A WORLD SPIRALLING
INTO CHAOS AMIDST FIRE AND BLOODSHED

THE BARBARIAN

BEESTWARS

Gary Hunt Miniatures

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ZOMBIESMITH

Terms

Fighter Profiles

Fighters have seven attributes that define how they function in play: Skill, Might, Toughness, Movement, Equipment, Defense, and Special Abilities.

Skill (Sk) – The fighter's ability to carry out standard actions, which include combat. To make a Skill check 3d6 are rolled; a result less than or equal to the fighter's Skill is a success. Higher Skill makes a better soldier.

Toughness (T) – How difficult a fighter is to incapacitate or kill. It represents a fighter's armor, size, vigor, and discipline.

Might (Mt) – The amount of damage a fighter deals in combat. The dice indicated are used to determine the effect of a successful hit in combat.

Movement Allowance (MA) – The number of inches a fighter can move with a standard move action.

Equipment – The weapons and armor the fighter carries onto the battlefield.

Defense (D) –It Representing the fighter's skill, equipment, or additional endurance this modifier is applied to all attacks against this fighter.

Special Abilities – Additional skills and actions specific warriors may perform. Some require an Skill check, while others are always in effect.

Skill Check

When a fighter attempts to perform certain actions on the battlefield a Skill Check is used to determine its success. Three Six-sided dice (3d6) are rolled and compared to its Skill. If the result is equal to or under its Skill, the fighter has succeeded. A result above its Skill is a failure. Extreme low and high results on the check often have additional effects reflected in a table associated with the particular Skill check.

Fighter's Status

Various states are used to describe a fighter's readiness, or Status, on the battlefield. These are Ready, Engaged, Stunned, and Killed.

Ready – This is the normal status of a fighter, ready for action.

Engaged – If a fighter is in base-to-base contact with an enemy fighter it is engaged. Enemies in contact with the front or sides of the fighter's base are considered in front of it. Enemies in contact with the rear side of its base are considered behind the fighter.

Stunned – This is a general term for any temporary condition that prevents the fighter from performing actions. A Stunned fighter may only attempt to recover from this status.

Killed – The fighter has been wounded to an extent that it is no longer able to take part in the battle.

Froth

Froth is an in-game resource used to perform special actions and occasionally bend the rules. Examples of using froth include:

Increase a fighter's Skill by one to change a failure to a success.

Increase a fighter's Might roll by one to change the result of the damage inflicted.

Making a charge attack.

Each commander begins the game with five Froth. Commanders also gain Froth when one of the following situations occurs.

Kill an enemy fighter +1 froth

Kill an enemy Hero +2 froth

Activation Deck

The activation deck is used to determine how may actions a commander has at his disposal during a round. The deck is composed of three sets of three cards numbered three, four or five. Using this deck a commander knows he will always have at least three actions at his disposal, with the potential of one or two more.

At the beginning of each turn the activation deck is shuffled. Commanders alternate drawing cards to determine how many actions their opponents may perform during the round. On drawing the card the drawing commander does not tell their opponent, the active commander, what number is on the card. The active commander takes three actions and then asks, "Do I have a fourth action?" Similarly, the active commander will not know if he has a fifth action until having completed his fourth action. Once he is done with his actions the card is shown and discarded, then the commander who just finished his round draws a card for his opponent in the same way.

Random Outcome Charts

The battlefield is a chaotic, random space in which both the gritty and whimsical appear. Fate will sometimes make its presence known with a chart that uses two dice rolled together, with the results determining a specific event on the battlefield. The dice are read individually to determine a result on the chart, as below.

Roll	Outcome	Notation
Each die results in a 6	Very Positive	6/6
Either results in a 6, the other in a 2–5	Positive	6/-
Either results in a 6, the other in a 1	Both bad and good	6/1
Neither die results in a 1 or a 6	Neutral	-/-
Either results in a 1, the other in a 2–5	Negative	1/-
Each die results in a 1	Very negative	1/1

The Battle

Activation

The active commander may assign up to two actions to any fighter, only one of which may be used to perform a combat action. The commander does not have to indicate in advance which fighters will receive how many actions–they may see the result of each action before deciding on the next. A fighter's two actions do not need to be performed consecutively. When the deck is exhausted, reshuffle the cards and start another turn.

Actions

The actions a fighter may perform are broken down into three categories, Movement, Combat and Recovery. The number following the name indicates how many actions must be spent to perform the maneuver.

Movement Actions

Move (1) – A ready fighter may move up to its movement allowance in any direction. This movement may bring a fighter into base-to-base contact with an enemy fighter, changing its status to engaged.

Sprint (1) – A ready fighter may move up to double its movement allowance. This movement cannot take the fighter within two inches of an enemy fighter; if it does the opponent may make an immediate free attack against the sprinting fighter. This action cannot be used to bring a fighter into base-to-base contact with an enemy fighter. A Sprint action can not be combined with a second movement action or a Charge.

Disengage (1) – An engaged fighter may make a Skill check to move away from an enemy with which it is in base-to-base contact. If it succeeds, the fighter may move up to its movement allowance away from its opponent. If it fails the enemy fighter gets an immediate free attack. Multiple opponents make disengaging difficult. The fighter's Skill check is at -1 for each additional enemy beyond the first.

Combat Actions

Attack (1) – The fighter declares an attack against its opponent, performing a Skill check to see if the attack succeeds. If the result is equal to or below the fighter's Skill the target is hit.

Regardless of the number needed to hit certain rolls always have an extra effect:

3, 4 is always a hit and the Might roll is tripled.

5 is always a hit and the Might roll is doubled.

16 is always a miss and your opponent gets a free swing at you, they roll Skill as normal.

17 is always a miss and your opponent gets a free hit, they roll Might as normal.

18 is always a miss and your opponent gets a free hit, doubling their Might roll.

Modifiers to attacking fighter's Skill.

Target is stunned: +2

Target's Defense: 0 to -3

Target is outnumbered: +1 for each friendly additional fighter engaged with target

When a hit is scored the attacking fighter makes its Might roll and compare the result to the target's Toughness:

Equal to or Greater than toughness = Stunned

Double toughness = Killed

Shieldbash (1) – An engaged fighter with a shield may surprise its opponent with a Shieldbash. This is an attack with a +1 Skill bonus to hit, but it may not kill. If Might roll exceeds Toughness by any amount the target is stunned.

Powerful Blow (2) – An engaged fighter may spend two actions to land a more powerful blow against its opponent. The attack is at a +1 bonus to both Skill and Might for the attack. If the commander does not have two actions available the attack fails.

Charge (1 +1 Froth) – A ready fighter may spend one point of froth to perform a charge maneuver. The fighter moves at least its full and up to double its movement allowance to engage an enemy fighter. If the fighter ends the move in base-to-base contact with an enemy, it may immediately perform a free attack action.

Ranged Attack (1) – A ready fighter armed with a ranged weapon may shoot an enemy fighter within its line of sight. The fighter makes a Skill check to hit with the following modifiers.

For each full four inches from the firing fighter to the target: -1

Target's Defense: 0 to -3

Particularly good Skill rolls on ranged attacks are handled the same way as close combat attacks. Particularly bad Skill rolls on ranged attacks are treated as follows:

16, 17 is always a miss and the shooter must immediately roll to recover from stunned

18 is always a miss and the shooter is stunned.

Aimed Shot (1) – A ready fighter armed with a ranged weapon may spend two actions to perform a ranged attack without penalties from the distance to the target. If the commander does not have two actions available the attack fails.

On Guard (1) – A ready fighter may spend an action to assume a defensive posture. If a fighter that is On Guard is charged or engaged, it may make an immediate free attack against the enemy fighter.

Taunt (1) - By spending an action a fighter may attempt to distract a Dumb fighter within 12 inches by shouting, tossing stones, etc. If the taunting fighter succeeds at a Skill check, the Dumb fighter may only spend actions to move toward and attack the taunting fighter until either the taunting fighter is dead or out of sight.

Recovery

A stunned fighter is temporarily unable to defend themselves or move while they regain their feet. The only thing a stunned fighter may do is attempt to recover. Any attacks against a stunned fighter have +2 to the effective Skill. If a stunned fighter receives another stunned result they are killed.

A stunned fighter recovers by spending an action and rolling 3d6:

3: The fighter recovers and may take an immediate free action; the recovery action is not expended.

4,5: The fighter recovers and the action is not expended.

6—12: The fighter recovers

13—15: The fighter is still stunned.

16,17: Fighter's helplessness encourages foes, gaining their commander a point of froth.

18: Fighter succumbs to wounds, treat as Killed

A fighter may attempt to recover a second time during a commander's turn by spending a second action.

Shamanic Actions

A Shaman may spend actions to commune with the spirits, allowing for the potential of their intervention on the battlefield. An action spent calling the spirits allows the commander to cast the ritual of his choice. The following rituals are available to the Shaman of all races. After the name of each Ritual the number of actions required to call it is listed, as well as any Blood that must be Spilled.

Spilling Blood

In addition to spending an action to call a Ritual, a Shaman must also Spill Blood. Blood is a resource required for calling rituals which is gained by killing fighters, either opposing or friendly.

Gaining Blood

Commanders start the battle without Blood unless they have spent points on a Ritualistic Slaughter when gathering their Warband. During the battle Blood is gathered by fighters. When ever an opposing fighter is Killed, the active commander gains one Blood. The active commander may also choose to kill one of his friendly fighters by spending an action and declaring a target friendly fighter that is in base contact with the Shaman. The command then gains one Blood, but must roll on the Sacrifice Chart to see how his fighters react to the slaughter.

Sacrifice

	Outcome
6/6	Blood Frenzy - The warband rejoices at the slaughter! The action used to kill the friendly fighter is not expended. Gain 3 Blood.
6/-	Blood Bath - The warband revels in the slaughter! Gain 2 Blood.
6/1	Bloody Impact- The warband is taken aback by the sudden violence. Gain 1 Blood, but lose 2 Froth.
-/-	Blood Spilled - The warband is unaffected by the killing. Gain 1 Blood.
1/-	Blood Loss- The warband is slowed by the event. Lose 2 Froth, and Opposing Commander gains 2 Froth.
1/1	Bloody Betrayal - The warband loses momentum from the display of carnage. The sacrifice expends a second action. Gain 1 Blood.

Ritualistic Slaughter

Before the battle begins the Warband's Commander may spend points to buy Blood, representing the ritualistic slaughter of livestock, prisoners, or other undesirables.. For every five points spent the commander gains one blood.

Rituals

Heal (1)

Summoning the kindness of the spirits, the Shaman allows friendly fighters within 4" to make recovery rolls. The result needed for recovery is reduced by 1 for each additional friendly fighter recovering—if 2 fighters are making recovery rolls, the check is 11, if 3, check is at 10, and so on.

Smite (1)

Seeking assistance to smite his enemies, the Shaman designates an enemy fighter within 2" as the target of his wrath, and performs a Skill Check. If successful enemy fighters within 2" are hit with 2d6-1 Might roll. If failed the Shaman suffers a 1d6 Might roll.

Elemental Bolt (1 or 2)

The Shaman attempts to harness the power of the elements and hurtle it toward an opponent. The Shaman spends one action to perform a ranged attack against an enemy fighter following the rules for a ranged attack. The Shaman may elect to use the Dead-eye ability for the attack (see page 8). If the divine bolt hits its target, roll 1d6 Might.

When calling the Ritual the Shaman may elect to spill a second point of Blood. If the attack is successful, roll on the Elemental Bolt Chart.

Elemental Bolt

Roll	Outcome
6/6	Elemental Annihilation – Double damage done to target, and the Shaman may elect to perform a second attack. This second attack does not roll on this table and may not make use of the Dead-eye ability.
6/-	Elemental Assistance – Double damage done to target.
6/1	Elemental Feedback – Double damage done to target. The Shaman suffers a 1d6 Might roll due to the immense surge of power.
-/-	Elemental Accuracy – Normal damage dealt to target. Shaman may elect to re-roll the Might result.
1/-	Elemental Indifference – The call goes unanswered and the Shaman may not activate again this Card.
1/1	Elemental Exile – The ritual fails and the Shaman may not call it again for the remainder of the battle.

Fade (1)

The Shaman have become one with the spirits of nature, granting their allies a supernatural ability to hide within plain sight. When the Shaman calls this Ritual, he performs a Skill Check. If successful friendly fighters within a 2" radius cannot be charged, and attack at +1 Skill. If failed friendly fighters within a 4" radius cannot perform charge actions for the rest of the card.

Frenzy (1)

The Shaman calls upon the spirits to incite an elemental fury amongst his followers. The Shaman indicates a point of the battlefield and makes a Skill check. If successful friendly fighters within 4" gain a +1 Skill bonus, and add 2" to their Movement Allowance. If failed enemy fighters within 4" gain a +1 Skill bonus. If a fighter starts his activation inside the area and then proceeds to move out of it, the bonuses last until the end of the current Stone.

Special Abilities

Berserk

A fighter with this ability may allow his enthusiasm full reign in the hope that he won't do more harm than good. A commander may declare that a fighter is going Berserk only before he has taken any actions that turn. The Card is revealed and all the actions are given to the Berserk fighter.

This fighter may only use these action to aggressively move toward foes and attack them. The Berserk fighter may make more than one attack, but only one attack against each enemy. The Berserk fighter ignores all engagement rules and penalties.

The Berserk fighter first spends action to attack each Engaged enemy. Then he must make a Skill check to avoid attacking adjacent friendly fighters; for each failed check he must spend an action and attack that friendly fighter.

The Berserk fighter will then charge the next nearest enemy. This charge does not cost a point of Froth, nor require a minimum movement distance. If the charge does not bring the Berserk fighter into base contact with the enemy fighter, he must spend another action to continue moving.

This will repeat until the Berserk fighter runs out of actions. He must then roll 3d6 on the Berserk Chart to determine his fate.

Berserk

Roll	Outcome
3, 4, 5	The fighter moves toward the next, nearest enemy fighter, attacking if Engaged. Then roll on this table again.
6–12	The fighter ends the action as Ready.
13–15	The fighter ends the action as Stunned.
16–17	The fighter moves toward the nearest friendly figure, attacking with an automatic hit and doubled Might if Engaged.
18	The fighter expires in battle ecstasy; he is Killed, granting his commander 2 Blood.

Bodyguard

Sometimes an elder, scholar, or other non-soldier finds themselves in the middle of an unexpected fray. They will naturally seek the protection of a friendly fighter, who will in turn strive to protect the important personage.

A fighter with the Bodyguard ability may spend an action to link up with another friendly fighter in base contact, making that fighter his bodyguard. These two fighters are then considered one linked fighter as long as they are in base contact, using the profile of the commander's choice at any given point.

They remain linked until one of the fighters is Incapacitated or Killed, the linked fighters are engaged by multiple opponents, or they choose to split.

If the linked fighters are the target of a ranged weapon attack, the shooter may attempt to pick which target is hit. This requires a Skill check after the attacker spends the action, but before the roll to hit. If the check is successful the ranged fighter chooses which fighter is hit. If it fails the targeted fighters choose which of them has been hit.

Example: At the beginning of the battle a Satyr uses the Bodyguard ability to link up with a Minotaur, forming a rather effective team. With the Minotaur engaged with an enemy, their commander may spend an action to attack with the Minotaur, spend an action to attack with the Satyr behind him, or two actions to do both.

Brawler

These fighters are hard to distract or discomfit. Fighters attacking them do not get Skill bonuses for additional friendly fighters engaged.

Cavalry

By spending two actions, a mounted fighter with this ability may make an attack during movement. This attack occurs at a point of the fighter's choice during a standard move. The fighter chooses an enemy along his path of movement, resolves the attack, and completes his move. This ability cannot be combined with sprint, charge, or careful movement.

Counterattack

A fighter with this ability will immediately strike back at any fighter who attacks him, provided he is still able to attack. The Counterattack ability has a -2 penalty. This Counterattack may happen any number of times during an opponent's turn if the fighter is attacked repeatedly. If the fighter with Counterattack is attacked by a double attack the counterattack happens in between the two attacks.

Creature

The battlefield is home to many large beasts, most of which have been led to battle by cunning or desperate commanders. Creatures have the following Special Abilities: Hard to Kill and Brawler.

Dead-eye

This fighter is extraordinarily skilled with his ranged weapon and may aim for a particular spot on the target. A fighter with this ability may reduce his effective Skill for a shot by up to three and then add that number to his Might roll if successful.

Dumb

Dumb fighters are non-Sentient animals who are under the control of a commander or who are running wild on the battlefield. As such they may move and fight as normal, but may not start fires, manipulate objects, take objectives (except when a Skirmish may explicitly allow this), or discover things. They are also subject to taunting.

Elite

Trained to shrug off lesser wounds and battlefield conditions, a successful recovery does not count as one of an Elite fighter's two allowed actions.

Handler

These fighters control packs of wild creatures, keeping them under control until the time is right to release them. If a fighter with the Dumb ability is in base contact with a Handler, it cannot be Taunted.

Hard to Kill

These fighters are Hard to Kill due to their size or numbers. The first time the Hard to Kill fighter's Toughness is beaten by a Might roll he becomes Wounded, not Stunned. The fighter is marked to note this Status, but suffers no other penalties.

If a Hard To Kill fighter's Toughness is doubled he becomes both Wounded and Stunned, suffering the penalties associated with being Stunned. Once Wounded he is Stunned if his Toughness is beaten, and Incapacitated if it is doubled. If a Hard To Kill fighter's Toughness is tripled he is Killed regardless of his current Status.

A Hard To Kill fighter may attempt to recover from Wounded with a Recovery check at -3 (a 9 or less instead of 12) and recovers from Stunned as normal. The extreme results of the recovery roll only apply to recovery from Stunned.

Hero

Veterans of many battles, Heroes are difficult to put at a disadvantage. Heroes ignore the effects of the Scary special ability. In addition, Heroes have the Brawler and Elite abilities. A commander's War-band may only include one Hero for every 100 points gathered, with a maximum of four allowed.

Leap (X)

When jumping during a movement action, this fighter multiplies the distance allowed, both horizontally and vertically, by their Leap value. This allows the fighter to ignore certain barricades and obstacles, as well as enemy fighters.

Pack (X)

Some creatures move and attack in groups, which can be both terrifying and hard to stop. When a commander spends an action to activate Pack fighters, a number of them equal to their Pack value may activate, moving or attacking as individuals. They may not perform a powerful blow action as a pack, only individually. Each individual fighter is still limited to two actions per turn.

Reach

A fighter with reach may attack at a distance, giving him extra options.

Ready fighters with Reach will get a free attack on any fighter that moves into contact with them before that fighter can attack them. A fighter with Reach may attack an enemy up to 1" away, though they are not considered Engaged without base-to-base contact.

A fighter with Reach may also attack over a friendly fighter's shoulder. To do this he must be in base contact with the friendly fighter and otherwise unengaged. He may then attack any enemy Engaged with the friendly fighter.

A fighter with Reach that fumbles his Skill check to attack, rolling a 16, 17, or 18, still suffers the extreme result. If he is 1" away from, or not engaged with, the opposing fighter, that enemy moves into base contact with him before performing the bonus attack listed on the extreme results table. If there is a friendly fighter between him and his opponent, the friendly fighter is the victim of the extreme result.

Shape-shifter

Fighters with this talent possess the ability to change shape on the battlefield. These fighters have two profiles, each represented by their own miniature. When the fighters is activated he may elect to Shape-shift, switching both miniature and profile, by spilling a point of Blood before performing an action. The action is then performed using the other profile of the fighter.

In order for the fighter to remain in this form he must either continue to perform Combat Actions when his commander has actions available, or spill an additional point of Blood every time his commander is the active commander.

Skirmisher

Skirmishers are adept at hit-and-run fighting. When a fighter with this ability receives a Stunned result he may make a Skill check at -3 to dodge away instead, if it's possible for the Skirmisher to move 1" away and break contact with the attacker.

If the Skill check fails the Skirmisher is Stunned as normal. If the check is successful the Skirmisher moves 1" in any direction that breaks contact with the attacker, even if that disengages the Skirmisher from other fighters. The attacker may not make a follow-up move unless he spends a point of Froth.

When Engaged with another Skirmisher the effects of this ability do not apply.

Standard

Any fighter within 2" of his side's standard bearer can add 1 to their Skill for all purposes and may recover from Stunned as an action without a die roll.

If standard bearers are Stunned they cling to their standard whatever the situation (that's why they were chosen, after all). If they are Killed, however, the standard falls to the ground and may be picked up by any adjacent fighter who spends an action. A fighter who picks up his own side's standard gains this Standard Bearer Special Ability. If an enemy fighter picks up the standard, the side losing the standard gives 3 Froth (or all they have) to the side gaining the standard. If the original side regains their standard they take back 3 Froth (or all there is).

Sweeping Blow

An endless whirlwind of destruction, fighters with this ability may spend a point of Blood and a point of Froth when making a melee attack to strike all available targets, friend or foe. A separate Skill check is made for each warrior attacked.

Terrifying (X)

A truly terrifying opponent, fighters with this ability lessen the effectiveness of their opponents. The *first* time a fighter attacks a Terrifying opponent, his Skill is reduced by X. When fighting an opponent with a higher Scary value the fighter suffers a penalty equal to the difference in values.

Two Weapons

A fighter with Two Weapons may either parry an incoming strike to give his attacker -1 to Skill, or make a counterattack at Skill -2 if he is still Ready after the attack.

The fighter may also choose to make two attacks instead of one on his turn. Each of these attacks will be at -3 to Skill and they may be at different, Engaged targets.

Wallop

A fighter with this ability has trained in the art of two-handed weapons, or he is naturally very strong, allowing him to attack with great strength. A Wallop fighter may perform a powerful blow attack by spending a point of Froth instead of the second action normally required.

The Barbarian Beestwars

The Clovis.

In the desolate northern wastes, beyond the shores of the central sea, exists a violent and savage race. Collectively known as the Clovis, they gather in terrifying war bands, rallying beasts, minotaurs, and other horrors beneath a single banner. Fuelled by a never ending lust for war and slaughter, their hordes rai d ever southwards, swarming into the lands and kingdoms of man, dwarf, and elf.

In times long since past, the combined strength of the other races was enough to meet the Clovis threat. Vast conflicts once tore the world asunder, culminating in t he rout of the Clovis at the Battle of Sillvan's Gate. There the Minotaur Lord, Krauuer, was cast down in ruin, leaving the shattered remnants of his armies to escape north into the wilds.

Defeated and scattered, the Clovis passed from living memory, essentially forgotten beyond the realms of myth and fireside tales. But while other races enjoyed an unbroken period of peace, the Clovis reformed in secret. For a thousand years they hid beyond sight, licking their wounds, and reforging their blades, bringing new horrors into being far beyond the reckoning of the southern lands.

During this period of isolation, contact with other races was both seldom and unfailingly violent. A smattering of intrepid adventurers, explorers, and traders would venture north each year, setting forth towards barren shores and rain swept forests the locals tribes swore were haunted. None ever returned, their deaths shrouded by mists, trees, and mountain passes; desperate last stands against horrors and beasts; battles that would pass unrecorded in poem and song.

Then, with the coming of the new millennium, something changed. Creatures previously known only in nightmares burst forth once more into terrifying reality. Frontier farms and isolated townships fell first, their inhabitants butchered by nameless things emerging from the gloom between dusk and dawn. Investigators set forth from the southern cities, urgently seeking answers to growing reports of something terrible brewing in the far north. When they finally located a lone survivor, his story provided little comfort. Night fishing off the town of Cluthven, the man had witnessed a tide of yellow eyed beasts swarming forth from the trees. The screams of the villagers lasted mere minutes, carrying across the waves as the fisherman fled in abject terror.

In the years since, Clovis attacks have become increasingly common. War hordes now roam freely across the coastal lands, threatening even the l argest settlements, and paving the way for a full scale invasion of the south.

War has come again to the civilised world.

The Geladan.

If the Clorfucian Confederacy is considered the most technologically enlightened of the world's pan-human tribes, then the Geladan must surely rank as the polar opposite. Hailing from the Simien Mountains, they present a unique mix of baboon and human; a living example of the missing link between ape and man. Human farmers who work the lower valleys regard their so-called cousins as an eternal nuisance, and tales of Geladan mischief are well known throughout the region.

Dismissed as stone-age savages, in-reality, the natives of Simia possess a complex social structure together with a peaceful disposition towards other races. Forming large family groups, Geladan rely upon their innate strength and agility to protect their culture. Cross-species trade is not unheard of, with some human farmers believing the occasional offering of grain left to one side of their fields will placate the otherwise disruptive 'men who dwell in trees'.

Despite a playful temperament, the Geladan make for implacable foes when sufficiently threatened or enraged. Indeed, with the coming of the Clovis, mountain farmers tell of ape-men emerging from the jungles to stand alongside their distantly related brethren, bridging the gaps of difference in the pursuit of mutual defense. Rarer still, lone individuals or small groups of Geladan are known to leave their mountain homes, destined to wander strange lands, often seeking employment as mercenaries with foreign forces. It remains unknown whether these intrepid souls are outcasts from Geladan society, or if they represent the first attempts of this enigmatic race of tree dwellers to reach out to other cultures within the world at large.

The Hyena men of Hararre. (shapeshifters)

Convinced long ago of his primacy, man denounced other beings as savages and beasts. Yet for all his vanity, there are still those who live and die by a different creed. Through ritual and ceremony they reach across the primordial gap, transforming themselves in body and mind, becoming that which others abhor - rejecting hubris over feral vigour and power.

The tribes of Hararre are one such caste, their kind displaying a rareaffinity towards the other mammals who share their lands. Though suspected of witchcraft by the more 'civilised' human kingdoms, the Hararrians present an illusive visage. Shy to outsiders, the subtleties of their society are oft overlooked. They constantly roam, shifting their nomadic society across the vast grasslands, shunning the notion of permanent settlements. A small circle of tribal shamans act as leaders, guarding the tribe's cultural secrets while guiding their kinsfolk across the sacred journey of existence.

Northern Ranges
The Clorfucian Confederacy
Men
Orcs
The Great Glacier
Kav'nos
Clovis
Elves
Battle of Sillvan's gate
Arkk'Habbath
The Central Sea
Elven Kingdom
Cluthven
The Dragon Waste
Hyena men of Harrarre
Dust devils (Vampyres)
Geladan
The Simien Mountains
Men
Men
The Kingdom of Kummerrach
N
W
E
S
Settlement
Walled City
Dwarvern Kingdom

Fighting the Battle

Before the battle, commanders select warriors to form their Warband. The group mustered is composed of fighters whose combined point value is equal to or less than a total decided upon by the commanders. For beginning or quick battles 200 to 300 points is ideal, while 400 to 500 points works for experienced commanders or longer battles. Named characters are unique so a commander's warband may not contain more than one of the same named character.

The battle should be fought on a 2′ by 2′ field, with a fair amount of terrain features. Two opposite edges of the battlefield should be declared as the deployment zones for the clashing forces. These zones run the full 2′ length of the edge and 4″ into the battlefield. The commanders decide to whom each zone belongs. We recommend that the commander who placed the terrain let his opponent assign the deployment zones.

At the beginning of the battle both commanders take turns placing a fighter in their respective deployment zones. After all the fighters have entered the battlefield, each commander rolls 1d6. The commander who rolls the highest decides which commander begins the battle as Active Commander. Commanders then gather their 5 froth, and the Active Commander's opponent draws the first card from the Activation Deck, starting the battle.

The battle continues until one side has eliminated all enemy fighters, or both commanders agree that one side has won.

Profiles

The Clovis

Fighter	Sk	Mt	T	Ma	D	Equipment	Abilities	Pts
Minotaur	13	2d6-1	5	5	-2	Weapon and Shield	Skirmisher	32
Minotaur	13	2d6+1	5	5		Two Weapons	Skirmisher, Two Weapons	25
Satyr	13	2d6	5	4		Spear	Reach, Bodyguard	20
Satyr Shaman	13	2d6-1	5	4		Staff	Shamanism	38(1)
Minotaur	12	2d6+2	6	5		Two Weapons	Two Weapons	30
Minotaur	12	2d6+1	5	5		Morningstar	Reach, Leadership(3)	28
Vurgdaliv Doom Beast	13	2d6+1	6	5	-2	Spear and Shield	Hero, Counterattack	42(1)
Slewdaar Stone Hoof	13	2d6+1	6	5	-2	2 handed Sword	Hero, Reach, Wallop	48(1)
Narbonensis the Mean	14	2d6	5	5	-2	Sword and Shield	Hero, Skirmisher	37(1)
Srekwdaar Iron Hoof	13	3d6-1	7	4	-3	Glaive	Hero, Wallop	52(1)
Ruukvere the Besieger	12	2d6-1	5	5		Mace	Standard	18(1)

The Geladan

Fighter	Sk	Mt	T	Ma	D	Equipment	Abilities	Pts
Geladan	12	2d6	5	5	-2	Scimitar and Shield		22
Geladan and Warbeest	12	2d6	7	9	-2	Scimitar and Shield	Cavalry	45
Geladan	15	1d6+2	5	5		Bow	Aimed Shot, Dead-eye	36
Geladan and Warbeest	15	1d6+2	6	9	-1	Bow	Aimed Shot, Dead-eye, Cavalry	58
Geladan	12	2d6	5	5		Spear	Reach	18
Geladan	13	2d6+1	5	5		Spear	Reach, Wallop	22
Sheko Long Tooth	13	2d6+1	5	5	-2	Scimitar and Shield	Hero	33(1)
Shinasa the Well Groomed	12	3d6-1	7	5	-2	Spear and Shield	Hero, Wallop, Counterattack	42(1)
Geladan Shaman	13	2d6	5	5	-1	Spear and Shield	Shamanism, Reach	45(1)
Goffa Four Hands and Warbeest	15	2d6	7	8	-2	Axe and Shield	Hero, Cavalry	55(1)
Aari Keeneye	15	1d6+2	5	5		Bow	Hero, Aimshot, Dead-eye	45(1)

The Hyena Men of Hararre

Fighter	Sk	Mt	T	Ma	D	Equipment	Abilities	Pts
Shapeshifter	12	2d	5	5	-1	2 Handed Sword	Shape-shifter, Skirmisher	48(2)
Gnoll	12	3d	7	5		2 Handed Sword	Shape-shifter, Sweeping Blow, Creature, Terrifying(1)	
Hyena Handler	13	2d	5	5	-1	Knives, Sword	Handler	25
Hyena	13	2d	6	8		Claws and Teeth	Creature, Dumb, Leap(2), Pack(2)	35

Credits

World Design, Cover Illustration, Miniature Sculpting
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