

Unofficial Add-on rule set for Basic Impetus©/Impetus© (by Lorenzo Sartori)

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These rules were tested, tried and retested with Pier Paolo Resmini e Francesca D'Alfonso.

Thanks to all the members of the Impetus forum for supporting and helping us.

<http://impetus.forumsland.com/impetus.html>

Cover drawing by Matteo Palombelli.

SUMMARY

INTRODUCTION 4

MECHANICS 5

ABILITIES 7

CHARACTERS 12

ARMY LISTS 20

Introduction

Welcome to "*Basic Impetus Fantasy*", a rule expansion for *Basic Impetus* which is born from the authors' passion for wargaming in all its forms: historical, fantasy or fantascientific. The following rules are designed to give players a set of rules that can be used with any fantasy armies and figures.

We are wargamers, not manufacturers or distributors, in publishing these rules our aims were:

a) To create a set of rules, which add a fantasy element to the mechanisms of *Basic Impetus* without changing the base rule system. The rules are intended for battles with armies of 150 to 300 army points, but they are easily able to support armies of 500 or 800 army points, according to the size and type of game you want to play.

b) To make it possible to create armies with any figures players might have in their collection without being tied to any specific manufacturer or fantasy background.

c) But mainly..... *Basic Impetus Fantasy* (BIF from now on) should be considered only as a guide. You, players and friends, are free to modify these rules according to how you want to play the game. In fact, we encourage you to develop your own variants and let us know about them.

We hope you enjoy many good games and our thanks to all those friends, who personally or on the *Impetus* forum, gave freely of their advice and support. Thank you all. This volume is also yours.

Andrea & Jacopo

Mechanics

The basic mechanics of the game are the same as those already available in the Basic Impetus/Impetus set of rules. These additional rules just bring the fantasy specifics of terrible monsters, mighty heroes and villains to a game that is already complete.

In particular, in BIF/IF units can be provided with some special or magical abilities, specific to a fantasy setting. These abilities are intended only for use in BIF, they are not supposed to be used for regular Basic Impetus/Impetus games!

In line with the format of the original set of rules, we have developed some “generic” fantasy army lists as examples and illustrations. We are working on a future release which will allow you to build units or even complete armies according to your own favourite fantasy themes or backgrounds.

Special models

STEAM CHARIOTS, CARROCCIOS AND CONTRACTIONS OF WAR

In the best tradition of steampunk fantasy, we couldn't resist the opportunity to bring to our tables these fabulous models. They are not subject to any special rules and depending on their armament and equipment, count as either Wagenburgs or Chariots as per the rules in BI/I.

AIRSHIPS, WIND WHALES, BALLOONS AND FLOATING WONDER (FLU)

These are not “flyers” as expected for Dragons, Harpies or other mythical creatures. Rather they are “skimmers” or “floaters”, they pass above enemy line to bomb them, they are not machinery or creatures for aerial combat.

They are considered to be airborne at the beginning of the battle, floating some feet above the battlefield and can't land during the battle.

Movement of floating units and combat

Floating units move normally on the battlefield like other units. However, unlike the latter, they can pass above every troop type and terrain. If their movement doesn't allow them to completely pass through those troops, they must stop in contact with the initial base edge of those troops. If the contacted troop belongs to the enemy, melee doesn't occur.

A Floating unit does exert a Zone of Control, so will impact the movement of enemy units, but its own movement is not affected by the ZoC's of enemy units on the ground. The concept is that nobody wants to be bombed, which is the likely result of passing beneath an enemy unit like that.

Moreover, although in the base BIF/IF we are not introducing a set of rules specifically for mid air combats, the thought of bold heroes on dragons hunting these machineries inspired us to introduce the following rule: Units considered flying can

attack Floating units in hand to hand exactly as if they were on the ground. If the Floating unit wins the melee, it doesn't pursue but keeps its position. If it loses, it is considered automatically destroyed.

Bombing and shooting

Once per turn a Floating unit can attack any enemy unit that it is passing over, throwing as many d6 as for its VBU value. Damage is calculated as usual. Bombing occurs when the Floating unit passes completely over the enemy unit, or if it stops during its movement with its own front or side base edge in contact with an enemy unit. If the Floating unit stops in contact with two enemy units, it may choose to divide its attack equally between both. Potentially the Floating Unit could end up in base contact with three or four enemy units, but in such circumstances it is still limited to attacking a maximum of two enemy units, one to each side.

Bombing may, thus, occur in one of the following cases:

1. The Floating unit passes over an enemy one and bombs the unit it passed over.
2. The Floating unit stops with its front or side edge in contact with a single enemy unit and bombs the unit is in contact with.
3. The Floating unit stops with its front and/or side edges in contact with two or more enemy units, in which case it can only attack two of the units.

A Floating unit can be equipped with Ranged Weapons. In the same turn that unit can bomb or shoot, but can't do both actions.

Shooting at Floating units

Shooting units, Skirmishers, C class Artillery or any unit with appropriate abilities can shoot normally at these units, but taking their range as if they were one extra column to the right in the Shooting Table. Floating units are always considered as mounted. Characters with appropriate spells or magic can use them against Floating units. In this case the distance between the bases is the horizontal distance +10U.

Base size for Steamchariots and Floating units

They follow the common rules provided for Carroccios and Wagenburgs.

MONSTERS (M)

Another category that we can't skip in a fantasy world is Monsters. In BIF we broadly class monsters as any creatures of larger than human size, which can be a single giant creature or a group of smaller creatures acting as a "unit". For example, a "Monster" unit could be one Troll, or a base of three Trolls, one large Dragon, or a couple of smaller ones, one huge rabid wolf or a base full of ordinary wolves, the difference will be the combat factors of the unit.

All Monsters have Monster ability which distinguishes them from other units. A unit with this ability is always considered as Mounted in regard to shooting. They will

also always have the “Terror” ability. In hand to hand combat the Impetus value of any unit fighting against a Monster is halved.

Base size for Monster units

A Monster unit should be based on a half sized frontage y on a base with the frontal edge halved and) with a depth according to the figure’s dimensions. However, as the term monster will cover a lot of different models, players are free to adapt the base as required to contain the model.

Abilities

The following list of abilities doesn’t want to be a definitive guide on this argument, but a guide for players and fiends. Of every ability is given the name and its effects.

<i>ABILITY</i>	<i>ABILITY DESCRIPTION</i>
<i>Brisk Troops</i>	After the deployment of both armies and before starting to fight, A unit with this ability can move, always following the normal rules about movement, as far as half of its Movement value.
<i>Brutal Charge</i>	If the unit with this ability charges an enemy one, the latter is automatically Disordered. If it’s already Disordered, it receives a Loss, which will be considered after the Melee if it did not take any other losses in the combat. It can’t be assigned to S, T and Art units.
<i>Camels</i>	See Basic Impetus/Impetus rules about them.
<i>Continuous Charge</i>	A unit with this ability never retreats from combats when it charges. The ability has no effect if the unit gets charged. It can’t be assigned to S, T and Art units.
<i>Cowards</i>	If charged, the unit retreats 1d6/2 if Infantry or 1d6 if Cavalry.
<i>Determined</i>	A unit with this ability doesn’t rout if it loses the Melee occurring from flank or rear attacks. It can be assigned only to FP and CP.
<i>Die Hard</i>	A unit with this ability takes Damage only from 6’s on dice. Artillery inflicts Damage with double 5 as normal.
<i>Eagle Eyed</i>	A Unit with Ranged Weapons or Artillery can re-roll all 1 scored during shooting, This 2 nd result being final ..no re-rolling a re-roll!

<i>Elemental/Supernatural</i>	See the following description.
<i>Fast</i>	When following and retreating, A unit with this ability rolls 2d6 and chooses which score to keep.
<i>Fear</i>	Any unit charged by one with this ability must perform a Cohesion Test. If it fails, the charged unit fights with -1 to its VBU during that combat, (minimum 1 dice). If an unit equipped with this ability is charged, the enemy will fight with its own VBU normally.
<i>Fierce Charge</i>	A unit with this ability has Impetus 1 even if it lost its Impetus capability due to casualties. It can't be assigned to S, T and Art units.
<i>Flying</i>	See the following description.
<i>Giant*</i>	A unit with this ability is easier to hit with ranged weapons. For shooting purpose they are considered Mounted. Units equipped with this ability are treated like Elephants in the Basic Impetus rules. They must have at least VBU 5 at full strength. Giant Units cause Fear and do not suffer from Fear caused by enemy units. It can be assigned only to FP and CP.
<i>Immortal</i>	If the result of Cohesion Test would cause the unit to rout, roll 1d6. With a score of 4+, the unit is still in game, but with VBU 1, Impetus 1 and is considered to have lost the Melee, thus it must retreat. It does not lose its special abilities. This ability can only be used once per game
<i>Impetuous</i>	A Large unit with this ability has a 2 dice bonus against enemy Infantry. The bonus applies while the front Unit is Fresh. It can be assigned only to Large Units of FL and FP
<i>Incendiary Arrows/Magical Projectiles</i>	Use of them has to be declared before rolling dice. Range is reduced by one column. Even if they don't score any Damage, they Disorganise the enemy or inflict 1 Loss if it is already Disordered. It can be assigned only to T and Art units.
<i>Inflammable/Sensitive</i>	Some creatures suffer from fire effects more than others, due to the damage which fire causes or because they are afraid of it. A unit with this ability, when targeted by shooting enemy with Incendiary Arrows/Magical Projectiles, are considered Mounted. If already Mounted, they add 1 dice to enemy shot.

<i>Knowledge of Terrain</i>	<p>A unit with this ability can move through broken or difficult ground without halving its movement and disordering. Before battle the player will nominate the appropriate terrain type, eg; woods, rocky terrain or swamps.</p> <p>It can't be assigned to Chariots, Cavalry, Giants, FP and M.</p>
<i>Lethal</i>	<p>A unit with this ability can re-roll all 1's scored in a Melee, This 2nd result being final..no re-rolling a re-roll!</p>
<i>Long Spears</i>	<p>See Basic Impetus/Impetus rules about them.</p> <p>It can be assigned to all infantry, even FL, but not to S and T units.</p>
<i>Pavises</i>	<p>A unit with this ability cancels the Impetus value of the charging enemies, and reduces enemy shooting by 1 dice, providing the attacks come from the front. Attacks from Artillery units are not affected by this ability.</p> <p>It can be assigned only to FL, FP and T units.</p>
<i>Perfected Weapons/ Magical Weapons</i>	<p>Adds 10U of range to the last column.</p> <p>It can be assigned only to T and Art units.</p>
<i>Pikes</i>	<p>See Basic Impetus/Impetus rules.</p> <p>It can be assigned only to FP.</p>
<i>Pilum</i>	<p>See Basic Impetus/Impetus rules.</p>
<i>Ranged Weapon</i>	<p>See the following description.</p>
<i>Resistance to Magic 6/4</i>	<p>A unit with this ability, if attacked by any spell, benefits from a Saving Throw that can cancel it. There are 2 levels. Roll 1d6 and if the score are equal or more than the critical chosen number, the spell is countered. This ability can be used many times per turn, but only once against each magical attack.</p>
<i>Rush</i>	<p>A unit with this ability automatically disorganises any enemy unit it charges. If the enemy was already Disordered, ability doesn't have effect.</p> <p>It works only if the unit is Fresh.</p> <p>It can't be assigned to S, T or Art units.</p>
<i>Schildron</i>	<p>A unit with this ability becomes Disordered if it moves. If not disordered, it doesn't get Disorder by flank or rear attacks. The unit is considered having Pikes.</p> <p>It can be assigned only to FP.</p>

<i>Shieldwall</i>	If charged frontally, the unit cancels the Impetus value of Infantry and halves that of Cavalry. If shot at frontally, shooting unit loses 1 dice. Artillery doesn't suffer from this ability. It can be assigned only to FP units.
<i>Skilled Shooters</i>	A unit with this ability can shot with an angle of 360° rather than the normal 45°. It can be assigned only to CL units.
<i>Slow on the Uptake</i>	A unit with this ability must roll 1d6 at the beginning of the turn. On a 1 it doesn't move, but may fight as normal if charged. If shot at, it can move against that enemy, but only if it has not moved in this turn. It can't use its Ranged Weapons in this turn. With a score of 2+, it can act normally.
<i>Small</i>	The members of this unit are harder to hit than normal. Long range shot against this unit suffers a -1 penalty, minimum 1 dice is guaranteed, but only if without this penalty shooting value would still be positive. It can be assigned only to FL, FP, S and T units.
<i>Stakes</i>	This ability must be declared during deployment at the beginning of the game. If a unit using Stakes doesn't move, the Impetus value of enemy Cavalry, Chariots and Giants charging the unit is cancelled. It can be assigned only to T units.
<i>Terror</i>	Every unit charging or being charged by a unit with this ability fights with -1 to the VBU value in that combat, minimum 1 dice however.
<i>Tough</i>	A unit with this ability tests Cohesion with a VBU 2 even if it should test with VBU 1. It can't be assigned to S, T and Art units.
<i>Undisciplined</i>	When it wants to move, A unit with this ability must roll 1d6. With a score of 1-2-3 the player can move it as he wants. With 4-5 the unit advances against the nearest visible enemy. With 6 it doesn't move. It can be assigned only to FL, FP, CL and CP units.

* An unit having Giant ability should be put on a base half the normal width for its type but standard depth. However if the model's dimensions require a bigger base, adjust it to fit the purpose.

Note from Authors: if in a Melee, 2 or more allied units with different base widths are involved, the unit more of its base edge in contact with the enemy is considered the principal one involved in combat. If it's not possible to tell which one is the principal unit, like in a charge on both flanks for example, the unit with the **present** higher VBU value is the principal one.

Table of Ranged Weapons

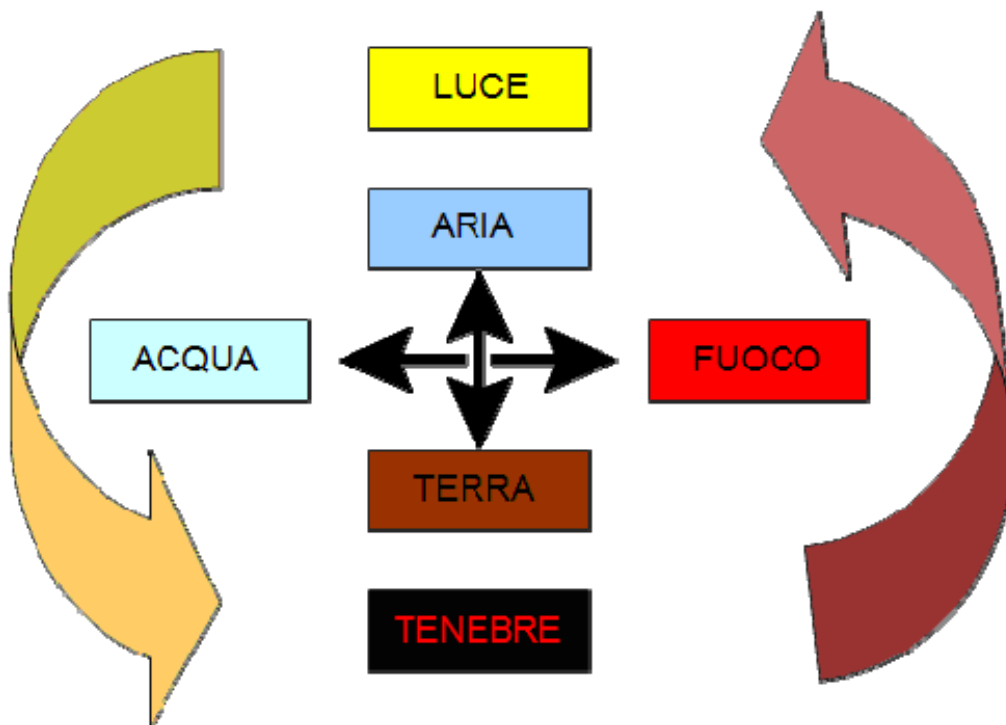
See the tables of Basic Impetus/Impetus about them.

Elemental/Supernatural

With this description we mean all those creatures which, though they fight on the Material Plane, have origin in another one, like Elementals of Water or Air rather than beings from Light or Darkness Plane for example. Also Golem made of an element can be considered like Elementals of that element.

The main peculiarity of these beings is their supernatural toughness and resistance to damage. To them are thus applied the following and further rules:

- Units equipped with this ability always test, for Damages or other cases, with their maximum VBU as long as it is more than half, round up. Than the VBU value is fixed. They will fight with normal VBU value, but will always test with this fixed VBU to perform Cohesion Test or other tests.
- If the attack comes from an opposite Elemental, than use actual values.



- Elementals of Light or Darkness are Supernatural beings like Angels or Demons sent by their patrons to help their faithful in times of trouble.

As such they fight and test with their actual VBU value when fighting against rival ones. Elementals fight and perform tests against Supernaturals using their actual VBU, but the Supernaturals use their fixed VBU against them.

Flying

This special ability merits a longer and more detailed description than normal. We chose to consider this ability as a way for troops to move quicker on the battlefield. For this reason full rules for a proper mid air combat were omitted....for now!

A unit with this ability can move in any direction without penalties and pass above any terrain without penalties too. It can finish its Movement wherever it wants, except on other units, friends or foes. Flying units can attack enemy troops but if those troops are in broken or difficult terrain, the flyer suffers a -1 to its VBU. Flying units interpenetrate friendly units as normal.

BFFF abilities during Melee

Fantasy abilities which affect Melee act only if the unit equipped with is the principal one involved in the Melee and not a supporting unit.

Note from Authors: this rule prevent an unit with VBU 1, but with abilities wisely chosen, charging an enemy one but as supporting unit and becoming the decisive element of the present Melee, if not of the entire game.

LARGE UNITS

It's possible to form permanent large units containing FL, FP, T or S classification troops from the beginning of the game. These Large Units are formed by placing one unit base directly behind another, they can be both of the same type or different. If they are the same they must have the same characteristics, including abilities, and the second rank will provide support. If they are of different types they can have different values and characteristics, but the second rank will not provide any support.

UNITS WITH RANGED AND MELEE WEAPONS

Some Infantry units can include within their ranks Ranged Weapons, even if they are not classed as T or S units. An example may be units equipped with Pike and Harquebus. To represent that not all the men of the same unit are equipped with the Ranged Weapon, but only a part of them, the unit can shoot only with its VBU halved, rounded up, but will normally fight in Melee.

Characters (CH)

Every true fantasy army, besides its General, can count on help from powerful heroes and mighty wizards to beat its enemies. In order to introduce this vital aspect of any fantasy setting, we allow players the option to choose one or more Characters from those listed below. The same type of Character can be selected more than once in accordance with the army list.

Whereas the General can only be included in an already existing unit, representing the leader of the army, Characters are provided two options: they can be added to an

existing unit or on a specific single base as an independent character.

This latter option represents a Character with few companions and, when appropriate, his monstrous mount, moving around the battlefield giving moral support to his army. For this reason a Character follows the existing rules for Skirmishers and the following special rules:

- The unit is considered Mounted and it can make an oblique and rear movement without being Disordered.
- The unit can evade if shot at or charged from the front (only IF).
- If the unit passes through an enemy one when evading, it doesn't disorder the latter (only IF).

Note from Authors: as modellers we can't miss the chance to create some little dioramas with few figures.

Base size for Character Units

If Characters are included within an existing unit, that unit will have a base as normal for its type of troops. The presence of the character being indicated by the use of an identifiable special figure.

For independent Characters, the base should be half the normal width, with a depth appropriate for the models. For movement purposes the Character is always considered Mounted and having the same Movement characteristics as Skirmishers.

Note from Authors: in case of hand to hand combats involving a unit and Independent Characters against an enemy unit, the unit more of its base edge in contact with the enemy is the principal unit. If it's impossible to tell which has more in contact, the one with the **present** higher VBU in the principal unit.

ENLISTMENT OF THE GENERAL

In BIF/IF the General is the hand who leads the army, accordingly he must be situated within one of the most powerful units in the army. This unit will automatically become **VD 4**.

The General, besides his typical characteristics of the General as illustrated in BI/I, can be equipped with one of the following special abilities.

- **Strategist** = Can re-roll if his army loses Initiative.
- **All is lost save honour** = If the Generals unit was the principal unit involved in a melee and was beaten, he can choose not to Retreat. This ability can be used once per game.
- **Stand Firm Men!** = Once per game the General can give a friendly unit the opportunity to re-roll a dice in the Cohesion Test. The General must be still on the battlefield.

TYPES OF INDEPENDENT CHARACTERS

Hero:

Slayer, Widow maker or Protector of the Weak. Whatever you call him, his presence on the battlefield reassures his friends and terrifies the enemies. His blade breaks their ranks and his mount tramples anyone who tries to stop him.

Besides standard abilities, the Hero can have one or more of the following characteristics.

- **Strategist** = Can re-roll if his army loses Initiative.
- **Blessed by Fate/by Gods** = If he has lost his last VBU point, roll 1d6. With a score of 5+, it's saved.
- **Stand Firm Men!** = Once per game the Hero can give a friendly unit the opportunity to re-roll a dice in the Cohesion Test. The Hero must be still on the battlefield.

Note from Authors: even if more than one ability permits it, it is not possible to re-roll a dice more than once in the same circumstance.

Wizard:

Whether called Enchanter, Necromancer or White Sorcerer, his proficiency and power with arcane spells make all fear him. The Wizard can have one or more of the following spells.

A Wizard can use only 1 spell per turn, whether it's his phase or enemy's one. If both players intend to use a spell at the same time, these will be resolved giving precedence to Active player's one. Unique exception is the spell *Counterspell*. This spell has the precedence and, if it succeeds, counters directly the enemy's one. Spells, except *Summon magical unit* which can only be cast successfully once, can be used many times during the game.

- **Fireball** = Roll 1d6. With a score of 5+, the Wizard succeeded to channel mystic energies against the enemy. Be they flaming sphere-shaped or other forms, the result is the same. The Wizard rolls 4d6, inflicting damage with 6 or double 5 as normal. This spell has a 20 U long range. He must be able to see the target, like every shooting unit. It makes no difference if the enemy is Mounted, Monster or Giant. If Wizard moves, he suffers the usual movement penalties provided in Basic Impetus/Impetus.
- **Disappearance** = When the Wizard is contacted in a hand to hand he can try to escape abandoning his fellows. Roll 1d6. With a score of 5+, he succeeds. Move its base of 1d6+5 U directly away from the enemy in the opposing direction. If this results in the Wizard landing on top of any unit or impassable terrain, or leaving the table, he is lost, otherwise he is saved. If he survives he is assumed to have VBU1

and Impetus 0. He loses any abilities but he will retain knowledge of his spells

- **Death touch** = When the Wizard is attacked in a hand to hand the player who controls him can decide to summon short range powerful enchantments. Roll 1d6. With a score of 4+, every 1 rolled by enemy becomes a 6 rolled by Wizard himself. The Wizard rolls his dice as normal. If the enemy unit has an ability which allows it to re-roll some dice, it can do this without counting any 1 rolled in this re-roll like a 6 scored by the Wizard.

- **Summon magical unit** = It doesn't matter if they are from Good, Evil or any other power, a Wizard can form alliances and get favours from extra planar beings. The player has to prepare a unit base before the game. This base will represent the extra planar allied force that is being summoned.

In any turn that the Wizard doesn't move, he can roll 1d6. With a score of 6+, he summons that base directly in front of him, touching his own base, and facing the enemy. There must be enough room for the summoned unit. For every consecutive turn in which the Wizard doesn't move, doesn't attack or cast any spell, he gains a bonus of +1 to his score for summoning the magical unit. The bonus is cumulative. The summoned unit has the following characteristics:

Type FL – Movement 6U – VBU 4 – Impetus 2 – VD 2 – Note: Supernatural

- **Stop unit** = Range of 20 U. This spell can be cast on any enemy unit within line of sight from (by) the Wizard. Depending which type of unit the Wizard wants to stop, he has to score a specific value on 1d6. If successful the target unit will not move during its next Movement phase. It can be cast on an unit involved in hand-to-hand combat. If the target unit is equipped with Ranged Weapons, it can use them, but with -1 to its VBU.

<i>Unit Type</i>	<i>Within 10 U</i>	<i>Within 20 U</i>
Infantry	5+	6+
Cavalry	4+	5+
Artillery and Chariots	3+	4+
Elephants	3+	4+
Giants and Monsters	5+	6+
Floating units	5+	6+
Characters	5+	6+

- **Make agile** = Range of 10 U. This spell can be cast on any friendly unit within line of sight from the Wizard Roll 1d6. With a score of 5+, in that turn the unit can pass through any terrain which would disorganize it without being disordered. This spell must be cast before the unit's Movement.

- **Create chasm** = The Wizard can ask or control, in accordance with his alignment, the help of the natural powers. Roll 1d6. With a score of 5+, the Wizard can place

until the end of the turn a special terrain, with dimensions of 5Ux5U, impassable for every unit, but Flying or Floating. This special terrain must be within 10 U from the Wizard and in his line of sight. The area must be free from any unit.

- **Counterspell** = If an unit within 25U from the Wizard, even if out of sight, is targeted by spells, the Wizard can try to scatter that spell. Roll 1d6. With a score of 5+ the spell is countered. If an enemy caster is targeting himself, the spell can also be countered, but only if the countering Wizard has a clear line of sight with the caster.

Cleric:

He spreads his God's word, be that God Good or Evil. The Cleric can have one or more of the following spells.

A Cleric can use only 1 spell per turn, whether it's his phase or enemy's one. If both players intend to use a spell at the same time, these will be resolved giving precedence to Active player's one. Unique exception is the spell *Counterspell*. This spell has the precedence and, if it succeeds, counters directly the enemy's one. Spells, except *Summon magical unit* which can be used once when successful, can be used many times during the game.

- **Protect** = Following his gods or the philosophical principles in which he believes, the Cleric can ask for his patron's intervention to protect his friends or himself. Roll 1d6. With a score of 5+, the Cleric or a unit within 10 U from him and in clear line of sight is protected from enemy attacks during all the present turn. For every Damage suffered roll 1d6. With a score of 5+, the Damage is ignored. The spell can be cast(ed) on an unit involved in a Melee.

- **Fortify** = this spell make the men hold up. Roll 1d6. With a score of 4+, the Cleric or a unit within 10 U in clear line of sight doesn't suffer from Fear during the present turn.

- **Heal** = Thanks to the Cleric's prays, his god intervenes to heal wounds. Roll 1d6. With a score of 4+, the Cleric or a unit within 10 U from him, even if not in clear line of sight, regains 1 point on his VBU. Neither the Cleric nor any other unit can go over their initial VBU value. Any lost Impetus can't be recovered.

- **Faithful's wrath** = The Cleric asks the god to turn his angry eyes on the enemies. This spell can be cast only if the Cleric or an unit within 10 U from him, even if not in clear line of sight, is involved as the principal unit in a hand to hand fight. Roll 1d6. With the score of 5+, the Cleric or that unit adds 4 dices during the present Melee.

- **Summon magical unit** = It doesn't matter if they are from Good, Evil or any other power, a Cleric can ask his god to help him with minor powers. The player has to prepare a unit base before the game. This base will represent the extra planar allied force that is being summoned.

In any turn that the Cleric doesn't move, he can roll 1d6. With a score of 6+, he summons that base directly in front of him, touching his own base, and facing the enemy. There must be enough room for the summoned unit. For every consecutive turn in which the Cleric doesn't move, doesn't attack or cast any spell, he gains a bonus of +1 to his score for summoning the magical unit. The bonus is cumulative. The summoned unit has the following characteristics:

Type FL – Movement 6U – VBU 4 – Impetus 2 – VD 2 – Note: Supernatural

- **Create chasm** = The Cleric can ask the gods of nature to help him. Roll 1d6. With a score of 5+, the Cleric can place until the end of the turn a special terrain, with dimensions of 10Ux10U impassable for every unit, but Flying or Floating. This special terrain must be within 15 U from the Cleric and in his line of sight. The area must be free from any unit.

- **Modify terrain** = Asking or imposing the nature gods to help, the Cleric is able to change the terrain on the battlefield. Select a single area no larger than 10Ux10U in clear line of sight from the Cleric. Roll 1d6. With a score of 5+, the Cleric can modify until the end of the turn a terrain by one class, up or down. A broken terrain may become difficult or open. The area must be free from any unit and must be completely within 15 U from the Cleric.

- **Counterspell** = If an unit within 25 U from the Cleric, even if out of sight, is targeted by spells, the Cleric can try to scatter that spell. Roll 1d6. With a score of 5+ the spell is countered. If an enemy caster is targeting himself, the spell can also be countered, but only if the countering Cleric has a clear line of sight with the caster.

Explorer:

Maybe inconspicuous on the battlefields, but useful before the battle to surprise the enemy and to discover new paths for the troops. At the beginning of the game the army which includes the Explorer can roll 3d6, always choosing only 2, to decide who has the initiatives. If the result of the chosen 2d6 is equal or more than half of that scored by the enemy, the player can remove or re-locate a single piece of terrain, moving it up to 10 U in any direction.

The Explorer can be equipped with one or more of the following spells.

- **Create chasm** = The Explorer can ask the nature to help him. Roll 1d6. With a score of 5+, the Explorer can place until the end of the turn a special terrain, with dimensions of 10Ux10U, impassable for every unit, but Flying or Floating. This special terrain must be within 15 U from the Explorer and in his line of sight. The area must be free from any unit.

- **Modify terrain** = Asking or imposing the nature to help, the Explorer is able to change the terrain on the battlefield. Select a single area no larger than 10Ux10U in clear line of sight from the Explorer. Roll 1d6. With a score of 5+, the Explorer can

modify until the end of the turn a terrain by one class, up or down. A broken terrain may become difficult or open. The area must be free from any unit and must be completely within 15 U from the Explorer.

- **Make agile** = Range of 10 U. This spell can be cast on any friendly unit within line of sight of the Explorer. Roll 1d6. With a score of 5+, in that turn the unit can pass through any terrain which would disorganize it without being disordered. This spell must be cast before the unit's Movement.

CHARACTER WITHIN AN UNIT

As we said before, it's possible to include a Character in a regular unit. The VBU of the unit is automatically increased by 1 and the VD value become 4. Characters within units have the following limited abilities.

Hero:

If included in a unit, the Hero can be equipped with one of the following characteristics.

- **Strategist** = Add +1 to the Initiative rolls.

- **All is lost save honour** = If his unit has lost a Melee in which it was the principal unit, he can choose not to retreat. It can be used only once per game.

- **Stand Firm Men!** = Once per game the Hero can give a friendly unit the opportunity to re-roll a dice in the Cohesion Test. The Hero must be still on the battlefield.

Wizard:

If included in a unit, the Wizard can be equipped only with up to 2 spells from the previous list of Wizard's spells.

Cleric:

If included in a unit, the Cleric can be equipped only with up to 2 spells from the previous list of Cleric's spells.

Explorer:

If included in an unit, it must be FL or CL. The Explorer adds 2 to the roll to determinate which player deploys first.

*Well, our friends. BIF/IF is finished, at least concerning this first version. We can only hope we prepared something that will allow you to play with accordingly with your tastes.
Remember: quote an old far away master...
Play..or Play not, there is no try.*

Andrea & Jacopo

Army lists

The following few army lists don't pretend to be definitive. They are just intended to let you suddenly play with BIF/IF using a ready-made army. We do know that on sale there are a lot of different miniatures and we don't sell any of them. For this reason you are free to use any figures you like, mixing them accordingly with your own tastes.

However fantasy is fantasy, a product of our imagination. So why our view about a people should condition your own point of view about it? Simple there's no reason why, but there are troop concepts used when writing the following lists that you'll need to know. Why this CP is different from another one? Which miniatures shall I use to represent it? Which are the concepts behind this particular unit? These are all licit questions and they merit some indications in reply. For this reason, for each army, under the notes, there will be some indications that, we hope, will help you to determine, when needed, which type of troop a single unit represents. We didn't want to describe each unit only with an obscure picturesque name that worth you nothing. We used some very simple picturesque names as well, but they are intended to suggest some vague indications to help you to determine the unit concept, giving you at the same time maximum freedom of creating your own unit in its appearance. Also we'll give you a very short and vague background to place each army in a little context and relation with the others.

Holy Human Empire

The Holy Human Empire is the most solid, politically and economically, human state. There are many other human or prevalent human states, but the Holy Human Empire represents a benchmark for all the human race, even if other human states are often at war with it, trying to preserve their independence. The Holy Human Empire has a very organized army. Army coordination is its strength.

BIF list

Nr	Type	M	VBU	I	VD	Abilities and Notes
2	CM(*)	10	6	5	3	Handgun, Fast, Rush – <i>Reiters</i>
1	CL	12	3	2	2	Brisk Troops, Tough – <i>Wind Hussars</i>
1	CL	12	3	0	2	Arcquebusiers B, Eagle Eyed
3	FP	5	5	3	3	Arcquebusiers B, Pikes
1	T	5	3	0	2	Musket, Perfected Weapons
2	S	8	2	1	2	Crossbow B, Knowledge of Terrain

1	CH	8	4	3	4	Die Hard, Stand Firm Men! – <i>Hero</i>
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Or

1	CH	8	4	3	4	Die Hard, Terror – <i>Hero</i>
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Or

1	CH	5	2	1	4	Fireball, Summon magical unit – <i>Wizard</i>
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A special General can be included in one of the CM, giving it a VD 4. The General has **Strategist**. FP can form Large Units.

1st option. Change 1 unit of FP to:

Nr	Type	M	VBU	I	VD	Abilities and Notes
2	FP	5	3	2	2	Resistance to Magic 6, Schiltron – <i>Peasant draft</i>

2nd option. Change 2 units of CL to:

Nr	Type	M	VBU	I	VD	Abilities and Notes
1	CP	8	7	6	3	Brutal Charge – <i>Golden Armours</i>

3rd option. Change 1 unit of CL to:

Nr	Type	M	VBU	I	VD	Abilities and Notes
1	Art	2	1	0	1	Artillery A

Holy Human Empire

IF list

CS: Average (12pts) or Good (20pts)

Nr	Type	M	VBU	I	D	VD	Abilities	Pts
0-2	CP	8	7	6	B	3	Brutal Charge	46
1-4	CM(*)	10	6	5	B	3	Handgun, Fast, Rush	29
0-6	CL	12	3	2	B	2	Tough, Brisk Troops	29
0-6	CL	12	3	0	B	2	Arcquebusiers B, Eagle Eyed	25
2-4	SQUARE each of							
1	FP(*) front rank	5	5	3	B	3	Arcquebusiers B, Pikes	31
1-2	FP rear rank	5	5	3	B	3	Arcquebusiers B, Pikes	25
0-4	FP first rank	5	3	2	B	2	Resistance to Magic 6, Schiltron	16
	FP rear rank	5	3	2	B	2	Resistance to Magic 6, Schiltron	12
0-4	T	5	3	0	B	2	Musket, Perfected Weapons	30
0-4	S	8	2	1	B	2	Crossbow B, Knowledge of Terrain	19
0-1	Art	2	1	0	B	1	Artillery A	22
0-1	CH – Hero	8	4	3	B	4	Stand Firm Men!, Die Hard	27
0-1	CH – Hero	8	4	3	B	4	Die Hard, Terror	30
0-1	CH – Wizard	5	2	1	B	4	Fireball, Summon magical unit	67

A special General can be included in one of the CM or FP, giving them a VD 4. The General has **Strategist** with an additional cost of 5 pts.

FP with VBU 3 can form Large Units.

Dwarf Oligarchy

In the southern mountain regions the fierce race of Dwarves forms a powerful oligarchy, led by the mines owners which constitute the dwarf aristocracy. They are also the leaders and owners of various dwarf clans spread across the mountains. Dwarf proficiency with melting and mining works gives them tough armours and weapons, alongside with technologically advanced ranged weapons. Their armies rely on infantry rather than on cavalry, as the rocky landscape doesn't encourage the latter.

BIF list

Nr	Type	M	VBU	I	VD	Abilities and Notes
1	FP(*)	4	6	3	4	Determined, Shieldwall – <i>Dwarf Guards</i>
3	FP	4	5	2	2	Shieldwall – <i>Dwarf infantry</i>
1	FP	4	6	2	4	Immortal – <i>Sacred Order of the Holy Forge</i>
1	FL	4	4	2	3	Continuous Charge, Tough – <i>Berserkers</i>
1	T	4	4	0	2	Crossbow A
1	T	4	4	0	2	Arquebusiers A
1	Art	2	1	0	2	Artillery A, Perfected Weapons
1	Art	2	1	0	2	Artillery B, Perfected Weapons – <i>Clan's artillery</i>

The General included in the FP or in the CP (see options) has **Strategist**, giving them a VD 4. The Sacred Order includes a Cleric equipped with **Protect** and **Fortify** spells.

1st option. Change 2 unit of Dwarf infantry to:

Nr	Type	M	VBU	I	VD	Abilities and Notes
1	CL	8	4	1	3	Arquebusiers B, Flying

2nd option. Change 2 unit of Dwarf infantry to:

Nr	Type	M	VBU	I	VD	Abilities and Notes
1	CP(*)	6	7	4	3(4)	Fierce Charge, Tough – <i>Mountain lords</i>

Or

1	CM	6	6	3	3	Composite bow C, Tough
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3rd option. Change the Art B to:

Nr	Type	M	VBU	I	VD	Abilities and Notes
1	Art	2	1	0	2	Artillery C, Eagle Eyed – <i>Supporting warmachines</i>

4th option. Change the Sacred Order to:

Nr	Type	M	VBU	I	VD	Abilities and Notes
1	FP	4	6	3	4	Die Hard, Fierce Charge – <i>Hero's retinue</i>

The included Hero has **Stand Firm Men!**

Dwarf Oligarchy

IF list

CS: Average (12pts)

Nr	Type	M	VBU	I	D	VD	Abilities	Pts
0-2	CP(*)	6	7	4	B	3	Fierce Charge, Tough	44
0-2	CM	6	6	3	B	3	Composite Bow C, Tough	36
0-3	CL	8	4	1	B	3	Arcquebusiers B, Flying	40
0-2	FP(*)	4	6	3	A	3	Determined, Shieldwall	42
4-10	FP	4	5	2	B	2	Shieldwall	23
0-1	FP+CH - Cleric	4	6	2	A	4	Immortal	59
0-1	FP+CH - Hero	4	6	3	A	4	Die Hard, Fierce Charge	48
0-4	FL	4	4	2	C	3	Continuous Charge, Tough	19
1-6	T	4	4	0	B	2	Crossbow A	19
0-4	T	4	4	0	B	2	Arquebusiers A	19
1-4	Art	2	1	0	B	2	Artillery A, Perfected Weapons	25
1-6	Art	2	1	0	B	2	Artillery B, Perfected Weapons	20
0-4	Art	2	1	0	B	2	Artillery C, Eagle Eyed	23

A special General can be included in one of the CP or FP, giving them a VD 4. The General has **Strategist** with an additional cost of 5 pts.

The Sacred Order includes a Cleric equipped with **Protect** and **Fortify** spells.

The Hero's retinue includes a Hero equipped with **Stand Firm Men!**

Green Orc Horde

The Green Orc Horde is a community made of a combination of various races that live in the Bare Wild Lands, a land dotted with swamps, steppes and rocks. The territory controlled by the Green Orc Horde can't be clearly defined, considering the wide open plains of the region. In those lands lives a great number of communities and the Green Orc Horde is the most aggressive and violent, but also very undisciplined.

BIF list

Nr	Type	M	VBU	I	VO	Abilities and Notes
1	CP(*)	8	6	4	3	Brutal Charge, Impetuous, Undisciplined – <i>Orc chiefs</i>
1	CL	10	4	2	3	Fast, Rush – <i>Moon riders</i>
3	FP	5	4	3	3	Fierce Charge, Impetuous, Undisciplined – <i>Orc Warriors</i>
1	FP(*)	5	5	4	3	Continuous Charge, Fierce Charge – <i>Blak Orcs Guards</i>
1	FP	6	5	3	3	Fear, Tough – <i>Trolls</i>
2	FL	5	3	1	1	Cowards – <i>Goblin horde</i>
2	T	5	3	0	2	Shortbow A, Cowards – <i>Goblin archers</i>

1	CH	8	3	3	4	Fear, Flying – <i>Hero</i>
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Or

1	CH	8	2	1	4	Fear, Flying, Fireball, Counterspell – <i>Wizard</i>
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Or

1	CH	6	2	0	4	Stop unit, Desappearance – <i>Wizard</i>
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A special General can be included in one of the CP or FP, giving it a VD 4. The General has **Stand Firm Men!**

FP Black Orcs Guards can form Large Units as front rank.

1st option. Change the Trolls unit to:

Nr	Type	M	VBU	I	VO	Abilities and Notes
1	Art	2	1	0	1	Artillery C – <i>Orc warmachine</i>

2nd option. Change the Hero to:

Nr	Type	M	VBU	I	VO	Abilities and Notes
1	CGP	8	5	3	2	Fierce Charge – <i>Orc warchariots</i>
1	CGL	10	4	2	3	Various Weapons, Undisciplined – <i>Goblin warchariots</i>

3rd option. Change 2 T to:

Nr	Type	M	VBU	I	VO	Abilities and Notes
1	T	5	4	1	2	Longbow B – <i>Orc archers</i>

Green Orc Horde

IF list

CS: Poor (0pts) or Average (12pts)

Nr	Type	M	VB	I	D	VD	Abilities	Pts
1-4	CP(*)	8	6	4	C	3	Brutal Charge, Impetuous, Undisciplined	28
0-4	CL	10	4	2	C	3	Fast, Rush	19
5-10	FP front rank	5	4	3	C	3	Fierce Charge, Impetuous, Undisciplined	10
	FP rear rank	5	4	3	C	3	Fierce Charge, Impetuous, Undisciplined	7
1-4	FP(*)	5	5	4	B	3	Continuous Charge, Fierce Charge	29
0-2	FP	6	5	3	C	3	Fear, Tough	26
1-12	FL	5	3	1	C	1	Cowards	5
1-6	T	5	3	0	C	2	Shortbow A, Cowards	9
0-4	T	5	4	1	C	2	Longbow B	17
0-4	CGP(*)	8	5	3	B	2	Fierce Charge	23
0-6	CGL	10	4	2	C	3	Various Weapons, Undisciplined	12
0-1	CH – Hero	8	3	3	B	4	Fear, Flying	39
0-1	CH – Wizard	8	2	1	B	4	Fear, Flying, Fireball, Counterspell	57
0-1	CH – Wizard	6	2	0	C	4	Stop unit, Desappearance	33
0-4	Art	2	1	0	B	1	Artillery C	22
0-2	Art	2	1	0	C	1	Artillery B	12

A special General can be included in one of the CP, FP or CGP, giving it a VD 4. The General has **Stand Firm Men!** with an additional cost of 5 pts.

FP with I 4 can form Large Units as front rank.

Elf Brotherhood

The Elf Brotherhood puts together the most of the elf kingdoms and tribes in a more or less strong federation under a Great King, a heir of the first Great King. Each tribe keep its own king and laws, but a King's Book contains common laws valid for all the elf kingdoms. The Elves use to live in the northern woods, but some tribes have abandoned the woods to live in the plains. Elves are very good archers. They learn how to use them hunting in the wild. The bulk of Elves don't think cavalry very reliable, but plain tribes appreciate it for the quickness of movement that horse permits.

BIF list

Nr	Type	M	VBU	I	VD	Abilities and Notes
1	CM(*)	8	6	5	3	Fast, Lethal – <i>Great King's House</i>
1	CM	10	5	3	3	Composite Bow B, Tough – <i>Kings and nobles</i>
1	CL	12	3	1	2	Composite Bow B, Skilled Shooters – <i>Plain Elves</i>
1	FP(*)	5	4	2	2	Pikes
1	FP	4	6	3	3	Die Hard, Inflammable – <i>Walking trees</i>
1	FL	6	3	2	4	Brutal Charge, Pilum
2	T	5	4	1	3	Longbow A, Eagle Eyed
1	S	8	2	0	1	Longbow B

1	CH	8	1	0	4	Make agile, Create chasm – <i>Wizard</i>
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Or

1	CH	6	4	3	4	Fear, Flying, Blessed by gods – <i>Hero</i>
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A special General can be included in the CM or FP, giving them a VD 4. The General has **All is lost save honour**.

The FL includes a Hero equipped with **Stand Firm Men!**

1st option. Change Great King's House to:

Nr	Type	M	VBU	I	VD	Abilities and Notes
1	M	5	5	3	4	Terror – <i>Earth wurm</i>

2nd option. Change S to:

Nr	Type	M	VBU	I	VD	Abilities and Notes
1	FL	6	3	2	2	Rush, Knowledge of Terrain – <i>Elf scouts</i>

Elf Brotherhood

IF list

CS: Average (12pts) or Good (20pts)

Nr	Type	M	VBU	I	D	VD	Abilities	Pts
0-1	CM(*)	8	6	5	B	3	Fast, Lethal	34
1-3	CM	10	5	3	B	3	Composite Bow B, Tough	36
2-4	CL	12	3	1	B	2	Composite Bow B, Skilled Shooters	33
1-8	FP(*)	5	4	2	B	2	Pikes	19
0-4	FP	4	6	3	C	3	Die Hard, Inflammable	23
0-2	FL+CH – Hero	6	3	2	B	4	Brutal Charge, Pilum, Stay Firm Men!	38
0-6	FL	6	3	2	B	2	Knowledge of Terrain, Rush	21
2-12	T	5	4	1	B	3	Longbow A, Eagle Eyed	30
0-10	S	8	2	0	B	1	Longbow B	17
0-2	M	5	5	3	C	4	Terror	30
0-1	CH – Hero	6	4	3	B	4	Fear, Flying, Blessed by gods	38
0-1	CH – Wizard	8	1	0	B	4	Make agile, Create chasm	37

A special General can be included in the CM or FP, giving them a VD 4. The General has **All is lost save honour**.

FP can't form Large Units.

Restless Souls

The sacred scriptures call Restless Soul every un-dead, either zombie, skeleton or ghost. It's not clear why there is always a place in the world where the dead cease to rest and form armies. Neither it's clear why they attack alive people or their goals. Actually their armies aren't very dangerous, but they are constantly forming and attacking. An exhausted army involved in a long victorious war against an enemy couldn't be able to face them. They are like the sea. They come in waves, than retreat only to come again, but from another direction. In this way it's very difficult to any state to build efficient defences against the Restless Souls.

BIF list

Nr	Type	M	VBU	I	VO	Abilities and Notes
1	CGP(*)	8	5	3	3	Various Weapons, Brutal Charge
1	CM	10	4	3	3	Composite Bow C, Fast, Rush
1	FP	5	4	3	3	Die Hard, Fear
1	FP	4	5	3	3	Continuous Charge, Die Hard – <i>Zombies</i>
1	FL	6	4	3	3	Fear, Supernatural – <i>Ghosts and Souls</i>
2	T	6	3	0	2	Composite Bow A, Incendiary Arrows, Pavises
2	S	6	3	1	2	Die Hard, Little - <i>Swarm</i>

1	CH	10	2	1	4	Die Hard, Make agile – <i>Explorer</i>
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And

1	CH	5	2	1	4	Fireball, Make agile, Death touch – <i>Wizard</i>
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Or

1	CH	5	2	1	4	Counterspell, Death touch, Summon magical unit – <i>Wizard</i>
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1st option. Change up to 2 S to:

Nr	Type	M	VBU	I	VO	Abilities and Notes
1-2	S	6	2	0	2	Composite bow B, Eagle Eyed

2nd option. Change the Zombies to:

Nr	Type	M	VBU	I	VO	Abilities and Notes
1	FL	6	3	2	2	Flying, Small – <i>Night creatures</i>

3rd option. Change 1 Wizard to:

Nr	Type	M	VBU	I	VO	Abilities and Notes
1	M	6	6	4	4	Continuous Charge, Terror – <i>Grave Horror</i>

Restless Souls

IF list

CS: Poor (0pts)

Nr	Type	M	VBU	I	D	VD	Abilities	Pts
1	CGP(*)	8	5	3	B	3	Various Weapons, Brutal Charge	30
0-4	CM	10	4	3	B	3	Composite Bow C, Fast, Rush	28
2-10	FP	5	4	3	B	3	Die Hard, Fear	24
0-6	FP	4	5	3	C	3	Continuous Charge, Die Hard	23
0-6	FL	6	4	3	B	3	Fear, Supernatural	33
0-6	FL	6	3	2	C	2	Flying, Small	21
2-8	T	6	3	0	B	2	Composite Bow A, Incendiary Arrows, Pavises	22
0-12	S	6	3	1	C	2	Die Hard, Little	14
0-8	S	8	2	0	B	2	Composite bow B, Eagle Eyed	17
0-1	CH – Explorer	10	2	1	B	4	Die Hard, Make agile	26
0-1	CH – Wizard	5	2	1	B	4	Fireball, Make agile, Death touch	47
0-1	CH – Wizard	5	2	1	B	4	Counterspell, Death touch, Summon magical unit	47
0-2	M	6	6	4	C	4	Continuous Charge, Terror	42

The Corrupted

A long time ago a powerful group of sorcerers tried to summon the ancient powers of a mighty demon, but they failed. Corrupted by the powers they wanted to summon, they became like monsters in human body. The malediction spread across the surrounding countries affecting every single being. These lands became the melting pot of every sort of evil intention and a home for murderers, thieves and any other deviated person. The Corrupted formed their own state entity based on the law of the strongest. They export violence and death with their fierce armies, burning everything and killing everyone on their course.

BIF list

Nr	Type	M	VBU	I	VO	Abilities and Notes
2	CP(*)	8	7	5	3	Fierce Charge, Terror – <i>Corrupted knights</i>
2	FP	5	6	3	3	Tough, Rush – <i>Corrupted warriors</i>
1	T	6	3	0	2	Crossbow A, Magical Weapons
2	S	8	2	0	2	Crossbow B, Knowledge of Terrain
1	S	8	3	2	1	Lethal – <i>Desperados mercenaries</i>
1	CH	5	2	1	4	Fireball, Summon magical unit – <i>Wizard</i>

A special General can be included in one of the CP, giving it a VD 4. The General has **Stand Firm Men!**

1st option. Change 1 FP to:

Nr	Type	M	VBU	I	VO	Abilities and Notes
1	FP	5	6	2	3	Fear, Shieldwall – <i>Corrupted Fanatics</i>

2nd option. Change 2 S to:

Nr	Type	M	VBU	I	VO	Abilities and Notes
1	FL	6	4	3	3	Determined, Fast, Long Spears – <i>Corrupted peasant</i>

3rd option. Change 1 CP to:

Nr	Type	M	VBU	I	VO	Abilities and Notes
1	M	8	6	4	4	Arquebusiers B, Terror – <i>Corrupted earth drake</i>

The Corrupted

IF list

CS: Average (12pts) or Good (20pts)

Nr	Type	M	VBU	I	D	VD	Abilities	Pts
2-4	CP(*)	8	7	5	B	3	Fierce Charge, Terror	49
1-8	FP	5	6	3	B	3	Tough, Rush	35
0-6	FP	5	6	2	C	3	Fear, Shieldwall	26
0-6	FL	6	4	3	C	3	Determined, Fast, Long Spears	22
0-4	T	6	3	0	B	2	Crossbow A, Magical Weapons	29
2-8	S	8	2	0	B	2	Crossbow B, Knowledge of Terrain	16
0-6	S	8	3	2	B	1	Lethal	17
0-1	CH - Wizard	5	2	1	B	4	Fireball, Summon magical unit	49
0-1	M	8	6	4	C	4	Arquebusiers B, Terror	46

A special General can be included in one of the CP, giving it a VD 4. The General has **Stand Firm Men!** with an additional cost of 5 pts.