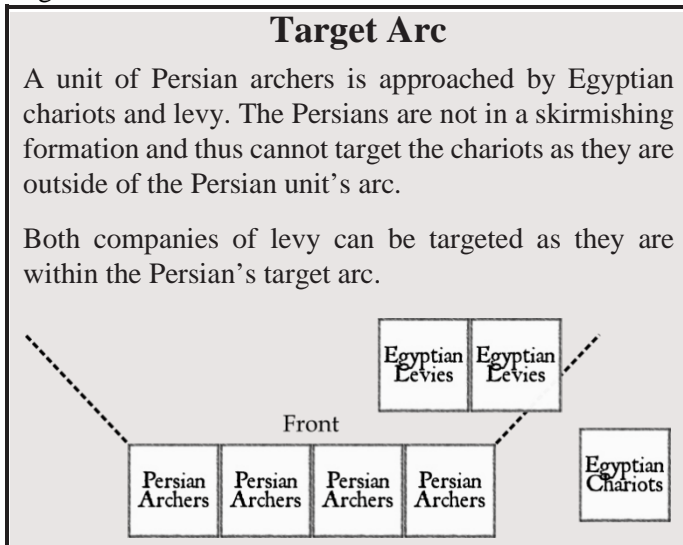
Nominating Targets

To nominate your target, first select the enemy unit you want to attack. Only enemy units within range and to which you have LoS are possible targets. Attacks are carried out individually by company, so you need to determine range and LoS per attacking company.

Target Arc

Units have a target arc that determines who they can target. This is typically the attacking unit's front arc.

To determine a unit's target arc, draw two lines at a 45° angle originating from the corner of the unit. Any enemies within at least 50% of that arc and within range can be targeted. Skirmishers have more freedom of movement and thus can target any enemy within range regardless of the target arc.



Weapon Ranges

Ranged weapons typically have two ranges associated with them: short and long. Attacks at longer range are less effective than those made at a shorter distance. When determining range, measure from the attacking unit's nearest edge or corner to the target unit's nearest edge or corner.

Range must be established for each individual company within the unit performing a ranged attack.

Resolving Ranged Combat

The attacking unit follows the steps below to carry out a Ranged attack:

1. Nominate your target.
2. Establish LoS and range to determine what companies the unit can attack.
3. Perform a ranged attack for each company within the attacking unit using their Ranged attribute.
 - I. Each roll that is equal to or greater than the defending unit's Defense TN is a success.

The defending unit follows the step below to defend against a Ranged attack:

1. Make a **Casualty Check** for each successful attack. The **Casualty Check** TN is 5+ the number of successful attacks.
2. Place **Break** tokens and remove casualties as necessary.

Only companies that were eligible targets can be removed as casualties.

Ranged Combat

A battalion of three companies of mercenary musketeers armed with smoothbore muskets takes aim at a battalion of four companies of enemy warriors. The field is clear of any cover and the enemy is within LoS.

Range is measured resulting in three of the warrior companies being within long range of the mercenaries. The fourth company of warriors is out of range and thus cannot be targeted.

The mercenary's base Ranged is 3d10. The warriors have a Defense TN 5.

Each of the three mercenary companies rolls 3d10 with the goal of rolling 5+ on each die. The first company rolls: 3, 5, 8 for two successes. The second: 4, 8, 10 for two successes. The third: 2, 3, 7 for one success.

The targeted warriors must make three **Casualty Checks**. The TNs for the **Casualty Checks** are 7, 7, and 6 (5+2 successes, 5+2 successes and 5+1 success). The warriors roll 2d10 for each **Casualty Check**. The first check fails with rolls of 3 and 3. The second check is a success with rolls of 7 and 3. The third check fails with results of 1 and 2.

One of the warrior companies is removed from the game as a casualty (The kill number for a smoothbore musket is a two.), while the other failure results in a **Break Point** for the battalion.

Hand Combat

Hand combat occurs when opposing units are in base-to-base contact fighting with spears, maces, swords and other handheld weapons. Units in hand combat cannot use ranged weapons, unless the weapon description states otherwise. Hand combat between units occurs simultaneously and so companies removed due to **Casualty Checks** are still given the opportunity to attack.

Determining Who Can Fight

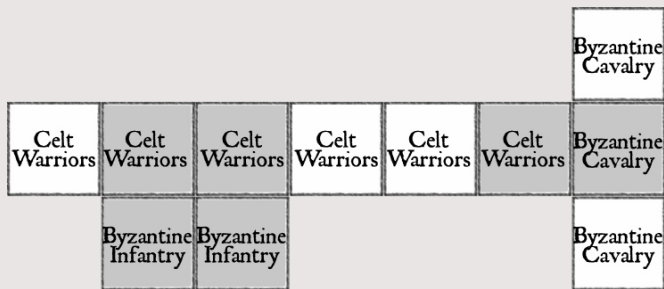
When using companies of the same base size, they will typically line up evenly. When using different base sizes, it's necessary to keep conditions fair and not permit smaller bases to achieve an advantage. The number of companies that can attack in hand combat must be equal in number. The exception is if a unit is engaged on multiple flanks.

Determining Who Can Fight

In the combat below, one player uses bases with 40 mm frontage and the other player has bases with 60 mm frontage. The battalions are limited to two attacking companies each even though the two 60 x 30 mm bases touch three enemy companies.



In the example below, a battalion of Celt warriors is assailed by Byzantine infantry and cavalry. The Byzantine infantry and Celt warriors shaded gray can fight each other. The Celt warriors and Byzantine cavalry shaded gray can also fight each other.



Why Limit Who Can Fight?

Limiting who can fight is a concession to the state of miniature wargames. No uniform basing standard exists. Popular sizes include 40 x 40 mm, 60 x 30 mm, and 40 x 20 mm, though other sizes are also used. Limiting the combatants to equal number of companies is an attempt to bring some order to the chaos.

Issuing Orders While in Hand Combat

Units engaged in hand combat are issued orders in the Issue Orders phase as normal. Units engaged in hand combat should be issued March or Charge orders to allow companies not in base-to-base contact to move into hand combat if desired.

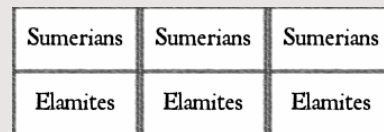
Moving While Engaged in Hand Combat

Units engaged in hand combat are permitted to move companies that are not in base-to-base contact with an enemy. This allows unengaged companies to move into gaps and encircle smaller units.

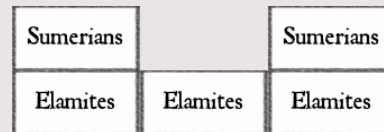
Assuming the unit was issued Charge or March orders, move unengaged companies as normal during the Reveal Orders and Movement phase.

Moving While Engaged in Hand Combat

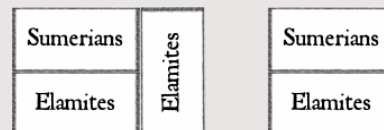
In the combat below, Elamites and Sumerians are engaged in hand combat.



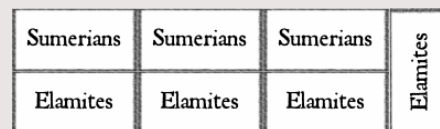
The middle Sumerian company is removed as a casualty during the Hand Combat phase



The Elamites are issued March orders during the next turn and move into the gap during the Reveal Orders and Movement phase. As the Elamites are within the Sumerian Threat Zone, they can only move within their front or back arc necessitating a wheel to engage the Sumerians.



Alternatively, if the Elamite unit was larger, then an unengaged company on the left or right flank could wheel to engage.

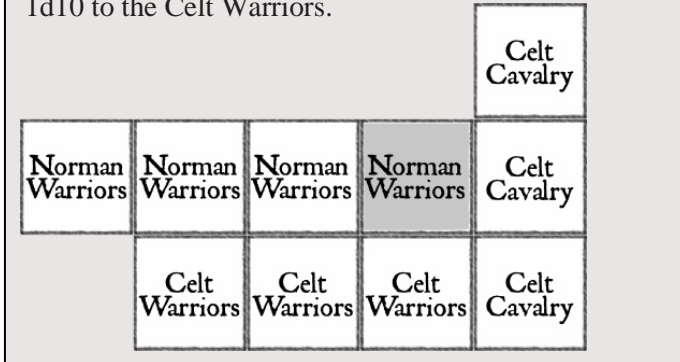


Outnumbering

A company could find itself facing multiple enemy companies in a single fight. When this is the case, the player with initiative determines which units to resolve first. Keep in mind that all combat is simultaneous and casualties are not to be removed until all combatants have fought. The outnumbered company must decide how to split their Hand attack between the enemy units.

Outnumbering Example

In the example below, a battalion of Norman warriors is attacked by Celt warriors and Celt cavalry. The shaded Norman warriors must decide how to split up their Hand attack between the Celt warriors and cavalry. For example, the Normans could use their entire 4d10 Hand attack against the Celt Warriors or Celt Cavalry, or allocate 3d10 to the Celt Cavalry and 1d10 to the Celt Warriors.



Attacking Flanks and Rear

Attacking a unit in the flank or rear can swiftly end a fight, as the unit may believe their entire army to be surrounded. Any unit engaged in hand combat from the rear or flank must make an immediate **Command Check**. A failed check results in two **Break** tokens issued to the unit.

Disengaging from Hand Combat

Units engaged in hand combat can attempt an orderly withdrawal to leave hand combat. This represents a unit taking advantage of a momentary lull in fighting to conduct a retreat.

Any unit can attempt an orderly withdrawal after the combat is over by making a **Command Check**. If successful, the unit makes an immediate move backwards at an ordinary pace. A unit failing its **Command Check** remains engaged.

Any company engaged in the rear as well as the front cannot disengage.

Moving into Hand Combat

Your units can move into hand combat with an enemy if issued Charge or March orders. You must establish LoS to the enemy unit before you declare it as your target.

There is a risk that the unit you wish to enter combat might not want to do so. After declaring your target, compare each unit's current Presence. If the target unit has a higher Presence, then your attacking unit must make a **Command Check**. If the test fails, your unit refuses to move as they are too intimidated by the enemy and that unit's activation comes to an immediate end. You can try again on the next turn. A unit that has already engaged a unit once, will never have to make another **Command Check** when engaging that same unit.

Moving units into hand combat sometimes requires a bit of compromise. The overall goal is to engage the opposing units as much as possible.

Moving into Hand Combat

A small unit of warriors with a Presence of 3 desires to engage a unit of enemy warriors with a Presence of 6. Since the enemy unit has a higher Presence, the warriors must make a Command check. The test is successful, and they are moved to engage the enemy.

Moving into Hand Combat Example

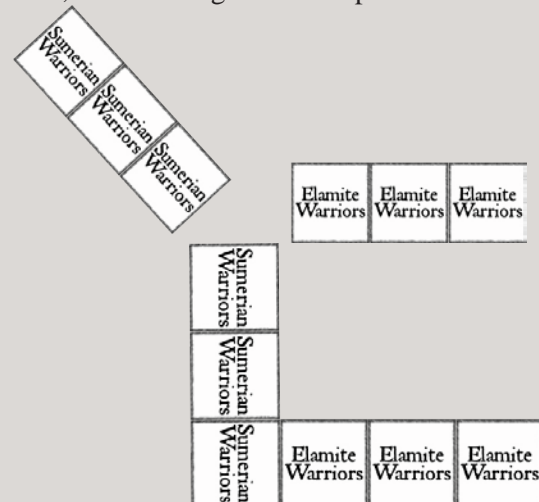
Below, the Sumerian and Elamite units are within the others front arc and can move into hand combat.



In this example, neither unit is within the other's front arc, though are within each other's Threat Zone.



Before moving into hand combat, one of the units must move into position. Since they are within each other's Threat Zone, they are only permitted to move within their front or back arcs, necessitating a wheel or pivot to move into hand combat.



Charge

A unit moving into hand combat with Charge orders is typically undertaken in an attempt to terrify the enemy into fleeing the battle.

Charging an enemy with a perceived larger and more formidable force is often used as a shock tactic. The charging unit's main goal is to cause the enemy to waver and flee prior to the two units meeting. The typical example is a large unit of heavily armored knights galloping at full speed into a mass of lightly armed and armored infantry with questionable morale. The sheer sight of the knights charging with lances ready might be enough to force the infantry to flee.

When charging a unit with Charge orders, compare the Presence of the two units. If the charging unit has a higher Presence, the target unit must make **Command Check**, even if the target unit is already engaged in hand combat. If the check fails, the unit immediately retreats and is issued two **Break** tokens.

The charging unit is allowed to continue its charge and follow up. If the charging unit's follow up movement allows it to catch the falling back unit, then the retreating unit is routed and removed from the game.

Presence and Charging

Norman warriors charge a smaller unit of Celt warriors with Charge orders. The Norman battalion has a total Presence of four. The Celts have a Presence of two. Since the Normans have a higher Presence and charged the Celts, the Celts are obligated to make a **Command Check**.

Norman Warriors	Norman Warriors	Norman Warriors	Norman Warriors
-----------------	-----------------	-----------------	-----------------

Celt Warriors	Celt Warriors
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The Celts roll 2d10 for their **Command Check** failing with a 4 and 2. With a failure, the Celts immediately retreat and are issued two Break tokens.

Norman Warriors	Norman Warriors	Norman Warriors	Norman Warriors
-----------------	-----------------	-----------------	-----------------

Celt Warriors	Celt Warriors
---------------	---------------

Break	Break
-------	-------

Halting a Charge

A unit charging into combat with Charge orders does not always intend to engage in hand combat. Often their goal is to cause their target to panic and flee the field, allowing them to be easily ridden down.

To halt their charge prior to engaging the enemy, make a **Command Check**. If successful, the chargers come to a halt halfway from their target. If the test is failed the chargers still halt, though they are **Disorganized**.

Summary of halting a charge:

1. Charging unit declares their target.
2. Target decides on their reaction to the charge.
3. Charging unit decides to halt the charge or continue.

Halting a Charge

A unit of Crusader Knights charges a unit of Persians. The knights have a higher unit Presence, forcing the Persians to make a **Command Check**. The Persians pass the test and choose to hold.

The knights elect to halt the charge, not wishing to enter hand combat with the Persians. The knights make a **Command Check**, which they fail. The knights started 8 cm away, and so the charge comes to a halt 4 cm away with the knights **Disorganized**.

Persian Warriors	Persian Warriors	Persian Warriors
------------------	------------------	------------------

Crusader Knights	Crusader Knights	Crusader Knights
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March

A unit with March orders is more cautiously approaching the enemy as they enter hand combat. At any point prior to entering base-to-base contact, the advancing unit can make a single attack with their thrown weapons once they are within range. This attack occurs immediately and outside of the normal turn sequence.

Responding to Enemy Encroachment

A unit that is the target of an enemy moving into hand combat has a few options available, if it does not flee when charged with Charge orders.

Cast Missiles

Units armed with missile weapons and not already engaged in hand combat, can use the weapons against an attacking enemy. Units on March orders can make a Ranged attack at -1d10, as they are unprepared. Units on First Missiles orders are more prepared and thus can cast their missiles as normal. Units with Second Missiles orders cannot cast missiles as a response to an

enemy unit. Units casting missiles at a charging enemy typically wait until the charging unit is as close as possible, though this is up to the responding player.

A unit that responds by casting missiles flips over its order token and cannot cast missiles later in the turn, though does not count as an activation.

Counter Attack

Units that have not been activated and were issued March or Charge orders can counter attack or counter charge the approaching enemy. Counter attacking does not count as a unit activation.

A unit with a lower Presence that was charged and failed their **Command Check** is not allowed to counter attack as they are too busy retreating. Conversely, if the unit did pass its **Command Check** due to having a lower Presence, then it would not need to check again to counter attack.

To simulate the counter attack of units with the same order and movement pace, move the units so that they meet about halfway between where they started their moves. If one unit is able to move further due to moving at a faster movement pace or has a higher Move attribute, then move that unit further.

Fall Back

The unit can voluntarily fall back. This is a useful tactic if the enemy is too strong to meet in hand combat or the target wishes to deceive the attacking unit, perhaps drawing it into a trap.

A unit that responds by falling back is immediately moved backwards at whatever movement pace desired and permitted by the ground. If the falling back unit moves at a Charge pace then it must make a **Command Check** becoming **Disorganized** if the check fails.

Additionally, the unit's original order is discarded if it hasn't already been activated and is not permitted to attack, including with Independent Weapon.

The charging unit is allowed to pursue the unit that is falling back by following up. If the unit's follow up allows it to catch the falling back unit, then the falling back unit is issued two **Break** tokens.

A unit that is already engaged in hand combat must pass a **Command Check** to fall back. If the test is failed, the unit remains engaged in combat.

Hold

The unit responds by bracing itself for the inevitable clash. This is the default response, if no other action is taken.

Units that hold can attempt a formation change as a response. A unit that was issued Change Formation orders can attempt to carry out the formation change prior to the units engaging.

A unit that was not issued Change Formation can still attempt to change their formation, though this is a hasty action and so the unit is at -1d10 for the **Command Check**.

Resolving Hand Combat

Below is a summary of entering hand combat during the Movement phase:

1. The attacking unit declares its target.
2. If the attacking unit engages with Charge orders, compare the Presence of the two units involved. If the charging unit has a higher Presence, the target unit must make a **Command Check**.
 - I. If the Check fails, the unit retreats and is issued two **Break** tokens.
 - II. If the Check succeeds, the unit decides on a reaction (cast missiles, counter attack, hold, or fall back).

Follow the steps below to resolve hand combat during the Combat phase:

1. Each company involved in the combat takes a turn attacking. A company that fails a **Casualty Check** is still permitted to attack prior to being removed from the game.
2. The attacking unit rolls dice equal to their Hand.
3. Each die roll that is equal to or greater than the defending unit's Defense TN is a success.
4. If the attacker rolls any successes, the defender must make a **Casualty Check**. The Command TN is 5+ the number of successful attacks.
5. The defender is issued **Break** tokens and removes casualties as necessary. Only companies that were in hand combat can be removed as casualties.

Hand Combat Example

A unit of veteran spearmen with 3d10 Hand and Defense TN 3 is in hand combat with a unit of warriors with 4d10 Hand and Defense TN 5.

The spearmen attack rolling 3d10 resulting in 1, 6, and 9 for a total of two successes (6 and 9 are equal to or better than the warrior's Defense TN 5).

The warriors make a **Casualty Check** with a Command TN of seven (5 + two successful attacks). They roll 2d10 resulting in 3 and 4 failing the **Casualty Check**, though rolling higher than the attack weapon's kill number resulting in a **Break** token.

The warriors have not yet attacked and so do so now. The warriors roll 4d10 resulting 2, 4, 8, and 10 - three successes, including a critical. The spearmen are obligated to take a **Casualty Check** with a Command TN of eight (5 + three successful attacks). Since one of the attacks is a critical, the spearmen suffer a **Break** token regardless of the result of their **Casualty Check**.

Magic

Magic is a natural force in the universe. Over the eons, mighty wizards have learned how to shape magic to their whim. Only heroes with the *spell caster* special ability can use magic.

Casting Pools

The spell caster's pool represents her mastery of magic; the more levels of spell caster obtained by the wizard the more skillful she is. Wizards have a casting pool equal to their spell caster ability rank plus two. For example, a wizard with *spell caster* (2) has 4d10 in their pool. Casting pools replenish in the End Turn phase.

Casting Spells

Wizards use their casting pool to cast spells. When casting a spell, the wizard must determine the number of dice from the pool to allocate before attempting to cast. Every spell requires a certain number of successes to be cast. Potent spells might require three or four successes, while routine spells could require only one.

Especially formidable wizards can attempt to cast multiple spells in a single turn. To do so, decide the number of d10s to be devoted to each spell. You must decide this prior to casting the spell. For example, a wizard with 4d10 in their pool can cast *divine strike* with 2d10 and use their remaining 2d10 for another *divine strike* or a different spell altogether.

Ritual Casting

Ritual casting allows a caster to build up their pool of casting dice permitting them to cast more potent spells. Each turn spent in ritual casting increases the wizard's spell casting pool by an amount equal to their base casting pool. The increased casting pool is temporary as the dice are lost once utilized.

A wizard must be issued Second Missiles orders to take advantage of ritual casting. A wizard using ritual casting to build his casting dice cannot move, attack, cast any spell, or use any item. Any wizard engaged in hand combat while ritual casting is interrupted and loses whatever casting dice were saved.

Ritual Casting

Frank's wizard has two casting dice, though wants to cast a spell that requires at least three successes. Frank issues his wizard Second Missiles orders. Frank's wizard spends this entire turn doing nothing other than building his spell pool. On Frank's next turn, his wizard has four casting dice available to him.

Miscasts

A miscast is a catastrophic spell casting failure. Any time the caster rolls all 1s the cast attempt fails as a miscast. When a miscast occurs, the wizard is jolted with an immense feedback of magical energy and is subject to an immediate attack with dice equal to the number of 1s rolled. Defense from armor offers no protection against a miscast. The wizard's turn comes to an immediate end. Additionally, the wizard cannot attempt to counter any spells cast by other wizards.

Miscasts

A wizard attempts to cast *energy strike* at a nearby pack of snarling trolls. The wizard rolls 2d10 needing one success. Unfortunately for the wizard he rolls two 1s resulting in a miscast. The magical feedback rips through the wizard's body resulting in an immediate attack of 2d10. The wizard's armor offers no protection from the miscast.

Counter Spells

Spells and some spell effects can be counter spelled as they are cast minimizing or canceling them entirely. To counter a spell, the wizard attempting the counter spell must have d10s remaining in their casting pool.

The wizard must decide how many d10s to devote to the attempt prior to the either wizard rolling. Each counter spell success cancels out one success achieved from the wizard casting the spell.

A wizard can attempt to dispel any spell regardless of LoS and range. The wizard feels the change in the forces of magic and works to counter it.

Counter Spells

Cory decides to cast *tangle* with 4d10. Prior to Cory rolling, Frank decides to attempt a counter spell with 5d10.

Cory's wizard casts *tangle* with three successes. Frank rolls his 5d10 counter spell resulting in two successes leaving Cory with one success for his *tangle* spell.

Ending Spells

Wizards can end all spells previously cast when activated. Active spell effects are not tied to their caster. Any active spells continue even if the wizard who cast the spell dies.

Schools of Magic

Magic is divided into different schools. Each school represents a different discipline or area of focus including:

- † **Celestial:** Celestial wizards are granted their abilities by the gods.
- † **Dark:** Dark wizards draw their magic from the forbidden Dark Gods.
- † **Elemental:** Elemental wizards feed from the magic imbued in the natural world bending it to their will.
- † **Mind:** Mind wizards have the ability to alter and control the thoughts of others.
- † **Necromancy:** Vile necromancers use their magic to bind the dead to a existence of undead torment.
- † **Spirit:** Spirit wizards draw their magic from the ethereal plane.

This Demonstration Rule Book presents some of the Celestial and Dark magic spells. The Core Rule Book presents the other schools of magic and magical items in more detail.

Wizards can choose to be multi-disciplinary allowing them to cast spells from any school, or they can choose to be a specialist restricting them to a single school. Specialist wizards receive a permanent +1d10 to their casting pool.

The Spell Book

A wizard's spell book contains spells equal to their spell caster level + 2. Thus, a wizard with *spell caster (4)* has six spells in their spell book. The wizard can choose any spell available to them.

Spells are described as follows:

- † **To Cast:** The requirement to cast the spell, such as unit type required, and number of successes needed.
- † **Range:** The range of the spell is listed as either cm, Hand combat, or Personal.
- † **cm:** The maximum distance between the caster and the spell's effect, in centimeters. This can be increased. (See Improving Range.)
- † **Hand Combat:** These spells can only be used while in Hand combat.
- † **Personal:** These spells affect the caster only.
- † **Duration:** The number of turns the spell is active.
- † **Continuous:** Roll a d10 in the End Turn phase. On a 6+ the spell continues through the next turn.
- † **Instantaneous:** The spell is only in effect for the turn it was cast in.
- † **Effect:** The result of the spell if it is successfully cast.

When to Select Spells

Spells can be selected either when the armies are built or just before the battle begins. There isn't a wrong way, though keep in mind that selecting spells just before the battle is more advantageous.

Improving Range

Any spell that has a range listed in centimeters can have the range improved. Each die spent from your casting pool increases the range by an amount equal to the base Range of the spell.

Improving Range

Cory's wizard is casting *dark shroud*, which has a range of 20 cm. Cory improves the Range twice to 60 cm by spending two dice from his casting pool.

Celestial Magic

Celestial magic is granted by the gods. Only those deemed worthy receive this wondrous gift.

Dispel Demon

The might of the gods is called forth to open a portal to send a demonic being back to its native plane.

- † **To Cast:** Select a company of demons within range. The number of successes required depends upon the demon type you attempt to dispel.
- † **Range:** 30 cm
- † **Duration:** Instantaneous
- † **Effect:** If successful, the targeted company is removed from the game.

Dispel Demon Successes Required

Demon Type	Successes Required
Minor demon	3+
Demon	4+
Major demon	5+

Divine Shield

You feel the potency of the gods surging through you to protect your armies.

- † **To Cast:** Select a friendly unit within range and achieve at least one successful roll.
- † **Range:** 20 cm
- † **Duration:** Continuous
- † **Effect:** Each success adds 1 to the Base Defense TN of every company in the unit.

Divine Strike

You channel the divine might of the gods to strike down your enemy.

† **To Cast:** Select a friendly unit within range and achieve at least one successful roll.

† **Range:** 20 cm

† **Duration:** Instantaneous

† **Effect:** Each success adds +1d10 to either the Hand or Ranged attribute of every company in the unit for one attack.

Fist of the Gods

You call upon the wrath of the Gods to summon a giant shimmering fist to slam down upon your enemies.

† **To Cast:** Select an enemy unit within range and allocate dice from your Casting Pool.

† **Range:** 30 cm

† **Duration:** Instantaneous

† **Effect:** Each d10 allocated is added to your Ranged attack. Fist of the gods ignores the target's armor and has a Kill number of 1.

Heal

The Gods are called upon to heal your injured friends.

† **To Cast:** Select a friendly unit within range and achieve at least one successful roll.

† **Range:** 20 cm

† **Duration:** Instantaneous

† **Effect:** Each success removes one Break token from the targeted unit.

Zone of Protection

An impenetrable field surrounds you completely, deflecting all attacks.

† **To Cast:** Select a friendly unit within range and achieve at least one successful roll.

† **Range:** 20 cm

† **Duration:** Continuous

† **Effect:** Zone of protection envelops the target in an impenetrable shield of blessed energy. Each success achieved protects one Presence worth of a unit. No attacks or spells can penetrate the zone.

Zone of Protection

Frank's wizard casts *zone of protection* on a battalion of friendly warriors. The warrior battalion has a total Presence of five. Frank rolls three successes allowing him to protect three of the five companies in the battalion

Dark Magic

Dark magic draws from the Dark Gods and is thus outlawed throughout much of Feralis, except Merciad, where it reigns supreme.

Dark Shroud

You surround a unit with dark shadows making them harder to be targeted.

† **To Cast:** Select a friendly unit within range and achieve at least one successful roll.

† **Range:** 20 cm

† **Duration:** Continuous

† **Effect:** Each success adds 1 to the target's Base Defense TN.

Dimensional Rift

A tear opens in space-time threatening to swallow anything it touches.

† **To Cast:** Achieve at least 3 successes

† **Range:** 20 cm

† **Duration:** Continuous

† **Effect:** The dimensional rift is a whirling maelstrom of death, 5 cm in diameter. Any company or unit that is at least 50% covered by the rift as it moves about the battlefield, is subject to immediate destruction. The rift moves about the battlefield randomly. If the spell does not end in the End Turn phase, roll a direction dice. The rift moves 2d10 cm in the indicated direction. Any unit that come into contact with the rift, risks being sucked in.

The table below lists the roll required for each type of unit. For example, the rift touching a unit of cavalry requires a roll of 6+ to be destroyed by the rift.

Dimensional Rift Results	
Unit Type	d10 Roll
infantry	5+
large infantry	5+
monstrous infantry	6+
cavalry	6+
large cavalry	6+
monstrous cavalry	7+
monsters	8+

Dread

Your enemy is filled with dread and despair.

† **To Cast:** Select an enemy unit within range and achieve at least one successful roll.

† **Range:** 30 cm

† **Duration:** Instantaneous

† **Effect:** The unit is stricken with a Break token for each success achieved when casting.

Hex

You call upon the darkness to curse your enemy. A unit can only have one hex spell in effect at a time.

† **To Cast:** Select an enemy unit within range and achieve at least one successful roll.

† **Range:** 20 cm

† **Duration:** Instantaneous

† **Effect:** Each success causes a penalty of -1d10 to either the Hand or Ranged attribute of every company in the unit.

Smite

Your foe is enveloped in a thick mass of dark energy that squeezes the life force out of them.

† **To Cast:** Select an enemy unit within range and allocate dice from your Casting Pool.

† **Range:** 30 cm

† **Duration:** Instantaneous

† **Effect:** Each d10 allocated is added to your Ranged attack and increases Armor Piercing by 1.

Smite has a Kill number of 2.

Summon Demon

The ground erupts as a portal opens through which crawls a demon.

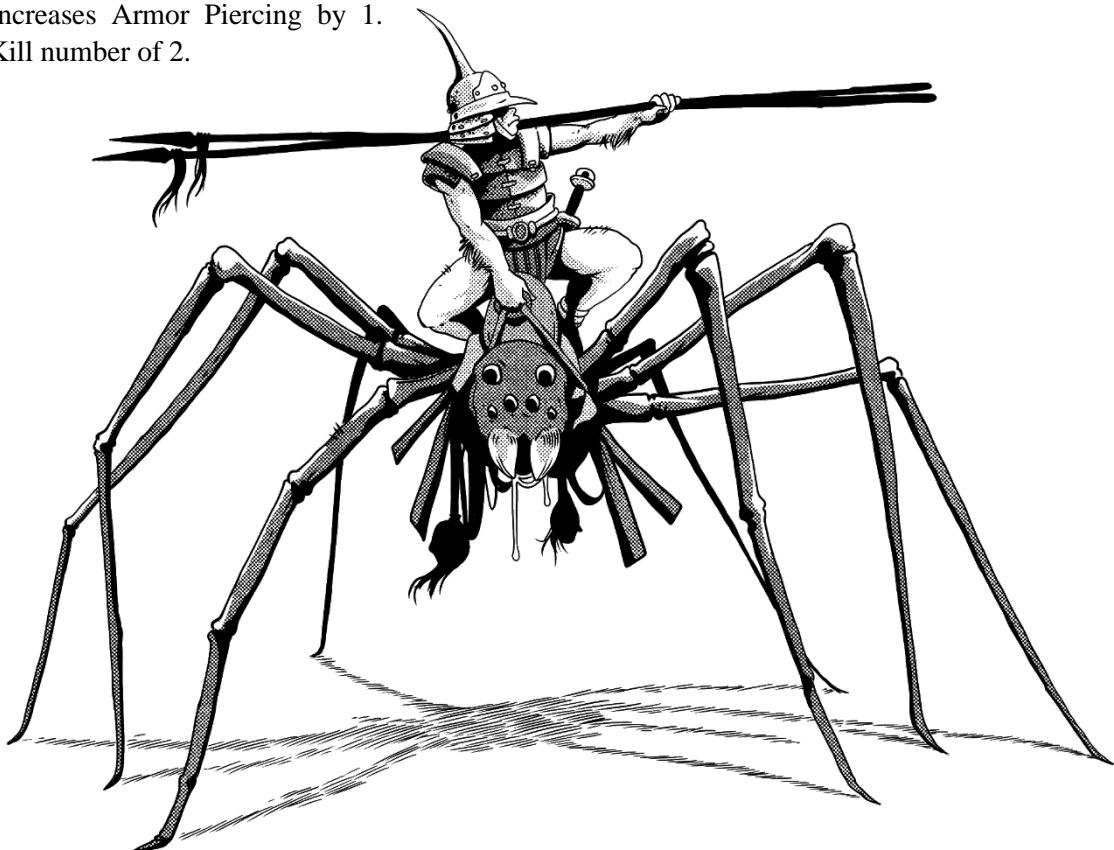
† **To Cast:** Achieve at least three successful rolls after selecting a spot within range that is not occupied by a unit or terrain.

† **Range:** 20 cm

† **Duration:** Continuous

† **Effect:** Consult the table below to determine the demon unit that is summoned.

Summon Demon Results	
Number of Successes	Demon Summoned
3+	minor demon
4+	demon
5+	major demon



Assembling Your Army

In this chapter you'll learn how to assemble your conquering army! The Core Book will have additional information on painting and basing your miniatures.

Basing Your Army

The miniatures that comprise your army are mounted on bases. *Ages of Conflict* does not dictate a particular base size, though 40 x 40 mm, 60 x 30 mm, and 40 x 20 mm base sizes work best. Using a mixture of base sizes works, though you might need to compromise a bit in hand combat.

Unit Types

Units are classified according to their type, which determines the unit's Presence and often determines their role in the battle. The following unit types are available in *Ages of Conflict*.

Infantry

Infantry typically form the core of armies and range from peasants pressed into service to highly trained dismounted knights and samurai. Infantry fight on foot and can be further classified as light and heavy depending upon the functions they perform in battle. Light infantry are lightly armored troops often wielding ranged weapons. Light infantry often act as skirmishers unleashing a volley of missiles on the enemy in an attempt to break up formations or goad the enemy unit into rushing forward.

Heavy infantry also fight on foot with the primary role of engaging the enemy in hand-to-hand combat. Heavy infantry are often better trained and equipped than light infantry.

Large Infantry

Large infantry are similar to infantry, just larger in size. Examples of large infantry include trolls, minotaurs, and other creatures of fantasy.

Monstrous Infantry

Monstrous infantry are the largest infantry on the battlefield. Unlike true monsters, monstrous infantry fight in groups.

Cavalry

Cavalry are mounted troops that ride into battle. As with infantry, cavalry can be further thought of as light or heavy. Light cavalry act similar to light infantry harassing enemy units with missile weapons while utilizing their mobility to avoid direct combat.

Heavy cavalry are shock units encased in heavy armor and wielding lances or other hand weapons. Heavy cavalry is used to charge enemy units attempting to break their morale.

Large Cavalry

Large cavalry are larger than regular cavalry and occasionally instill fear in their opponents as well as being large enough to carry an entire group of soldiers on their backs. The most common example of large cavalry are elephants.

Monstrous Cavalry

Monstrous cavalry are gigantic mounts; the mere sight of which is often enough to cause fear among the enemy.

Vehicles

Vehicles are transports either self-powered or pulled by a beast. Vehicles are used to quickly moved soldiers around the battlefield and engage the enemy. Common vehicles examples are chariots and war wagons.

Vehicles are classified as small, medium, or large.

Engines of War

Engines of war are devices used to lay siege to fortifications, such as castle walls and doors, and to attack enemy soldiers. Examples of engines of war include cannons, rocket launchers, and organ guns.

Monsters

Monsters are huge beasts moving about the battlefield inciting panic and terror. Dragons and giants are common examples of monsters. Monsters almost never act in a group and are divided into small, medium, and large.

Unit Type and Presence	
Unit Type	Presence
Infantry	1
Cavalry, Large Infantry, Small Vehicle, Engines of War	2
Large Cavalry, Medium Vehicle, Monstrous Infantry, Small Monster	3
Monstrous Cavalry, Medium Monster, Large Vehicle	4
Large Monster	5

Battalions

A battalion is a group of companies functioning as a single tactical unit. Companies in a battalion move together, attack together, and operate under the same order.

The size of your battalions is up to you, though no larger than six is recommended. Smaller battalions are more maneuverable in regard to terrain, though less formidable.

Larger battalions have a more difficult time dealing with terrain and are usually slower to maneuver, though project more Presence and have more staying power on the field.

Large battalions also have a more difficult time communicating commands. Battalions larger than eight companies suffer -1d10 Command to change formation and attempts to remove **Break** tokens.

Companies in a battalion must share an edge with another company in the battalion.

Single Bases

A single base is any base that represents a single figure or a small group of figures, such as a hero or a monster. Single bases that are not joined to a battalion can move at charge pace without risk of becoming **Disorganized**. They also have a 360° arc in regard to casting missiles. They are not permitted to adopt any formations and do not receive any skirmishing benefits.

Point Costs

Ages of Conflict uses a point system to determine the cost and relative value of every piece of equipment, special ability, and unit.

The point system is intended to bring a measure of balance to the game, though no point system can truly ensure opposing armies are balanced. Equipment synergy, terrain, player skill, and good old fashioned luck can override whatever balance is brought to the table with the use of points.

The number of points used determines the strength and size of the opposing armies. Using more points typically results in larger and more potent armies.

Using points is not a requirement. If you fight a historical battle with documented opposing armies then you don't need to bother with points - just build out the armies to match the historical record. Or you might just want to throw some armies on the table without bothering with points.

If you do utilize points, agree on the number of points each side should have available. Opposing armies typically use the same number of points, though this isn't always the case.

Building an Army

Building an army in *Ages of Conflict* is a step-by-step process.

1. Decide if you want to play a scenario or a pitched battle. If you play a scenario, then the scenario could determine your army lists and/or point values. If you play a pitched battle then you must also select your army list and decide on the number of points to use. Army lists for historical, fantasy, and black powder era armies are provided in the Core Book.
2. Create units. In this step you determine the type of units you want (i.e. infantry, cavalry, etc.), determine the size of the units, equip the units with weapons and armor, and purchase special abilities.
3. Purchase heroes and equip with weapons and special abilities. If the hero is a wizard, you also need to determine your spells.
4. Select your army General. This is typically the hero with the highest Command bonus (if any), though it's up to you.
5. Calculate total points spent. If you went over your budget, either make some cuts or inform your opponent so that they can go over budget also.

Leaders and Heroes

Your army is led into combat by leaders and heroes. Leaders are those that lead individual companies and battalions while heroes are the sometimes larger-than-life warriors and wizards that inspire legends.

The full book will further describe how to create, base, target heroes and detail heroic special abilities.

Leaders

Leaders inspire courage and ensure the soldiers under their command are ready for the chaos of combat. Leaders in *Ages of Conflict* are represented as Leadership Actions. You start the game with two Leadership Actions and can purchase additional with points just like equipment, special abilities, etc.

Leadership Actions are one time use, so once you allocate a Leadership Action, it's gone regardless of the outcome.

Each Leadership Action allows you one of the following:

- † +1d10 to Hand or Ranged to one unit for one attack.
- † +1d10 to one unit to any roll involving Command.
- † +1d10 cm to any move.
- † Change an order as it's revealed in the Reveal Orders and Movement phase.
- † +1d10 to initiative.
- † Remove 1d10 Break tokens from one unit.

You can decide whether to allocate a Leadership Action to a roll after rolling any dice and you can only allocate one Leadership Action per roll.

You'll need to keep track of your available Leadership Actions. You can do so with tokens, coins, or just keep a running tally on your army roster sheet.

Army General

All armies are led by an overall hero designated as your general, war chief, big boss, or whatever title is most appropriate. Designate one hero base as your army general. Your general receives the Inspire special ability for free.

Special Abilities

Special abilities grant units extraordinary abilities.

Some special abilities can be purchased multiple times expressed as ranks with each rank increasing the effectiveness of the special ability. A special ability with ranks is expressed as Ability (x) in which the x represents the number of ranks purchased.

Special abilities that can be purchased in multiple ranks have an exponential cost rather than a flat cost per rank.

The table below can be used to quickly determine the total cost of exponential special abilities.

The following special abilities are used for the army lists provided in this Demonstration Rule Book. The Core Book contains many more special abilities that can be added to your units.

Armor Piercing

Some weapons or missiles are better at defeating armor than others. Armor Piercing (AP) can be purchased in multiple ranks. Each rank grants the weapon an additional point of AP. Each point of AP lowers the defending unit's Defense by one.

In the case of ranged weapons with armor piercing at short and long range, the special ability must be purchased individually for each range.

Armor Piercing (AP) affects natural armor, worn armor, and cover, though a unit always receives its base defense.

Berserkers

Berserkers are battle-crazed warriors craving the rush of combat. They fear neither enemy nor death. Berserkers observe the following rules:

- † Berserkers possess the Fearless (1), Stubborn, and To the Last special abilities.
- † Berserkers must always move into hand combat against an enemy if within range. If two or more enemies are within range then you can choose the target.
- † Berserkers can never respond to enemy encroachment by fleeing.
- † Berserkers can never halt a charge.

Exponential Costs

Toughness is a special ability with exponential costs. The base cost of Toughness is three and so one rank in Toughness costs three points. Purchasing a second rank costs a total of nine points. $(1 + 2) \times 3$

Purchasing three ranks costs 18 points. $(1 + 2 + 3) \times 3$

Exponential Costs					
Rank	Base Cost 2	Base Cost 3	Base Cost 4	Base Cost 5	Base Cost 10
1	2	3	4	5	10
2	6	9	12	15	30
3	12	18	24	30	60
4	20	30	40	50	100
5	30	45	60	75	150
6	42	63	84	105	210
7	56	84	112	140	280
8	72	108	144	180	360
9	90	135	180	225	450
10	110	165	220	275	550

Fear

Some beasts are truly terrifying to behold. The mere sight of which is enough to induce panic. Fear can be purchased in multiple ranks to a maximum of Fear (2).

A fear-causing unit affects enemy units in hand combat with. Units affected by fear suffer a negative to Hand, Range, and Command equal to the fear-causing unit's Fear rank.

Any unit that causes Fear is itself immune to other Fear-causing units.

Fear

A wall of elephants stampedes toward a unit of peasant levies. The elephants have Fear (1). The elephants engage the peasants in hand combat. While in hand combat against the elephants, the peasants suffer -1d10 to Hand, Range, and **Command Checks**.

Fearless

Units with Fearless are less affected by fear-causing units. Fearless can be purchased in multiple ranks to a maximum of Fearless (2). Each rank of Fearless cancels out one rank of Fear.

Giant

Giant is a special ability appropriate to extremely large creatures, such as dragons and giants. Giant creatures:

- † Ignore low lying terrain, such as fences and slow moving streams.
- † Can withdraw from hand combat against non-Giant creatures without making a Command check.
- † Can be equipped with giant weapons.
- † Do not benefit from low lying cover, such as fences and rock walls, and non-Giant units.
- † Can be targeted with ranged weapons while in hand combat against non-Giant creatures.
- † Block LoS.

Hard to Kill

Units with Hard to Kill are particularly difficult to slay. A unit with this ability is permitted to reroll 1d10 during a failed Casualty Check if the failure would result in the unit being removed from the game as a casualty.

Hide

Hide represents some units ability to conceal themselves in surrounding terrain. Units with the Hide ability must be given March orders to Hide and must declare they are hiding when activated. Only units in a skirmishing formation can hide.

Hide increases a unit's cover level by one step. Units taking advantage of soft cover a retreated as being in hard cover. Units in hard cover cannot be seen.

A hiding unit that is attacked in hand combat is no longer considered to be hiding.

Mob

Mob units cannot form any formation and are typically arranged as a line. Mob units fight in a loose formation, similar to skirmishing units, though are not penalized -1d10 Hand and Command when in hand combat and do not gain any skirmishing benefits.

Mobility

A unit with Mobility is more adept at moving in particular terrain. Select a terrain type or feature, such as woods, marsh, sheer cliffs, and lava. The unit's movement penalty when moving through that type of terrain is reduced by one step – impassable terrain is reduced to rough and rough is reduced to smooth.

Natural Armor

Some creatures are protected by Natural Armor, such as thick hide and scales. Natural Armor can be purchased in multiple ranks. Each rank increases the unit's Defense TN by one. As with worn armor, Natural Armor is reduced by Armor Piercing weapons.

Regeneration

Units with regeneration have a chance to heal damage at a rapid pace allowing them to return to the fight. Regeneration can be purchased in multiple ranks. Each rank allows the unit to roll a d10, so a unit with regeneration (2) rolls 2d10 for regeneration attempts.

To attempt regeneration, roll the unit's regeneration dice pool at the time damage is sustained prior to their Casualty Check. If at least one success is achieved, then the unit remains in combat regenerating its wounds.

Regeneration

A unit of trolls is in combat with dwarfs. The trolls have Regeneration (2). One of the troll companies is damaged. Normally the company would be subject to a Casualty Check, though first the company rolls its Regeneration. 2d10 are rolled resulting in a 3 and 6. Since at least one success is achieved, the trolls regenerate their wounds and remain in play. Had they trolls failed their Regeneration check, then they would roll a Casualty Check.

Single-Minded

Some creatures are Single-Minded beasts driven by an insatiable desire to feed or fight. Single-Minded creatures always move as quickly as possible toward the nearest enemy unit to engage in hand combat. Additionally, they always pursue enemies that fall back, withdraw, or flee when engaged in hand combat.

Slow

Slow creatures move at a much slower pace than others. Slow units cannot be issued Charge orders.

Stubborn

Stubborn units are resilient and stalwart. stubborn grants the unit +1d10 Command when making a **Command Check** if a friendly unit within 10 cm to which it has LoS falls back or is removed due to failing a **Casualty Check** or **Break Check**.

To the Last

Units with To the Last are staunch refusing to retreat in the face of the enemy. Units with To the Last never retreat as a result of a passed **Break Check**. They are removed as normal in the case of a failed **Break Check**.

Toughness

Units with Toughness are more durable than others and are thus capable of withstanding more damage. Toughness can be purchased in multiple ranks with the first rank granting toughness (1). Each rank grants the unit +1d10 when conducting Casualty Checks.

The d10s gained from Toughness only count if they are a success and cannot result in a unit being removed from play as a casualty. For this reason, it is recommended to roll d10s gained from Toughness separately or with different color dice.

Unreliable

Unreliable units represent troops that have received little if any combat training. Unreliable units are penalized -1d10 to **Command Checks** when changing formations, conducting withdrawals, **Break Checks**, and removing **Break** tokens.

Reskinning Special Abilities

Feel free to rename special abilities while retaining their effects. For example, Spawn Wraiths can just as easily be used to create a unit of technologically superior beings that have the ability to instantly transform enemies by touching them.



Equipment

Armies need equipment to do battle and win the day. Soldiers need maces, bows, and armor. Cavalry need mounts and lances. Equipment is divided into hand weapons, ranged weapons, armor, mounts, vehicles, and engines of war.

Weapon Attributes

All weapons and engines of war have attributes that determine their effectiveness and ability in battle.

† **Cost:** This is the number of points it costs to equip a company with the weapon.

† **Kill:** This is the number on which the weapon causes a casualty with a failed Casualty Check. An enemy unit performing a Casualty Check that rolls equal to or lower than this number is removed from the game. Ranged weapons may have different kill numbers at short range and long range. When this is the case, the kill numbers are listed as #/# in which the number before the slash is the kill number at short range and the number after the slash is the kill number at long range.

† **Long Range:** Long range is the extreme distance at which a ranged weapon can target an enemy. Any target that is beyond the weapon's long range cannot be targeted. The number before the "/" is the distance and the number after is the number of d10s added to the unit's Ranged attribute when attacking at long range.

† **Short Range:** Most ranged weapons have two distances listed in which they are effective. Short range is the distance in centimeters at which the weapon is most effective. Any target that is beyond the weapon's short range is at long range. The number before the "/" is the distance and the number after is the number of d10s added to the unit's Ranged attribute when attacking at short range.

† **Special:** Some weapons have special rules that must be followed when the weapon is equipped.

Hand Weapons

Hand weapons are weapons that require the attacker to be in base-to-base contact with their target.

One-Handed Weapons

One-handed weapons are the most common weapons in the game. This category covers all hand weapons that are wielded in one hand, including swords, maces, spears, and war hammers. All units are assumed to be equipped with a one-handed weapon of some type and thus do not have to be purchased.

Cavalry Spear

The cavalry spear is a longer two-handed version of the lance. Cavalry spears observe the following rules:

† Only cavalry and vehicles can be armed with cavalry spears.

† A unit armed with cavalry spears receives AP 2 in the first round of combat if assigned Charge orders. They receive AP 1 the remainder of the combat.

† Cavalry spears require two hands disallowing the use of shields.

Giant Weapons

Giant weapons are gigantic weapons used by large creatures, such as giants and major demons. Only units with the Giant special ability can be equipped with giant weapons.

Lances

Lances resemble spears that are couched underarm. They are used by cavalry to unleash a devastating impact attack. Units with lances observe the following rules:

† Only cavalry units can be armed with lances.

† A unit armed with lances receives AP 3 in the first round of combat if assigned Charge orders.

Pole Arms

Pole arms are long two-handed weapons, such as long spears, pikes and sarissas. Pole arms have a much longer reach than other hand weapons allowing the wielding unit the opportunity to possibly keep their opponent at bay. Units with pole arms observe the following rules:

† Pole arms require the use of two hands. A unit with pole arms cannot use shields, though can be equipped with bucklers.

† A unit equipped with pole arms that engages in hand combat with a non-pole arm-wielding unit has the advantage of reach. Before the first round of combat takes place the two opposing units roll their hand attack pool. If the pole arm-wielding unit has more successes or has tied, then it can attack as normal and the non-pole arm unit cannot attack at all; it has been held at bay unable to move past the pole arms to close on the enemy. The enemy must test to bypass the pole arms before each combat turn until it has successfully fought past the reach.

An attacking unit must only bypass pole arms when attacking a pole arm unit's front. Attacking its rear or a flank allows the engaging unit to attack as normal unless the pole

arm-wielding unit has adopted a square formation.

An enemy unit engaged with a pole arm unit is still placed in base-to-base contact regardless of whether they have bypassed the pole arms.

Pole Arms

A unit of Macedonian warriors armed with pole arms faces an enemy unit of Egyptian warriors armed with hand weapons. Before the first round of combat, each player rolls their Hand dice pool. The Macedonian player achieves more successes allowing the Macedonians to attack the Egyptians without the Egyptians attacking back.

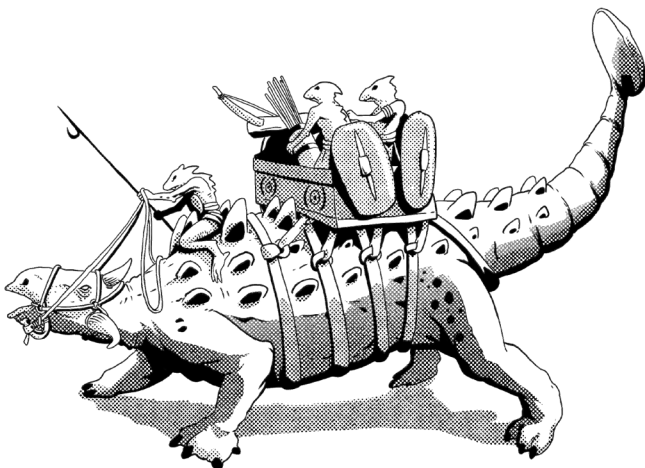
Before the next round of combat the players roll again. This time the Egyptians achieve more successes allowing them to attack as normal for the duration of the combat.

Two-Handed

Two-handed weapons include two-handed swords, two-handed axes, and poleaxes. Two-handed weapons observe the following rules:

- † Two-handed weapons require the use of two hands negating the ability of the unit to simultaneously claim the advantage of a shield.

Hand Weapons			
Weapon	Special	Kill	Cost
One Handed	-	2	
Cavalry Spears	armor piercing (see description)	2	
Giant Weapon	armor piercing (2)	3	
Lances	armor piercing (see description)	2	
Pole Arms		2	
Two Handed	armor piercing (1)	2	



Ranged Weapons

Ranged weapons allow you to target your enemy at a distance.

Composite Bows

Composite bows are compact bows crafted from multiple materials glued together resulting in more energy. Composite bows observe the following rules:

- † Composite bows require the use of two hands and thus a unit cannot claim the use of a shield and use a composite bow in the same turn.
- † Composite bows are small enough to be used while mounted.

Crossbows

Crossbows are popular as they can be effective without the training and muscle required to wield bows. Crossbows observe the following rules:

- † Crossbows require the use of two hands and thus cannot be used with shields.

Handgonnes

Handgonnes are primitive black powder weapons. Also known as hand cannons, handgonnes are essentially small cannons that can be moved about and fired by one person. Handgonnes observe the following rules:

- † Handgonnes require the use of two hands negating the ability to simultaneously use a shield.
- † Firing a handgonne requires the unit to be issued Second Missiles orders.
- † Handgonnes cannot be used while mounted.

Harquebus

The harquebus is a step up from the handgonne offering better range and tremendous armor piercing capability. Harquebuses observe the following rules:

- † Harquebuses require the use of two hands negating the ability to simultaneously use a shield.
- † Firing a harquebus requires the unit to be issued Second Missiles orders.
- † Harquebuses cannot be used while mounted.

Heavy Crossbows

Heavy crossbows are a more powerful version of the regular crossbow. Also known as arbalests, heavy crossbows require the use of a crank to draw back the steel lath. Heavy crossbows observe the following rules:

- † Heavy crossbows require the use of two hands and thus cannot be used with shields.
- † Shooting a heavy crossbow requires the unit to be issued Second Missiles orders.
- † Heavy crossbows cannot be used while mounted.

Pistols

Pistols are small black powder weapons that can be used in one hand. Pistols observe the following rules:

- † Units equipped with pistols can fire their pistols as they enter hand combat if issued March orders.

Repeating Crossbows

Repeating crossbows are small crossbows capable of casting bolts at a rapid pace at the expense of strength and range.

Repeating crossbows observe the following rules:

- † Repeating crossbows require the use of two hands negating the ability to simultaneously wield a shield.

Simple Bows

Simple bows are prehistoric weapons first crafted to permit the wielder to sling a missile further than could be accomplished by strength alone. Simple bows are small enough to be used mounted and are crafted from one piece of wood. They lack the energy and range of composite and war bows, though are easier to craft. Simple bows observe the following rules:

- † Simple bows require the use of two hands and thus the unit cannot use a simple bow a shield in the same turn.
- † Simple bows are small enough to be utilized while mounted.

Slings

Slings are prehistoric weapons used to hurl rocks, lead, and other small shaped ammunition over a great distance. Slings require a tremendous amount of skill to master. Slings observe the following rules:

- † Unlike crossbows and bows, slingers can hold a shield.
- † Slings require a certain amount of space to effectively wield and thus can only be used by units in a skirmishing formation.

Thrown Weapons

Thrown weapons encompass most weapons designed to be thrown, including javelins, hand axes, chamrakas, and throwing knives.

War Bows

A war bow is similar to a simple bow, though taller resulting in a more potent weapon. War bows observe the following rules:

- † War bows require the use of two hands and so the unit cannot claim the use of a war bow and shield in the same turn.
- † War bows are too large to be used while mounted.

Ranged Weapons					
Weapon	Short	Long	Special	Kill	Cost
Composite Bows	12/+1d10	35/-		1/0	
Crossbows	8/+1d10	25/-		1/0	
Handgonnes	2/+1d10	8/-	armor piercing (3/1); second missiles	1	
Harquebus	5/+1d10	15/-	armor piercing (3/1); second missiles	1	
Heavy Crossbows	12/+1d10	35/-	armor piercing (1/0); second missiles	1/0	
Pistols	3/+1d10	10/-	armor piercing (2/1); second missiles	1	
Repeating Crossbows	6/+2d10	17/+1d10		0	
Simple Bows	7/+1d10	22/-		1/0	
Slings	15/+1d10	45/-	skirmishers only	1/0	
Thrown Weapons	2/+1d10	5/-	-	0	
War Bows	12/+1d10	35/-		1/0	

Engines of War

Engines of war are artillery pieces used against infantry and cavalry, and also to conduct sieges against fortified strongholds. *Ages of Conflict* is only concerned with field artillery, engines of war that are light enough to be used on a battlefield.

Engines in Combat

Engines of war engaged in hand combat are defended by their crew. The crew are treated as skirmishers when in hand combat. The Presence value of the engines of war unit is determined by the type of troop equipped with the engine. For example, a cannon crewed by humans (infantry) has a Presence of 1. A cannon crewed by ogres (large infantry) has a Presence of 2.

Ranged attacks against engines use the engine's Defense.

Moving Engines of War

Some engines of war are sufficiently light that their crew can either pick up the engine and move it or push it. Examples are rockets and fire sprayers.

Heavier engines of war require limbering to move. Limbering is the process of attaching the engine to a wagon which in turn is pulled by beasts of burden. Attaching and detaching an engine of war to a limber requires Change Formation orders.

Batteries

Engines of war can be grouped into larger tactical units known as batteries. Engines in a battery are treated the same as companies grouped into a battalion.

Casualty Checks and Fall Back

Engines of war that are removed from the game following a failed Casualty Check are considered completely destroyed.

Engines of war that fall back remain in place, though the crews are considered to be falling back. Rather than move the engine of war, place a token or base on the spot to where the engine's crew falls back.

Ballistae

A ballista is a large mounted crossbow capable of throwing rocks or bolts. Ballistae are used primarily against infantry and are prized for their accuracy.

Cannons

Cannons, also known as bombards, are gunpowder weapons that fire solid round balls. Early cannons are smoothbore. Rifled cannons did not generally appear until the late 18th century and did not gain prominence until the late 19th century.

Even though there was no standardization in regard to cannon ammunition, size, or manufacturing, *Ages of Conflict* classifies cannons as light, medium, and heavy for ease of use. Light cannons are small pieces, such as falconets, with calibers about 2" and fire balls about 1 lb.

Medium cannons have calibers 3.5" to 4.5" and fire balls anywhere from 5 to 9 lbs. Demi culverins and sakers are examples of medium cannon.

Large cannons fire balls 12 to 17 lbs. Larger cannons do exist, though are rarely found on the field and used almost exclusively in sieges to batter down walls.

Cannons fire a rough round ball toward enemy units. Round shot is fired parallel to the ground resulting in the ball bouncing or skipping and rolling forward tearing through enemy units until the ball exhausts its kinetic energy or it gets stuck. These early cannons only fired roughly parallel to the ground and are not capable of indirect fire or targeting flyers at airborne or soaring elevations.

Follow the steps below to fire cannon with round shot:

1. The ball is launched forward in a straight line resulting in an attack upon any unit that crosses its path.
2. The ball continues moving forward until it reaches its maximum range or until the attacker fails to achieve a success when attacking a unit.

Firing a Cannon

A crew prepares a medium cannon to fire at several approaching enemy units. On their turn, the cannon is fired with a round ball. The ball travels 9 cm before it strikes the first unit. At a distance of 9 cm, the unit suffers a

+1d10 attack with an armor piercing of three. The attack roll results in at least one success and so the ball continues bouncing forward.

The ball continues traveling until it strikes another unit at 46 cm away. This attack fails to achieve any successes resulting in the ball stopping.

Catapults

Catapults lob ammunition across the field. Ammunition is typically large pieces of rock, though in times of siege, attackers also use diseased and rotting carcasses.

Unlike most other engines of war, catapults have a minimum range. Any unit within this minimum range cannot be targeted.

Fire Sprayers

Fire sprayers are devices that eject a stream of liquid fire. Unlike most other ranged weapons and engines of war, fire sprayers have one only range. Additionally, fire sprayers attack at the full extent of their range. All enemies within range of a fire sprayer are targeted for an attack.

Mortars

Mortars resemble stubby cannons pointed vertically and are capable of throwing stones up to 100 pounds. While cannons typically fire in a straight line horizontally to the ground, mortars are capable of lobbing their ammunition

over walls and other terrain. As with catapults, mortars have a minimum range in which enemy units cannot be targeted.

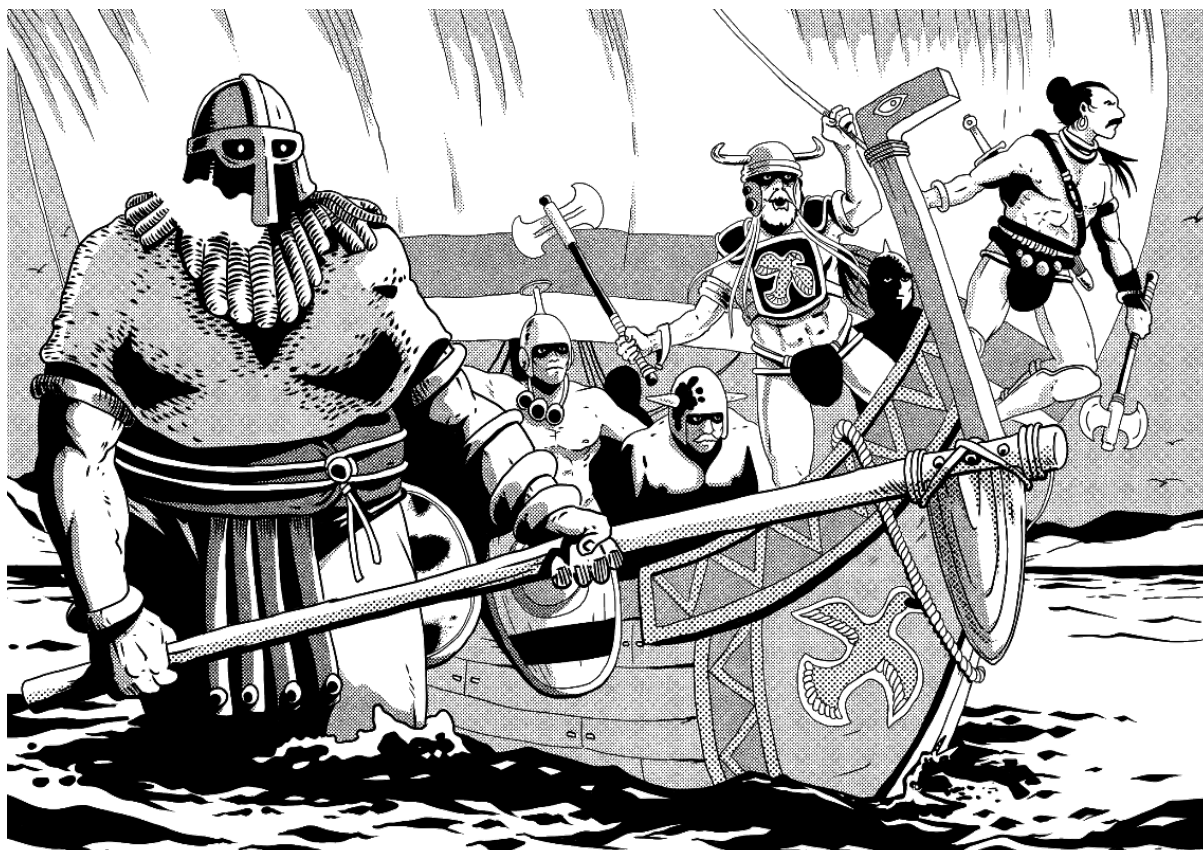
Organ Guns

The organ gun is a devastating gunpowder weapon fitted with anywhere from 8 – 16 barrels. When fired, the organ gun hands out a lethal spread of cannon shot.

Rockets

Rockets are gunpowder-filled tubes attached to a long stick. When ignited, the rocket is propelled forward targeting the enemy with an explosive payload.

Engines of War						
Engine of War	Short	Long	DEF	Kill	Special	Cost
Ballista, Large	25/+2d10	60/+1d10	3	3	armor piercing (2/1); second missiles	
Ballista, Small	15/+2d10	40/+1d10	3	2	armor piercing (1/0); second missiles	
Smoothbore Cannon, Light	13/+1d10	40/-	2	2	armor piercing (2/1); second missiles	
Smoothbore Cannon, Medium	17/+1d10	50/-	3	2	armor piercing (3/1); second missiles	
Smoothbore Cannon, Heavy	20/+1d10	60/-	4	3	armor piercing (3/2); second missiles	
Catapult	-	50/-	3	3	armor piercing (4); indirect fire, minimum range (8), second missiles	
Fire Sprayer	3/+3d10	-	1	2	armor piercing (3); second missiles	
Mortar	8/+1d10	30	3	3	armor piercing (4/4); indirect fire, limber, minimum range (4), second missiles	
Organ Gun	12/+4d10	25/+2d10	2	2	armor piercing (3/1); second missiles	
Rocket	2/+1d10	9/-	1	1	armor piercing (2/2); second missiles	



Armor

Armor offers protection from the ravages of war. Armor can be worn or carried. Worn armor is categorized as:

- † Class 1 armor offers minimal protection, such as a few layers of cloth or perhaps a single pot helm.
- † Class 2 armor is akin to boiled leather, scale, thickly layered cloth, maille, and partial plate.
- † Class 3 armor nearly encases the wearer's entire body, such as full plate. Few soldiers are equipped with class 3 armor this armor is expensive and requires training to wear effectively.
- † Class 4 armor is extremely thick plating and is far too heavy to be worn by human sized creatures, though is worn in piecemeal by giants or found as thick armor plating on vehicles.

Carried armor is available in the form of shields. Shields are available in three varieties. Bucklers are small shields typically no more than a couple of feet in diameter. Bucklers are strapped to forearm and are used in a passive manner rather than as active protection.

Shields can cover the entire length of the body and are actively used to defend and attack. As with bucklers, shields are carried, though their size prevents the ability to hold anything with that same arm. A unit cannot claim the use of a shield in the same turn that it attacked with missile weapons.

Mantlets are portable shields often used by archers and other missile troops. Unlike bucklers and shields, mantlets are not carried. Rather they are set in front of the wielder to provide cover. A unit equipped with mantlets cannot move and cast their missiles in the same turn regardless of the order issued.

Armor Attributes

Armor is governed by the following attributes:

- † Defense: Adds to a unit's base Defense TN.
- † Cost: The number of points required to equip a company with the armor.

Armor		
Armor	Defense TN	Cost
Class 1	+2	
Class 2	+3	
Class 3	+5	
Class 4	+7	
Buckler	+1	
Mantlet	+2	
Shield	+2	

Mounts

Mounts are used to add speed and shock in combat. Mounted units can move across the battlefield faster than infantry allowing them to employ hit and run tactics. Strong well-trained mounts are often used to deliver devastating charges.

Mount Attributes

Mounts have the following attributes:

- † **Type:** This is the mount's type, which determines its Presence.
- † **Move:** Mounted units move at the mount's Move attribute.
- † **Hand:** Mounts do not receive a separate attack. Instead they add d10s to the unit's Hand.
- † **Special:** Some mounts have special abilities.
- † **Cost:** This is the number of points it costs to equip a unit with the mount.

Monsters as Mounts

Using a monster as a mount is treated differently than units deemed cavalry or large cavalry. When using a monster as a mount, the unit uses the monster's Presence, Move, and Special Abilities while the rider or riders add to the monster's Hand, Ranged, and Defense.

When making a ranged attack, use only the rider's Ranged attribute for the attack. Do not include the monster's Ranged attribute.

The table below lists the bonus granted to the monster based upon the rider's Hand and Defense attributes.

Monster Mount Bonuses	
Hand/Defense	Bonus
1 - 3	+1d10
4 - 6	+2d10
7+	+3d10

Mount Armor

Mounts can be equipped with armor to better protect them in the midst of combat. Mount armor typically takes the form of scale armor or pieces of plate and is classified as Class 1 and Class 2.

Mount Armor		
Mount Armor	Defense TN	Cost
Class 1	+1	
Class 2	+2	

Mounts					
Mount	Type	Move	Hand	Special	Cost
Bear	cavalry	6	+2d10		
Boar	cavalry	5	+1d10	gore	
Camel	cavalry	5	+1d10		
Elephant	large cavalry	5	+3d10	fear (1), gore	
Giant Hawks	large cavalry	2	+2d10	flyer (30)	
Griffons	large cavalry	6	+2d10	flyer (30), toughness (1)	
Heavy Horse	cavalry	6	+2d10		
Light Horse	cavalry	9	+1d10		
Maulbeast	large cavalry	6	+3d10	fear (1), natural armor (2), toughness (1)	
Molerats	large cavalry	5	+2d10	toughness (1)	
Moles	cavalry	5	+1d10		
Onager	cavalry	7	+1d10		
Pachysaurus	cavalry	7	+1d10	gore, natural armor (1)	
Pegasus	cavalry	9	+1d10	flyer (20)	
Ram	cavalry	6	+1d10	gore	
Raptors	cavalry	7	+2d10		
Spider, Gargantuan	monstrous cavalry	6	+2d10	fear (1)	
Spider, Giant	large cavalry	7	+1d10		
Stag	cavalry	8	+2d10		
Unicorn	cavalry	9	+1d10		
Wolf	cavalry	6	+1d10		
Wyvern	monstrous cavalry	2	+4d10	fear (1), flyer (25)	

Fortifications

Fortifications protect soldiers on the battlefield. Most battlefield fortifications must be in place prior to the game beginning. Exceptions are noted in their description.

Abandoning Fortifications

Some fortifications can be destroyed to prevent capture by the enemy. Destroying fortification requires issuing the destroying unit Second Missiles orders. The unit must also be in base contact with the fortification.

A unit that abandons the fortification without destroying it leaves the fortification intact on the battlefield.

Abandoning Fortifications

A unit of archers takes refuge behind a spiked wall when they spot some heavily armed warriors heading their way. The archers decide to move away, though do not want to leave the spiked wall to their enemy and so they are issued Second Missiles orders. When activated, the archers destroy the wall.

Earth Wall

Earth walls are inexpensive and easy to construct fortifications. An earthen wall covers an area with a frontage equal to one of your companies, such as 40 x 10 mm or 60 x 10 mm. Earthen walls grant hard cover and count as rough terrain. Earthen walls must be placed when armies are deployed.

Spiked Wall

A spiked wall is a low structure of wood brimming with wooden spikes covering an area of 40 x 10 mm or 60 x 10 mm. Units taking cover behind a spiked wall are granted soft cover.

Spiked walls must be destroyed before they can be crossed. Spiked walls have Defense TN 2, a PRE 1, and CMD 2d10 for damage sustainability purposes. Spiked walls do not have a **Break Point** and so any failed Casualty Check results in the wall being removed from the game.

Spiked walls must be placed when armies are deployed.

Spikes

Spikes are sharpened wooden stakes drove into the ground typically to protect engines of war and archers.

A field of spikes covers an area 40 x 10 mm or 60 x 10 mm. Any unit that comes into contact with the spikes moving at a quick or charge pace is subject to an attack of 5d10. Additionally, cavalry moving into a field of spikes requires a successful Command check. Failure results in the cavalry refusing to enter the spikes. Skirmishers can move through spikes at a ordinary pace without penalty.

Spikes are portable fortifications. Any unit equipped with spikes can spend their turn placing or removing their spikes by issuing the unit March orders. Any unit placing or removing spikes cannot attack or cast missiles. If they are engaged in hand combat prior to placing or removing their spikes, then they cannot do so when activated.

Spiked Pit

Spiked pits are devious traps designed to maim attacking infantry and cavalry. Spiked pits are holes containing a wooden spike. The hole is covered with brush or some other debris camouflaging it from the enemy.

A spiked pit covers an area of 40 x 10 mm or 60 x 10 mm. Any unit that contacts the spiked pit is subject to an attack of 6d10. Additionally, spiked pits cannot be crossed.

Spiked pits must be placed when armies are deployed.

Combining Fortifications

Fortifications can be combined. For example, you can place spikes in front of an earthen wall. When combining fortifications, all penalties apply.

Vehicles

Chariots and War Wagons

Chariots are two-wheeled platforms pulled by horses or other beasts. They harass the enemy with missiles, transport heroes around the battlefield, chase down fleeing enemies, and in some cases, shock the enemy into fleeing with a fearful charge.

Chariots are classified as light or heavy. Light chariots are fast and serve primarily to harass the enemy using hit and run tactics. Light chariots have two riders. One pilots the chariot while the other targets enemy troops with missiles.

Heavy chariots are built for close combat, including the use of scythed wheels. Heavy chariots can use shock tactics to slam into enemy formations. Once engaged in close combat the chariot's riders attack with pole arms and other close combat weapons.

War wagons are similar to chariots in that they are mobile platforms pulled by beasts of burden. War wagons possess four wheels whereas chariots possess two making them more durable than chariots, though are not as maneuverable.

All chariots and war wagons observe the following rules:

- † Require the use of smooth ground. Any chariot or war wagon company encountering rough ground is automatically destroyed.
- † Move is equal to the mount type's Move.
- † Always act as skirmishers.

Heavy chariots observe the additional following rules:

- † Receive +2d10 Hand in the first round of combat if the heavy chariots entered hand combat with Charge orders.

War wagons observe the additional following rules:

- † War wagons are limited to their ordinary pace when wheeling.

Steam Tanks

The steam tank is an armored vehicle with thick armor protecting the drivers.

Steam tanks observe the following rules:

- † The steam tank is equipped with a small cannon that is fired independent of the order issued to the steam tank and always fire in the Second Missiles turn.
- † Steam tanks are limited to one turn of up to 45°.

Building a Vehicle Unit

Use the following steps to build a vehicle.

1. Select the base infantry unit. The base infantry unit determines the unit's Ranged, Hand, Defense, and equipment.
2. Select the vehicle type.
3. Select the mount type if applicable. This will determine the vehicle's movement and modifies the vehicle's Hand value.
4. Select additional weapons.
5. Select special abilities. Independent Weapon special ability should be considered for ranged weapons.

Vehicles			
Vehicle	Move	Defense TN	Cost
Light Chariot	0	0	
Heavy Chariot	0	+1	
War Wagon	0	+2	
Steam Tank	5	8	

Historical Army Lists

This chapter introduces historical army lists - from the ancient world to the Renaissance covering a wide period of history, from roughly 3500 BCE to 1521 CE - 5,000 years of human history and warfare.

While, these army lists enable you to quickly build armies for Assyria, Rome, Japan, and much more, they are suggestions only. They are offered for convenience and as guidelines for those wishing to more quickly assemble an army. It's also recommended to do some research regarding your selected army so you better understand how the army fought, its organization, colors for painting schemes, etc.

While two historical army lists (Normans and Saxons) are included in this demonstration rule book, the Core Book includes the following Historical Army Lists:

- Achaemenid Persia
- Arab Empire
 - Under Muhammad 622 - 632 CE
 - Rashidun Caliphate 632 - 661 CE
 - Umayyad Caliphate 661 - 750 CE
 - Abbasid Caliphate 750 - 1258 CE
- Assyria
 - Old Assyrian Period 1813 - 1363 BCE
 - Middle Assyrian Period 1363 - 1000 BCE
 - New Assyrian Period 911 - 612 BCE
- Babylonia
 - Old Babylonia 1792 - 1593 BCE
 - Middle Babylonia 1593 - 1200 BCE
 - Neo-Babylonia 626 - 539 BCE
- Byzantine Empire
 - Constantinian Dynasty (293 - 363 CE)
 - Justinian Dynasty (518 - 602 CE)
 - Thematic (650 - 1081 CE)
 - Komnenian Dynasty (1081- 1185 CE)
- Carolingian Franks
- Carthage
- Celts
- Conquistadors
- Crusaders
 - Army of the People's Crusade (1096)
 - Army of the First Crusade (1096 - 1099)
 - Army of the Third Crusade (1189 - 1192)
- Elam
- Goths
- Greece
 - Mycenae
 - Athens
 - Sparta
 - Thebes
- Hittites
- Israel
- Japan
 - Yayoi Period 300 BCE - CE 250
 - Yamato Period CE 250 - 710
 - Heian Period CE 794 - 1185
 - Kamakura Period CE 1185 - 1333
 - Muromachi Period CE 1336 - 1573
 - Sengoku Period CE 1573 - 1603
- Macedonia
 - Prior to 359 BCE
 - Army under Philip II (359 - 336 BCE)
 - Army under Alexander (336 - 323 BCE)
- Mauryan Empire
- Mexica
- Middle Ages France
- Mongol Empire
- New Kingdom Egypt
- Normans
- Parthia
- Rome
 - Roman Republic - Hoplite (c. 578 - 315 BCE)
 - Roman Republic - Manipular (315 - 107 BCE)
 - Roman Republic - Marian (107 - 27 BCE)
 - Early Imperial (27 BCE - 117 CE)
 - Late Imperial (117 - 476 CE)
- Sassanian Empire
- Saxons
- Sea Peoples
- Scythians
- Seleucids
- Seljuk Empire
- Sumer
- Tang China
- Troy
- Vikings

Normans

In 911 CE Charles III, King of the Franks, granted land in northern France to the Viking chieftain Rollo. In exchange, Rollo swore an oath of fealty to Charles III agreeing to protect the land from further Viking raids. Rollo took the name Robert becoming the first Duke of Normandy. Over time the Norman Vikings would intermingle with the French adopting their language and customs.

Edward the Confessor, King of England, died without a successor in January 1066 CE. Several asserted their claim to the English crown: Edward's brother-in-law, the formidable Earl of Wessex, Harold Godwinson; Duke William of Normandy, who claimed Edward promised him the crown; and Tostig, Earl Harold's brother, Tostig, Earl of Northumbria, who had also allied himself with Harold Hardrada, King of Norway.

Godwinson seized the crown prompting invasions by the other claimants. Godwinson defeated Hardrada's army and then rushed south to meet William's invading army. The armies of Harold and William met in battle at Hastings on October 14, 1066. Harold's army was defeated with Harold dying during the battle. William was crowned King of England on December 25, 1066 ushering in the Norman dynasty in England.

The Normans now ruled as kings in England and as dukes in Normandy. This continued until 1204 when King Philip II of France captured Normandy from King John of England.



Infantry

Unit	PRE	RAN	Hand	DEF	Move	Equipment	Special	Cost
Archers	1	3d10	3d10	2	5	simple bows		
Crossbowmen	1	3d10	3d10	2	5	crossbows		
Warriors	1	3d10	3d10	2 (6)	5	thrown weapons, class 1 armor, shields		

Cavalry

Unit	PRE	RAN	Hand	DEF	Move	Equipment	Special	Cost
Knights	2	3d10	6d10	2 (7)	6	lances, class 2 armor, shields, heavy horse		

Saxons

Roman rule of Britain collapsed in the early 5th century leaving the native Britons to suffer repeated raids from Ireland and Scotland. British rulers appealed to Germanic tribes for help leading to the arrival of mercenaries from several tribes, including the Saxons, Angles, and Jutes.

Once in Britain, the Anglo-Saxon tribes found a land ripe for the taking leading to further migrations and colonization. By the 7th century CE there were a dozen independent Anglo-Saxon kingdoms, including Northumbria, Essex, Mercia, Wessex, Sussex, Kent, and East Anglia.

Authority shifted between the kingdoms until the arrival of the Vikings, who managed to secure rule over much of Britain in a region that came to be known as the Danelaw. Under the rule of Alfred the Great, King of Wessex from 871 to 886 CE, and his successors, the Vikings were driven out and the Anglo-Saxon kingdoms formed a united England.

In 1066 William, Duke of Normandy, invaded England to fight for a crown that was promised to him by Edward the Confessor. William defeated Harold Godwinson at Hastings initiating Norman rule and ending the Anglo-Saxon dynasty in England.



Infantry

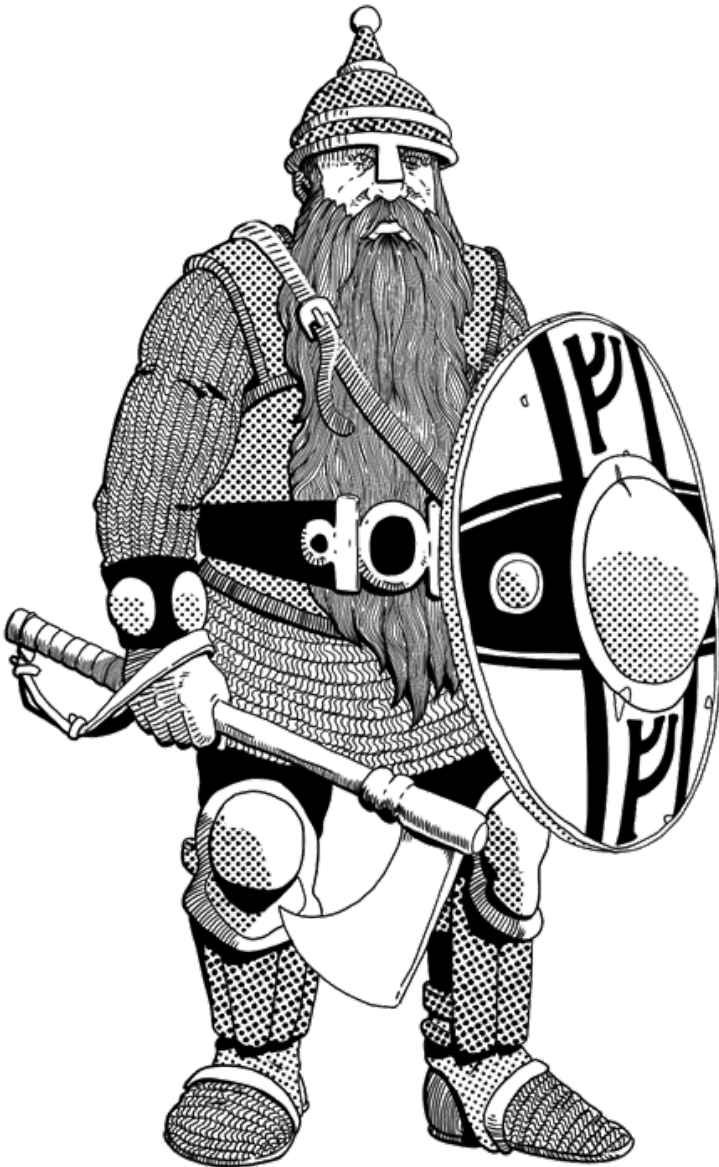
Unit	PRE	RAN	Hand	DEF	Move	Equipment	Special	Cost
Fyrd Warriors	1	3d10	3d10	2 (4)	5	thrown weapons, shields		
Fyrd Archers	1	3d10	3d10	2	5	war bows		
Huscarls	1	4d10	4d10	2 (6)	5	two handed weapons, thrown weapons, class 2 armor, shields		
Thegns	1	3d10	3d10	2 (6)	5	thrown weapons, class 2 armor, shields		

Fantasy Army Lists

This chapter introduces Fantasy armies from your wildest imagination. While, these army lists enable you to quickly build armies, they are suggestions only. They are offered for convenience and as guidelines for those wishing to more quickly assemble an army. It's also recommended to do some research regarding your selected army so you better understand how the army fought, it's organization, colors for painting schemes, etc.

While two fantasy army lists (Deepwood Elves and Goblin Confederation) are included in this demonstration rule book, the Core Book includes the following Fantasy Army Lists:

- Beastmen
- Elves
 - Deepwood Elves
 - Dyadalis
 - Endrilad
- Dwarfs
 - Dwarf Kingdoms
 - Fallen Dwarfs
- Fungoid Kingdom
- Goblin Confederation
- Hobgoblins of Chagatai
- Humans
 - Amush
 - Khund
 - Merciad
 - Noad
 - Norn
 - Order of the Eternal Sun
 - Rothkar
- Orcs of Gundimak
- Ratkin
- Reptilians
- Uthwrig the Undying



Deepwood Elves

Although physically identical, the elves are typically divided into three distinctions for scholarly purposes – the elves of Deepwood, the Endrilad Empire, and the Kingdom of Dyadalis. All have their origin across the sea on Isiluan. There they founded a united kingdom – Dyadalis under the rulership of House Illyth. The kingdom prospered for thousands of years before it fell into civil war in 2705 AE when a rival, House Duthil, claimed the throne upon death of the king.

Refugees from House Illyth and their supporters fled Isiluan as the war raged and House Duthil seized control of the kingdom. The refugees sailed west across the Middle Sea to Feralis where they settled into colonies along the eastern shore. Though they were not alone as the elves soon encountered nomadic human tribes. Conflict was inevitable.

The elves were undecided on what to do with the humans. Many were not eager to lose another home while others were weary of war, and so they split into two factions. One faction regarded humans as a nuisance, though did not have the stomach for further bloodshed. These elves migrated to the Deepwood Forest where they remain today.

The Deepwood elves rarely venture from their forest realm. They live in independent tribes, though do so in peace and cooperation with other denizens of the forest. Little is seen or heard of these elves, though I have well-placed sources claiming that with the threat of Merciad growing ever larger, the Deepwood elves are reconsidering their isolationism.

Deepwood Elf Roles

Deepwood elves fill a variety of roles in their armies. Archers fill out most of their ranks, though others serve in close combat, from warriors and tenacious sword dancers, to rangers who use stealth to unleash unsuspecting attacks on their enemy.

Owlbears

While considered to be mere mindless beasts by most, the Deepwood elves have managed to domesticate and raise owlbears utilizing them in warfare when necessary.

Stag Riders

Stag riders function as wood elf heavy cavalry. They ride into combat heavily armored with menacing cavalry spears.

Treefolk

The Deepwood elves first encountered the treefolk when they migrated to the Deepwood long ago. They became quick allies never failing to come to each others aid when the need arises.

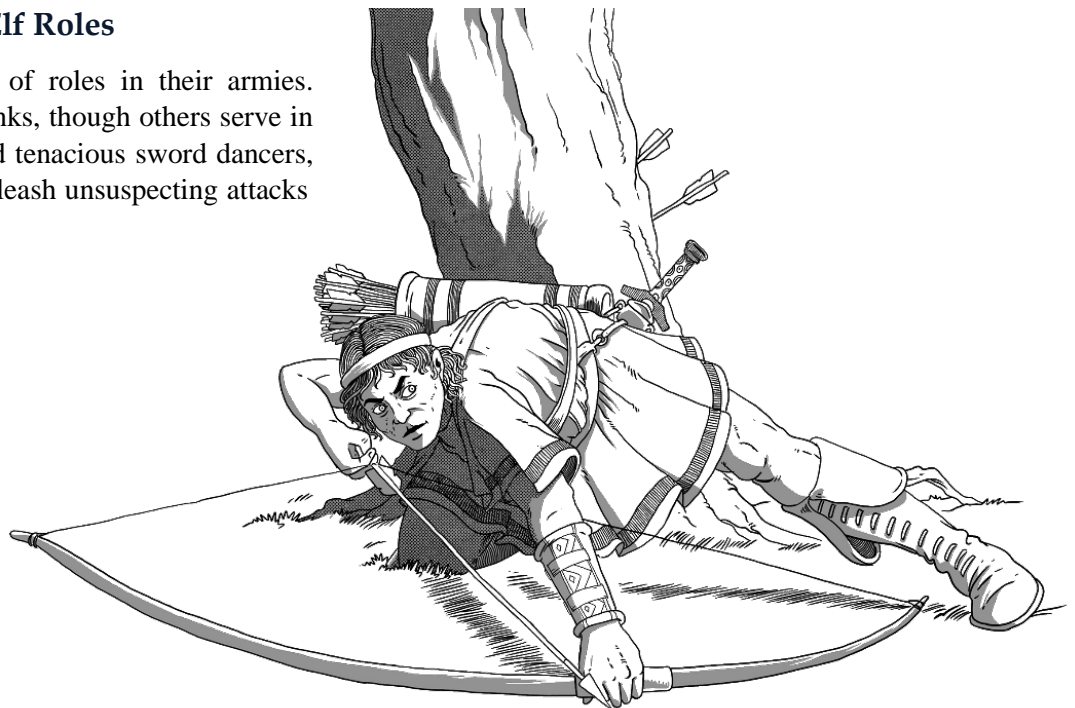
Unicorns

Large numbers of unicorns have begun appearing within the Deepwood where they have chosen to join the elves to combat the growing menace of Merciad.

Enemies and Allies

The Deepwood elves prefer seclusion to dealing with outsiders, though their hand is often forced. Such is the case with the beastmen and Merciad who threaten the peace the elves hold dear. They must also contend with bands of undead that straggle out of Noad.

The Deepwood elves count only the Order of the Eternal Sun as allies as both have a mutual enemy in Merciad.



Deepwood Elves Army List

Infantry

Unit	PRE	RAN	Hand	DEF	Move	Equipment	Special	Cost
Archers	1	4d10	3d10	2 (4)	5	war bows, class 1 armor	mobility (woods)	
Owlbears	2	2d10	5d10	2	6		fearless (1), mob, stubborn, toughness (1)	
Rangers	1	5d10	4d10	2 (6)	5	war bows, class 1 armor, shields	hide, mobility (woods)	
Sword Dancers	1	4d10	4d10	2	5		berserkers, mobility (woods)	
Treefolk Saplings	1	2d10	3d10	2 (3)	5		natural armor (1), stubborn	
Treefolk	2	2d10	4d10	2 (4)	5	two-handed weapons	natural armor (2), stubborn, toughness (1)	
Warriors	1	4d10	3d10	2 (6)	5	class 1 armor, shields		

Cavalry

Unit	PRE	RAN	Hand	DEF	Move	Equipment	Special	Cost
Archers	2	4d10	4d10	2 (4)	9	composite bows, class 1 armor	mobility (woods) light horse	
Stag Riders	2	4d10	6d10	2 (6)	8	cavalry spears, class 2 armor, stags		
Unicorns	2	1d10	4d10	2	9		armor piercing (1), mobility (woods)	

Monsters

Unit	PRE	RAN	Hand	DEF	Move	Equipment	Special	Cost
Treefolk Elders	3	3d10	6d10	2 (5)	6		fear (1), giant, natural armor (3), stubborn, toughness (2)	
Treefolk Giant	4	2d10	8d10	2 (5)	7		fear (2), giant, natural armor (4), stubborn, toughness (3)	

Engines of War

Unit	PRE	RAN	Hand	DEF	Move	Equipment	Special	Cost
Large Ballista	1	4d10	3d10	3	5	large ballista	armor piercing (2/1), second missiles, slow	
Small Ballista	1	4d10	3d10	3	5	small ballista	armor piercing (1/0), second missiles, slow	

Goblin Confederation

For most of their early history, the goblins lived in the forests and hills of the Empty Quarter's northern reaches while the orcs and bugbears lived together in relative peace throughout the plains. According to goblin legend, their gods grew displeased and so punished the goblins with years of winter and immense fields of ice. The goblins were forced to migrate south where they encountered the orcs and bugbears along the River Modder. Conflict quickly ensued as the goblins began raiding orc and hobgoblin villages.

Then a deadlier threat appeared as dragons swept down from the north. They appeared suddenly destroying entire villages sparing none in their insatiable drive for food. The orcs and goblins were determined to not heed any further ground while the bugbears moved to the relative safety of the south. The dragons laid waste to the Empty Quarter until an orc hero slew an immense elder dragon in single combat ending the threat.

Those to the east of the Dragon's Teeth Mountains view the goblinoids as backward primitives and easy prey, and so Endrilad, thirsty for conquest, invaded in 246 AE. The elves underestimated the land as well as the orcs and goblins. A formidable army raised by the goblin warlord Skeeze and the orc warlord Cruul met the elves in battle near the orc village of Orib. The goblins and orcs smashed the elves slaying the elven Emperor Eladithas II in battle.

In 214 AE Thokgor, the son of Cruul, began a conquest of the Empty Quarter. He united orc tribes, some by diplomacy and some by force, though the goblins refused to join his ranks. Many of them began migrating back to their ancestral homelands in the north to escape Thokgor's wrath.

With much of the central plains of the Empty Quarter under his control, Thokgor turned his eye and army north marching into goblin held lands. The goblins could not match Thokgor's army in pitched battle using instead hit and run tactics making Thokgor pay dearly for every step his army took.

Realizing he could not conquer the goblins, he instead signed a treaty with them.

Tensions between the orcs and goblins remained for several centuries. As a result, in 374 the goblin villages entered into an alliance forming the Goblin Confederation for mutual protection against all threats.

Archers

Goblins aren't skilled warriors and so many use bows to remain at a relatively safe distance from the enemy while in battle.

Rabble

The lowliest goblins are known by the peers as rabble. Rabble show up to battle with whatever implements of war they can scrounge up.

Shroomers

One sect of skilled goblin warriors are known as shroomers. These crazed goblins ingest mushrooms just before battle that induce paranoia, fearlessness, and a sense of invulnerability.

Sneaks

Sneaks skulk about the battle seeking out easy unsuspecting prey from which to attack. They prefer coordinated ambushes to straight up attacks.

Trolls

Trolls are often hired on as mercenaries in goblin armies where they lead the way into the fray eager to cash in on plunder.

Warriors

Even though they aren't well-skilled, some goblins do prefer the glory of close combat to the bow. These warriors typically mock archers for their cowardly ways.

Wolf Riders

Wolf riders form the sole cavalry arm of goblin armies. They prefer to practice hit and run tactics by showering the enemy with arrows, moving out of danger, and then striking again.



Wyverns

Goblins learned through trial and error that wyverns could be raised and trained to be unleashed in battle.

Enemies and Allies

While conflict with orcs and between goblin tribes isn't unknown, the true enemies of the Goblin Confederation are roaming beastmen warbands, Endrilad, and ratkin. The goblins rarely seek out war, though are often forced to repel beastmen and ratkin invasions. There hasn't been true conflict between the goblins and Endrilad for many years, though the goblins remain ever wary.

The Goblin Confederation counts Gundimak as an ally, though only in the most lose terms.

Goblin Confederation Army List

Infantry

Unit	PRE	RAN	Hand	DEF	Move	Equipment	Special	Cost
Archers	1	3d10	2d10	2	5	simple bows		
Rabble Archers	1	2d10	1d10	2	5	simple bows	unreliable	
Rabble Warriors	1	2d10	1d10	2 (4)	5	shields	unreliable	
Shroomers	1	3d10	3d10	2	5	two-handed weapons	berserk, hard to kill, mob, single minded, toughness (1)	
Sneaks	1	3d10	3d10	2 (5)	5	slings, class 1 armor, bucklers	hide, unreliable	
Trolls	2	3d10	4d10	2 (3)	5	two-handed weapons	natural armor (1), regeneration, stubborn	
Warriors	1	3d10	2d10	2 (6)	5	class 1 armor, shields		

Cavalry

Unit	PRE	RAN	Hand	DEF	Move	Equipment	Special	Cost
Wolf Riders	2	3d10	3d10	2 (5)	6	simple bows, class 1 armor, shields, wolves		

Monsters

Unit	PRE	RAN	Hand	DEF	Move	Equipment	Special	Cost
Wyverns	4	2d10	7d10	2 (4)	2		fear (2), flyer (25), natural armor (2), toughness (3)	

Engines of War

Unit	PRE	RAN	Hand	DEF	Move	Equipment	Special	Cost
Catapult	1	3d10	3d10	4	5	Catapult	armor piercing (4/4), indirect fire, minimum range (8), second missiles, slow	
Small Ballista	1	3d10	3d10	3	5	small ballista	armor piercing (1/0), second missiles, slow	

Black Powder

Black Powder is a general term used to describe the musket era of warfare. The army lists and equipment in this chapter covers this era - specifically the Seven Years War, the American War of Independence, the Napoleonic Wars, the Crimean War, and the American Civil War.

While two Black Powder army lists (Austria and France from the Seven Years War) are included in this demonstration rule book, the Core Book includes the following Black Powder Army Lists:

- The Seven Years War
 - Austria
 - Britain
 - France
 - Prussia
 - Russia
- The American War of Independence
 - Continentals
 - British
- The Napoleonic Wars
 - Austria
 - Bavaria
 - Britain
 - Brunswick
 - Denmark
 - Duchy of Warsaw
 - France
 - Netherlands
 - Prussia
 - Russia
 - Saxony
 - Spain
 - Sweden
 - Wurttemberg The Crimean War
 - Britain
 - France
 - Kingdom of Sardinia
 - Russia
 - Turkey
- The American Civil War
 - Confederates
 - Union

Equipment

This was a period of evolving warfare due to technological advances. Ranged warfare dominated the battlefield as muskets became the successor to the bow and crossbow.

Cannons and other artillery pieces became common place and standardized. And the concept of total war resulted in the size of armies on the battlefield grow into the tens of thousands.

This section offers some detail about the technological advances in warfare during the Black Powder era.

Ranged Weapons

The early black powder era of warfare was dominated by the smoothbore musket, which gave way to the rifled musket, which itself evolved into the modern rifle.

Carbines

Carbines are cavalry firearms and are similar to their infantry counterparts, though with shorter barrels to make them easier to manage from horseback. The shorter barrels resulted in a shorter range.

Pistols

Early pistols were in use during the Seven Years War, American Revolution, and the Napoleonic Wars, primarily in the hands of officers.

Repeating Pistols

Repeating pistols came into their own during the American Civil War favored as sidearms by officers and cavalry.

Repeating Rifles

Repeating rifles used cartridges to allow multiple shots before reloading and thus offering a much greater rate of fire than single shot rifles and muskets.

Repeating rifles were available to American Civil War armies, though were not widely used owing to the belief that the common soldier would waste too much ammunition.

Rifles

Early breech-loading rifles were single shot just as existing muzzle loading muskets. They did offer several advantages over muzzle loaders in that they were quicker to reload and the breech-loading action relieved the problem of multiple loads being jammed down the barrel by nervous and frightened soldiers.

Breech-loading rifles have been in use since at least the American War of Independence, though in extremely limited numbers due to cost and the time to manufacture. Breech-loading rifles saw limited action in the American Civil war due to the cost to manufacturer.

Rifled Muskets

While rifling as a technology has been in use since the late 1400s, it wasn't common on the battlefield due to its slow rate-of-fire and tendency towards barrel fouling. The invention of the Minié ball in 1849 led to higher rates-of-fire, accuracy, and range.

The rifled musket became the dominant weapon of war during the Crimean War.

Sharpshooters Rifle

Sharpshooters came into their own during the American Civil War when breech loading rifles and scopes were placed in the hands of well-trained soldiers. These

sharpshooters often served as skirmishers and scouts.

Smoothbore Muskets

The smoothbore musket was the successor to the arquebus replacing the more cumbersome arquebus in the 18th century. Muskets had several advantages over the arquebus, though maintained about the same rate-of-fire and effective range.

The smoothbore musket was the dominant weapon of the Seven Years War, the American War of Independence, and the Napoleonic Wars, and was in use as late as the American Civil War.

Black Powder Era Ranged Weapons					
Weapon	Short	Long	Special	Kill	Cost
Carbine Smoothbore Musket	4/+1d10	11/-	armor piercing (3/1), second missiles	2	
Carbine Repeating Rifle	15/+3d10	45/+2d10	armor piercing (3/1)	2	
Carbine Rifle	15/+2d10	45/+1d10	armor piercing (3/1)	2	
Carbine Rifled Musket	12/+2d10	35/+1d10	armor piercing (3/1), second missiles	2	
Pistol	3/-	10/-	armor piercing (2/1), second missiles	2	
Repeating Pistol	3/-	10/-	armor piercing (2/1)	2	
Repeating Rifle	20/+3d10	60/+2d10	armor piercing (3/1)	2	
Rifle	20/+2d10	60/+1d10	armor piercing (3/1)	2	
Rifled Musket	15/+2d10	45/+1d10	armor piercing (3/1), second missiles	2	
Sharpshooters Rifle	30/+3d10	90/+2d10	armor piercing (3/1), second missiles	2	
Smoothbore Musket	5/+1d10	15/-	armor piercing (3/1), second missiles	2	

Engines of War

Engines of war or field artillery became more commonplace on the battlefield during the black powder era of warfare. Standardization in artillery size and ordinance as well as specialists trained in their use resulted in the growth of their effectiveness.

Rifled Cannons

Rifled cannons have been in use since at least the mid 1600s, though were rarely used due to difficulties in manufacturing and cleaning. It wasn't until the American Civil War that rifled cannons began to see regular use on the battlefield.

Rifled cannons are loaded with either canister shot or shells. Unless round shot with smoothbore cannons, shells from rifled cannons do not skip and only strike one target.

Rifled cannons fire their shells at low elevation using direct fire only. They are not capable of targeting flying units at airborne or soaring elevation.

Smoothbore Cannons

Smoothbore cannons were used extensively throughout the black powder period, though saw the most action during the Seven Years War, the American War of Independence, the Napoleonic Wars, and the Crimean War.

Smoothbore cannons were manufactured in a variety of sizes known by the weight of their ammunition, such as 3-pounder, 6-pounder, and 12-pounder, with the 12-pounder also popularly known as the Napoleon.

The ammunition used depended upon the range. At long range, smoothbore cannons were loaded with solid or round shot and fired along a flat trajectory with the goal of skipping the ball along the ground striking as many enemy soldiers as possible.

At closer ranges, cannons were loaded with canister emitting a devastating blast of shot capable of ruining an entire approaching company.

Smoothbore cannons fire their shot at low elevation using direct fire only. They are not capable of targeting flying units at airborne or soaring elevation.

Howitzers

Cannons are useful when targeting an enemy to which direct LoS can be established. When an enemy is concealed behind a fortification or terrain and cannot be directly targeted, then howitzers can be used to lob explosive shot over the fortification down onto the enemy. Unlike smoothbore and rifled cannons, howitzers are capable of indirect fire and can target flyers at airborne and soaring elevations.

Canister Shot

Canister shot differs from round shot in that the cannon fires a metal or cloth canister holding small balls or pieces of scrap or shot. The canister disintegrates causing the material within to spread out decimating whatever unfortunate unit it strikes.

Unlike round shot which fires in a straight line, canister shot affects an area. The range is much shorter and only affects one company, though the damage is more.

Black Powder Era Engines of War						
Engine of War	Short	Long	DEF	Kill	Special	Cost
Howitzer, Light			2		indirect fire, limber, second missiles, slow	
† Canister Shot	3/+3d10	10/+1d10		2	armor piercing (2/1)	
† Round Shot	30/+2d10	100/-		2	armor piercing (2/2),	
Howitzer, Medium			3		indirect fire, limber, second missiles, slow	
† Canister Shot	7/+3d10	20/+1d10		3	armor piercing (2/1)	
† Round Shot	50/+2d10	150/-		3	armor piercing (3/3)	
Howitzer, Heavy			4		indirect fire, limber, second missiles, slow	
† Canister Shot	7/+3d10	20/+1d10		3	armor piercing (2/1)	
† Round Shot	60/+2d10	180/-		3	armor piercing (4/4)	
Rifled Cannon, Light			2		limber, second missiles, slow	
† Canister Shot	3/+4d10	10/+1d10		2	armor piercing (2/1)	
† Shell	80/+3d10	250/+2d10		3	armor piercing (2/1)	
Rifled Cannon, Medium			3		limber, second missiles, slow	
† Canister Shot	3/+4d10	10/+1d10		2	armor piercing (2/1)	
† Shell	80/+3d10	250/+2d10		3	armor piercing (3/1)	
Rifled Cannon, Heavy			3		limber, second missiles, slow	
† Canister Shot	3/+4d10	10/+1d10		2	armor piercing (2/1)	
† Shell	80/+3d10	250/+2d10		3	armor piercing (4/2)	
Smoothbore Cannon, Light			2		limber, second missiles, slow	
† Canister Shot	5/+4d10	15/+2d10		2	armor piercing (2/1)	
† Round Shot	30/+1d10	90/-		3	armor piercing (2/1)	
Smoothbore Cannon, Medium			3		limber, second missiles, slow	
† Canister Shot	10/+4d10	30/+2d10		3	armor piercing (2/1)	
† Round Shot	35/+1d10	100/-		4	armor piercing (3/1)	
Smoothbore Cannon, Heavy			4		limber, second missiles, slow	
† Canister Shot	10/+4d10	30/+2d10		3	armor piercing (2/1)	
† Round Shot	40/+1d10	120/-		4	armor piercing (4/2)	

The Seven Years War

The Seven Years War was a global conflict between the major European powers. The war took place on two major fronts – Europe and North America, though battles raged across the world, including Africa and Asia. In North America, the war is known as the French and Indian War.

North America

The roots of war in North America took hold in 1752 when Great Britain and France began to quarrel over the Ohio River Valley leading to the French and Indian War. The Ohio River Valley had been a source of contention between the two powers for decades. English settlers poured into North America putting pressure on England to expand west into French territory. The French responded by establishing the colony of Detroit in 1701 to halt English settlement of the region.

Great Britain and France attempted to settle the matter peacefully in 1750, though were unable to come to an agreement leading the French to build up their presence in the Valley to protect their interests against British colonists. The British claimed some of France's newly built forts were in Virginia territory that belonged to Great Britain and so in 1753 the Governor of Virginia granted that land to his citizens.

In 1754 the Governor of Virginia ordered Lieutenant Colonel George Washington along with 150 Virginia minutemen to drive the French out of the Valley. Washington led his forces into the Valley and on May 28 he encountered a French force. Washington emerged triumphant in the small skirmish, though in doing so launched the first shots of the war.

Major General Edward Braddock was placed in charge of British forces. He arrived in North America in February 1755 at which time he led two battalions into the Valley. By now, fighting was well underway as Braddock led his forces toward the French held Fort Duquesne. While in route, Braddock's army was attacked by an army of French and Indian allies on July 9. The resulting Battle of the Wilderness was a disastrous defeat for the British as they suffered heavy losses, including the death of Braddock.

Despite the early fighting, war had not yet been declared between Great Britain and France. It wasn't until negotiations completely broke down and the French invaded the British held island of Minorca in the Mediterranean that war was officially declared on May 17, 1756. The French held the upper hand early in the war, including turning away a British invasion of Canada in 1756 and capturing Fort William Henry in August 1757.

Though by 1758 the British were turning the tide. They adapted to the wooded terrain of North America, learning how to fight on a field that wasn't a clear plain. The British also seized the vital Fort Duquesne in 1758 after it was abandoned by the French. The seizure of Fort Duquesne gave the British control of the Ohio River Valley.

Following the conquest of the Ohio River Valley, the British turned their attention north to the remaining French holdings in Canada. The British captured the French forts of Fort Niagara and Ticonderoga. In September 1759 a British army under James Wolfe defeated a French army commanded by Louis-Joseph de Montcalm at the Battle of Quebec on the Plains of Abraham. Both commanders died as a result of the battle, though the victory gave the British control of nearly all North America. Montreal fell to the British the following year.

The British captures of Quebec and Montreal effectively brought the war in North America to an end, though sporadic fighting continued until the war officially ended on February 10, 1763 with the Treaty of Paris.

Europe

With fighting already taking place between Britain and France in North America, the European powers knew war in Europe was inevitable. Ill will between Austria and Prussia lingered following the War of Austrian Succession. The war ended in 1748 with the Treaty of Aix-la-Chapelle with which Austria lost Silesia to Prussia. The Prussians were keen on holding on to their newly gained territories as well as seizing Saxony. Meanwhile, Russia desired to put a halt to Prussia's growing power while taking Poland and east Prussia for themselves.

Before long the powers entered newly formed alliances. Britain and Prussia signed a treaty, which caused Austria to break their longstanding alliance with Britain. Austria then signed a treaty with France, a former enemy. Russia joined forces with Austria and France in January 1757.

War officially began in August 1756 when Frederick II ordered the Prussian invasion of Saxony to prevent Austria and Russia from using Saxony as a staging point for an invasion of Prussia. Prussia enjoyed a series of early victories, including at Leipzig, Dresden, Rossbach, and Leuthen.

Russian and Austrian forces began to push back on Prussia, including capturing east Prussia in 1758, defeating the Prussians at Kunersdorf in 1759, and capturing the Prussian capital of Berlin in October 1760, though Prussian reinforcements forced the Russians and Austrians to abandon the capital.

Events turned dramatically in Prussia's favor in January 1762 when Tsarina Elizabeth of Russia died. She was succeeded by her nephew, Peter III. Peter was a great admirer of Frederick of Prussia and immediately ordered all Russian forces to stand down ceasing hostilities.

The sudden withdrawal of Russian support left Austria alone to deal with Prussia. Austria forces were soon driven from Silesia and forced to sign the Treaty of Hubertusberg on February 15, 1763 ending the war.

Legacy

The British victory more than doubled its possessions in North America while France was left with nothing. Spain received all land west of the Mississippi that once belonged to France as well as New Orleans, though was forced to hand Florida over to Britain.

However, the British victory came at a cost. In 1754, seven of the thirteen British colonies in North America met in Albany, New York for the Albany Congress. There, Benjamin Franklin attempted to unite the colonies with a Plan of Union, a predecessor to the Articles of Confederation and ultimately the Constitution. Franklin's attempt ultimately failed, though the seed of union was now planted.

Britain was left with heavy debt following the war with France, which they decided to resolve by taxing the colonists. Growing contentions over the taxation as well as growing sentiment that the colonies weren't as different as they once believed led to the colonies declaring independence.



Participants

The participants of the Seven Years War are divided into two coalitions with each being composed of several main powers along with several lesser powers.

First Coalition

The members of the First Coalition are:

- † British East India Company
- † Electorate of Brunswick-Luneberg
- † Great Britain
- † Habsburg Monarchy
- † Hanover
- † Huron Nation
- † Ireland
- † Iroquois
- † Portugal
- † Prussia
- † Sardinia

Second Coalition

The members of the Second Coalition are:

- † Abenaki Confederacy
- † Austria
- † France
- † French East India Company
- † Holy Roman Empire
- † Mughai Empire
- † Nawab of Bengal
- † Peru
- † Russia
- † Saxony
- † Spain
- † Sweden

Austria

Infantry

Unit	PRE	RAN	Hand	DEF	Move	Equipment	Special	Cost
Austrian Fusiliers	1	3d10	3d10	2	5	smoothbore muskets		
Austrian Grenadiers	1	4d10	4d10	2	5	smoothbore muskets		
Austrian Grenz	1	3d10	3d10	2	5	smoothbore muskets		
Bavarian Fusiliers	1	2d10	2d10	2	5	smoothbore muskets		
Hungarian Fusiliers	1	3d10	3d10	2	5	smoothbore muskets		
Hungarian Grenadiers	1	4d10	4d10	2	5	smoothbore muskets		
Wurttemberg Fusiliers	1	3d10	3d10	2	5	smoothbore muskets		

Cavalry

Unit	PRE	RAN	Hand	DEF	Move	Equipment	Special	Cost
Austrian Chevaulegers	2	3d10	5d10	2 (5)	6	pistols, smoothbore muskets, class 2 armor, heavy horse		
Austrian Cuirassiers	2	3d10	5d10	2 (5)	6	pistols, class 2 armor, heavy horse		
Austrian Dragoons	2	3d10	5d10	2 (5)	6	pistols, smoothbore muskets, class 2 armor, heavy horse		
Austrian Grenadiers	2	4d10	5d10	2	9	pistols, smoothbore muskets, light horse		
Austrian Hussars	2	3d10	4d10	2	9	pistols, smoothbore muskets, light horse	stubborn	
Saxon Chevaulegers	2	3d10	5d10	2 (5)	6	pistols, smoothbore muskets, class 2 armor, heavy horse		
Austrian Ulhan	2	3d10	4d10	2	9	lance, light horse		

Engines of War

Unit	PRE	RAN	Hand	DEF	Move	Equipment	Special	Cost
Light Cannon	1	3d10	3d10	3	5	light cannon	armor piercing, limber, second missiles	
Medium Cannon	1	3d10	3d10	4	5	medium cannon	armor piercing, limber, second missiles	
Heavy Cannon	1	3d10	3d10	5	5	heavy cannon	armor piercing, limber, second missiles	

France

Infantry

Unit	PRE	RAN	Hand	DEF	Move	Equipment	Special	Cost
Canadian Militia	1	2d10	2d10	2	5	smoothbore muskets	unreliable	
French Fusilier	1	3d10	3d10	2	5	smoothbore muskets		
French Grenadiers	1	4d10	4d10	2	5	smoothbore muskets		
Indians	1	3d10	2d10	2	5	smoothbore muskets		
Saxon Fusiliers	1	3d10	3d10	2	5	smoothbore muskets		
Wurttemberg Fusiliers	1	3d10	3d10	2	5	smoothbore muskets		

Cavalry

Unit	PRE	RAN	Hand	DEF	Move	Equipment	Special	Cost
French Chevaulegers	2	3d10	5d10	2 (5)	6	pistols, smoothbore muskets, class 2 armor, heavy horse		
French Dragoons	2	3d10	4d10	2	9	pistol, light horse		
French Hussars	2	3d10	4d10	2	9	pistols, smoothbore muskets, stubborn light horse		

Engines of War

Unit	PRE	RAN	Hand	DEF	Move	Equipment	Special	Cost
Light Cannon	1	3d10	3d10	3	5	light cannon	armor piercing, limber, second missiles	
Medium Cannon	1	3d10	3d10	4	5	medium cannon	armor piercing, limber, second missiles	
Heavy Cannon	1	3d10	3d10	5	5	heavy cannon	armor piercing, limber, second missiles	



Change Formation	Change Formation	Change Formation	Change Formation	Change Formation	Change Formation	Change Formation	Change Formation	Change Formation	Change Formation
Charge	Charge	Charge	Charge	Charge	Charge	Charge	Charge	Charge	Charge
Charge	Charge	Charge	Charge	Charge	Charge	Charge	Charge	Charge	Charge
First Missiles	First Missiles	First Missiles	First Missiles	First Missiles	First Missiles	First Missiles	First Missiles	First Missiles	First Missiles
First Missiles	First Missiles	First Missiles	First Missiles	First Missiles	First Missiles	First Missiles	First Missiles	First Missiles	First Missiles
March	March	March	March	March	March	March	March	March	March
March	March	March	March	March	March	March	March	March	March
March	March	March	March	March	March	March	March	March	March
Second Missiles	Second Missiles	Second Missiles	Second Missiles	Second Missiles	Second Missiles	Second Missiles	Second Missiles	Second Missiles	Second Missiles
Second Missiles	Second Missiles	Second Missiles	Second Missiles	Second Missiles	Second Missiles	Second Missiles	Second Missiles	Second Missiles	Second Missiles
Skirmishing	Skirmishing	Skirmishing	Skirmishing	Skirmishing	Skirmishing	Skirmishing	Skirmishing	Skirmishing	Skirmishing
Skirmishing	Skirmishing	Skirmishing	Skirmishing	Skirmishing	Skirmishing	Hiding	Hiding	Hiding	Hiding
Disorganized	Disorganized	Disorganized	Disorganized	Disorganized	Disorganized	Disorganized	Disorganized	Disorganized	Disorganized