

Legends of Old Turag: Fantasy Warband Skirmishes

Basic Principles:

Dice: Any reference to dice in this ruleset refers to 8-sided dice often abbreviated to D8. While only one dice is usually rolled at a time, some instances may call for multiple dice to be rolled. In these cases, a number preceding this refers to the number of dice rolled. For example, 3D8 refers to rolling 3 8-sided dice at once.

Distance and Measurement: All measurements in this game are in inches. When measuring between two models or points, always use the closest points of the objects (or bases in the case of models) to determine the distance.

Stats: Stats, short for statistics, are numbered attributes that determine how effective the models are at performing feats or tasks, from jumping a ledge to swinging a battleaxe. Stats are typically Modifiers in their own right, and in most cases will be added to a D8 score in an attempt to beat a Target Number

Modifiers: Modifiers are set numbers (or in rare cases, random) that are added to dice rolls in tests. They are all cumulative, and positive and negative modifiers cancel out if of equal magnitude. For example, if a model strikes an enemy with a Longsword (+1) against an enemy with Light Armour (-1), there will be no overall Modifier. If he were to strike the same enemy with a Greataxe (+3), there would be an overall -2 Modifier

Turns: The game is played in turns. In each Turn, a player may perform actions with some, all or none of his models.

Terrain: The objects, obstacles and scenery that cover the board, Terrain falls into 3 categories: Open, Difficult and Impassable. Open ground may be covered at full speed, Difficult terrain may be crossed at half speed (ie. 1" of movement counts as 2"), and Impassable Terrain may not be crossed.

The Most Important Rule: The aim of the game is to win. The point of the game is to have fun. If any issue arises that is not explicitly covered by the rules, endeavour to resolve them in the interests of common sense and enjoyment, rather than getting bogged down in argument. If a conclusion cannot be reached, roll a dice; on a 1-3, Player A's interpretation stands, on a 4-6 Player B's interpretation stands.

Profiles:

All models and weapons in the game have profiles, made up of the following statistics.

Speed: Determines how far the model can move, climb or jump, and how easily it can evade in combat. A clumsy or cumbersome model will have a low Move stat, while an agile model or one will have a high Move stat.

Attack: How talented the model is in attacking his foe, used to determine whether or not shots hit or blows land, amongst other things. 3 is average, 2 is poor and 5 or 6 are exceptional.

Defence: How talented the model is in defending himself. 3 is average, 1 is poor, 5 or 6 are exceptional.

Will: Will represents the model's mental fortitude, and is typically used for harnessing and resisting Magical Power.

Armour: Armour typically comes in Light or Heavy variety, and can be supplemented with a Shield, Buckler or other similar tool. A model in Light Armour will have an Armour stat of 1, whereas a model in full plate armour and a shield will have a score of 3.

Health: The amount of damage a model can take before being incapacitated, often abbreviated to HP (health points). Most man-sized models will have 3HP, while larger ones will have as many as 6.

Special: Any special rules or abilities the model has are listed here.

Gear: Any weapons and armour the model is using, along with any additional equipment they may carry, such as tools, potions or supplies.

Points: The cost of the model in points, used to ensure opposing forces fight on a

Playing The Game

Actions:

On his/her turn, a Player may perform Actions with some or all of their models. Each model may perform 2 Actions per turn unless otherwise stated, and may never perform the same action twice. The following actions are available to all models. A model must complete any actions it wishes to take this turn before another model may take Actions. Once a player has taken any Actions they wish to and can perform, their turn ends. It is now their opponent's turn.

Move: The model moves a number of inches equal to its Speed stat over clear or open ground. Should the model wish to Jump or Climb an obstacle more than half its height (tall or deep), it must take a separate Jump or Climb Action

Jump/Climb: The model may Jump or Climb an obstacle or gap up to double its height tall or deep, and no wider than half its Speed in inches. This requires no test, simply place the model on the other side, where it may take another Action if it has one available.

Sprint/Charge: The model moves a distance equal to its Speed stat+D8 in a straight line. This may take it into contact with an enemy, in which case it has Charged. A model that has Sprinted/Charged may only take an Attack action this turn, and may not Sprint/Charge if it has already taken an action this turn.

Attack: The model attacks its opponent in Close Combat. See the Combat section.

Shoot: The model attacks with a Ranged Weapon. See the Combat section

Cast: The model casts a spell to help his allies or hinder his enemies. See the Magic section.

Interact: The model interacts with an objective, device or area. This Action is a catch-all for many types of interaction, and each item that can be Interacted with will have the effects and any required tests explained as part of its rules

Example Turn Sequence:

Hafiq, a Turagish Warrior, is facing down 2 Skeletons, one either side of a deep fissure. One is armed with a bow. Hafiq has the first turn, and Charges the nearest Skeleton as his first Action, before Attacking it in his second. He dispatches the Skeleton with ease.

It is now the Undead player's turn. Rather than attempt to jump the gap itself, the Skeleton Moves further back as its first action, and Shoots as its second. Hafiq takes a point of Damage from the shot.

Hafiq may now move again, and uses his first action to Jump the fissure. On the other side, he cannot Charge as he has already Jumped, so elects to Pass his second Action.

The Undead player Moves back and Shoots again, this time failing to Damage.

Hafiq Charges the second Skeleton, Attacks it, and slays it. Victory!

Combat:

Close Combat takes place when a model Charges another and makes an Attack action, and Ranged Combat takes place when a model takes a Shoot action.

Close Combat:

In a close combat, the Charging model always uses its Attack stat. The model that has been Charged must choose how to React:

Defend: The model defends himself and stands his ground. Use the Defence stat as a Modifier in the ensuing combat

Evade: The model attempts to dodge the incoming blow. Subtract its Armour stat from its Speed, and use this as a Modifier in the ensuing Combat

Both players roll a D8 and add their respective Modifiers. The model that rolls highest wins the Combat.

Attack beats Defence: The attacker has fought through his opponent's guard. Proceed to roll Damage

Defence beats Attack: The Defender has fought off his opponent. Move the Attacker back 1".

Attack beats Evade: The attacker catches his fleeing opponent. Proceed to roll Damage, with a +2 Modifier

Evade beats Attack: The enemy makes his escape, and may move up to half its Speed in any direction.

Scores Tie: Move both models back 1".

Damage:

The attacking model rolls a D8, apply any modifiers for Weapons and armour (see below), and consult the table below.

Score	Result	Effect
1-2	Miss	No damage is taken
3-4	Minor Damage	The enemy loses 1HP
5-7	Good Damage	The enemy loses 2HP
8+	Major damage	The enemy loses 3HP

Critical Damage: If a Natural 8 is rolled (before Modifiers), apply the result and roll again on the table. Only 1 additional hit may be generated in this way.

Weapon Modifiers (these are granted by the weapon being used. A model may only ever use one weapon per Combat, and must choose if it has more than one)

Unarmed: -1

Shortsword, Dagger, Club: 0

Longsword, spear: +1

Greatsword, Mace, Halberd, Axe: +2

Greataxe, Warhammer: +3

Armour Modifiers (these are granted by the Armour an enemy has equipped, and are cumulative. A model's profile will contain the sum of its Armour value)

Light Armour: +1

Shield: +1

Heavy Armour: +2

Example Combat:

Spear at the ready, the Sea Elf Aquiel is Charges a barbarian Northman armed with a Greatsword and wearing Heavy Armour. The Northman, encumbered by his armour, elects to Defend rather than Evade. He has a Defence stat of 3, against Aquiel's Attack stat of 4.

Aquiel rolls a 5 for a total of 9, and the Northman rolls 8 for a total of 11, winning the duel. Aquiel is moved back an inch, and his turn ends.

The Northman now Charges Aquiel, who chooses to Evade. The Elf is wearing Light Armour (so has an Armour stat of 1) and has a Speed of 5; he will have an overall +4 Modifier in the coming fight. The Northman has a high Attack skill of 5.

The Northman rolls a 6 for a total of 11, and Aquiel rolls an 1; he is caught by the arcing blow of the greatsword.

The Northman then rolls to Damage. He rolls a 7, and adds 1 (+2 from his Greatsword, -1 for Aquiel's Light Armour) for a total of 8. This causes Major Damage, and the Elf is cut down, losing all 3 of his Health Points.

Ranged Combat:

When a model takes a Shoot action, first check the target is in range and can be seen. If it is not, then the Action is wasted and there is no need to do anything. If the target is in range of the weapon and can be seen, proceed with the following steps:

Both players roll a D8, with the Shooting model adding its Attack skill and the Target model adding any modifiers for Cover. If the Shooting model's total exceeds the Target's total, the shot hits. Proceed to roll Damage.

Cover: A model is in cover if it is not fully visible to the Shooting model. Cover can be Soft (intervening models, low fences/hedges, smoke) or Hard (buildings, ruins, rubble)

Soft Cover adds a +1 Modifier to the Target's roll.

Hard Cover adds a +2 Modifier to the Target's roll.

Magic:

Models that have the Spellcaster Special Rule may cast Magic Spells during their turn. Magic can target Friendly models, in which case the Casting Roll will require a set target, or against Enemies, in which both the Caster and the Target must roll. Spells often have a set range, in which case the target must be in range

To cast Spells on friendly models Roll a D8 and add the Caster's Will score . If the total is 8 or higher, the Spell succeeds. Proceed with the Spell's effects.

To cast spells on enemies, both players roll, the Caster and Target both adding Will score; if the Caster's roll is higher, then the Spell succeeds. Proceed with the Spell effects.

Choosing Spells: All profiles with the Spellcaster special rule will have a number after the rule, this is the number of spells they can choose to use before each game. For example, a model with Spellcaster (3) can choose 3 Spells in each game, which may then be used as often as the controlling player wishes.

List of Spells:

Blast: Select an enemy within 12". If the spell succeeds, make a Damage roll against the target with no Modifiers of any kind

Curse: Select an enemy model within 6". If the spell succeeds, the target suffers a -1 Modifier to any rolls they make until the Caster's next turn.

Wither: Select an enemy within 6". If the spell succeeds, the target model automatically takes a single point of Damage.

Bless: Select a friendly model within 6". If the spell succeeds, this model receives a +1 Modifier to any rolls made until the Caster's next turn.

Heal: Select a friendly model within 6". If the spell succeeds, the target regains 1HP lost earlier in the battle.

Shroud: Select a friendly model within 6". This model counts as being in Hard Cover until the Caster's next turn.

Raise Dead (Necromancers only): Select an Undead Marker within 6". If the spell succeeds, replace the Marker with a Skeleton, Zombie or Wraith of your choice.

Special Rules:

These Special Rules describe additional effects or abilities models possess. They will be listed in a model's profile, in which case the model is always affected by the rule, or attached to an item. In the case of armour or items the rule will always be in effect. If the rule is attached to a weapon, it will be in effect so long as the model is using that weapon.

Strong (X): When this model makes a Damage roll in Close Combat, add 1 to the total.

Stealth: Whether through great skill, careful movement or simply small stature, these models can pass unseen until it is too late. This model may not be Charged, Shot at or targeted with Magic from distances greater than 6".

Ranger: Rangers scout ahead of the main party, discovering treasures or laying ambushes long before their allies arrive. This model may deploy anywhere in your half of the board after all other models have deployed.

Spellcaster (X): This model may cast Spells. See the Magic section for more details.

Undead: Thousands have died in Turag over the centuries, and all too often for the living races, their vengeful spirits wait just beyond the veil, ripe targets for acts of Necromancy. When this model loses its last Health Point, replace it with an Undead marker. This Marker can then be reanimated using the Raise Dead spell.

Monster: Monsters are typically huge, which is both a blessing and a curse. Monsters may only move in straight lines, and must always move their full Speed if possible. However, Monsters add 1 to any Damage roll they make, as their immense hands, claws or teeth tear the enemy apart.

Poison: Venoms and concoctions give this model's blades and arrows a lethal bite. This model re-rolls all results of a 1 when rolling Damage in Combat (but not Magic)

Totem: Some sorcerers use minions or constructs as a means to channel their power. Whenever a friendly Spellcaster that has Line of Sight to a Totem casts a Spell, he may measure range from the Totem rather than himself.

Construct: Animated by latent magic or the will of a sorcerer, Constructs feel no pain, and fight on past blows that would kill a creature of flesh. Damage rolls against this model will never have a Modifier of any kind applied.

Incorporeal: Wraith and Spirits cut not at the body but at the soul, tearing the life force from their foe. Damage rolls made by this model will never have a Modifier of any kind applied.

Focus: Magicians and Spellcasters often use Staffs, Wands or other Amulets to channel their power. When rolling to Cast a Spell, this model may roll 2 dice and pick the highest.

Flurry: Paired weapons deliver a fast succession of blows, breaking through enemy defence with ease. When in Close Combat, Attacks made with this rule roll 2 dice and pick the highest result.

Building a Warband:

Before playing a game, you must first choose your Warband from the options available. If you are playing a Campaign, this will be drawn from your Roster of available warriors. If you are playing a one-off game, then you may select any combination of models from your faction's Profile List.

Points:

You must agree a Points Total with your opponent; the total cost of the models in your force may not exceed this number (although it may be under it). The cost of a model will be its base cost, listed in its profile, added to the cost of any additional Gear you have chosen to equip the model with (your Profile List will tell you what Gear a model has included in its base cost, and what additional Gear it may take).

Games are designed to be played at 50-80 points, but there is nothing to stop you playing games with a higher or lower Points Total.

Restrictions:

In the interest of balance, there are a few restrictions on the exact makeup of your force. You and your opponent may mutually agree to ignore these rules, but should be aware that it may lead to uneven games.

- With the exception of Mercenaries, your force may consist only from models chosen from a single Faction Profile List.
- You are permitted a single Mercenary in your Warband; this model may be chosen from any Faction, but may not have the Construct, Undead or Monster special rule.
- No more than half your force may carry Ranged weapons.
- No more than 1 model in your army may have the Monster special rule.