

CHRONICLES OF ARBORELL

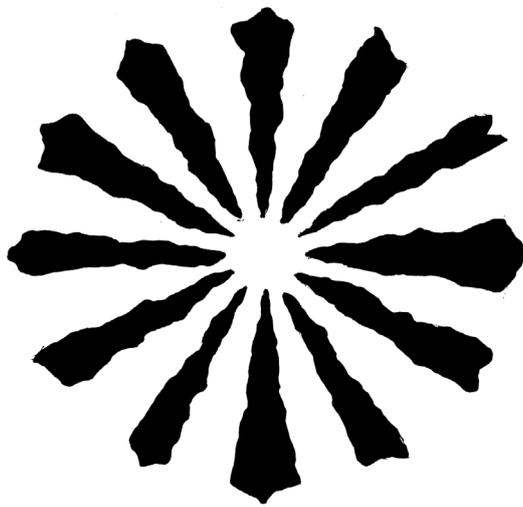
WARRIORS OF THE MARCH



A FANTASY WARGAMING SYSTEM FROM
THE CHRONICLES OF ARBORELL

WAYNE F DEPSLEY

WARRIORS OF THE MARCH



Commanders Guide and Basic Tile Set

A Fantasy Wargaming System set in
the Realms of Arborell

Also available from the Chronicles of Arborell



At the time of release of this Warriors of the March edition the following titles were also available from Arborell.com. Please note that all titles can be downloaded from links available at the Chronicle's download page.



The Windhammer Core Gamebook (PDF and HTML editions)
 The Windhammer Enhanced Combat System
 Shards of Moonlight Gamebook (PDF and HTML editions)
 A Murder of Crows online Gamebook
 Torchlight - Quest for the Orncryst
 Torchlight Text Editions - Quest for the Orncryst
 Well of Shadows Gamebook (PDF and HTML editions)
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 The Dark Water Omnibus (PDF edition)
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 The Atlas of Arborell
 The Sorrows of Gedhru and Aume
 The Hammer and the Darkness
 Ghered who found Purpose
 Hamulkuk and the Moon Dragons
 The Lexicon of Arborell
 Warriors of the March

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Introduction to Warriors of the March

Warriors of the March is a fantasy wargaming system created as a part of the Chronicles of Arborell interactive gamebook series so that players might recreate the great battles of the Horde Wars of Arborell. This is a large scale wargaming system, using this manual and a series of tile sets to create the armies of the Four Nations of Men and the forces of their greatest nemesis, the Oera'dim of the Sigh. Long has been the history of antagonism between these two ancient cultures and great has been the conflict generated as one side attempts to force the other out of the lands of Arborell. Bloody and destructive have been these wars and merciless has been their prosecution.

This game system allows two or more players the opportunity to fight the great battles of Arborell both as recreations of the historical battlefields, and as standalone engagements devised by the players themselves. Within this Commanders Manual can be found all the rules required to play Warriors of the March as well as historical information, full scenario details to recreate a number of battles from the Sixth Horde War, and non-campaign scenario ideas that can be applied using this rule set.

Following on from this core Commanders Guide will be a number of additional Campaign Manuals that will provide the rules and campaign histories required to recreate the most important and devastating of the Horde Wars of Arborell. Additionally there will follow new tile sets and campaign manuals to fight the War of Tree and Leaf, The War of Three Nations and the Great Insurrection of the Oera'dim. All of these supplementary materials will be provided as part of the ongoing development of the Chronicles of Arborell.

Please note that this wargaming system is a part of a much larger roleplaying world encompassed within the Chronicles of Arborell interactive gamebook series that can be found at Arborell.com. Much about the cultures and history of the Oera'dim and the Four Nations of Man can be discovered within this series including languages, mythologies and maps, and a large range of supplementary documents encompassing novels, novellas, historical journals, lexicons, card-based gamebooks and other table-top roleplaying games.

Setting up the game

Warriors of the March is provided as an internet download and as such requires a small amount of setting up prior to initial play. The tile sets required to build the armies of the Oera'dim and the Four Nations can be found at the end of this guide, this Commanders Guide providing the rule set required to play the game. These tile sets, and the additional skull tokens and movement measures should be cut out and divided into their respective piles. How the unit tokens and other materials are used in the game will be explained later within the text of this manual.

To play Warriors of the March you will require;

- this Commanders Guide,
- 2 copies of the Quick Reference Card provided at the end of this manual,
- at least 2 six-sided dice,
- a number of 1 metre length pieces of string,
- a supply of pens or pencils to be used as fortification and structure markers,
- the WotM unit cards provided with the Basic Tile Set, printed, cut and separated into two decks,
- the WotM Skull tokens, printed, cut and available to play,
- the WotM movement measures.

The Commanders Guide provides everything necessary to understand the battle system used in Warriors of the March as well as a Quick Reference Card that is a useful source of information used frequently in the course of battle. This card should be printed separately from the Guide and kept as a convenient reference. It is recommended that the cards and other play materials provided with the tile sets be printed onto a thick gloss card stock or glossy photographic paper at least 215 gsm in weight.

The Unit Cards, Skull Tokens and Movement Measures are the core materials used within the game but there are a number of other items that should be acquired. The first is a good set of six-sided dice. At least two are needed though more will facilitate a quicker turnaround of battle-rounds. A number of one metre lengths of string are also required. These lengths are used to provide the boundaries for terrain features and other perimeters necessary for the battle scenarios provided with the game. A supply of pens or pencils can also be used to provide representations of bridges, fortification lines and other structures also used in WotM. With these materials at hand a player is ready to begin.

Alternatives to using household materials in WotM

It has been mentioned above that common household materials can be used to provide terrain and structural features for the battlefield environments of WotM wargames. This includes string to outline terrain features and the boundaries of particular terrain types such as forests, swamps and river edges. Pens and pencils can also be used to provide fortifications, domestic structures, bridges and other walls, fences or hard barriers. It is the intention of the designers of Warriors of the March that as a downloadable wargaming system the game itself be as simple and as cost-effective as possible whilst still producing a visually effective wargaming experience.

This does not mean however, that players should limit themselves to these mundane items alone. If you possess any of the freely available hexagonal shaped wargaming terrain tiles (available online from a number of providers), more advanced plastic terrain features or any other type of wargaming environment that would be compatible with WotM then please use them at your discretion.

Preparation for Battle

Warriors of the March is a wargaming system that uses unit tiles for the representation of the combat units that constitute the armies of the Oera'dim of the Sigh and the Four Nations of Men. These tiles present all the information about each of these units including unit name, attack and defence effectiveness, movement data, morale, unit endurance and special unit features. How these individual values are used in the course of a game are outlined in detail later in this guide, however the following examples of these tiles will show how most of this information is displayed.



Each unit that is represented in this game has five specific values and a number of special attributes that can be ascribed to it. The main values are Attack Value (AV), Defence Value (DV), Endurance (E), Morale (Mo) and Movement (M). These values are displayed on each unit tile with an associated number value that records that unit's strengths in combat. Most units also display special rule information in red text that records any specific unit capabilities or rules that enhance that unit's combat effectiveness. In the two examples given above both have a special rule known as "Banner Proximity" that applies to Morale tests. All special rules are outlined in detail later in the guide as well as each of the unit values listed above.

All unit tiles should be divided into their respective armies and if a player is not familiar with the realms

of Arborell an Army Muster for the different nations and creature-types has been provided, outlining the martial histories and cultural idiosyncrasies of each of the combatants. It is recommended that this information be looked over as it will provide a better understanding of the battle tactics and motivations of the different combatants that will be encountered.

Battle Scenario Options

Warriors of the March can be played in a number of different formats. The battle scenarios provided with this guide are all historical recreations of battles that have found fame amongst both Men and Oera'dim during the dark times of the Sixth Horde War. These battles have historical information and all the deployment rules, unit lists and objective rules required to play a small, medium and large scale battle. This wargame can also be played using player-defined scenarios and a large number of different scenario ideas have also be given covering many different conflict types. These are outlined later within this guide. For players who wish to develop their own battle scenarios a set of rules is also provided that details battlefield layout guidelines and deployment of units. Any large table or carpeted area will do, however to get the most value from this wargame an area of at least 1.5 metres square is recommended.

Historical battles

If playing a pre-set historical battle, lay out terrain features and unit deployment on the playing surface as directed by the battle scenario provided. All information needed to play each of the three battles described in this guide can be found in the section titled Battle Scenarios – Historical Battles.

The first, Assault on Truvo Farm, is a small-scale confrontation that can be used as a training exercise to familiarise yourself with the rules of the game and recognise some of the effective combat strategies that this game allows.

The second, the Battle for Drenim Ford, is a more involved medium-scale encounter that allows a player to develop tactics in the use of heavy fighting units and lighter scouting and cavalry companies.

The third, the Battle of Traebor Meres, is a large-scale set piece battle that utilises most of the unit tiles provided with this game. In the swamps of Traebor the Grand Army of the Four Nations confronts the main bulk of the March of the Oera'dim and in that battle the fate of the Four Nations in the Sixth Horde War is decided.

Each of these battles are a part of a much larger campaign that encompasses the entire Sixth Horde War. A campaign manual for this war will be provided at a latter date that will give players the opportunity to command an army through the entire course of the war and perhaps change the history of Arborell.

Non-campaign scenarios

A number of ideas for generic non-campaign scenarios are also provided in the Battle Scenarios section of this guide. These are game ideas that range from Point Based Open Battles to Rescue Missions, Night Attacks, Sieges and Ranged Weapon Duels. These are general scenarios that allow the player to determine battlefield layout and unit numbers for themselves and then conduct the confrontation accordingly.

Standard Games

In Warriors of the March a set-piece battle where terrain layout and unit deployment is determined by the players themselves, and where the objective of the engagement is the complete destruction of their opponent is known as a Standard Game. If playing a standard game, take turns placing terrain features (represented by string, cardboard, models or full-blown terrain features, as availability and preference allows) until both players are happy with the layout. One player chooses a table edge as his own, and the

other player automatically is assigned the opposite. If needed, each player rolls 2d6, whoever rolls higher gets to choose (re-roll ties). Players should then agree on the number of units their respective armies will deploy into the field and then conduct the battle according to the standard rules provided within this manual.

It should be noted that apart from historical battles, where the deployment of units is fixed in some measure by the directions given with that confrontation, a set of standard deployment rules do apply. These rules are outlined in the following section.

Deployment Rules

After an appropriate terrain layout has been placed upon the battlefield the next phase in a battle is the deployment of forces. Three different types of deployment are available in WotM, the rules used depending on whether you are playing through a historical battle or are conducting a non-campaign scenario or a standard game. All of these rules however, are based on a standard deployment rule. This rule, and how it applies to the three different types of play is given below:

The Standard Deployment Rule

The standard deployment rule requires that all units of a player's army must be placed within two movement lengths of the edge of the playing area that they have chosen as their starting position. This rule applies to all standard games and is modified only by the specific requirements of a historical battle or the deployment requirements of a non-campaign scenario that has been agreed to by all players. If no agreement can be reached in this instance then the standard deployment rule applies.

Forward Deployment Rule

The standard deployment rule is modified if a unit being placed onto the battlefield possesses a Forward Deployment (Fd) special rule notation. These units can be deployed at the start of a battle up to four movement lengths from any command unit within their respective army. Units that possess this special rule are mostly scout units, insurgency units and Kill Crues.

Although more information is provided later in this guide it should be noted that players may deploy units with siege weapons either in carriage mode, i.e. able to move to a point where they can be set up for combat, or in a ready mode where they can be fired immediately. It should be noted however, that any unit that uses its siege weaponry is anchored at that point and cannot move again until the lapse of one full battle round after firing.

Historical battles – Deployment of forces in a historical battle is determined by the map that is provided with that scenario. In most cases specific units must be placed at appropriate places on the battlefield but some discretion is allowed to the player for the placement of the remaining units given for that encounter. As an example, in the Battle for Drenim Ford a small number of specific units must be placed according to historical record. A larger number of other units are then deployed at the edges of the battlefield. Where discretion is allowed the standard deployment rules apply to those units.

Non-campaign Scenarios – The deployment of forces in a non-campaign scenario is very much at the discretion of the players. How a battlefield is set up will be defined by the type of scenario being played out and the number of units it has been agreed are to be used by each player. After landscape items and other terrain features have been applied battlefield units can be deployed either as each player sees fit, or by taking turns to deploy a single unit on the battlefield until all units are placed. The type of scenario will determine which of these methods is best for the circumstances.

Standard Game Deployment – Deployment for a standard game follows the standard deployment rules as previously outlined. Each player chooses an edge of the battlefield as their starting position and then may place their forces up to two movement lengths from that edge. The Forward Deployment rule also allows certain units to deploy up to four movement lengths from any command unit already placed within that army's deployment zone.

A Note on Terminology Used in this Game

Over the long history of the wars and events that make up the traditions and myths of Arborell a number of names have come into common usage that describe the different combatants, both in how they see themselves and how they are vilified by their enemies. In this wargame many of these terms are used interchangeably and it is convenient at this time to properly explain the quirks inherent in their usage.

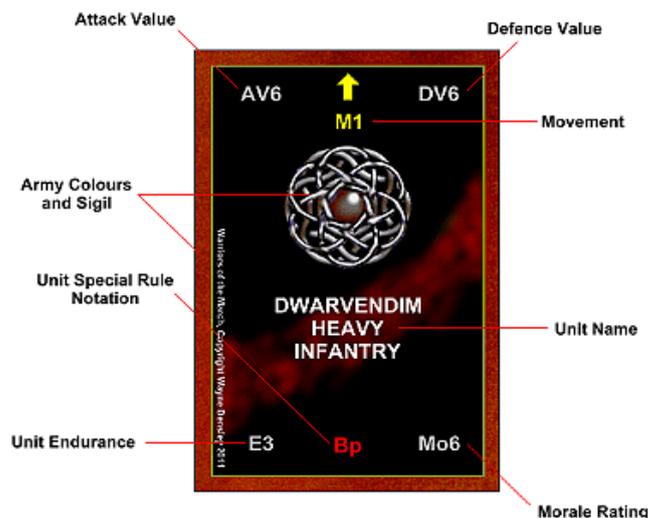
To historians the combatants in this world are broken into two camps, the Four Nations of Men and the Oera'dim of the Sigh. The Four Nations can be divided into the realms that make up its number; the Kalborean Union, The Dwarvendim Stone kingdoms, The Faeyen Provinces and the NomDruse Homelands. Each of these entities hold lands of their own in the world and at one time or another have been subjugated by the Kalborean Union only to regain their freedom and take their place within the greater alliance of all Men. The Grand Army of the Four Nations is the alliance brought together in times of war against the Oera'dim though only the Kalboreans and Dwarvendim maintain a standing army in times of peace. To the Oera'dim the armies of Men are known as the Creeping Tide, the Thieves of the South, the *vehmin*, or the Shining Death.

Although the Oera'dim are portrayed as no more than a howling mob by those Men that stand against them, the truth is that the Oera'dim have evolved an intricate and sophisticated system of homelands and political alliances that bring them together in times of war. The homelands or *kraals* of the Oera'dim define each of the creature types that make up the larger group known as the Oera'dim of the Sigh and each Oera'dim creature maintains a fierce loyalty to their kraal. It is only the overriding authority of the Mutan of the Clavern'sigh that calls all Oera'dim to war and it is only the Word of Command uttered by the Dominus of the Sigh that holds the Army of the March together.

To the Oera'dim they know themselves also as the Oera or the Slaves of Creation, their great army celebrated as the Oera'dim of the Sigh, the Army of the March, or the Army of the Oera'dim. To the Four Nations of Men the Oera'dim are known commonly as the Horde, the Hordim, the Great Nemesis, or the Last Glimmer Seen. It is a truth of Arborell that both Man and Hordim hate each other, and none give ground willingly.

Unit Tiles

Unit tiles are used as the physical representation of each unit that comprises the armies of the Four Nations and the Oera'dim. These tiles provide all the information necessary to conduct a battle-round in this game and provide a means to record the general battle-readiness of that unit. The information given on these tiles comprises a coloured border and sigil that denotes which army the unit belongs to, the name of the unit, its Attack Value, its Defence Value, its overall Endurance, how far it may move in any single battle-round, the direction it is facing, its morale rating, and indicators in red that show the special rules that apply to that unit. The following diagram outlines where this information is shown on these tiles.



Unit Values

As can be seen each unit has a set of unique values that determine the strengths and weaknesses of that unit in attack and defence. Each of these values is described as follows:

Attack Value (AV) – This value quantifies the attack strength of the unit. The higher the AV of the unit the more powerful it is, and the easier it will be for the unit to conduct a successful attack upon an adversary. This value remains constant until such time as the unit takes damage. How Skull tokens record unit damage and how they are used to modify a unit's attack strength is described later in this guide.

It is important to note that any unit that has a ranged weapon capacity will have the Attack Value of their Ranged Attack given next to their standard AV number enclosed in parentheses. This Ranged Attack value applies only to those attacks attempted within the range allowed for the ranged weapons held by that unit. Information about how ranged weapons can be used is given in a further section of this guide.

Defence Value (DV) – A unit's Defence Value (DV) is a measure of their capacity to defend against attack, the higher the number the greater the unit's ability to defend. DV remains a constant value only as long as the unit does not take damage. Refer to the section of this guide regarding Skull Tokens to determine how they affect a unit's Defence Value.

Endurance (E) – This is a measure of how much damage a unit can take before they must be removed from the battlefield. Each combat between opposing units can lead to one unit succeeding in an attack, the other failing to defend. With each lost round a unit loses one endurance point, the loss of that point recorded on the card with the placing of a Skull token. The more Skull tokens accumulated by a unit reduces the fighting effectiveness of that unit leading ultimately to its destruction, and its removal from the battlefield.

Endurance also serves a secondary purpose in WotM. In some of the non-campaign scenarios listed later in this guide a point system is used to determine the size of forces deployed into the field. The E number given for a particular unit also serves as a point indicator in these scenarios as well. A unit with an E3 endurance is worth 3 points in this circumstance an E2, 2 points and so on.

Movement (M) – The Movement indicator provides information on how far a unit may move in any single battle-round. The numbers given are a measure based on what is known as a movement length and equates to a distance of 15 centimetres, roughly the length of a ball tip pen. Two movement rulers are provided with the tile sets that accompany this guide and can be used to measure distances in the game. Ball point pens can also be used for this purpose if a player prefers a more solid measure. The tile given above for Dwarvendim Heavy Infantry shows that a Movement distance of one movement length is available in each battle-round for this unit. Depending on the type of unit the movement available can be as much as five movement lengths.

Morale (Mo) – Morale is a measure of a unit's determination and persistence in the face of the enemy and plays an important part in the progress of any battle in WotM. Morale is a unit attribute that can be tested for a number of reasons and include circumstances regarding loss of endurance, attack from siege weapons and when attempting to withdraw from a confrontation with an enemy unit. How the rules regarding Morale are applied is described in detail later in this guide.

Special Rule Notations – All tiles in the WotM tile set provide red coloured Special Rule Notations. These abbreviations indicate that a unit has special rules that apply to either its attack or defence capabilities or its capacity to move or provide advantages to other units. These special rules are straightforward and are listed in their own section of this guide. It should be noted that many of these notations provide considerable advantage to the units that possess them and a knowledge of them is highly recommended.

The Battle-Round

Warriors of the March is a wargame that operates on a turn-based rule system of battle-rounds. Each battle-round is divided into two phases, an Action Phase and a Combat Phase, with each phase presenting a number of different activities that can be performed within them. Each player will take turns to complete their Action and Combat phase until such time as an opponent has been completely destroyed, has been forced from the field or a particular battle objective has been achieved. It is a general rule that the player who is identified as the aggressor in an encounter takes the first turn. Whether a battle is won or lost will depend on the battle scenario being played out and the objectives set out at the commencement of that encounter. How a battle-round progresses is described as follows;

Action Phase

During the Action phase, a player may perform a single action with each of his deployed units. The actions possible within this phase of the battle round include Move, Charge, Rally (fleeing units near command units only), Shoot, Fortify and Withdraw.

Move: - In this action a unit may move up to its full allotment of movement lengths.

Charge: - A unit may move up to its full allotment of movement lengths, but must end its turn in contact with another unit. If a unit ends its movement by coming into contact with an opposing unit then they have made a successful charge. This adds +1 to the AV of the attacking unit for the first combat round between that unit and its opponent. After this first round the AV of the attacking unit returns to its normal value for the remainder of the combat between the opposing units.

Rally: If near a command unit, a unit may attempt to stop from Routing. A Rally can only be attempted if the unit is within two movement lengths of its command unit. This is done by conducting a Morale test. If the test is successful the unit may remain in position and continue in the fight. If the test is unsuccessful the unit must retreat a further allotment of movement lengths. At that point the unit is considered to have rallied on its own behalf and may then return to the battle upon the commencement of that player's next battle-round.

It should be noted that this Rally rule only applies to units that are within two movement lengths of a Command Unit. Units that Rout and do not come into this proximity must continue to conduct a Morale test in each following battle-round until such time as they are successful and have rallied, or flee off the battle-field. In this circumstance the unit is considered lost and should be returned to its army deck.

Shoot: - A player may make a ranged attack upon any enemy units in range in the Action Phase of a battle-round. The number of attacks that can be attempted is limited to one attack per ranged-weapon unit on the field. A ranged attack can only be attempted if the target of the attack is within three movement lengths, or six movement lengths if the attack is being made with a siege weapon. If the attack succeeds, and the opponent's defence roll fails, then the ranged attack has been successful and damage has been done to that unit.

Ranged attacks are governed however, by whether the attacking unit has moved during the Action phase of the battle-round. If the attacking unit has not moved then the unit's ranged Attack Value (AV) remains at its normal value. If the attacking unit has moved then it must attempt its attack with a -1 reduction to its ranged AV in that battle-round. This is in recognition of the reduction in accuracy that inevitably comes from shooting when on the move.

Fortify:- With this action a player may use combat engineering units to lay down one fortification line onto the battlefield. Specific rules apply for this action and these can be found in the Fortification and Structure rules found elsewhere in this guide.

Withdraw: - If involved in combat, a unit may withdraw from the engagement by taking a Morale test. If the test is successful the unit has the fortitude to conduct a fighting withdrawal without penalty. If the test is unsuccessful the unit breaks from combat in a rout and takes one skull's worth of damage as a penalty.

A successful fighting withdrawal allows a unit to remove itself from a fight in an orderly fashion in any direction required and up to its maximum movement allocation. It is up to the discretion of the player as to how far and in what direction the unit moves to disengage from the combat.

An unsuccessful withdrawal requires a unit to retreat in the opposite direction from which it is facing and to its maximum movement allocation. On the next battle-round the unit must move a further full movement allocation before it is considered to have rallied on its own behalf. A unit in this circumstance cannot return to the battle until after that second battle-round has finished or it has been rallied by a command unit. See the rules on Rally as to how this is determined.

The Safe Withdrawal Rule:- An exception to the above withdrawal rules applies for units that join a fight already engaged by two opposing units. In the circumstance where a unit joins in the attack of an enemy unit that is already engaged with another friendly unit then the latecomer to the battle can withdraw from that combat at their discretion without test or penalty. The rationale behind this exception is the recognition that the enemy unit will be in no position to contest the withdrawal and may in fact welcome it.

The Action Phase of a player's battle round is only complete once all units that need to be moved have been moved, all Ranged attacks have been resolved and any units that have previously been routed have been moved or Rallied. Once these actions have been completed the Combat phase of the battle round can be commenced.



Combat Phase

The Combat Phase begins with a determination of all the units that are currently in combat. Warriors of the March allows a unit in this Combat Phase to attack another either through a frontal assault, an attack to their flank, or a rear attack. Each type of attack is identified by the physical position of the tiles that are in contact. A Frontal attack is one where the two units are head to head, a Flank attack where a unit tile is positioned side-on to another unit, and a Rear attack where one unit has come up behind another. Apart from a Ranged attack no combat can occur between units unless they are in physical contact.

During the Combat Phase all of the player's units which are involved in combat may make a single attack upon one of the unit(s) they are fighting. Combat between units is determined with the use of the Attack and Defence Tables provided in this guide and with the AV and DV values provided on each unit tile. To reconcile a battle between two units the following combat process must be followed.

Combat Process:

- Determine the unit's Attack Value (AV).
- Using the Attack Table find the unit's AV at the top of the table and then look down the list to the attack type (front, flank, rear or ranged) for that combat.
- Roll 2d6. If the number rolled is equal to or greater than the number required on the Attack Table that corresponds with the unit AV and the attack type then the attack has the capacity to be successful. If the number is less than the attack roll required the attack has failed and any further combat must be left to the next battle-round.
- If an attack roll has been successful the opposing unit must then look to their Defence Value (DV) and determine the roll necessary to put up a successful defence to the attack. This number is determined by finding the unit's DV at the top of the Defence Table and then looking down the table to the type of attack (frontal, flank, rear or ranged) being defended.
- Roll 2d6. If the number rolled is equal to or greater than the defence roll needed then the defence has been successful and no damage has been accrued. If the number rolled is less than the roll required the attack has been unsuccessful and one endurance point must be taken from that unit's overall endurance. This is indicated on the unit tile by the placing of a Skull Token. That token remains on the unit itself until such time as the battle ends or the unit itself is destroyed.
- When a unit in any battle round accrues Skull Tokens equal to their endurance they have been destroyed and must be removed from the game.
- An attack is resolved only if the attack succeeds and the opponent's defence roll fails. Any other outcome requires that the combat be continued into the next battle-round.
- Once all combats have been concluded for that battle-round the opposing player takes their turn and must then complete both the Action and Combat phases of their battle-round.
- Battle continues until one side concedes, one side is eliminated, or one side fulfils its victory conditions.

Example Combat Round

As an example of this process we can look at a combat round between a Jotun Hammer Guard Unit and a Kalborean Infantry Battalion. If we assume that the Kalboreans are in the process of a flanking attack against the Jotun the combat round would proceed in the following manner.

Looking to the AV for the Kalborean unit we can see that their Attack Value is 5. Using the Attack Table it can then be seen that to conduct a successful flanking attack the Kalboreans must throw a combined roll of 2d6 dice equal to or higher than a sum of 6. If the roll is not successful the attack ends for that battle-round at that point. If however the roll is equal to or greater, then it is up to the defending unit to mount an effective defence.

The Jotun have a Defence Value (DV) of 7 and hence by looking at the Defence Table must throw an 8 or higher to fend a Flank attack. If the roll is equal to or higher, then the defence has been effective and no

damage will accrue to the Jotun unit. If the roll thrown is lower the defence has been unsuccessful and one endurance point must be taken from the unit's endurance level. This is signified on the unit by the placing of a Skull Token. When in the course of later battle-rounds the Skull Tokens on a unit tile equal their overall endurance the unit has been destroyed and must be removed from the battlefield.

Multiple Attack Rules

There are times in the course of any battle that a unit may find itself in combat with more than one opposing unit. In WotM the rules on how to reconcile multiple attacks are straightforward. All units in contact with an opposing unit must fight. Any unit can have up to four opposing units attacking them at any one time and a combat round for each must be resolved in the course of that battle-round. A defending unit must defend according to the combat process outlined above but during their own combat phase can pick only one of the contacting units to counter-attack. The advantage in these encounters rests with multiple units that can attack a single opposing unit and then destroy it.

During multiple combats the withdrawal rules remain the same for all units involved, however a unit being attacked from many sides can only withdraw if at least one side of the unit tile remains free. If a unit is being attacked on all sides withdrawal cannot be attempted and they cannot be routed.

The Push Manoeuvre

The combat rules already given cover all circumstances where one unit engages another in battle. One option that is also given in Warriors of the March is the choice to attempt a Push Manoeuvre rather than combat. A Push is a concerted effort by a unit to physically move an enemy they are already engaged backwards a one-half movement length from their current position. This manoeuvre is useful if a commander needs to clear a path for other units or sees some advantage in moving an enemy unit out of the way. The following rules apply to any Push attempt:

- A Push attempt can only be made during the combat phase of a battle-round and only against an enemy unit that has already been engaged in combat by the pushing unit.
- A successful Push will force the enemy unit backwards a half movement length but the successful attacking unit must remain in contact with that enemy unit. Both units will move in the direction of the Push and must remain in contact.
- A Push is begun by the attacking player stating to the opposing commander that he is attempting a Push manoeuvre on a unit rather than conducting a standard combat phase.
- A Push takes the place of combat between the two units in that battle round but is conducted in the same way as normal combat. Both attacking AV and defending DV are tested, the winner or loser determined in the same way as a normal combat. The difference lies in that if the attack is successful an endurance point is not lost by the defender. Rather the defender is forced backwards and the combat continues in the next battle-round.
- The only limitation to this option is that the area behind the defending unit must be clear for the Push to succeed. Any other unit or landscape feature that might realistically hinder such a Push will render the attempt invalid.

From a tactical point of view this manoeuvre can be very useful. As a way to clear a path, or force a difficult enemy unit into a position where it can then be attacked by other units, a Push can prove both effective and timely, and give a commander opportunities that would otherwise require the complete destruction of the units in their way.



Critical Hit and Snake Eyes Rules

Within the combat process there are two circumstances where the numbers thrown by a player will immediately finalise the combat round. The first is the throwing of a double six. If this combination of numbers is thrown in the Attack Phase of a combat it is classed as a “Critical Hit” attack and damage is immediately attributed to the defending unit. The defending unit cannot roll for defence and takes a one point reduction in endurance as a consequence.

The second circumstance is the throw of a double one on the Defence Phase of a combat round. This is known as a “Snake Eyes” defence and is an immediate defence roll fail that accrues two points of endurance damage.

Skull Tokens as Endurance Counters

Damage and casualties accrued by units in Warriors of the March are represented by the Skull tokens provided with the unit tile sets. These skulls are a graphical representation of the damage inflicted upon a unit in combat and are an integral part of the WotM gameplay. Each skull accrued by a unit reduces that unit's effectiveness and strength, until such time as the unit is broken altogether and removed from the battleground.

It is important to note that each skull not only acts as a marker to the damage inflicted upon a unit but also reduces the Attack and Defence values of the receiving unit by 1 point for every skull placed upon its unit tile. A unit that has an AV of 7 and has accrued 2 skull's worth of damage will have an AV of 5 for the purpose of any combat entered into, and the AV and DV of that unit will continue to fall until the unit has taken damage significant enough to be destroyed. This process of AV and DV reduction accounts for the decrease in combat effectiveness that comes with the inherent loss of overall unit strength due to combat casualties. When a unit accrues the number of skulls equal to its Endurance value it has been destroyed and must be removed from play.

Ranged Attacks

Ranged attacks, whether they be short or long range, operate on the same combat process as a regular combat attack, with a few important differences. Firstly, a Ranged Attack occurs in the Action phase, not the Combat Phase. Secondly, it does not require units to be adjacent (merely within a certain range) and as the attacks occur at a distance there can be no charge bonuses. A successful Ranged attack, followed by an opponent's failed defence roll will prove the volley effective at bringing down a number of the targeted unit's number, and thus add a skull to the attacked unit.

Attacks with ranged weapons can only be attempted if the opposing unit is within the range of the weapons held by the unit. Most ranged attacks must be attempted within a range of three movement lengths, or six lengths if the attack is being conducted with siege weapons. Ranged attacks with siege weapons are governed by a number of specific rules that are covered in the next section.

As has been mentioned previously how effective a ranged attack can be is governed in some part by whether the attacking unit has moved during the Action phase of the battle round. A unit that has not moved during this phase can attempt their ranged attack with the full ranged Attack Value available to them at that time. A unit that has moved however, must take a -1 reduction to their ranged AV for the duration of that battle round. This recognises the greater difficulty inherent in delivering an accurate volley whilst on the move and therefore limits that unit's accuracy.

Particularly ruthless commanders may choose to fire on an enemy unit that is in combat with one or more of their own units. Such an action comes with consequences to all units that might be in contact with the unit being fired upon. The combat sequence for a ranged attack is conducted as per the normal rules, but if the attack is successful all other units in contact with that enemy unit must also make a defence roll. Any that are unsuccessful will also take one Skull's damage as well. It is an action that should be considered carefully especially if one is using siege weaponry.

Siege Weaponry

Units that use siege weapons are subject to a number of rules that govern how they can move and which determine the effectiveness of their Ranged attacks. It is important to note that it is the practice of the Four Nations to use explosive projectiles rather than heavy shot, and in doing so have developed a number of extremely lethal methods of using shrapnel against mass enemy infantry units.

The Oera'dim however, conduct siege warfare from a completely different point of reference. The Siege Breakers of the Oera'dim are skilled Mutan Shamans that use a form of magically energised grain to destroy buildings and high walls. This grain is carried upon the wind to impact against a target, exploding in a devastating concussion that can split stone and tear apart flesh and bone. The same grain is also sent on the prevailing winds to shower upon enemy units or to fall to earth as hidden minefields that detonate at the first tread of an unwary boot.

Both the armies of the Four Nations and the Oera'dim have refined these skills in mass destruction to the point where they both carry an equal level of destructive capacity and range. Because of this the rules that apply to the use of siege weaponry are the same regardless of the army that employs them.

The following rules apply to the use of siege weapons.

- Any unit that possesses the Siege Weapon special notation (Sw) can operate siege weapons in WotM.
- During deployment a siege weapon unit can be deployed with their weapons either set up and ready to fire, or still mobile.
- If an Sw unit is still mobile it may move and fight without restriction according to the AV and DV values given on its unit tile. Such units are essentially the same as any other, and as such can fight with an effectiveness relative to their combat value. Their capacity to move and fight is restricted as soon as they set up their weapon and attempt to use it for ranged attacks.
- An Sw unit that attempts to fire its weapons must take one battle-round to set up their weaponry. For the Four Nations the mainstay of their armoury is the trebuchet and most Sw units will carry these weapons in a mode that facilitates transportation. For the Oera'dim the Siege Breakers must launch their grain from a high tower, one that will allow access to stronger winds and one that will protect surrounding units from any unforeseen detonation of the volatile grains.
- All siege weapons can fire upon targets up to six movement lengths from their set-up position. If a unit wishes to move to a new location it must wait one full battle-round before it can move to account for the time taken to break down the weapon or tower and prepare it for transport.
- No Oera'dim Sw unit can launch its grain without the presence of an Eshal'il on the field of battle. It does not need to be in proximity to the unit but it must be within sight of the unit at all times. The section of this guide regarding Eshal'il will explain who they are and why they are required.
- It should be noted here that Eshal'il units are immune from all ranged weapons fire and therefore cannot be targeted with siege weaponry. To destroy an Eshal'il requires close-quarter combat.
- As siege weapons are difficult to target effectively they are accurate only against units that have not moved on their previous battle-round. If a unit has moved in the previous battle-round then the range attack AV of the unit suffers a -1 penalty. This penalty does not affect the destructive capacity of the attack if it is successful however.
- A successful siege weapon attack allows no defensive roll and is automatically damaging to an enemy unit's endurance. Skull tokens must then be placed on the affected unit's tile.
- As with other ranged attacks a successful attack on an enemy unit will cause the same damage to any friendly units in contact with the target. Because of this care must be taken when targeting units already in combat with friendly forces.
- A successful siege weapon attack allows no defence roll and requires an immediate Morale test by the targeted unit. Depending on the success of the test the unit may break and run, or stand its ground. How such tests are conducted and their outcomes is described later within this guide.

Hint:

When using siege weapons it is prudent to guard them well. The only defence against a siege weapon ranged attack is to destroy the unit before it can do too much damage, and a smart

commander will send fast units such as light cavalry or mounted scouts to do so. Likewise when siege weapons are being deployed against your own forces it is wise to destroy them as quickly as possible. A siege weapon left unharmed can do great damage to an army that chooses to ignore it.

The Shunt Rule

A player under attack from siege weapons can take advantage of the general inaccuracy of these ranged weapons by invoking the “Shunt” rule. This rule allows a defending player to move the target of a successful siege weapon attack from the targeted unit to another friendly unit that stands within one movement length of the original impact point. This rule is useful if you wish to save a valuable unit but it does come with the consequence of applying damage to another unit in your army.

Special Ranged Weapon Rule for Grenade Teams

One of the more aggressive units that can be found in both the armies of the Four Nations and Oera'dim is the Grenade Team. Such teams are units of specially trained troops that carry hand-thrown grenades, small metal canisters filled with explosive black powder and designed to fracture into razor-sharp pieces upon impact and detonation. These grenade teams conduct close-quarter combat according to the normal combat process but can also unleash short-range ranged attacks against an enemy unit from a distance within one movement length of the target. The usual ranged attack rules apply except for this range limitation.

Fortification Lines and Structure Defence rules

The Warriors of the March wargaming system allows for the construction of defensive fortifications and the use of buildings and other structures as defensive positions. In the main these defensive positions fall into two specific categories; fortification lines built as temporary defences by combat engineering units, and established structures that can be used as cover or as barriers to the movement of enemy forces.

In all these cases however, a defensive position of any sort is represented on the battlefield either by pencils or pens laid out to approximate the position of those defences. It is a part of the set-up rationale of the Warriors of the March that it be easy to put together and that it make use of simple items that can be found around the house. This is the reasoning behind the use of string to delineate terrain features and provide borders for landscape features such as rivers, lakes or areas of swamp land. Hence the use of pencils or pens to define fortification lines and structures. It should be noted that the movement length used in WotM is equivalent to the length of a standard ball-point pen and pens are the preferred item to show the placement of fortifications of any type.

The following rules apply to the placement and use of structures and fortification lines:

Fortification Line Rules

- A fortification line can only be laid by an engineering unit that possesses the (Fo) special rule notation and only if the unit is at the location that the fortification line is to be constructed.
- Fortification lines are usually put in place before the commencement of the first battle-round but a combat engineering unit may lay a maximum of one new fortification line in any Action phase as long as the preceding rule is applied.
- Fortification lines are modelled in both armies by the use of the ditch and spike method. To construct an effective defensive line a long trench is dug, the resulting earth piled behind the ditch into a steep ramp that is surmounted by either a wall or a series of razor-sharp spikes. These fortifications are effective barriers and provide considerable defensive advantage to units that stand their ground behind them.
- Extra rules regarding fortification lines and how they are used in the game can be found with the description of the Fo special rules notation found later in this guide.

Structure Rules

- Structures are used in WotM in much the same fashion as fortification lines but do not require the presence of an engineering unit to be used as defensive positions.
- Any walls, ruined or whole that can be used as cover or as a barrier to the movement of enemy forces can be used as defensive positions.
- Any unit that moves into a standing structure has a +1 advantage to DV when defending against the frontal attack of an enemy arrayed upon the other side of the wall.
- If no enemy unit lay within the boundaries of the structure any friendly unit using the structure as a defensive position may choose which enemy units they may defend against. If multiple enemy units attack the position the defending unit need only fight one of the units to keep all enemy units from breaching its defences.
- Units using structures as cover have a +1 advantage to DV to all ranged attacks from both small arms and from siege weaponry. Also a successful siege weaponry attack will only do one point of damage to any unit within a structure.

Night Combat Rules

There will be circumstances where combatants will be required to fight in the dark. Night combat in Arborell is rare however, and avoided if possible. For the Men of the Four Nations night combat is conducted at a considerable disadvantage as all Hordim possess excellent night vision and can operate at full combat effectiveness regardless of the lighting conditions. Having stated this it is not an advantage that the Oera'dim press under normal circumstances. It is a long held belief amongst the Oera'dim that a warrior who dies in the night hours cannot find his way easily to the Gates of Hallen'draal and from there begin the journey back into the world of the living. This belief colours how the Hordim campaign although it does not completely curtail night time operations. The following rules determine how a night engagement should be conducted.

- All Hordim units operate on the board without limitation and may attempt both close-quarter and ranged attacks as per the normal rules.
- All Four Nations units are limited to a maximum of two movement lengths per battle-round and cannot attempt a ranged attack until a Hordim unit has been recognised.
- All Hordim units should operate with their tiles turned over, only the Hordim player aware of which units are on the battleground until the units are close enough to an enemy to be recognised.
- When any Horde unit approaches within one movement length of a Four Nations unit the Horde unit must be turned right side up, its unit information fully visible as long as it remains within one movement length of any other enemy unit.
- If at any time in the course of the confrontation more than fifty percent of the Horde units are destroyed the entire Horde force must retire from the battle, their morale tested beyond endurance by the losses they have taken at night. In this circumstance the Four Nations have won, no matter the scenario being played out.

Kreel Riders, Warbeasts and the Eshal'il

Unlike the Armies of the Four Nations the Oera'dim rely in small part on the power of EarthMagic to provide and deploy a range of fighting units as a part of their combat capability. It must be remembered however, that the Mutan of the Clavern'Sigh who dominate and control the vast multitudes of the Oera'dim do not trust their minions with direct control of EarthMagic. On the battlefield the harnessing and delivery of EarthMagic resides in an elite group of lesser Mutan known as Eshal'il. Through them the magically enhanced weapons of the Oera'dim are made available, and it is with the Eshal'il that the battle effectiveness of those weapons absolutely depends.

Kreel Riders, Warbeasts and the Siege Weapons of the Oera'dim all rely on the proximity of an Eshal'il

to remain controllable and effective. An Eshal'il must be on the battlefield for any of these units to operate and the destruction of the Eshal'il also leads directly to the scattering of all Kreel Rider and Warbeast units. If this occurs all of these units still deployed in the field must be removed from battle. Likewise all Siege Weapon units can no longer operate as ranged weapon units and must be reduced to close-quarter combat units only.

Destruction of an Eshal'il unit is not easy however. Such units are small and tend to move about the battlefield to avoid combat with enemy troops. An Eshal'il unit cannot be hit by any form of ranged weapon and because of this is immune to all siege weapon and archer or crossbow lines. To destroy an Eshal'il it must be engaged at close-quarters and killed hand to hand. If this can be done a serious blow can be dealt to the Oera'dim fighting capability. It can be seen that although the Eshal'il are ineffectual combat entities they are important to the overall fighting power of an Oera'dim army and should be protected at all cost by that army's commander.

Hint:

When units of the Oera'dim are deployed that depend on the battlefield proximity of an Eshal'il make it your business to destroy them if you are commanding the Men of the South. If you are commanding the armies of the Oera'dim you should position your Eshal'il as safely as possible and ensure they are protected at all times.

Testing Morale

Morale is one of the important values ascribed to all units in the WotM wargame. It is a measure of the determination and persistence of a unit and governs how well a fighting force can withstand the psychological pressures of combat. For some units within the opposing armies of Arborell there is no question of their fortitude, for others however, it is something that is tested frequently.

A morale test is called when a unit's discipline and order are under great pressure and in the rules for this game have been identified as necessary when the following circumstances arise:

- When successfully attacked by a siege weapon.
- When attempting to rally troops who have been routed.
- When being attacked by more than one unit at a time and a unit's endurance has been reduced to one point.

Morale tests are conducted in a different way from all other dice rolls in WotM. For a morale test roll 2d6. Unlike other combat rolls the objective is not to equal or exceed the value being rolled against. If the result is equal to or *lower* than the unit's morale attribute, it will hold its ground and will not suffer any penalty. If however, the test is failed then the unit has been routed and must move away from the battlefield to the full extent of its movement allocation. How a commander can rally his troops is explained in the next section.

An exception to all Morale tests are units that possess the Banner Guard special rule. Units in this circumstance will always pass morale tests if their banner is planted and they stand within a range of two movement lengths of its position.

Rallying Units

Rallying units can be attempted under two specific circumstances. The first is proximity to a Command Unit. If within two movement lengths of its Command Unit, the unit may attempt to stop from Routing by conducting a further Morale test. If the test is successful the unit may remain in position and continue in the fight. If the test is unsuccessful the unit must retreat a full allotment of movement lengths. At that point the unit is considered to have rallied on its own behalf and may then return to the battle upon the commencement of that player's next battle-round.

If no command unit is within range then the unit must continue to move at its full movement allocation in each battle-round, testing its Morale in each round until it is either successful and can come to a halt, or leaves the play area and is considered destroyed.

Terrain Types

Terrain provides one of the greatest challenges to a commander in any battle scenario. In WotM this is no different. There are four types of terrain that are identified in the game; Open, Difficult, Treacherous and Impassable, and each is provided with specific rules and unit capabilities to overcome them. The four terrain types are classified as follows;

Open: Open terrain is classified as any terrain not crowded with vegetation, ruins or other low-level obstacles. Movement through open terrain is treated as normal, a unit able to move to its full movement allocation without hindrance. It is fortunate that most battles will be conducted on Open ground. It should be noted that moss plains, roads, rolling hills, desert sands, tundra and all other lightly vegetated ground are considered as Open terrain.

Difficult: Difficult terrain is any area of land that a unit in formation would have difficulty moving through without breaking ranks. Movement upon Difficult terrain is restricted for most units to only one movement length per battle round. Forests, rubble-strewn areas, drastically uneven or broken ground, swamps, shallow meres, scree slopes and shallow river fords are considered Difficult terrain.

There are units within the armies of Arborell that are not affected by this rule. Any unit that possesses the Ignore Terrain (It) special rule will take no penalty for movement upon difficult ground and may move to the full extent of their movement allocation. They can move through such ground as if it is Open terrain without hindrance.

Treacherous: Treacherous terrain is defined as any landform or ground that provides a real danger to troops that might attempt to traverse it. Such terrain includes river rapids, Oer'daaki grounds and areas of ground covered with hidden mining subsidences. When confronted by this type of ground only units possessing the (It) notation can move forward, and then only for one movement length per turn. All other units must find a way around.

Impassable: Impassable terrain is any structure or land formation which would totally block movement. Statues, buildings, cliff faces, lava fields, open water and sink holes are included in this category. No unit may move through this terrain and all must find a way around it.

The “No Loitering” Rule

One additional rule regarding terrain applies to all units that have the capacity to move upon Treacherous ground. If a unit possesses the (It) notation explained in the next section they cannot remain within Treacherous terrain for more than 2 battle-rounds. The nature of the ground does not allow units to loiter as this will lead ultimately to additional damage being done to the unit's overall endurance. Any unit that remains on Treacherous ground beyond the two battle round limit must take one Skull's worth of damage for each additional round they remain upon it.

The Establishment of House Rules

It has been the objective of the designers of Warriors of the March to create a rule system robust enough to cover all foreseeable situations and battle circumstances. If in the course of your game you find that the rules have not provided the answer to a particular situation, or the rule governing that circumstance is unclear, then it is up to the players to decide on the best way to resolve that issue. This is known as House Rule development and is encouraged by the game developers. If you believe that a particular rule has been overlooked and would like to see it included in the Commanders Guide please forward an email to toll@arborell.com including as much information as you can. As is the case with all titles in the Chronicles of Arborell we will consider inclusion of that improvement into the Commanders Guide.

Unit Special Rule Notations

One of the unique aspects of unit capability in Warriors of the March is the inclusion of unit special rules for most combat units. The special rules that a unit possesses are notated on each unit tile with an abbreviation in red text. The special rule notations are listed below and in shorter form upon the Quick Reference Card provided at the end of this guide.

Banner Guard (Bg)

A Banner Guard Unit is a unit that subscribes to an ancient code of duty in Arborell requiring a soldier to stand his ground no matter the forces arrayed against him. Both the Jotun and the Dwarvendim share similar codes of warrior honour regarding the planting of unit banners, and once they plant their banner will fight to the death to protect that ground. A Banner Guard unit does not retreat, its does not falter before insurmountable odds and because of this unflinching determination their presence bolsters any other unit's morale when required to test that unit attribute.

Banner Guard marked units have the ability to Plant The Banner as an action, and from that point onwards any unit within 3 lengths which possesses the Banner Proximity rule gains the benefits of it. Banner Guard units pass all Morale tests automatically.

It is important to note that a unit which has planted its banner may not move in any way that would end its turn further from an enemy unit than it was at the start of its turn. A Banner Guard unit will only advance towards a predetermined battlefield objective, or in the face of changing battle circumstances chase down a fleeing unit and destroy it. They do not retreat.

Banner Proximity (Bp)

Units with this rule that are in combat within 3 lengths of a planted banner-bearing unit gain +2 to their Morale during any necessary Morale tests. In addition, any failed Morale tests will require only the retreat of a single movement allocation before they automatically Rally and can return to the battle on the next battle round. This applies whether a Command Unit is within proximity or not.

Fortification (Fo)

Every unit bearing this rule allows the owning player the ability to place two fortification lines in or around his pre-battle deployment zone, and place a further fortification line during the course of the battle. The Fortification notation is possessed by light or heavy engineering units skilled in the effective construction of fortification lines and other defensive positions. The most common form of battlefield defences constructed by both combatants is what has come to be known as the ditch and spike entrenchment line. This consists of a deep ditch dug across a defensive line, the earth removed and piled into a steep ramp behind the ditch. This ramp is surmounted by a line of razor-sharp spikes and, if circumstances allow, a shallow wall of logs or stone.

Kalborean defensive positions have been known to modify this defence with a collection of pit-falls and water-traps, though this is usually only when defending settlements or permanent strategic positions.

Any unit that takes up a position behind a fortification line may add +1 to their normal Defence Value and any unit attacking an enemy unit behind a fortification line must reduce their Attack Value by -1.

Command Unit (Cu)

Command Units are the command and control centre for any army in the field. All the Four Nations have Command Units for their contingents as do the Oera'dim, although you will find in most battles that only one Command Unit is required to effectively command deployed troops. As a general rule any of the Four Nations of Men or Oera'dim Kraal that fields more than six units into the field should provide a separate Command Unit. One Command Unit however, should have authority over all others on the battlefield. For the Four Nations of Men this is always the Command Unit of the Kalborean Army. For the Oera'dim it is the Command Unit of the Mutan.

Command Units can fight when required as well as any other, their AV and DV values determining how effective they may be in combat. All Command Units automatically succeed in Morale tests unless they are under fire from Siege Weaponry. In this case they must follow the same rules for Morale tests as any other

unit. A Command Unit however, need only retreat one full movement allocation before they can Rally and return to the fray in the next battle-round.

It is in regards to Morale tests that the Command Unit becomes most important. As described in the section on Morale a Command Unit can bolster the Morale of other units and attempt to Rally units that have been broken and are in retreat. How this is attempted has been described previously in this guide.

Mounted (M)

Mounted units are generally much faster than other units, but they do suffer one minor penalty depending on the terrain. They cannot move through treacherous or impassable terrain, and are restricted on difficult ground to two movement lengths per battle-round. Mounted units that charge an enemy gain a +1 to their Attack Value for that first strike.

Charge Bonus (Cb)

In the momentum of a charge some mounted units are capable of inflicting far greater damage than their less armoured counterparts. A unit that possesses the Charge Bonus (Cb) notation may add +2 to their Attack Value in any charge made against an enemy unit that does not possess the Charge Defence (Cd) notation. This +2 advantage is applied instead of the normal +1 mounted charge bonus.

Please note however, that the charge bonus does not apply when charging unit's protected behind fortification lines or deployed within undamaged structures.

Charge Defence (Cd)

Units that possess the Cd notation are particularly skilled at repelling all but the most ferocious of assaults. They gain a +1 to their Defence Value for any defence roll that results from a charge, and gain a +1 to their own Attack Value for the duration of their own battle-round after they are charged.

Ignore Terrain (It)

Units with the Ignore Terrain (It) notation suffer no penalties when moving through Difficult terrain. As described previously an It unit may also move 1 movement length per turn through Treacherous ground but cannot move upon Impassable terrain. It should be noted that units possessing this notation cannot remain upon Treacherous terrain for more than two battle-rounds without taking damage. For every battle round beyond this limit that a unit remains on Treacherous ground they must take one Skull's damage to their endurance.

Forward Deployment (Fd)

Units with this special rule may deploy 6 lengths from the nearest friendly Command Unit already deployed upon the battlefield. In doing so however, they may not in their initial deployment be placed within 1 movement length of an enemy unit. Generally units that possess this notation are Scout Units, Kill Crues or Insurgency Teams, all units trained in long-range combat missions or sabotage.

Ranged Weapons (Rw)

The rules regarding ranged weapon usage are extensive and have been fully covered elsewhere in this guide. Please refer to the Ranged Weapons section for all necessary guidelines for ranged weapon attacks.

Siege Weaponry (Sw)

Units that possess this special rule notation carry, assemble and operate Siege Weaponry. All of the rules regarding the limitations and advantages of using Siege Weaponry have been covered in the previous section regarding this form of ranged attack. Look to this section for information on how to make use of this devastating form of warfare.

Explosives (Ex)

Explosives are the most dangerous and unstable of all the weapon types used by the armies of Arborell. Collectively known as Black Powder charges by both the Horde and the Men of the South the fine explosive dust is the mainstay of most of the Grenade Teams utilised by the NomDruse of the Four Nations and the

Morg of the Oera'dim. The same Black Powder charges are used on a larger scale by the Siege Weapon companies of the Armies of Men. The Oera'dim however, choose to use a form of magically energised grain as their Siege Weapon of choice. See the section on Siege Weaponry for more information on how explosives are used in Siege Weapon attacks. For the purpose of this special rule notation the rules only apply to units that use hand-held explosives.

Any unit that possesses the (Ex) special rule notation carry explosives as their ranged weapon, and may engage an enemy unit with those explosives from a distance no greater than one movement length. A successful attack roll allows no defence roll by the defending unit and results in an automatic reduction in endurance of one endurance point. Ex units that engage in close-quarter combat cannot use their grenades in that circumstance and must fight according to the AV and DV values of their unit. Only if they can successfully disengage from the combat can they return to the ranged use of their grenades.

Hint:

When being attacked by a Grenade Unit engage them quickly in close-quarter combat. This will negate the power of their grenades and offer a chance at destroying them before they can do too much damage.

Lance Advantage (La)

A lance advantage is available to any unit that possesses the (La) special rule notation. This advantage can be used against any attacking Jotun unit and affords the (La) unit a +1 increase to all AV and DV values for the duration of the engagement with that Jotun unit. It has been the experience of Kalborean troops in particular that long shafted lances have proven effective in bringing down the Hordim giants and this special rule reflects this advantage.

Unified March (Um)

Any unit in either army that possesses the Unified March (Um) special rule notation gains advantage from other units with the same notation if they are used as a block of units rather than acting individually. If, for example, three Kalborean Infantry Battalions are deployed together and move as one larger force, each unit receives a one point increase in both their AV,DV and Mo values. Each unit within the unified block must still fight only with enemy units that they are directly in contact with but receive the benefit of the increased values in those individual combats. The following rules apply to units who wish to take advantage of this special rule:

- For units to obtain the Um advantage they must be in contact with each other and must move as a single block.
- Each unit must take individual Morale tests when required and if they fail those tests retreat from the battle by disengaging from the main block.
- For the Unified march rule to apply their must be at least two units acting in tandem.
- Any unit within the block can disengage at any time. At least two units must be in contact however, if the advantage is to continue to apply.
- Any ranged attack against a block of units attacks not only the specific unit but any units that might be in the block on either side. In this circumstance each unit must make a defensive roll to determine damage taken.

Mind Control (Mc)

Units possessing the Mind Control (Mc) notation are units that depend for their combat effectiveness upon the proximity of a Mutan Eshal'il. The Eshal'il are lesser Mutan that have been entrusted with the use of magical talismans that allow creatures such as Kreeel and Warbeasts to be controlled by their Riders or Handlers. This (Mc) notation provides no benefit to the unit concerned except the capacity to remain combat effective. If the Eshal'il is destroyed, or forced from the battlefield, then the magical bindings that keep these creatures controllable will fail and the unit will become ineffective. If this circumstance should arise any deployed Kreeel Riders or Warbeasts must be removed from the battlefield in the Action phase of the next battle-round.

EarthMagic(Em)

The (Em) notation applies to only one unit within the Armies of the Oera'dim, the Eshal'il. As previously mentioned the Eshal'il act as conduits for the harnessing of the EarthMagic used to control beasts of war such as the Kreel and Warbeasts and to energise the volatile grain used in Oera'dim siege weapons. If the Eshal'il unit is destroyed or forced from the battlefield then all units that rely upon the proximity of the Eshal'il will either have to be removed, or in the case of Siege Breakers lose their ranged weapon capability. More information on the Eshal'il can be found in their unit description in the Army of the March muster pages.



The Standard Battle Game

Although most of the information to play a “Standard Game” of WotM has already been discussed previously in this guide the most important rules have been listed here as a quick reference for players who might wish to conduct a straightforward engagement based on a pre-agreed scenario. In the main a standard game is two combatants with the mutual objective of completely destroying their opposition, although secondary battle objectives can be set by the combatants. To play the Standard Game the following guidelines apply:

- The size of each combatant's army should be agreed prior to play and can be determined on either unit numbers, unit points or unit types.
- Battle objectives and victory conditions should be discussed and agreed upon prior to play and if necessary written down.
- With the battle scenario decided landscape features should be placed, both combatants using either a predetermined map or the random placement of terrain and structure features.
- Units should then be placed according to the nature of the predetermined scenario and can be done either by each player in turn, or independently until all units have been deployed.
- Unless otherwise agreed the standard deployment rule applies in a standard game. In general this requires that all units be placed within two movement lengths of the edge of the battlefield claimed by each combatant.
- Forward Deployment rules apply in the standard game and can be exercised by any unit that has the (Fd) unit notation.
- Battle rounds are conducted according to the rules given in this guide, until such time as one of the combatants has fulfilled the victory conditions for the engagement. At that time the battle is over the victory won.

It should be noted that the standard playing area for a WotM wargame is roughly 1.5 metres by 1.5 metres. A large table top is sufficient for this purpose, or a carpeted area that allows easy movement around the battlefield.

Apart from the Standard Game, Warriors of the March can be used to play both historical battle scenarios and non-campaign scenarios. The historical scenarios included in this guide have been drawn from the records of the Sixth Horde War that erupted in the Year of Settlement 736. These battles are:

- The Assault on Truvo Farm,
- The Battle for Drenim Ford, and
- The Battle of Traebor Meres.

Full details for these battles have been provided in the next section and are then followed by non-campaign scenarios that players can use to develop a range of exciting pre-agreed engagements. As mentioned previously in this Commanders Guide a full campaign manual will be released that allows players to conduct the entire Sixth horde War in all its ferocity. This campaign manual should be available towards the end of 2011.



Historical Battle Scenarios

Here is a map of Northern Kalborea as it existed in the Year of Settlement 736. Locations for each of the three historical battles are shown as a geographical reference.



Assault on Truvo Farm (1)

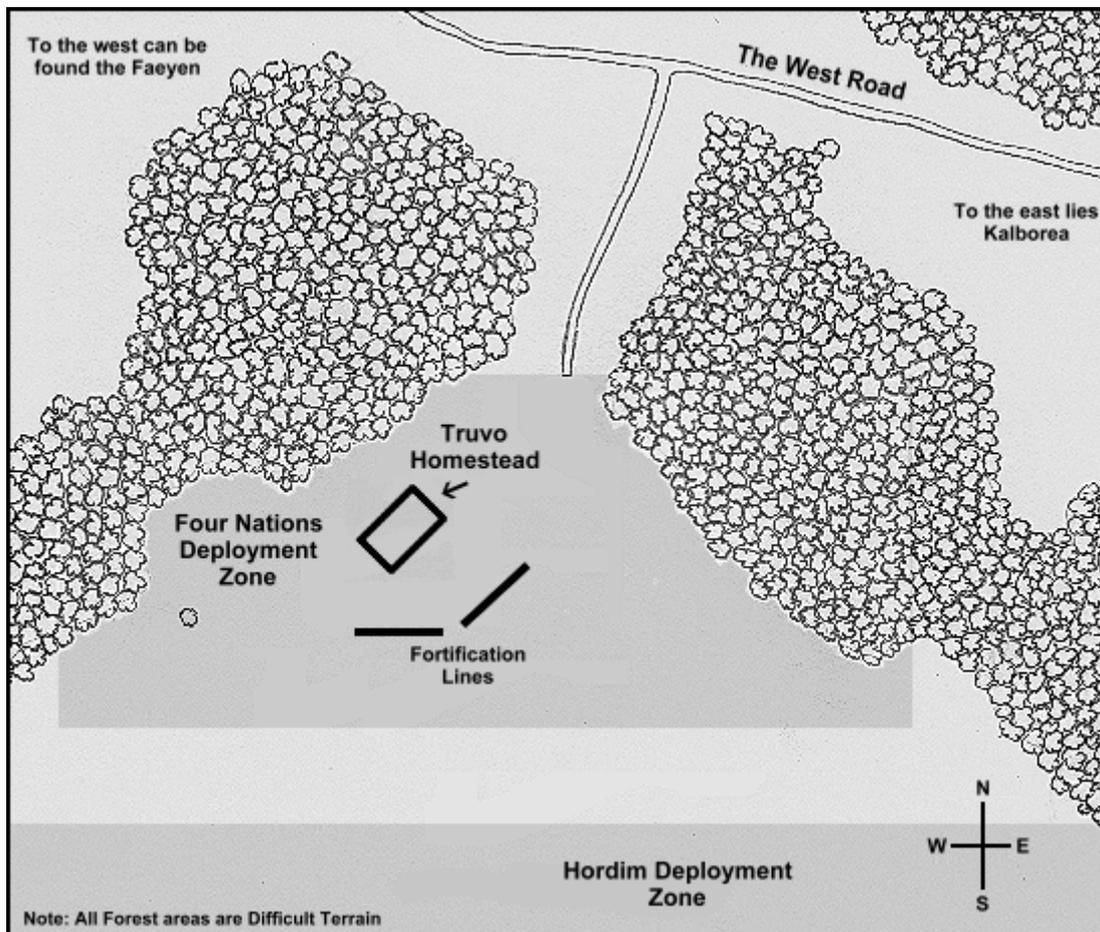
Historical Context

In the annals of the Sixth Horde War it is recorded that the the Assault on Truvo Farm was an attempt by the Oera'dim General of the March, Aggamem the Elder, to cut off the possibility of any movement of troops from the Faeyen Provinces in the west of Kalborea. To the north of Truvo Farm extended the West Road, a major trade route and transportation link between the Faeyen and the settled areas of Northern Kalborea. In the Year of Settlement 736 this road stood as one of the few options for moving troops quickly to the assistance of those hard-pressed defenders trying to slow the advance of the Oera'dim swarming through Maenum Pass into the southern reaches of Kalborea.

For Aggamem the Elder the need to cut any resupply to his enemy in the south hung on control of the West Road, and the attack on Truvo Farm was an attempt to take a convenient defensive position that could be used as a base to ambush and destroy any enemy troops that might journey eastwards. More than once before in the long history of the Horde Wars, forces from the Faeyen had attacked the flanks and rear of an advancing Army of the March at great cost to the Oera'dim. In the mind of Aggamem the Elder there settled a determination to ensure that such a tactical mistake would not be made again. Scouting parties had surveyed the farmstead and reported back to their General that it was lightly defended. The attack was prepared for the following day.

Unknown to Aggamem however, a column of Kalborean troops had found the homestead on the night preceding the attack, and aware of the movement of a force of Hordim from the east reinforced the small Faeyen combat engineering unit that had already begun placing defensive fortifications around the homestead. In this fashion the two opposing forces came together and the records of the Assault on Truvo Farm were written into the history of Arborell.

Battle Map



Forces

The Assault on Truvo Farm is remembered as a small confrontation in the overall devastation of the Sixth Horde War but its effect on the outcome of the war itself proved crucial to the survival of the Four Nations. The combatants are listed in the following table. These units should be taken from your army decks and arrayed upon the battlefield as prescribed by the deployment rules given below.

Men of the South

- 1 Kalborean Command Unit
- 1 Kalborean Lance Company
- 2 Kalborean Infantry Battalions
- 1 Rangers of the Watch Squadron
- 1 Kalborean Light Cavalry
- 1 Kalborean Crossbow Line
- 1 Faeyen Combat Engineer Unit

Oera'dim of the March

- 1 Hresh Command Unit
- 1 Hresh Scout Unit
- 4 Hresh Infantry Battalions
- 1 Hresh Sling Line
- 1 Hresh Insurgency Unit

Deployment

Unit tiles should be deployed according to the following guidelines. For the Four Nations all units should be positioned in the defence of Truvo Farm but no more than three movement lengths from the centre of the Homestead. As is recorded in the history of this confrontation the Kalborean Command unit was positioned within the homestead itself, the infantry battalions manning the fortification lines before its southern walls. It is up to the discretion of the player commanding the Four Nations units as to where all the other units should be placed.

The forces of the Oera'dim must be deployed along the southern edges of the battlefield according to the standard deployment rules. Within the historical records for this battle it is recorded that both the Insurgency and Scout units attached to this advance force had already been deployed into the forest areas surrounding the farm prior to the attack. Where the player commanding the Oera'dim places these units is only limited by the requirements of the Forward Deployment rules that apply.

The map provided shows the disposition of terrain and important landscape features. Construct the battlefield to reflect this information.

Objectives

For the defenders of Truvo Farm the objectives are clear. The homestead must be held for a period of eight battle-rounds. If it can be defended for this length of time a large force of Faeyen Rangers will reinforce the position and force the Oera'dim into the south. If the defenders can survive the eight rounds and maintain control of the homestead then victory is theirs to enjoy.

For the Oera'dim the objectives of this confrontation are just as defined. By the end of the eighth battle round at least two Hordim units must be inside the homestead, any defending units within its borders destroyed or in retreat. If this can be accomplished Truvo Farm has been taken for the Oera'dim.

The Record of Battle

It is recorded that in the history of the Sixth Horde War the Assault on Truvo Farm proved a hard-fought victory for the Four Nations. The Oera'dim almost took the homestead but at the last were held off until a relieving force of Faeyen Rangers routed the remaining attackers.

For the Oera'dim the failure of the attack at Truvo Farm was only one of a number of defeats in north-western Kalborea that lead ultimately to the Siege of Kal Murda and the disastrous Battle of Pallah'dem Fields. Of most note in these defeats was the loss of Aggamem the Elder at Kal Murda and the resulting destruction of an entire Oera'dim battle-force upon the plains of Pallah'dem. It should also be noted that the losses at Truvo Farm, and then at Kal Murda, delayed the Oera'dim long enough to allow large forces of Kalborean and Dwarvendim troops to close upon the invading Hordim. The rest is history.

The Battle for Drenim Ford (2)

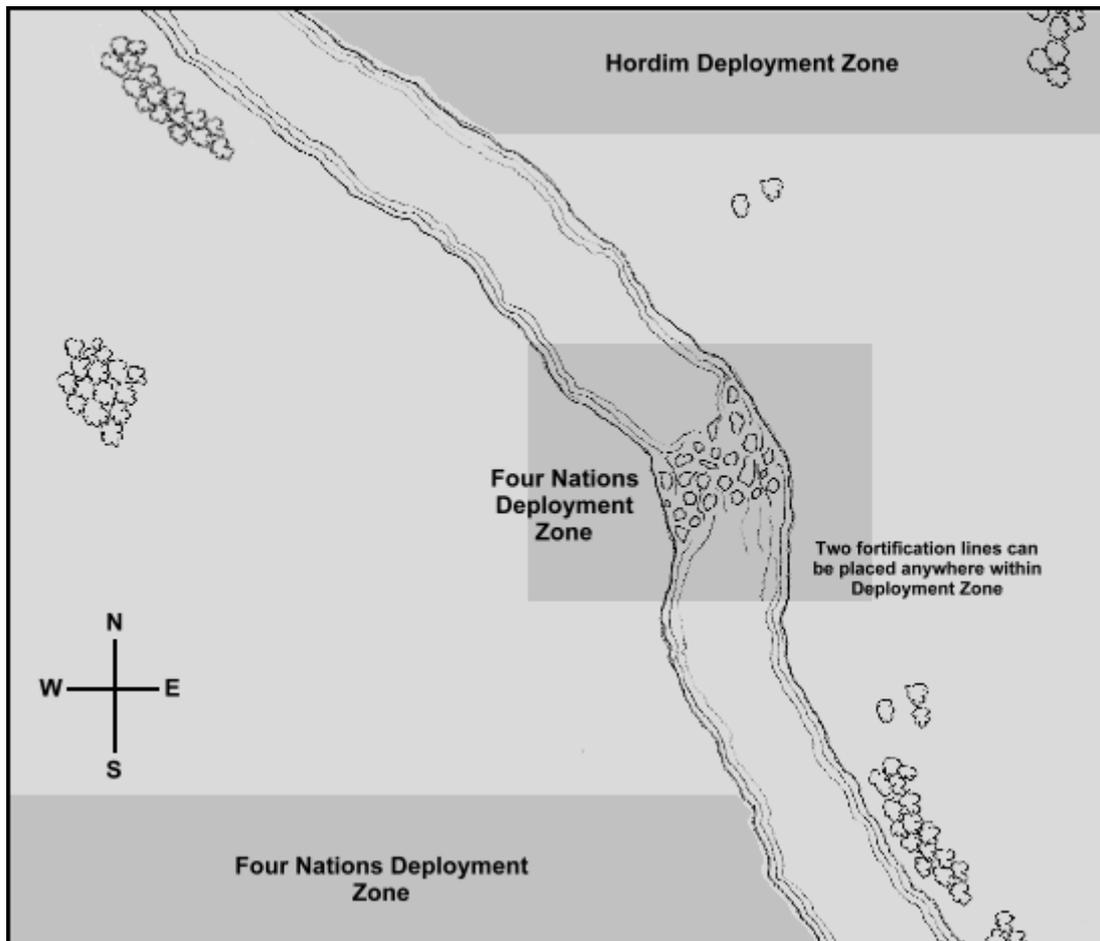
Historical Context

It is recorded in the annals of the Sixth Horde War that in the early months of YS736 a great Army of the March attacked the garrison at the Pass of Maenum, and having overwhelmed those defenders swept southwards into the lands of Men. In a great tumult the Horde Army attacked settlements and laid waste to farmlands, scattering the frontier populations of Northern Kalborea as they advanced upon the larger settlements of Das Frontiere and Das Nephrim. In two great waves the March forced its way southwards, one arm of its strength moving directly south towards Das Frontiere, the other arm sweeping eastwards and then south, its intention to disguise the true size of its host and attain a position behind the fortified town that would deny any possible retreat from the settlement of either civilians or troops.

To facilitate their quick advance to the rear of Das Frontiere the Oera'dim General Hehru'Amdahl chose the river ford at Drenim as a crossing point, beyond which could be found open grasslands and a direct route to their objective. Knowing the ford would be defended General Hehru dispatched a significant advance force to take the ford and secure it until the larger part of his command could cross. With this objective in mind he formulated his battle plan.

For the Dwarvendim and Kalborean defenders the situation looked bleak. With the first sign of the Oera'dim column approaching messengers were sent south, the few units guarding the bridge outmatched by the size of the advancing force. Luckily a column of reinforcing troops were already en-route but not able to engage the enemy for some hours. In those intervening hours of the battle the units guarding the ford had to rely only on the strength of their resolve and the defensive positions they had put in place. As is the case with all such confrontations it would prove to be a battle to the death.

Battle Map



Forces

The Battle for Drenim Ford is a medium-scale battle where the Army of the March has the advantage of superior numbers but the defending Four Nations maintain a defensive advantage in having properly constructed fortifications surrounding Drenim Ford. The following Army lists provide details regarding the forces of the Four Nations and the advance column of the Oera'dim Army of the March that engaged them.

Men of the South

- 1 Kalborean Command Unit
- 2 Kalborean Mounted Scout Units
- 2 Kalborean Light Cavalry Squadrons
- 1 Rangers of the Watch Squadron
- 1 Kalborean Heavy Cavalry Squadron
- 2 Kalborean Infantry Battalions
- 2 Dwarvendim Heavy Infantry Battalions
- 1 Dwarvendim Banner Guard
- 2 Dwarvendim Axemen Battalions
- 1 Dwarvendim Combat Engineering Unit
- 1 Faeyen Archer Line

Oera'dim of the March

- 1 Mutan Command Unit
- 2 Hresh Scout Units
- 5 Hresh Infantry Battalions
- 1 Hresh Sling Line
- 2 Hresh Insurgency Units
- 1 Eshal'il
- 1 Warbeast Unit
- 1 Kreeel Riders Unit
- 2 Jotun Hammer Crues
- 1 Jotun Combat Engineers Unit
- 2 Morg Scout Units

Deployment

Deployment for the Battle of Drenim Ford reflects the two stages of conflict that encompassed this engagement. The first phase represents the desperate defence of the river ford by the units already in position, the second stage the arrival of the reinforcing column and the intensification of the battle that then developed.

For the Four Nations all units must be deployed along the southern edge of the battlefield according to the standard deployment rules, except for four units that already guard the river ford itself. These four units are;

- 1 Dwarvendim Combat Engineers unit,
- 2 Dwarvendim Axemen Battalions, and
- 1 Dwarvendim Heavy Infantry Battalion.

Place these units in defence of the ford as it is outlined in the battle map provided. Two fortification lines can also be laid prior to battle due to the deployment of the unit of Combat Engineers.

All other Four Nations troops must be deployed to the south edge of the battlefield and only on the western side of the river. There can be no forward deployment of (Fd) notated units in this circumstance as this is a reinforcement column moving at the march. The appropriate deployment zone is shown on the battle map. Please note that all Four Nations troops deployed in the south cannot move forward until the end of the Oera'dims' second battle round. Only after that round has been completed can the reinforcing units advance.

For the Oera'dim deployment is much more straightforward. All units must be deployed along the northern edges of the battlefield according to the standard deployment rules, and only on the eastern side of the river. The Laneslem river itself is classed as Treacherous terrain and therefore can only be crossed by (It) notated units. All other units must use the river ford (which counts as Open Ground) if they wish to cross onto the opposite side.

Objectives

For the Four Nations units the battle objectives require that they deny the enemy control of the river ford. To claim victory in this engagement requires that they reduce the Hordim force to seven units or less. Under these conditions the Horde forces will retreat, the battle won.

For the units of the Oera'dim the victory conditions that will win this engagement require that they control the ford and also all the land east of the river itself. Control of the ford will be achieved when there are no Four Nations units resident on the ford and at least two Horde infantry units stand at its western threshold. If these conditions can be met the victory is theirs.

The Record of Battle

In the annals of the Sixth Horde War it is recorded that the Battle for Drenim Form was won by the Army of the March but at a great cost. Standing against them at the ford were three units of battle-hardened Dwarvendim troops and a Combat Engineers unit commanded by a young officer by the name of Pedangil Vesh. For a period of fourteen hours the infantry and axemen battalions held the fortification lines against a determined assault by the warriors of the Oera'dim. This defence succeeded until they were flanked by a number of Hordim scout and insurgency units that had crossed the Laneslem further to the north, and then made their way along the western banks of the river. In a desperate defence on two fronts the Dwarvendim held until a relieving column of Four Nations troops advanced from the south and engaged the enemy. It proved however, to be an insufficient force to hold the Army of the March's advance.

Unable to keep the Hordim from crossing the ford the troops of the Four Nations instead began a harrying operation to deny their enemy a cheap victory. It is recorded that in three days of fighting the Four Nations inflicted more than 8000 casualties on the Oera'dim but at the loss of all their number. It is recorded also that the action delayed the Hordim long enough to allow the Kalborean Army the opportunity to establish a strong defensive line upon the grasslands east of Kal Mulmi. There the force led by Hehru'Amdahl was crushed, their remnants fleeing northwards until finally being destroyed at Kyeldrik Fork.

The Battle of Traebor Meres (3)

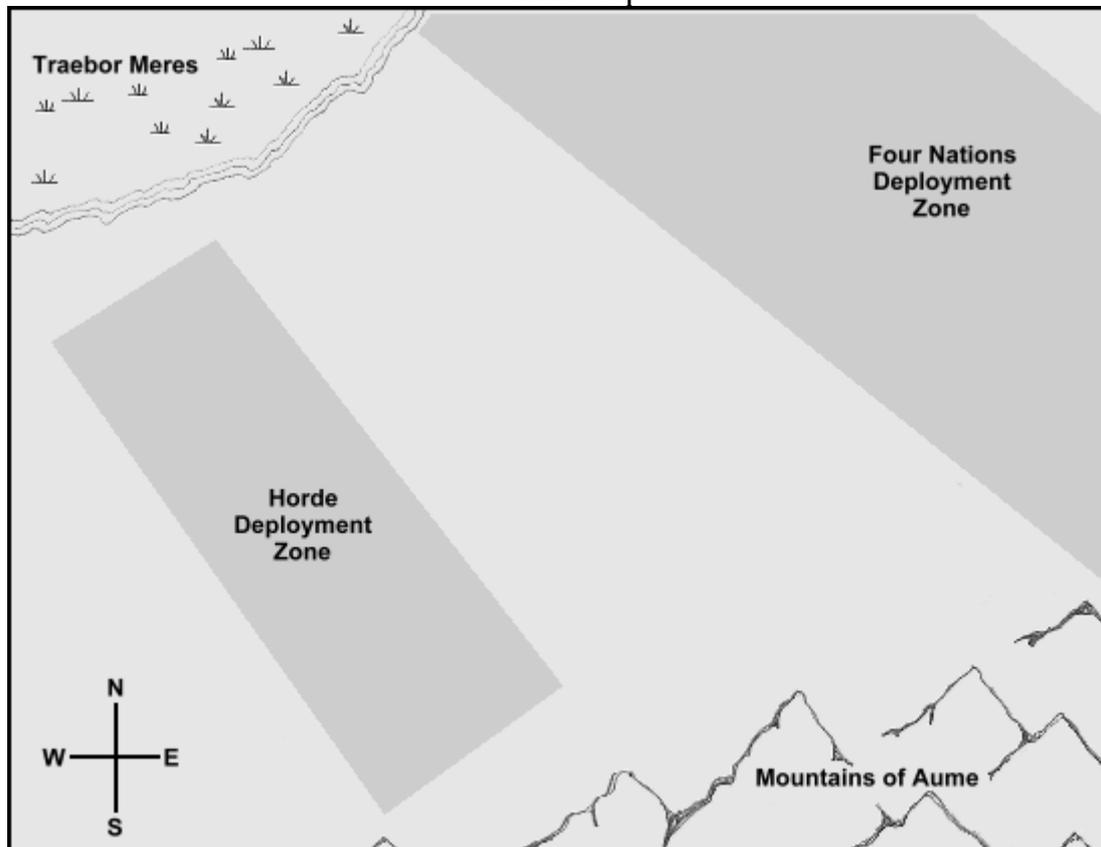
Historical Context

It is recorded in the annals of the Sixth Horde War that in the last days of the Horde's incursion into the lands of Men a great battle was fought at the edges of the impassable marshlands of the Traebor Meres. In this desperate time the Grand Army of the Four Nations had destroyed all but a few remnants of the vast host of the Army of the March, and in the aftermath of their great victories had begun a campaign to eradicate the last scattered units of those Hordim that had escaped the Battle of Pallah'dem Fields.

Unknown to the Commanders of the Four Nations the incursion of the Oera'dim, and the great battles that had erupted across the northern reaches of Kalborea had been no more than a diversion on a grand scale, one designed to hide the movement of a large force of Oera'dim that had found their way unseen to the ancient temple of Traebor'nar'dorum. Within this ruin had once been held an artefact of great value to the Oera'dim, an axe known as the Orncryst, the weapon wielded by Hamulkuk the Destroyer himself in his slaying of the Moon Dragons. Whilst the war raged elsewhere upon the frontiers of Kalborea this force of Hordim had searched the vast underground complex for the talisman but found only the empty chamber within which the Orncryst had once resided. Unknown to the Mutan of the Sigh the axe had been discovered by a Brother of the Deep Guild of Das Vallendor many years before, and for a great bounty had given it into the hands of the Dwarvendim Stone Kings.

Having failed in their mission the Oera'dim retreated from the temple and moved north, their intention to quietly find a way back beyond the Great Rift. It was a plan that faltered as a small unit of Faeyen Rangers found them and gave notice of their position to the Grand Army that still camped upon the fields at Pallah'dem. Within the space of a single day a large force of Four Nations troops advanced from the north of Traebor Meres. Upon the borders of the marshlands and hemmed in on their eastern flank by the Mountains of Aume the Hordim came to a halt, unable to evade the forces before them. With no intention of running from his mortal enemy the Hordim commander set his warriors for battle.

Battle Map



Forces

The Battle of Traebor Meres is a large-scale battle that requires more than thirty units per side. The army lists are as follows:

Men of the South

- 1 Kalborean Command Unit
- 5 Kalborean Infantry Battalions
- 3 Kalborean Light Cavalry Squadrons
- 2 Kalborean Heavy Cavalry Squadrons
- 2 Rangers of the Watch Squadrons
- 2 Kalborean Lance Companies
- 1 Dwarvendim Command Unit
- 2 Dwarvendim Banner Guards
- 4 Dwarvendim Axemen Battalions
- 4 Dwarvendim Heavy Infantry Battalions
- 3 Faeyen Ranger Companies
- 2 Faeyen Archer Lines
- 3 Faeyen Scout Units
- 2 NomDruse Siege Companies

Oera'dim of the March

- 1 Mutan Command Unit
- 10 Hresh Infantry Battalions
- 2 Hresh Scout Units
- 2 Hresh Insurgency Units
- 3 Hresh Sling Lines
- 1 Jotun Command Unit
- 6 Jotun Hammer Crues
- 2 Morg Scout Units
- 4 Morg Spear Battalions
- 2 Morg Grenade Units
- 2 Morg Sabotage Crue

Deployment

After placing terrain features according to the Battle Map provided, the deployment of units should be made as follows;

All Army of the March units must be laid at the southern edge of the battlefield, spread at the Oera'dim commander's discretion within the area bordered by the Traebor Meres in the west and the Mountains of Aume in the south-east.

For the Grand Army of the Four Nations deployment requires that units should be deployed in a line across the northern edge of the battlefield that will afford no easy escape for the advancing Hordim. Siege weapons should be placed so as to provide the best coverage of the approaching army. Forward deployment rules apply the same in this combat for both sides.

Objectives

The battle objective for the Four Nations is the complete destruction of the remaining Hordim forces and nothing less than this. In these confrontations there are no prisoners taken and no mercy given. It is a battle to the death where there can be no survivors amongst the defeated.

For the Oera'dim a victory can be achieved by forcing a path through the Four Nations forces and making it off the northern edges of the battlefield. At least five units must escape in this fashion for a victory to be claimed.

The Record of Battle

It is recorded in the annals of the Sixth Horde War that the Battle of Traebor Meres was a complete victory for the Grand Army of the Four Nations. This battle concluded the war's major engagements and left only the stragglers of the broken Horde Army to be hunted down and dispatched. There is however a side-note to this great battle. Only in the year's following the end of the Sixth Horde War was it discovered that a small unit of Morg did in fact escape the battle and return to their Kraals in the Dead Forests of the wasted north. There they were called before the Dominus Shamaril himself to account for the loss of his great Army of the March. Not appreciating the truth that his army had been utterly destroyed he put all the surviving Morg to tearing-frames and sent them all into Dissolution. In the face of such disaster it would be more than two centuries before an Army of the March would once again assail the frontiers of Men.

Non-Campaign Scenarios

These non-campaign scenarios are ideas for expanding the use of the WotM materials for encounters beyond the standard or historical battle scenarios. How each type of scenario is developed by players is up to the common agreement of all combatants.

Points-Based Open Battle

Description:

This is a standard battle scenario based on an agreed point limit for each opposing army. Points are ascribed to each unit on the basis of endurance points and each army is chosen on an agreed points limit. A 50 point army must comprise unit points up to the 50 limit and the composition of the army is at the discretion of each player. Terrain layout is also dependant upon the prior agreement and planning of the players.

Forces:

Forces are chosen by each player on the basis of the agreed point limit for the game. The number and type of units are dependant only on the point limit not being exceeded.

Deployment:

Placement of units is conducted according to the standard deployment rules unless there is prior agreement as to how the battle is to be structured.

Objectives:

Last man standing. Battle continues until all units are destroyed.

Points-Based Limited Battle

As for the above battle scenario but with one important difference to battle objective. Battle continues until one of the opposing armies has lost a pre-determined number of points. At that point the defeated army must withdraw, the battle lost.

Random Draw Open Battle

Description:

In this scenario army size is determined by a set number of randomly drawn units. Unit tiles are chosen from the compiled deck at random, the player using whatever has been drawn to put together an effective fighting force. Both sides draw the same number of cards regardless of the relative unit strengths involved.

Forces:

As the unit tiles are randomly drawn there are only two specific rules regarding army composition. There is a requirement for all armies, whether they be Horde or Four Nations, that there must be at least one command unit on the field and if Kreel Riders, Warbeasts or Siege Breakers are drawn by the Hordim an Eshal'il unit must be present as well. Both Eshal'il and Command Units are necessary and should replace other units already drawn so that an equal number of tiles is maintained between the armies.

Deployment:

Terrain in this scenario is set up prior to deployment on the mutual agreement of the combatants. Deployment of units is done according to the standard deployment rules.

Objectives:

Last man standing. An army will win when all opposing units have either been destroyed, or chased off the battlefield. This scenario can also be played on the limited battle rules that provide victory when an opposing army has lost an agreed number of units and must then withdraw from the field.

Rescue Mission

Description:

An army of the Oera'dim has taken captives and is holding them within a fortified encampment. It is up to the Four Nations to free the captives and protect them as they escape.

Forces:

40 - 80 point armies and 3 captive units of the Four Nations. Armies should be chosen using the rules for the Points Based Open Battle scenario.

Deployment:

Horde and captive units deploy in the centre of the playing area within a structure one movement length by two movement lengths in dimension. (Pens can be used to delineate this structure.) At least four Horde units must deploy within the structure with the captive units, the remainder within two movement lengths of the structure. Four Nations units can deploy upon any side of the battlefield according to the normal deployment rules.

Objective:

Objective of Rescue Mission is for the Four Nations to rescue at least one of their captive units and see them successfully to the edge of the playing area. For the Hordim the objective is to deny the Four Nations their victory by killing at least three quarters of the Four Nations rescue force.

The release of a Four Nations unit is accomplished by engaging all the Horde units within the structure and allowing the captives to move away. A Four Nations captive unit that leaves the structure boundary returns to an effective combat status and may help in its own rescue. Whilst within the structure boundary however, the unit can take no part in the mission until other units release it.



Onslaught

Description:

Against an unending tide of Oera'dim warriors a Four Nations army must hold until their enemy breaks and withdraws.

Forces:

26 unit Four Nations army of the player's choice against the full might of the Oera'dim. All Horde units redeploy at the edges of the battle-field once destroyed and may re-enter the battle immediately. Units for the Four Nations should be chosen with the requirements of an effective defence in mind.

Deployment:

Four Nations deploy along the southern edge of the board according to the standard deployment rules. In this scenario proper defensive positions are important so thought should be given to the use of all available combat engineering units and the fortification lines that can be constructed at initial deployment.

Horde units deploy along the northern edge of the battlefield according to the standard deployment rules. Any Horde unit that is destroyed in combat must be automatically redeployed to the Horde deployment area and then re-enter the battle.

Objective:

The Four Nations must hold their defensive line until they have destroyed at least 20 units of the Oera'dim. The Horde objective is to break their opponents lines and completely destroy them or force them from the board.

Ranged Assault

Description:

Two armies comprising a majority of ranged-weapon units encounter each other on an open battle-field. Battle ensues until one army is completely destroyed.

Forces:

Two armies of equal size, at least seventy-five percent of the units having ranged weapon capability.

Deployment:

In this scenario terrain should be designed where combatants are separated by areas of difficult terrain such as swamplands or meres that will encourage ranged attacks.

Objective:

The objective of this scenario is to destroy all opposing units or force the enemy from the field.

Sabotage Mission

The Sabotage mission scenario can cover practically any type of destructive task that a player might be able to devise. The option given below is just one possibility.

Description:

A large force of Oera'dim have advanced ahead of their main army to destroy a bridge that would provide reinforcements to a beleaguered Four Nations force further to the west. The bridge is held by a small force of Dwarvendim and is vital to the movement of the troops from Kalborea eastwards. The Dwarvendim are unaware of the advancing enemy force and have made no defensive preparations.

Forces:

The Oera'dim force will comprise 15 units that their commander deems appropriate for a fast and efficient sabotage mission. The Dwarvendim commander may choose a maximum of 8 units of any type to defend the bridge.

Deployment:

The bridge is situated in the southern third of the battlefield and the Dwarvendim forces should be deployed to defend it from any northern attack. The Hordim should deploy along the northern edges of the board according to the standard deployment rules. If the Hordim commander decides to use Forward deployment units they should be placed according to the rules given for any unit with the Fd special rule notation. Please note that in this scenario there can be no combat engineering units and therefore no fortification lines or other defences except for the bridge itself.

Terrain should be designed as open grassland with a shallow river running from north-west to south-east. As mentioned previously the bridge should be placed in the southern third of the battle ground.

Objective:

The objective of the Hordim in this scenario is to destroy the bridge and drive the Dwarvendim southwards. The victory conditions for destroying the bridge can be defined as the placement of at least one Horde unit at both sides of the bridge and who, at the time of detonating charges, are not in combat with a unit of the Four Nations. Charges will be detonated after the Hordim hold the bridge for one full battle round. The Dwarvendim will win if they can deny the Hordim this victory and destroy at least 10 of their units in the process. If these objectives are met the Four Nations can claim victory and the Horde units must withdraw.



Night Attack

The Night Attack scenario is a unique battlefield situation that requires a special set of rules regarding night combat and the limitations and advantages that are available, especially to Hordim units. Before conducting a Night Attack players should read the rules regarding night combat given earlier in this guide. The following scenario is one idea on how a combat conducted under limited lighting conditions might unfold.

Description:

A Horde task-force has moved south, looking for a large number of Kalborean units that have retreated before them. The Kalboreans have stopped for the night and have camped at the edge of a wide lake. Finding their enemy at rest the Hordim prepare to attack, their objective the complete route of their enemy.

Forces:

The Kalborean Commander may choose sixteen units from the Kalborean Army battle roster, but cannot include any siege weapon units. The Horde Commander may choose twenty units from the Oera'dim of the Sigh but include no unit with a movement allocation of less than M2.

Deployment:

Horde units should deploy in the north-west corner of the battle ground, the Kalborean units upon the edge of the lake area. Terrain should be set up with a lake extending along the eastern edge of the battle ground and small areas of scattered forest in the south-west. How narrow or wide you wish to make the actual battle area is up to the mutual agreement of the players.

Objective:

The Horde will win this battle if they can achieve either of two victory objectives. The first will be to either destroy the Kalborean force entirely, or secondly to force them into a southwards retreat that will force them off the southern edge of the board.

For the Kalboreans the objective is simpler. If the Kalboreans can destroy half the Hordim units they will break and retreat from the field, leaving the fight for another time. If this can be achieved the Men of the South will win.

General Hunt

Description:

A General Hunt is a battlefield scenario where the overriding objective is to destroy the opposing enemy's Command Unit. At the beginning of battle each player must nominate the target unit and defend their own until they have killed their opponent's Commander.

Forces:

Players must first agree on the number of units each will deploy into the field. This is a large-scale battle scenario so the more the better. Each player will also keep an agreed number of reinforcements available as well. These will not be deployed onto the battlefield until units have been lost and must be placed according to the deployment rules below.

Deployment:

Horde units deploy according to the standard deployment rules along the northern edge of the battlefield, the Four Nations along the south. Reinforcement units are kept off the board until required, and must be placed within the deployment zone for each army for one full battle round before they can move forward. Reinforcements can only be placed once other units have been lost.

Objective:

The victory conditions for both Armies are the same. Upon destroying the nominated Command Unit of their opposing army the battle has been won. May Glory and Renown find the player who can do this and survive.

Besieged

Description:

An army of the Four Nations is greatly outnumbered but heavily entrenched. All about them the Hordim close in for a bloody battle to the death.

Forces:

The Army of the Four Nations will comprise sixteen infantry and ranged weapon units. The Hordim deploying some thirty units in the attack on the Four Nations fortification. Hordim units can comprise any type of unit their commander deems necessary for an attack against an entrenched enemy.

Deployment:

All Four Nations units should deploy within the defended area of a series of fortification lines. A maximum of six fortification lines can be used in this scenario. These lines should be laid at the centre of the battlefield and placed to provide an effective defensible position. How these lines are placed is up to the player, however the total breadth and depth of the fortification should not exceed three movement lengths on any one side. The Hordim units should deploy around the Four Nations fortification but no closer than three movement lengths from any defended fortification line. The use of siege weaponry is recommended.

Objective:

The objective of the Four Nations forces is to hold the defended lines no matter the cost until all Horde attackers are either destroyed or withdraw. For the Horde the objective is to break through the fortifications and destroy all Four Nations units. Only when one side or the other has been completely removed will the battle end.

Assassination

Description:

The Assassination scenario is similar in some respects to a General Hunt but requires considerably more skill and cunning to accomplish. In this scenario players deploy an army of ten to thirty units onto a battlefield of open ground. Once all units have been placed each player chooses one enemy command or elite unit as an assassination target and writes the name of the unit on a piece of paper. That paper is then put aside, the name covered so as to conceal which unit is to be that player's target.

Battle is joined between the two armies, the intention to engage and destroy the targeted unit. When the unit is destroyed the successful player announces their victory and displays the piece of paper to prove their win.

Forces:

Units for both sides must number the same and should include at least three command or elite units. For the Four Nations an elite unit includes Rangers of the Watch, Dwarvendim Banner Guards, Kalborean Heavy Cavalry, Faeyen Ranger Companies and NomDruse Grenade Teams. For the Hordim elite units can be considered as Jotun Hammer Guards, Hresh Insurgency units, Morg Sabotage and Grenade Teams or Mutan Eshal'il.

Deployment:

Units on both sides are deployed according to the standard deployment rules.

Objective:

The objective of this scenario is to destroy the targeted enemy unit, the identity of which is unknown to the enemy commander. Once destroyed the battle is over, the victory conditions fulfilled.



Attack and Defence Tables



Attack Table

Attack/Range Value

	1 - 2	3	4	5	6	7	8	9 - 10
Front	10	9	8	7	6	5	4	3
Flank	9	8	7	6	5	4	3	3
Rear	8	7	6	5	4	3	3	3
Range	9	8	8	7	6	6	5	5

Defence Table

Defence/Range Value

	1 - 2	3	4	5	6	7	8	9 - 10
Front	10	9	8	7	7	6	6	5
Flank	11	10	10	9	9	8	8	7
Rear	12	11	11	10	10	9	9	8
Range	10	9	8	7	7	6	6	5

Using these Tables

The Attack and Defence tables are the most important information sources in WotM when reconciling combat between units. Using these tables determines if an Attack or Defence roll has been successful and should be applied in the following manner.

Attack Table

- When attacking an enemy unit, whether at close quarters or at a distance determine the unit's Attack Value.
- Adjust that AV by any charge bonuses or other bonuses or reductions that might apply.
- Find the Attack Value number of the Attack Table and then look down the list until you find the type of attack (front, flank, rear or ranged) that corresponds to the position of the attacking unit. The number value that intersects the Attack Value and Attack Position is the number that must be either equalled or exceeded by your Attack Roll.
- As an example you have a unit with an AV of 6 and a charge bonus of +1 that is mounting a flank attack upon an enemy unit. With the resulting AV of 7 the number that must be rolled to succeed in the attack must be equal to, or greater than 4. Obviously the higher the Attack Value the greater the chance of a successful attack.

Defence Table

- When defending against an enemy attack the Defence Value of the defending unit should be adjusted to include any bonuses or reductions that apply to the combat situation.
- Find the resulting Defence Value for the unit and look down the Defence Table until you find the type of defence that corresponds to the position of the attacking unit. The number value that intersects the Defence Value and the Attack Position is the number that must be equalled or exceeded by a Defence Roll.
- Any successful attack must be met by a successful defence otherwise the defending unit will suffer damage. Roll two dice and determine if you have provided the defence necessary to negate the assault. As with Attack Values the higher the Defence Value the better.

Muster of the Armies of Arborell



The Grand Army of the Four Nations

The Grand Army of the Four Nations is an alliance formed between the realms of Men in Arborell to promote peace and security in the face of the ever-present threat of the Horde. It is a truth of history that Men are not native to the new world of Arborell, their origins residing far from the shores of their current home. It is a truth also that they forged the foundations of their New World by force, prosecuting a series of what would become known as Horde Wars to secure lands that could be settled and developed into new nations. These nations are the descendants of an Old World brutally invaded and destroyed by an Enemy that could not be resisted. In the world that they now live the Four Nations of Men have nowhere left to go.

The Four Nations comprise amongst their number the Kalborean Union, a federation of twelve city states that occupy most of central and southern Arborell. To the western mountains of Arborell can be found the Dwarvendim Stone Kingdoms and the Faeyen Provinces, smaller political entities but powerful allies in the fight against the Horde. In the far south of Arborell can be found the NomDruse Homelands and of them little can be remarked. Preferring to keep to themselves the NomDruse provide support troops in times of conflict but in all other affairs take no part. In these modern times only one NomDruse lives beyond the borders of the Homelands. It is said that the Venerable Siddigh is as old as human settlement in the New World, and that he is possessed of an arcane lore that all NomDruse keep from the knowledge of other Men. They are not trusted but as of yet have done no harm to other Men.

What follows here is a general description of the Men of the Four Nations and more detailed descriptions of each unit fielded by the Grand Army. It should be noted that by far the most populous of the Four Nations is the Kalborean Union and that the Kalboreans make up the bulk of the forces fielded in times of war.

The Kalborean Union

	Attack Value	Defence Value	Endurance	Morale	Movement	Special Rules
Command Unit	4	4	2	7	1	Cu
Mounted Scouts	5(5)	4	2	5	4	M, La
Lance Company	5	6	2	5	2	Cd, La
Light Cavalry	6	5	2	5	4	M,Cb
Heavy Cavalry	7	7	3	6	3	M,Cb
Infantry Battalion	5	5	2	5	2	Um
Crossbow Lines	4(5)	4	2	5	2	Rw
Rangers of the W.	7(5)	5	3	7	3	It, Fd

It is said that it was the Kalboreans of the Old World who first looked upon the shores of Arborell and saw in its vast plains and deep forests the foundations of a great nation. It is said also that nothing was going to stand in their way, least of all the ownership of those lands by others. At the time of the Sixth Horde War more than seven centuries had passed, and if they were still alive those Kalboreans could truly say that they had succeeded. In Arborell there is no stronger power amongst Men.

Kalboreans are mostly tall and lean in aspect, practical in nature but at times less than trustworthy. Recognised as determined explorers and successful settlers the men of the Kalborean Union have built a

powerful realm that has grown from a collection of isolated city-states into a thriving nation, one possessing a sophisticated economy and highly developed social and administrative structures.

The capital city of the Union resides at Castaal and at this time in history the population of the Union numbers more than three million. When needed Kalborea can field an army totalling one hundred thousand professional soldiers and in desperate times can call upon a civilian militia of a further four hundred thousand souls. On many occasions they have all been needed.

Kalborean Command Unit

(AV4, DV4, E2, Mo7, M1, Cu)

Command Units within the Kalborean Regular Army perform two command and control roles. The first is to maintain the proper functioning of the Kalborean Army in the field and secondly, to provide overall command of the Grand Army of the Four Nations. Since the end of the Fourth Horde War in YS370 command of the Grand Army passed from the Dwarvendim of the Stone Kingdoms to the Men of Kalborea, and it has remained so since.

A Kalborean Command Unit is staffed by forty Officers, all men of respected standing within the Union. Commanded by an Army Marshall this unit also maintains a liaison with the civil authorities in the person of a Deputy Administrator and representative Officers from all Four Nations armies in the field. Generally not regarded as a fighting unit these units tend to find a position of safety and then command the Grand Army through a sophisticated communications network of semaphore and runners.

Kalborean Mounted Scouts

(AV5(5), DV4, E2, Mo5, M4, M, La)

Mounted Scout Units are fast moving reconnaissance and rapid deployment troops used extensively within the Kalborean Army. Very early in the history of Human settlement in Arborell it was found that mounted units were particularly effective against the Horde, and as such a significant number of these units can be found in most Kalborean fighting forces. Fast and hard-hitting, Mounted Scouts can fight in close-quarter combat or lay down ranged weapon attacks from positions of advantage. All Scouts are equipped with a lance as primary weapon, a short sword as secondary and a short bow for ranged attacks.

Kalborean Lance Company

(Av5, DV6, E2 Mo5, M2, Cd, La)

Kalborean Lance Companies are infantry soldiers armed with long shafted lances and used primarily as a counter to Hresh and Jotun assaults. Solid and reliable troops, a Lance Company will stand in the face of a Hordim charge and present a thicket of razor-sharp metal as their response. Lancers have been known to stand against a Jotun Hammer Guard in full charge and hold them at bay, frustrating their advance and leaving them open to flanking attacks by other units.

A Lance Company numbers some two hundred soldiers and all their number hold short swords as their secondary hand-arms. Known for their capacity to resist charge attacks the Lancers have proven themselves valuable assets when confronted by mass Horde assaults.

Kalborean Light Cavalry

(AV6, DV5, E2, Mo5, M4, M, Cb)

Light Cavalry are fast, mobile troops equipped to chase down and destroy enemy units. Armed with lances and cavalry swords these troopers can be used in tactical battle scenarios or as long-range reconnaissance forces. The Kalborean Light Cavalry regiments are well-known for their daring and ability to harry and stall advancing enemy columns, and have received many battle-honours for their capacity to put well-ordered forces into disarray. Generally a Light Cavalry regiment will number some one hundred and fifty cavalymen and usually maintains a logistical support section of ten that carry equipment and supplies whilst on extended patrols.



Kalborean Heavy Cavalry

(AV7, DV7, E3, Mo6, M3, M, Cb)

These cavalry units are the heavy hitters of the Kalborean Army. Equipped with armoured horse and long lance, these troopers are the match of any unit fielded by their enemies. A squadron of Heavy Cavalry will number fifty horse and have proven themselves effective in breaking enemy lines and running down scattering units. Mobile and powerful these Heavy Cavalry are a significant component of the Grand Army's ability to counter the overwhelming numbers of the Horde.

Kalborean Infantry Battalions

(AV5, DV5, E2, Mo5, M2, Um)

Kalborean Infantry are the mainstay of the Regular Army and the bolster upon which the tactics of the Men of the Four Nations is founded. Highly trained and professional, the Infantry Battalions of Kalborea provide both armed force in times of war and policing duties in times of peace. Numbering some three hundred troops per battalion, Infantry are armed with both sword, spear and shield, and possess a medium-level battle armour that affords a measure of protection from bladed weapons and ranged attacks.

In combat the Infantry hold their ground alongside Lancer companies and Crossbow Lines, providing tactical stability whilst the mobile forces of the Kalborean Army harry and destroy their enemies. It is said that the Infantry are the foundation of the power of the Kalborean Union and by far the largest element of any Grand Army.

Kalborean Crossbow Lines

(AV4(5), DV4, E2, Mo5, M2, Um)

Crossbows are the ranged weapon of choice for the Kalborean Regular Army. Light, compact and lethally efficient the Kalborean crossbow is a weapon refined over the centuries as the most accurate of all ranged weapons used in Arborell. To maximise the impact of these weapons the Kalboreans developed units known as Crossbow Lines. Numbering some two hundred troops a Crossbow Line is used in medium to large-scale battles as an effective way to lay down a lethal barrage upon advancing Hordim units and to pick off specific targets at long range.

Equally effective for both ballistic assaults or to snipe at individual warriors, the Crossbow Lines of Kalborea have been used for centuries to support infantry and lance companies in the field. All soldiers in these units carry the crossbow as primary weapon but also carry the standard infantry weapons of short sword and shield for use in close-quarter engagements.

Kalborean Rangers of the Watch

(AV7(5), DV5, E3, Mo7, M3, It, Fd)

The Rangers of the Watch are the elite fighting units of the Kalborean Union. Recruited from the Kalborean Regular Army and put through a rigorous selection and training process, Rangers are experts in hand-to-hand combat, long-range reconnaissance, camouflage and night fighting. When not mustered to the Grand Army the Rangers of the Watch maintain a year round vigil upon the borders of the Four Nations. In this capacity it is their mission to uncover the movements of Hordim trying to enter the realms of Men and hunt them down. Alone and in small units of five the frontier fighters of the First Watch roam the high mountains that border the northern reaches of Kalborea, and on those lonely passes kill the Hordim in deadly engagements that few in the southern lands of Men become aware of.

It is a testament to the dedication and sacrifice of the First Watch that few Hordim make it successfully into northern Kalborea. Those that do are detected by the Second Watch, hunting upon the northern plains in mounted squadrons and running them down before they can do harm.

In times of war however, the Rangers are mustered into fast, mobile units that are used to find and engage advance Hordim columns and scouting parties. In conjunction with Mounted Scouts and other forward deployment units the Rangers of the Watch are those that make first contact with the enemy, and in most cases take first blood.

The Dwarvendim Stone Kingdoms

	Attack Value	Defence Value	Endurance	Morale	Movement	Special Rules
Command Unit	7	6	2	8	2	Cu, Bp
Banner Guard	7	7	3	7	2	Bg
Axemen	6	5	3	6	2	Bp
Heavy Infantry	6	6	3	6	1	Bp
Combat Eng.	4	4	2	6	2	Fo

The Dwarvendim are descendants of an enslaved people who worked the quarries of the Haarn Kingdoms of the Old World, and who then escaped to Arborell with the Last Fleet of Men. Shorter than most Kalboreans the Dwarvendim are immensely strong, quick-witted and easy to temper, though possessed of a practical inclination in most affairs. Like the Jotun of the Oera'dim however, the Dwarvendim maintain a strict honour code and in times of war subscribe to an Old World view on battle tactics. Of most note is their commitment to their Army banners which are never left behind, and once planted serve as a focal point for all further Dwarvendim movements on the battlefield. Dwarvendim never retreat, the only accepted tactic once a banner is planted to move forward. Needless to say many Dwarvendim have lost their lives maintaining this point of honour.

In these modern times all Dwarvendim are subjects of the Stone King, who maintains his realm upon the high plateaux of the western mountains of the Krodestaag. Although numbering no more than three hundred thousand, the Dwarvendim can field up to eighty thousand axemen and infantry in times of war and have proven themselves hardy and effective warriors. Indeed until the end of the Fourth Horde War the Dwarvendim had been accepted as the leaders of Men in all matters military, but with the last battles of that confrontation the greater power of the Kalborean Union asserted itself and the leadership passed to the Union.

It should be noted that the Dwarvendim are the only Men in Arborell that have been given dominion over EarthMagic by the Shan'duil. The LoreMasters of the Grand Circle are the eleven men allowed to wield the life essence of the world, and in doing so are the natural buffer to the same powers given to the eleven Mutan of the Clavern'sigh. It has been a policy of the Grand Circle however, to never use EarthMagic as a weapon and in doing so have minimised the capacity of the Mutan to do so as well.

Dwarvendim Command Unit

(AV7, DV6, E2, Mo8, M2, Cu, Bp)

Dwarvendim Command Units are the command and control authority for all Dwarvendim units fielded in battle. Staffed by experienced field officers these units are also powerful fighting units in their own right and it is not unusual for command elements to fight beside their troops where necessary. A Command Unit is commanded by a King's Marshal and when incorporated as a part of the Grand Army usually numbers fifty officers and sub-ranks.

Dwarvendim Banner Guard

(AV7, DV7, E3, Mo7, M2, Bg)

The Banner Guard are the elite warriors of the Stone Kingdoms. Chosen from the Noble Houses these troops are trained from a young age as hardy fighters and are skilled in all weapons used within the Grand Army. Preferring the two-bladed battle-axe as their weapon of choice, the Banner Guards wear heavy armour and each possess a long-sword as a secondary weapon.

It is said that only Banner Guardsmen can take positions of authority within the Stone Kingdoms, and then only upon successful completion of twenty years service to their monarch. They are absolutely dedicated to their King and in all matters military follow the ancient tradition of *feo'honorum*, the clan honour code of the Old World. Most notable in this archaic tradition is the practice of never retreating from a banner planted on a battlefield. The Banner Guard have proven themselves fearless fighters and

Guardsmen can have a positive effect on the morale of any troops close at hand. Of all the foot soldiers of the Grand Army the Banner Guard are the most powerful and the most lethal.

Dwarvendim Axemen

(AV6, DV5, E3, Mo6, M2, Bp)

Axemen are the standard fighting unit of the Stone Kingdoms. Recruited from the Dwarvendim peasantry Axemen are well-trained but not full-time soldiers. Kept as a King's Reserve they are called to action only when needed, and can total more than fifty thousand souls. An Axemen Battalion will usually number three hundred at full strength and all Axemen are equipped with single-bladed axe, light chain armour and heavy shield.

It is said that the Axemen are untiring warriors, their capacity to move great distances at the run and then present themselves for battle, a legendary ability that has been tested on many occasions. Usually arrayed in open, square formations they are hardy fighters who have learned through long experience that in Arborell there are no prisoners and no mercy for those who surrender.

Dwarvendim Heavy Infantry

(AV6, DV6, E3, Mo6, M1, Bp)

Dwarvendim Heavy Infantry take advantage of the immense strength of their kind and equip themselves with maces and swords, heavy armour and long shields. Slow to move but devastating in close formation these warriors are a solid foundation upon which the Army of the Stone Kingdoms bases its tactics.

A part of the professional Army, Heavy Infantry battalions number at three hundred men and are recruited from the general populace. At the time of the Sixth Horde War these battalions were instrumental in stalling the advance of the Hordim Army at Pallah'dem Fields and the subsequent destruction of the last remnants of their forces at Traebor Meres.

Dwarvendim Combat Engineers

(AV4, DV4, E2, Mo6, M2, Fo)

As fortification specialists Dwarvendim Combat Engineers are a standard component of any King's Army that marches with the Four Nations. Skilled in all matters of military construction, Combat Engineers also engage in civilian infrastructure projects, mine clearance, bridge and road construction, and in the aftermath of war serve as reconstruction teams. In this latter duty Dwarvendim Combat Engineers use their knowledge of *durgat* to rebuild and refurbish damaged buildings and civic structures, and in this capacity have earned a level of renown amongst the civilian populations that is usually reserved only for elite fighting units.

All Combat Engineer units also carry hand-weapons and train in close-quarter combat. Although not as proficient as most Dwarvendim units in this capacity Engineers have played instrumental roles in a number of major engagements in the Horde Wars of Arborell. Most notable of these include their heroic stand at the Battle of Drenim Ford, and the Ride of Alrec, a singular act of courage that alerted Northern Kalborea to the invasion of the Fifth Horde War and which saved the lives of thousands.



The Faeyen Provinces

	Attack Value	Defence Value	Endurance	Morale	Movement	Special Rules
Command Unit	4	4	2	7	1	Cu
Ranger Company	5(7)	4	2	6	3	It, Rw
Archer Line	4(6)	4	2	5	2	Cd, Rw
Combat Eng.	3	4	1	5	2	Fo
Scout Unit	4(6)	4	1	5	3	Fd, It, Rw

In the Old World *Faeyen* was a general term given to the merchant classes that controlled most commercial activity in the Free Nations of Adoracia. With the coming of the Old Enemy, and the flight of the remnants of Men into the New World of Arborell, these merchant guild and trade authorities disappeared only to be reborn anew. In the New World the merchant classes became more than just trading authorities and evolved into a political force that resulted ultimately in the secession of the Faeyen Provinces in YS 207, and the creation of a Faeyen Provincial Reserve in YS 210.

Situated in the mountains of western Arborell the Faeyen Provinces are a union of six city states and their associated Trade and Manufacturing Guilds. Known for the huge range of goods and fine jewellery produced by their Guilds the Faeyen have grown wealthy and insular, leaving their citadels only to conduct the business of their commercial affairs when absolutely necessary. In these modern times most of their day-to-day business activities are conducted by a network of Agents who act on their behalf, and who it is rumoured, act also as spies.

The Faeyen Provincial Reserves consists of units adapted for combat upon the dangerous passes and narrow highways that connect their high citadels. Lightly armed and equipped, these units rely on ambush and surprise as their main battle tactics and have used them to considerable advantage. It is said that Faeyen Rangers are as proficient in close-quarter combat as any Ranger of the Watch, and as deadly in ranged combat as any Man who draws a bow. It is also said that the Faeyen cannot be trusted, their capacity to change allegiances well-known and founded exclusively on the prevailing pragmatism of the moment.

Faeyen Command Unit

(AV4, DV4, E2, Mo7, M1, Cu)

Faeyen Command Units act as logistic and communication hubs for all Faeyen units fielded with the Grand Army. Commanded by a General Officer a Faeyen Command Unit is staffed by a complement of twenty-five officers and sub-ranks, mostly experienced mountain warfare veterans. Whilst a part of the Grand Army most of the command functions of this unit are seconded to the Kalborean Command and for the duration of the conflict Faeyen forces effectively function as a part of the Kalborean Army.

This secondment of authority only occurs however, with the muster of a Grand Army. In times of peace the Faeyen Provincial Reserves must constantly defend their own borders from incursion by Horde raiding parties and Kalborean bandit gangs. In these scenarios the Faeyen operate a sophisticated detection and interception capability that makes full use of the Ranger forces they maintain, and all command of these elements falls to the Faeyen themselves.

Faeyen Ranger Companies

(AV5(7), DV4, E2, Mo6, M3, It, Rw)

The Ranger Companies of the Provincial Reserves are the standard fighting unit of the Faeyen. Numbering two hundred Rangers in a full complement these companies are fast moving and flexible units, able to fight effectively at close-quarters and initiate deadly ranged weapon attacks. Of greatest benefit is a Ranger Company's ability to move easily over most terrain types, and then ambush enemy units. It is a tactic appreciated by the Kalborean Command and one often used to harry and disperse Horde attack formations.

Ranger Companies are lightly equipped, do not usually wear personal armour and hold the long sword

as their primary weapon. Most Rangers also carry a range of short swords and daggers, and in this last case favour a style of curved-bladed weapon that has proven very effective in hand-to-hand fighting. Unlike most other forces in the Grand Army the Faeyen use a mottled green and grey camouflage on all their uniforms and equipment, and whilst in the field do not sport rank insignia or personal identification.

Faeyen Archer Lines

(Av4(6), DV4, E2, Mo5, M2, Cd, Rw)

To provide ranged weapon support for Faeyen forces on the battle-field the Provincial Reserves have developed specialised Archer Lines. These lines number at one hundred Archers per unit and provide ballistic support against massed troop assaults and Kreel attacks. Archer lines utilise long bows as primary ranged weapons and carry a standard short sword as side arm.

As a further enhancement to their fighting capabilities Archer Lines also carry a long-hafted lance used as a final defence against Horde troop assaults. Never far from a Faeyen Archer's position, this lance remains on the ground, unnoticed but available if a Hordim attack withstands the lethal shower of arrows unleashed upon them. At that moment where bows are no longer viable the lance is taken up, a thicket of sharp blades presented to the enemy. This strategy has proven effective against most forms of charge attack by the Hordim and provides an extra level of flexibility to their tactical application.

Faeyen Combat Engineers

(AV3, DV4, E1, Mo5, M2, Fo)

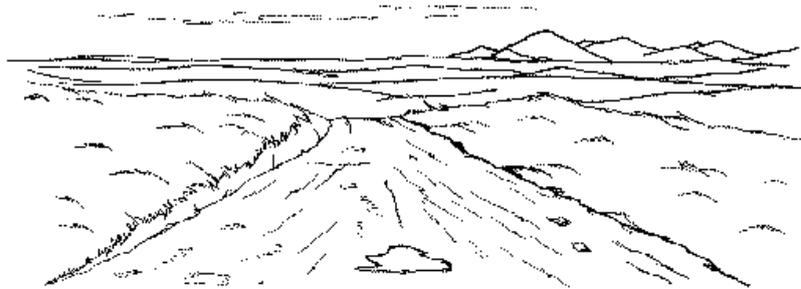
The Combat Engineers provided by the Faeyen to the muster of the Grand Army are specialised Sappers proficient in the construction and maintenance of fortification lines. Used by the Grand Army to build temporary defensive positions these engineers are competent and reliable resources that provide considerable defensive advantages to units of the Four Nations confronted by a massed assault of the Hordim. When not required as fortification specialists Faeyen Combat Engineers operate as fighting elements though they are not generally equipped for close-quarter combat.

Faeyen Scout Units

(AV4(6), DV4, E1, Mo5, M3, Fd, It, Rw)

Faeyen Scouts Units are fast, mobile units utilised within the Grand Army for reconnaissance and interdiction missions deep behind enemy lines. Armed with bow and sword, these units venture close and personal with the Hordim, sometimes spending weeks in the field as they hunt for enemy troop columns, command units and especially the Horde Eshal'il. Through the long history of the Horde Wars of Arborell these Faeyen Scouts have proven themselves quiet and invisible soldiers, capable of remaining hidden for extended periods and hunting out the most important elements of the enemy.

When not used as forward deployment troops these units are used as ranged weapon assets, combining with Archer Lines or moving with infantry units as ballistic support. The bow of choice for Scout Units is the composite short bow and all Scouts carry a variety of hand weapons including swords, daggers, short spears and maces.



The NomDruse Homelands

	Attack Value	Defence Value	Endurance	Morale	Movement	Special Rules
Command Unit	4	5	2	7	1	Cu
Crossbow Line	4(5)	5	2	5	2	Rw
Siege Company	4(5)	5	2	5	2	Sw
Grenade Team	4(5)	5	2	5	2	Ex, Rw
Heavy Engineers	5	5	2	6	2	Fo, Cd

Of all the remnants of Men that found their way to the New World the NomDruse are the most mysterious. Descended from the Haarn children of Corin'kraag they have maintained a separate existence from most men since leaving their seclusion upon the island of Dromannion. Settling in the far south of Arborell the NomDruse have founded a Homeland that rejects all magical dependency and has instead focused on technological development and humanitarian philosophy. It is not known amongst the wider Four Nations how far this empirical enquiry has progressed.

Since their use as vessels for the magical energy of Shalen'gael the NomDruse have suffered greatly, many of their number's psychological and physical well-being hampered by the lingering effects of their contact with the Hev'duil of the Old World. For all Men however, the NomDruse Homelands have remained unknown and insular. It has indeed only been in times of war that the NomDruse answer the muster of the Grand Army. In all other matters they remain separate and uncommunicative.

NomDruse Command Unit

(AV4, DV5, E2, Mo7, M1, Cu)

NomDruse Command Units maintain full command of their units in the field and second no authority to the Kalborean Army. Since the formation of the Homeland Defence Reserves, the NomDruse have concentrated on developing the technological strength of their units and in their command structure can be found a number of interesting control and communication features not seen in any other complement of the Grand Army.

Of greatest curiosity to other Men is the NomDruse' ability to communicate with their troops through a series of small metal boxes, the nature of their operation unknown but highly effective. With these devices the Defence Reserves maintain direct contact with all elements of their forces, and as of yet have not shared this capability with the remainder of the Four Nations. It is something the Kalborean Army has tried to acquire on a number of occasions but has so far been unsuccessful.

NomDruse Command Units are commanded by a General Officer and number fifty soldiers in their complement. At full strength these soldiers are predominantly communications officers with a core team of tactical officers, and at least one liaison staff member seconded to the Kalborean Command.

NomDruse Crossbow Lines

(AV4(5), DV5, E2, Mo5, M2, Rw)

Crossbow lines are the standard ranged weapon capability of the Homeland Defence Reserves and have been refined over the years into highly effective and accurate ranged attack units. Numbering two hundred Crossbowmen per Line, these units can lay down highly accurate cross-bolt fire and have proven to be most effective in the short to medium ranges. For long-range targets the NomDruse rely on specialised Siege Weapon units but for all other ranged attacks these units find the greatest application.

Crossbowmen are equipped with the standard NomDruse laminar crossbow and hold short sword and shield as their secondary weaponry. It is reported that a crossbowman can bring down a Kreeel with a single bolt, and that Warbeasts and other mind-controlled creatures of the Horde are particularly vulnerable. En masse a Crossbow Line can target an enemy unit and lay down a hail of fire that can completely destroy its fighting capability in a single volley. Because of this the Crossbow Line has been an integral part of NomDruse tactics since the creation of the Defence Reserves.

NomDruse Siege Companies

(AV4(5), DV5, E2, Mo5, M2, Sw)

Of all the ranged weapon units that can be found within the Grand Army the NomDruse Siege Companies are the most powerful. Comprised of trebuchet siege engines and a large complement of attendant artillery soldiers these units can deliver explosive charges to any point of an extended battle-field and decimate any target within its blast radius. Like Mutan Siege Breakers the Siege Companies of the NomDruse were originally formed to bring down walls and other structures but have evolved into long-range artillery units that can also target troop concentrations, food and other supply trains, and even individual soldiers if necessary.

It is said that a NomDruse trebuchet can throw a heavy explosive charge loaded with metal shards more than a third of a league, and do so with an accuracy that can be measured within the width of a large tree's canopy. Using this capability the NomDruse can rain down a devastating series of explosions upon a target, leaving nothing behind but smoking ruin. Needless to say it has long been the policy of the Hordim to attack these units at every opportunity and destroy them.

NomDruse Grenade Teams

(AV4(5), DV5, E2, Mo5, M2, Ex, Rw)

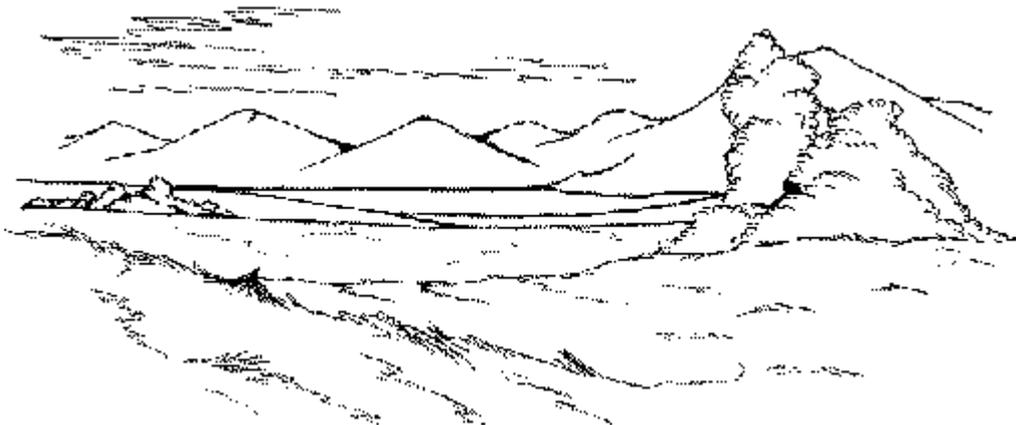
Grenade Teams are small, mobile specialist units trained in the use of hand-held grenades and satchel bombs. Used on all battle-fields these teams target enemy defensive positions, support allied troops under frontal assault and lay booby-traps and mines before advancing enemy troop concentrations. Generally recruited from volunteers only, these are motivated and dedicated soldiers, highly trained and ruthlessly efficient.

All Grenade Teams are equipped with grenades and satchel bombs, and carry short-swords and daggers as secondary weapons. These units generally number no more than thirty Grenadiers per team and do not generally engage with enemy units in close-quarter combat, preferring instead to move about a battle-field finding targets of opportunity.

NomDruse Heavy Engineers

(AV5, DV5, E2, Mo6, M2, Fo, Cd)

NomDruse Heavy Engineers are renowned for their capacity to solve large-scale engineering problems. Used mostly for bridge building, heavy fortification work, levy building and the construction of road infrastructure these Engineers take on any job not appropriate to the capabilities of other Combat Engineers. Although focused on building and fortification projects the NomDruse Heavy Engineers also have developed a significant defensive capability, training their Engineers in all forms of close-quarter combat. It is generally accepted that Heavy Engineers defend their own projects whilst on site and to that end have been trained and equipped to do so.



The Army of the March

It is rumoured amongst the Men of the Four Nations that the creatures of the Oera'dim, or the Hordim as they are known by their enemy, are beasts of magic, constructed from the dry earth of the northern wastes of Arborell and given life by a spark of EarthMagic that resides at the core of their physical forms. It is a truth of this world that the Oera'dim are indeed all that is rumoured of them, and much more.

Since the time of Hamulkuk the Destroyer, the First Hresh in the World, the Oera'dim have been warriors and slaves. Their lives have been governed both by Ancient Masters that have long since left the world, and the ambitions of the Mutan of the Clavern'Sigh in these more modern times. To understand who they are is an education far too complex for this short description alone and one that should be left for other documents and other times. It will suffice to say that the Oera'dim are manufactured Beings, designed and created for the purposes of War, and then for servitude to an ancient race that reaped the cost that inevitably falls upon all slave masters. Here can be found creature descriptions of each Oera'dim and information regarding each unit type that comprises the Oera'dim Army of the March.

Hresh

	Attack Value	Defence Value	Endurance	Morale	Movement	Special Rules
Command Unit	7	5	2	8	2	Cu
Infantry Battalion	6	5	2	7	2	Um
Scout Unit	5(5)	4	2	7	3	Fd, It, Rw
Insurgency Unit	6(4)	5	1	7	3	Fd, It, Rw
Kreel Riders	7	5	2	7	5	M, Cb, Mc
Sling Line	4(5)	4	2	7	2	Rw

From the first breath taken by Hamulkuk, the Hresh or *Hresh'na* as they are known to themselves, have served as the warriors of the Oera'dim. Initially created to fight the wars of the Ancient World these creatures know only one purpose, devoting themselves to the arts of violence and the honing of skills that have left them as the ultimate fighting machines of the Oera'dim. Roughly humanoid in form and size a Hresh is a creature built as a weapon of war, relentless in combat and merciless in achieving whatever goals are put before it. Like all Oera'dim they are a manufactured race, identical in visage and only distinguishable by the differences in size that come with age, the scars that mark their bodies from combat, and the ornate tattoos that adorn their right arms to signify their kraal allegiance, personal name and battle honours.

As weapons by design the Hresh were given a number of remarkable capabilities. Of most note is their ability to change skin colour and texture to camouflage themselves within any landscape, the possession of accentuated senses that include keen night vision and an absolute commitment to orders and duty. A Hresh given a mission is a creature who will not stop until its objectives have been achieved, or it has been destroyed in the attempt. Of all the Oera'dim the Hresh are the most feared by Men.

Hresh Command Unit

(AV7, DV5, E2, Mo8, M2, Cu)

A Hresh Command Unit is the control centre of the Hresh Crues. Comprising the largest and most powerful of their number, it provides both command and control and stands also as the most effective Hresh fighting force on the battlefield. Within a Hresh Command Unit can be found at least one General of the March, five Brother-Generals and thirty subordinate staff who provide the chain of command to all Cruce commanders in the field. Probably of all the Command Units that can be found in Arborell the Hresh is the most formidable.

Hresh Infantry Battalion

(AV6, DV5, E2, Mo7, M2, Um)

The Hresh Infantry Battalion is the main battle formation of the Hresh. Comprising some 400 warriors and support staff a Hresh battalion is a formidable force to reckon with. All warriors are armed with scimitars, battle shields and body armour and train from their first glimmer of consciousness as instruments of war. Battalions are based on Kraal allegiances and maintain hereditary battle-standards and specialised historians who document all engagements in the field.

Hresh Scout Units

(AV5(5), DV4, E2, Mo7, M3, Fd, It, Rw)

Hresh Scout Units are fast moving infantry detachments used mostly for forward reconnaissance and interception missions. Hresh in these units are armed with scimitars and are lightly uniformed, their natural camouflage relied upon for concealment and ease of movement. Hresh usually number less than one hundred warriors in a scout unit, their main purpose information gathering and ambush. It should be noted that all Hresh Scouts are trained in the use of slings as their primary ranged weapon. Although not as effective as bows or crossbows a sling can propel a small metal or stone projectile at considerable velocity and in the hands of a skilled warrior have proven themselves lethal at short and medium ranges.

Hresh Insurgency Units

(AV6(4), DV5, E1, Mo7, M3, FD, It, Rw)

Insurgency units fulfil a highly specialised role in the tactical capabilities of the Oera'dim. Trained as fast moving and hard-hitting units their main purpose is the destruction of enemy forces and material deep within enemy held territory. Although such units can perform the tasks usually given to scout units it is not their primary function, their greater purpose the destruction of supply trains, bridges and infrastructure, and on many occasions the assassination of important enemy leaders. In this last instance they perform a role very similar to the Morg Kill Crues that will be described later. Insurgency units number around fifty warriors and move with all the equipment and supplies necessary for long missions behind enemy lines. The preferred weapon for Hresh Insurgents remains the scimitar although they train rigorously on all weapons that can be taken from enemy troops. It should be noted that one of the names given to the Oera'dim by the Men of the South as the Last Glimmer Seen is a reference to the stealth and skill of these warriors.

Hresh Kreele Riders

(AV7, DV5, E2, Mo7, M5, M, Cb, Mc)

The Kreele Riders of the Hresh'na are one of the most terrifying combinations in the warfare of Arborell. Mounted upon Kreele, large reptile-like winged predators a Hresh warrior can move great distances and attack ground-based troops anywhere on a battlefield. Most Kreele range from eight to twelve metres in wingspan and possess razor-sharp teeth and claws. In any combat situation a Kreele Rider can use their mount as the attacking weapon or dismount and fight alongside their charge. In either circumstance Kreele Riders are formidable adversaries and have been known to turn the tide in the most desperate of engagements.

It should be noted that the effectiveness of Kreele Riders is dependant upon the existence of an Eshal'il somewhere on the battlefield. If the Eshal'il unit is destroyed then the Kreele cannot be controlled and will attack their riders, throwing them to earth before flying back to their mountain homes. If this circumstance arises all Kreele Rider units must be removed from the battlefield.

Hresh Sling Lines

(AV4(5), DV4, E2, Mo7, M2, Rw)

It has long been acknowledged by the Oera'dim that the sling and stone is an effective ranged weapon only if used in a concentrated and massive assault. To this end the Hresh'na have developed specialised units known as Sling Lines to lay down a hail of stone or metal shot upon a targeted unit. Usually comprising almost two hundred warriors these Hresh are trained to accurately propel projectiles as large as a man's fist more than one hundred and fifty metres. These warriors are armed also with scimitar and

shield and will operate as light infantry as the need arises. It is said that a Sling Line can darken the sky with its shot and that no enemy stands proudly once their first volley has struck home.

Jotun

	Attack Value	Defence Value	Endurance	Morale	Movement	Special Rules
Command Unit	8	7	3	8	3	Cu
Hammer Guards	7	7	3	7	3	Bg
Hammer Crue	6	6	3	7	3	Bp
Combat Engineers	6	6	2	7	3	Fo, Cd

Jotun are the giants of the Oera'dim, the largest of the creatures created by the ancient Trell'sara to serve their needs and to maintain the vast empire that fed their indolence and hubris. Jotun are larger versions of the Hresh, most standing between three and four metres tall in their maturity. Unlike the Hresh however, the Jotun were created for a different purpose, their lives spent as miners, engineers and heavy labourers. To fulfil these roles the *Jotuni* as they are also known, were given immense strength and a keen intelligence that proved ultimately to be the greatest mistake made by their creators. To differentiate them from the Hresh the Masters gave them ochre coloured skin and a long white tail of hair that runs from the nape of their necks to their waists. Like the Hresh the Jotun are identical Beings distinguished only by their relative size, their battle-scars and the tattoos on their right arms that mark their Kraal allegiance, personal name and battle honours.

In these modern times the Jotun favour the use of long-handled warhammers and maintain a strict honour code in all matters regarding combat, personal duty and loyalty. Like their greatest nemesis the Dwarvendim, the Jotun will not take a backward step in combat, choosing to fight to the last of their number before they will retreat. This intractable stubbornness has proven the Jotun an intractable enemy, and in full battle armour a ferocious and lethal adversary.

Jotun Command Unit

(AV8, DV7, E3, Mo8, M3, Cu)

A Jotun Command Unit is the control point for all Jotun deployed onto a battlefield. Consisting of the largest and most respected of the Jotun it is the most powerful of all Jotun units and a formidable fighting force in its own right. Numbering no more than twenty individuals a Jotun Command Unit must be commanded by a Kraal Chieftain, at least three Brother-Chiefs and a supporting staff of Aalden Jotun.

Jotun Hammer Guard Battalion

(AV7, DV7, E3, Mo7, M3, Bg)

The Jotun Hammer Guards are the most intractable of Jotun fighting units. Numbering up to one hundred and fifty, a Hammer Guard is a unit that once it has planted a banner on the battle-field will not move except to press an advance. Hammer Guards never retreat and will die to the last warrior rather than take a backward step. These units provide a stability on the battlefield that strengthens all other units around them and in any engagement it is these warriors that hold the line no matter the odds against them.

Jotun Hammer Crue

(AV6, DV6, E3, Mo7, M3, Fo, Cd)

Warriors who fight in the Hammers Crues are the foot soldiers of the Jotun Kraals and make up the greater bulk of any Jotun force fielded in the Army of the March. As with all Jotun fighters the weapon preferred for all combat is the warhammer and most Hammer Crue troops possess full battle armour, a confronting and fearsome sight for any opposing force.

A Hammer Crue numbers one hundred and fifty warriors and is commanded by a Field Commander

nominated by the Aalden of the Crue's Kraal of origin. For most members of these units the Hammer Crue is seen as a step towards being chosen for one of the coveted positions within the Hammer Guards. All warriors are aware of the need to come under the notice of the commanders of the Guards and this makes these units highly motivated, unpredictable and extremely dangerous.

Jotun Combat Engineers

(AV6, DV6, E2, Mo7, M3, Fo, Cd)

Jotun Combat Engineer Units are the most specialised of those units fielded by Jotun. Adept at all aspects of engineering the Jotun are the natural choice of the Oera'dim to take responsibility for fortification, bridge building, minefield clearance and a range of structural and logistical works. No other unit within the Army of the March takes on this role and as a consequence a unit of Jotun accompanies all major battle forces whether there are other Jotun units included or not.

Although these Jotun focus on the practical aspects of their engineering tasks they are a formidable fighting force as well. Armed with warhammers and possessing heavy armour these Oera'dim can fight as well as they can build and should never be underestimated.

Morg

	Attack Value	Defence Value	Endurance	Morale	Movement	Special Rules
Command Unit	3	4	2	6	1	Cu
Scout Unit	3(5)	4	2	4	3	Fd, It, Rw
Kill Crue	4	3	2	4	3	Fd, It
Sabotage Crue	3	3	1	4	3	Fd, It, Ex
Spear Battalion	4	4	2	4	2	Cd
Grenade Team	3(5)	4	2	4	2	Ex, Rw

If it can be said that the Men of the South hate the Hordim for their relentless aggression and destructive natures, it can also be said that of the creatures that make up the Oera'dim the Morg are the most despised. No more than a metre in height, these emaciated creatures were once the farmworkers and menial labourers of the Ancient World, created in their hundreds of thousands and treated as no more than expendable beasts of burden. The cruelty they endured under the reign of the Trell'sara was ever-present and relentless, and over the millennia of their servitude they developed a malicious and destructive mindset. With the onset of the Great Insurrection that brought down the Ancient Masters the Morg, or the *Ah'marg* as they are known to their own kind, allowed this predilection to violence and destructive revenge to be given its full expression. In the wake of the great battles that destroyed the empire of the Trell'sara the Morg fell upon their palaces and great works and utterly destroyed them. Of the Trell'sara they left none alive.

Although small of stature and mean of appearance it would be a mistake to underestimate their fighting potential. All Oera'dim are variants of the original Hresh prototype and the Trell'sara in their hubris did not remove from their creations the warrior's mind that lay beneath all the layers of obedience required to keep their slaves servile. They relied instead on the Word of Command to control their slaves and when that was broken they reaped the whirlwind that followed.

Morg are undisciplined and vicious in attack, favouring either spears or short swords as their weapons of choice. It has been proven that they enjoy torturing their captives and have a penchant for sabotage and assassination. Within the Oera'dim they follow no code of honour and give no regard to the social rules observed by other Kraals. Having said this however, history has shown that Morg are incredibly brave Beings, capable of extraordinary feats of arms and given to personal sacrifice when saving their own. Indeed the first rebel to strike a blow in the first breaths of the Great Insurrection was a Morg by the name of Beson, and it was because of him that Qirion'Delving struck down The Darkness and delivered all Oera'dim from servitude.

Morg Command Unit

(AV3, DV4, E2, Mo6, M1, Cu)

Morg Command Units hold a tenuous discipline over the units under their control. Staffed by the Kraal Chieftains of the Dead Forests these Morg point their subordinates in the direction they wish them to go and then watch as the carnage unfolds. There is little they can do once an attack has commenced except stop themselves from running into the fray as well. As a fighting unit the Morg Command Unit is relatively ineffectual, numbering no more than twenty individuals. Their only advantage on the battlefield is that they do bolster the morale of their troops in difficult engagements and have been known to turn a retreating wave of Morg simply by running towards the fight and exhorting their number to follow. In most other respects however, they are ineffective leaders and just as undisciplined as their troops.

Morg Scout Units

(AV3(5), DV4, E2, Mo4, M3, Fd, It, Rw)

Morg Scout Units are small, fast-moving units used for reconnaissance and other forward deployment duties. Known for their stealth they are mostly unreliable as they will just as readily attack an enemy force themselves than follow and observe one. Although the Mutan of the Sigh have spent some time attempting to refine the Word of Command to better control Morg forces on forward deployment it has proven futile, and in most cases these units are sent into unfriendly territory purely to redirect enemy troops into long-winded pursuits. The vicious nature of the Morg however, is a weapon the commanders of the Army of the March have used on many occasions in history, and no doubt will do so again.

Morg Kill Crues

(AV4, DV3, E2, Mo4, M3, Fd, It)

Taking into account the nature of the Morg it was not long before the Mutan of the Sigh found a way to harness their cruelty to their own ends. Kill Crues are specially trained units concerned only with assassination and mayhem. A Kill Crue will be given a specific target, either military or civilian and then will be let loose into enemy territory to find the target and destroy it. Victims of Kill Crues have included Town Mayors, Army Commanders, Port Officials, members of the Administrators Guild and in one famous case a Deputy Lord Administrator of the Kalborean Union. Most Kill Crues go lightly equipped and live off the land whilst on mission. Usually a Kill Crue will number around one hundred and can usually be tracked by their unusual habit of cutting absent-mindedly at the trees about them as they run. Finding them however, can prove difficult and as history has shown these Oera'dim can be far more problematic than their small stature might indicate.

Morg Sabotage Crues

(AV3, DV4, E1, Mo4, M3, Fd, It, Ex)

Sabotage Crues give expression to the other side of the Morg psyche, the need to destroy. Of similar numbers as a Kill Crue a Sabotage Crue will infiltrate enemy-held territory and demolish whatever target has been given them. These Morg are generally equipped in a similar fashion to the Kill Crues already described but carry explosive satchels of black powder. Like Grenade Teams, Sabotage Crues carry supplies of grenades though they are rarely used, the more destructive application of their charges to bring down fortifications and other infrastructure their main focus.

Sabotage Crues have proven themselves effective at taking down enemy assets but they have been known to use surplus charges and grenades to lay booby-traps and mine bridges and roadways. Notorious for not keeping any record of where they have laid these devices more than one of their own has been blown to pieces, entire army columns delayed whilst Jotun engineers defuse those that remain.

Morg Spear Battalions

(AV4, DV4, E2, Mo4, M2, Cd)

Spear Battalions are the main component of any force fielded by the Morg as a part of the Army of the March. Numbering at almost one thousand Morg per battalion, and armed with razor-sharp spears and leather bound shields, these diminutive creatures can bring a fearsome clamour to any battle-field. Morg Battalions are well known for engaging in an intimidating process of rhythmic drumming and chanting

that can overwhelm any other sound on the field. At a rush these creatures are a screaming wave of malice and violence that hold no regard to their own safety or even the objectives of their commanders, and once let loose cannot be recalled or directed in any effective manner. To stand before them is to feel the palpable hatred of a creature that knows no fear and absolutely no mercy.

Morg Grenade Teams

(AV3(5), DV4, E2, Mo4, M2, Ex, Rw)

Probably the smallest of the units fielded by the Morg Kraals are their Grenade Teams. Armed with small, hand-held explosive charges these Morg rush enemy units and fortifications, lobbing their grenades and opening pathways for other Oera'dim units to attack the enemy. Probably the most self-controlled of the Morg these warriors maintain a discipline not seen in any of their counterparts. Why this might be so is generally ascribed to the small size of the teams and the intensive training they receive at the hands of the Jotun before deployment.

Mutan

	Attack Value	Defence Value	Endurance	Morale	Movement	Special Rules
Command Unit	4	4	2	7	1	Cu
Warbeasts	7	7	2	-	3	Mc
Siege Breakers	3(6)	5	2	6	1	Sw
Eshal'il	5	5	2	7	1	Em

The Mutan are the most mysterious of the Oera'dim, rarely seen in the light of day and surrounded by a mist of rumour and fear. The truth of their existence is however, as unusual as their appearance. In the ancient world the Mutan, or *Ah'mutani* as they were known by their Masters, were the trusted servants of the Trell'sara. In the cruel and violent world into which they were created they were the Slave Keepers, the Overseers charged with managing the day to day affairs of their Masters, and the only real contact between the Slaves mired in their subjugation and the Masters in their great palaces.

Like all other Oera'dim the Mutan were derived from the standard Hresh prototype, then distorted and adapted to meet their role as Overseers. For reasons known only to the Trell'sara themselves the Mutan were created as tall, grey-skinned Beings, emaciated in appearance like their Morg cousins but given keen eyesight and hearing. Like the Jotun the Mutan are highly intelligent and in the service of their Masters quickly learned all the knowledge known to the Trell'sara themselves. It was only a matter of time after the fall of the Trell'sara that the Mutan uttered a new Word of Command and brought all of the Oera'dim under their control. To this day they reign as the leadership of all the creatures of the Horde.

It should be noted however that in these modern times there is a clear distinction between two different classes of Mutan. Of most importance are the Mutan of the Clavern'sigh, the eleven Beings that hold the power of EarthMagic as theirs under the terms of the Doctrine of Araheal. These Beings rule the Oera'dim and are essentially immortal until such time as they are killed by accident or design. Time passes about these Mutan without effect and only a knife in the back will take them from the world.

The other Mutan are known as the Korep'mutan and they are the underlings to the Sigh. These Mutan are as bound by the Word of Command as any other Oera'dim and obey as they must to the rule of their new Masters. Trusted members of the Korep'mutan are given positions of high office and some, known as the *Eshal'il*, are entrusted with the limited use of EarthMagic and the talismans that can wield it.

For almost eight thousand years the Mutan have ruled the Oera'dim. It is on their orders that the Army of the March is raised and it is for their purposes that it forays into the lands of Men. For good or ill it is the Word of Command uttered by the Mutan that binds the disparate creatures of the Oera'dim as a single unified force. Without their control the world of Arborell would exist in anarchy.

Mutan Command Unit

(AV4, DV4, E2, Mo7, M1, Cu)

Mutan Command Units are the highest authority within the Army of the March. Staffed by a single Mutan Dominus and a number of underling Korep'mutan, the Command Unit also comprises Liaison Officers from each of the Oera'dim Kraals. The main purpose of this assemblage is to effect a mobile War Council to plan the overall strategies of an incursion into the lands of Men. Battlefield tactics and command are left in the hands of the individual Jotun, Hresh and Morg Command Units that control their forces in the field.

As a fighting force these units are ineffectual, made up mostly of aging but experienced warriors. The Mutan themselves are known for their dislike of combat and will generally hold back from any direct engagement. They prefer that their subjects die rather than themselves, and because of this there are very few of the Oera'dim that hold any personal loyalty to their Mutan commanders.

Warbeasts

(AV7, DV5, E2, Mo-, M3, Mc)

Warbeasts are extremely large, vicious dog-like creatures held within the control of an Eshal'il and used as battlefield weapons by the Mutan. It is said that the Mutan harness them with a talisman known as a Callingstone, and in its power a Warbeast will do whatever it is commanded. These creatures are used either in their natural state or equipped with body armour, including a spiked vest that carries rows of lethal projections. In either case the main killing weapon of a Warbeast is their razor-like claws and a jaw filled with dagger-shaped teeth. Standing almost a man's height at the shoulder these creatures are a terrifying weapon and one no enemy wishes to stand against.

Mutan Siege Breakers

(AV3(6), DV5, E2, Mo6, M1, Sw)

Siege Breakers are the long-distance artillery of the Oera'dim. Standing atop high Siege Towers a Mutan Shaman will waft a magically energised form of grain into the winds, its power only realised when it strikes against a wall or fortification or lands amongst a unit of enemy troops. Upon impact the grain detonates, its power igniting the air itself in a tremendous explosion that can bring down walls and incinerate everything surrounding the target.

Initially used only to break down the walls of the last fortifications of their old Masters, the Siege Breakers have evolved into sophisticated weapons platforms for use against troop concentrations and military structures. The name has held but their use as long range artillery against troop deployments has proven their most effective purpose. It is no mystery that any commander of the Four Nations will ensure these units are attacked and kept engaged in close-quarter combat. To leave them free to operate has proven a lethal mistake.

Mutan Siege Breaker units are manned mostly by Jotun and Hresh warriors, the former to build and move the high towers themselves, the Hresh to protect against any enemy attempt to assault the towers. Each unit possesses at least three Mutan Shaman who energise the grain and send it on its way and act as unit commanders, although they will shy away from fighting themselves.

Mutan Eshal'il

(AV5, DV5, E2, Mo7, M1, Em)

Eshal'il are the "trusted" servants of the Mutan of the Sigh permitted to wield talismans capable of controlling EarthMagic. Their main purpose is to control the Kreel and Warbeasts that are used by the Oera'dim but who are not naturally subservient to their commands. It is also through them that EarthMagic is channelled for the use of Mutan Shamans who man the high towers of the Siege Breakers. Because of their importance to the Oera'dim an Eshal'il unit is rarely placed in harm's way and is always protected. For personal protection Eshal'il units comprise not only the support staff for the Trusted but also small detachments of Blood Guards, Jotun warriors bound to the Mutan Dominus himself and commissioned with the protection and safe return of his Trusted.

Quick Reference Chart

Attack and Defence Tables

Attack Table

	Attack/Range Value							
	1 - 2	3	4	5	6	7	8	9 - 10
Front	10	9	8	7	6	5	4	3
Flank	9	8	7	6	5	4	3	3
Rear	8	7	6	5	4	3	3	3
Range	9	8	8	7	6	6	5	5

Defence Table

	Defence/Range Value							
	1 - 2	3	4	5	6	7	8	9 - 10
Front	10	9	8	7	7	6	6	5
Flank	11	10	10	9	9	8	8	7
Rear	12	11	11	10	10	9	9	8
Range	10	9	8	7	7	6	6	5

Unit Special Rules

These rules apply to all units that carry special rule notations. The summary below covers only the most important guidelines for each notation. See the guide for more comprehensive rules especially regarding Co, Um, Sw and Rw units.

Banner Guard	Bg	Pass all Morale tests.
Banner Proximity	Bp	+2 to Morale for all Bp units within 3 lengths of Bg unit.
Fortification	Fo	Can place two fortification lines per Fo unit before battle commences.
Command Unit	Cu	Pass all Morale tests except when under Sw attack. Rally rules apply to all Co units
Mounted	M	+1 to AV for first charge on enemy unit, two movement lengths on Difficult ground.
Charge Bonus	Cb	+2 to AV when charging any unit that does not possess Cd notation.
Charge Defence	Cd	+1 to DV when charged. +1 to AV in following battle round.
Ignore Terrain	It	No movement penalty when moving through Difficult terrain.
Ranged Weapons	Rw	Attack when less than three lengths from target. -1 to AV if moved during round.
Forward Deployment	Fd	Can deploy 6 lengths from friendly units but no closer than 1 length from enemy.
Siege Weaponry	Sw	Siege Weapon rules apply. See Siege Weaponry rules listed in guide.
Explosives	Ex	No defence roll for units attacked by Ex units. Cannot use Ex in close quarters.
Lance Advantage	La	+1 increase in AV and DV for all engagements with Jotun units.
Unified March	Um	+1 increase to AV and DV when in unified march. See guide for Um rules.
Mind Control	Mc	Must have Eshal'il on battlefield. If Eshal'il destroyed all Mc units must be removed.
EarthMagic	Em	When destroyed remove all Mc units. Also Siege Breakers lose Rw capability

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AV4 DV4
 ↓ M1
**KALBOREAN
 COMMAND
 UNIT**
 E2 Cu Mo7

AV5(5) DV4
 ↓ M4
**KALBOREAN
 MOUNTED
 SCOUTS**
 E2 M, La Mo5

AV5(5) DV4
 ↓ M4
**KALBOREAN
 MOUNTED
 SCOUTS**
 E2 M, La Mo5

AV5 DV6
 ↓ M2
**KALBOREAN
 LANCE
 COMPANY**
 E2 Cd, La Mo5

AV5 DV6
 ↓ M2
**KALBOREAN
 LANCE
 COMPANY**
 E2 Cd, La Mo5

AV6 DV5
 ↓ M4
**KALBOREAN
 LIGHT
 CAVALRY**
 E2 M, Cb Mo5

AV6 DV5
 ↓ M4
**KALBOREAN
 LIGHT
 CAVALRY**
 E2 M, Cb Mo5

AV6 DV5
 ↓ M4
**KALBOREAN
 LIGHT
 CAVALRY**
 E2 M, Cb Mo5

AV7 DV7
 ↓ M3
**KALBOREAN
 HEAVY
 CAVALRY**
 E3 M, Cb Mo6

AV7 DV7
 ↓ M3
**KALBOREAN
 HEAVY
 CAVALRY**
 E3 M, Cb Mo6

AV5 DV5
 ↓ M2
**KALBOREAN
 INFANTRY
 BATTALION**
 E2 Um Mo5

AV5 DV5
 ↓ M2
**KALBOREAN
 INFANTRY
 BATTALION**
 E2 Um Mo5

AV5 DV5
 ↓ M2
**KALBOREAN
 INFANTRY
 BATTALION**
 E2 Um Mo5

AV5 DV5
 ↓ M2
**KALBOREAN
 INFANTRY
 BATTALION**
 E2 Um Mo5

AV5 DV5
 ↓ M2
**KALBOREAN
 INFANTRY
 BATTALION**
 E2 Um Mo5

AV4(5) DV4
 ↓ M2
**KALBOREAN
 CROSSBOW
 LINES**
 E2 Rw Mo5

AV4(5) DV4
 ↓ M2
**KALBOREAN
 CROSSBOW
 LINES**
 E2 Rw Mo5

AV4(5) DV4
 ↓ M2
**KALBOREAN
 CROSSBOW
 LINES**
 E2 Rw Mo5

AV7(5) DV5
 ↓ M3
**KALBOREAN
 RANGERS OF
 THE WATCH**
 E3 It, Fd Mo7

AV7(5) DV5
 ↓ M3
**KALBOREAN
 RANGERS OF
 THE WATCH**
 E3 It, Fd Mo7

AV7 DV6
 ↓ M2
**DWARVENDIM
 COMMAND
 UNIT**
 E2 Cu, Bp Mo8

AV7 DV7
 M2 ↓
 DWARVENDIMI
 BANNER
 GUARD
 E3 Bg Mo7

AV7 DV7
 M2 ↓
 DWARVENDIMI
 BANNER
 GUARD
 E3 Bg Mo7

AV6 DV5
 M2 ↓
 DWARVENDIMI
 AXEMEN
 E3 Bp Mo6

AV6 DV5
 M2 ↓
 DWARVENDIMI
 AXEMEN
 E3 Bp Mo6

AV6 DV5
 M2 ↓
 DWARVENDIMI
 AXEMEN
 E3 Bp Mo6

AV6 DV5
 M2 ↓
 DWARVENDIMI
 AXEMEN
 E3 Bp Mo6

AV6 DV6
 M1 ↓
 DWARVENDIMI
 HEAVY
 INFANTRY
 E3 Bp, Um Mo6

AV6 DV6
 M1 ↓
 DWARVENDIMI
 HEAVY
 INFANTRY
 E3 Bp, Um Mo6

AV6 DV6
 M1 ↓
 DWARVENDIMI
 HEAVY
 INFANTRY
 E3 Bp, Um Mo6

AV6 DV6
 M1 ↓
 DWARVENDIMI
 HEAVY
 INFANTRY
 E3 Bp, Um Mo6

AV4 DV4
 M2 ↓
 DWARVENDIMI
 COMBAT
 ENGINEERS
 E2 Fo Mo6

AV4 DV4
 M1 ↓
 FAEYEN
 COMMAND
 UNIT
 E2 Cu Mo7

AV5(7) DV4
 M3 ↓
 FAEYEN
 RANGER
 COMPANY
 E2 It, Rw Mo6

AV5(7) DV4
 M3 ↓
 FAEYEN
 RANGER
 COMPANY
 E2 It, Rw Mo6

AV5(7) DV4
 M3 ↓
 FAEYEN
 RANGER
 COMPANY
 E2 It, Rw Mo6

AV4(6) DV4
 M2 ↓
 FAEYEN
 ARCHER
 LINES
 E2 Cd, Rw Mo5

AV4(6) DV4
 M2 ↓
 FAEYEN
 ARCHER
 LINES
 E2 Cd, Rw Mo5

AV3 DV4
 M2 ↓
 FAEYEN
 COMBAT
 ENGINEERS
 E1 Fo Mo5

AV4(6) DV4
 M3 ↓
 FAEYEN
 SCOUT
 UNIT
 E1 Fd, It, Rw Mo5

AV4(6) DV4
 M3 ↓
 FAEYEN
 SCOUT
 UNIT
 E1 Fd, It, Rw Mo5

AV4(6) DV4
 M3 ↓
 FAEYEN
 SCOUT
 UNIT
 E1 Fd, It, Rw Mo5

Warrors of the March, Copyright Wayne Denstley 2011

AV4	↓ M1	DV5
		
E2	Cu	Mo7

Warrors of the March, Copyright Wayne Denstley 2011

AV4(5)	↓ M2	DV5
		
E2	Rw	Mo5

Warrors of the March, Copyright Wayne Denstley 2011

AV4(5)	↓ M2	DV5
		
E2	Rw	Mo5

Warrors of the March, Copyright Wayne Denstley 2011

AV4(5)	↓ M2	DV5
		
E2	Sw	Mo5

Warrors of the March, Copyright Wayne Denstley 2011

AV4(5)	↓ M2	DV5
		
E2	Sw	Mo5

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AV4(5)	↓ M2	DV5
		
E2	Ex, Rw	Mo5

Warrors of the March, Copyright Wayne Denstley 2011

AV4(5)	↓ M2	DV5
		
E2	Ex, Rw	Mo5

Warrors of the March, Copyright Wayne Denstley 2011

AV5	↓ M2	DV5
		
E2	Fo, Cd	Mo6



Warrors of the March

1 movement length



Warrors of the March

1 movement length

These rulers are the equivalent of 1 movement length

Warrors of the March, Copyright Wayne Densley 2011

AV8 ↓ M3 DV7

E3 Cu Mo8

JOTUN
COMMAND
UNIT



Warrors of the March, Copyright Wayne Densley 2011

AV7 ↓ M3 DV7

E3 Bg Mo7

JOTUN
HAMMER
GUARD



Warrors of the March, Copyright Wayne Densley 2011

AV7 ↓ M3 DV7

E3 Bg Mo7

JOTUN
HAMMER
GUARD



Warrors of the March, Copyright Wayne Densley 2011

AV6 ↓ M3 DV6

E3 Bp Mo7

JOTUN
HAMMER
CRUE



Warrors of the March, Copyright Wayne Densley 2011

AV6 ↓ M3 DV6

E3 Bp Mo7

JOTUN
HAMMER
CRUE



Warrors of the March, Copyright Wayne Densley 2011

AV6 ↓ M3 DV6

E3 Bp Mo7

JOTUN
HAMMER
CRUE



Warrors of the March, Copyright Wayne Densley 2011

AV6 ↓ M3 DV6

E3 Bp Mo7

JOTUN
HAMMER
CRUE



Warrors of the March, Copyright Wayne Densley 2011

AV6 ↓ M3 DV6

E3 Bp Mo7

JOTUN
HAMMER
CRUE



Warrors of the March, Copyright Wayne Densley 2011

AV6 ↓ M3 DV6

E3 Bp Mo7

JOTUN
HAMMER
CRUE



Warrors of the March, Copyright Wayne Densley 2011

AV6 ↓ M3 DV6

E2 Fo, Cd Mo7

JOTUN
COMBAT
ENGINEERS



Warrors of the March, Copyright Wayne Densley 2011

AV7 ↓ M2 DV5

E2 Cu Mo8

HRESH
COMMAND
UNIT



Warrors of the March, Copyright Wayne Densley 2011

AV6 ↓ M2 DV5

E2 Um Mo7

HRESH
INFANTRY
BATTALION



Warrors of the March, Copyright Wayne Densley 2011

AV6 ↓ M2 DV5

E2 Um Mo7

HRESH
INFANTRY
BATTALION



Warrors of the March, Copyright Wayne Densley 2011

AV6 ↓ M2 DV5

E2 Um Mo7

HRESH
INFANTRY
BATTALION



Warrors of the March, Copyright Wayne Densley 2011

AV6 ↓ M2 DV5

E2 Um Mo7

HRESH
INFANTRY
BATTALION



Warrors of the March, Copyright Wayne Densley 2011

AV6 ↓ M2 DV5

E2 Um Mo7

HRESH
INFANTRY
BATTALION



Warrors of the March, Copyright Wayne Densley 2011

AV6 ↓ M2 DV5

E2 Um Mo7

HRESH
INFANTRY
BATTALION



Warrors of the March, Copyright Wayne Densley 2011

AV6 ↓ M2 DV5

E2 Um Mo7

HRESH
INFANTRY
BATTALION



Warrors of the March, Copyright Wayne Densley 2011

AV6 ↓ M2 DV5

E2 Um Mo7

HRESH
INFANTRY
BATTALION



Warrors of the March, Copyright Wayne Densley 2011

AV6 ↓ M2 DV5

E2 Um Mo7

HRESH
INFANTRY
BATTALION



Warrors of the March, Copyright Wayne Densley 2011

AV6 ↓ M2 DV5

E2 Um Mo7

HRESH
INFANTRY
BATTALION



AV5(5) → DV4
M3
HRESH SCOUT UNIT
E2 Fd, It, Rw Mo7

AV5(5) → DV4
M3
HRESH SCOUT UNIT
E2 Fd, It, Rw Mo7

AV6(4) → DV5
M3
HRESH INSURGENCY UNIT
E1 Fd, It Mo7

AV6(4) → DV5
M3
HRESH INSURGENCY UNIT
E1 Fd, It Mo7

AV7 → DV5
M5
HRESH KREEL RIDERS
E2 M, Cb, Mc Mo7

AV7 → DV5
M5
HRESH KREEL RIDERS
E2 M, Cb, Mc Mo7

AV7 → DV5
M5
HRESH KREEL RIDERS
E2 M, Cb, Mc Mo7

AV4(5) → DV4
M2
HRESH SLING LINES
E2 Rw Mo7

AV4(5) → DV4
M2
HRESH SLING LINES
E2 Rw Mo7

AV4(5) → DV4
M2
HRESH SLING LINES
E2 Rw Mo7

AV3 → DV4
M1
MORG COMMAND UNIT
E2 Cu Mo6

AV3(5) → DV4
M3
MORG SCOUT UNIT
E2 Fd, It, Rw Mo4

AV3(5) → DV4
M3
MORG SCOUT UNIT
E2 Fd, It, Rw Mo4

AV4 → DV3
M3
MORG KILL CRUE
E2 Fd, It Mo4

AV4 → DV3
M3
MORG KILL CRUE
E2 Fd, It Mo4

AV3 → DV3
M3
MORG SABOTAGE CRUE
E1 Fd, It, Ex Mo4

AV3 → DV3
M3
MORG SABOTAGE CRUE
E1 Fd, It, Ex Mo4

AV4 → DV4
M2
MORG SPEAR BATTALION
E2 Cd Mo4

AV4 → DV4
M2
MORG SPEAR BATTALION
E2 Cd Mo4

AV4 → DV4
M2
MORG SPEAR BATTALION
E2 Cd Mo4

AV4 → DV4
M2
MORG SPEAR BATTALION
E2 Cd Mo4

Warriors of the March, Copyright Wayne Densley 2011

Warrors of the March, Copyright Wayne Densley 2011

AV3(5) → M2 DV4

MORG
GRENADE
TEAM

E2 Ex, R_w Mo4

Warrors of the March, Copyright Wayne Densley 2011

AV3(5) → M2 DV4

MORG
GRENADE
TEAM

E2 Ex, R_w Mo4

Warrors of the March, Copyright Wayne Densley 2011

AV4 → M1 DV4

MUTAN
COMMAND
UNIT

E2 Cu Mo7

Warrors of the March, Copyright Wayne Densley 2011

AV7 → M3 DV7

WARBEASTS

E2 Mc N/A

Warrors of the March, Copyright Wayne Densley 2011

AV7 → M3 DV7

WARBEASTS

E2 Mc N/A

Warrors of the March, Copyright Wayne Densley 2011

AV3(6) → M1 DV5

MUTAN
SIEGE
BREAKERS

E2 Sw Mo6

Warrors of the March, Copyright Wayne Densley 2011

AV3(6) → M1 DV5

MUTAN
SIEGE
BREAKERS

E2 Sw Mo6

Warrors of the March, Copyright Wayne Densley 2011

AV5 → M1 DV5

MUTAN
ESHAL'IL

E2 Em Mo7

Warrors of the March, Copyright Wayne Densley 2011

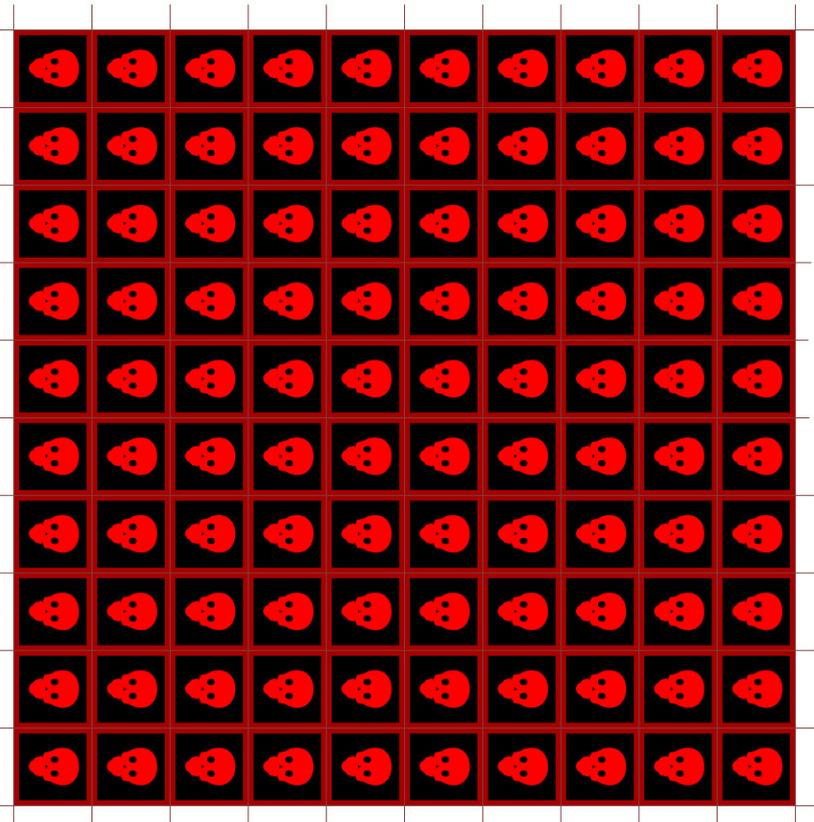
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Warrors of the March, Copyright Wayne Densley 2011

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Warrors of the March, Copyright Wayne Densley 2011

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WARRIORS OF THE MARCH



THE WORLD IS IN FLAMES, THE LIVES OF ALL WHO LIVE IN ARBORELL HANGING BY A THREAD. WAR HAS COME TO THE LANDS OF MEN AND IN ITS WAKE THERE CAN ONLY BE DESTRUCTION AND DEATH. IN THIS WORLD THERE ARE NO PRISONERS AND NO CONCEPT OF MERCY.

WARRIORS OF THE MARCH IS A LARGE SCALE WARGAMING SYSTEM SET IN THE WORLD OF ARBORELL AND DESIGNED TO BE EASILY PRINTED AND PUT TOGETHER. IN THIS COMMANDERS GUIDE AND TILE SET YOU WILL FIND :

- + 100 FULL COLOUR UNIT TILES,
- + A 60 PAGE COMMANDERS GUIDE,
- + MOVEMENT RULERS,
- + SKULL COUNTERS AND A
- + QUICK REFERENCE CARD.

MAY GLORY AND REPUTATION FOLLOW THOSE WHO ARE VICTORIOUS.

