

LEGIONS OF BATTLE

CONTENTS

Introduction	2	Impassable terrain	16	SSU combat	34	Spell descriptions	44
Getting started	3	Shooting	17	SSU T&L & break tests	34	Magic missile spells	44
Rules	3	Line of sight	17	SSU & unsteady	34	Lasting spell effects	44
Figures	3	Firing arc	17	SSU & characters	34	Aura spells	44
Tiebreaker rule	3	Hills & LOS	17	SSU base size	34	The Heavens	45
Troop statistics	4	Range	17	SSU light troops	34	The Earth	46
Types of units	4	Roll to hit	17	Light troops	35	The Underworld	47
The stat line	4	Roll to wound	18	Movement	35	The Battlefield	48
Zero rated stats	4	Splitting fire	19	Rough going & obstacles	35	Terrain features	48
Armour	5	Defensive fire	19	Passage of lines	35	Impassable terrain	48
Weapons	5	Casualties	19	Stat line	35	Arcane terrain	48
Mounted troops	5	Moving & firing	20	Evade	35	Victory & defeat	49
Front, flank & rear	5	Shooting at characters	20	Characters	35	Army points value	49
Command stands	6	Characters & SSU firing	20	Support	35	Casualties caused	49
Light troops	6	Declaring targets	20	Deployment	35	Battlefield control	49
Forming units	6	Casualties	21	Figures	35	Victory level	50
Columns & lines	6	Multi stand units	21	War machines	36	Scenario specific rules	50
Setting up	7	Characters & SSU	21	Indirect fire	36	Points system	51
Deployment	7	Unsteady effects	21	Range	36	Statistic cost	51
Light troops deployment	7	Close combat	22	Characters	37	Armour & shield cost	51
Number of turns	7	Contacting the enemy	22	Movement	37	Missile weapons cost	52
Terrain placement	8	Flank & rear contact	22	Firing at	37	Traits & Abilities cost	52
Rivers & roads	8	Number of stands in melee	22	In combat	37	Magic & Mana cost	52
Restricted terrain	9	Support attacks	23	Break tests	38	Designing army lists	53
Compulsory terrain	9	Fighting on two fronts	23	T&L tests	38	Mounted troops	53
Terrain attributes	9	Initiative	23	Unaffected by characters	38	Army building	53
Turn order	10	Roll to hit	24	Flying & aquatic	40	Troop categories	54
Initiative phase	10	Combat to hit modifiers	24	Flying movement	40	Troop statistics	54
Magic phase	10	Roll to wound	25	Flying combat	40	Army lists	54
Charge phase	10	Applying damage	25	Flying missile fire	40	Fantasy worlds	54
Move & fire phase	11	Winner & loser	26	Ground movement	40	Figure scales	54
Combat phase	11	Break tests	26	Aquatic	40	Magic items	55
End turn phase	11	Multiple opponents	27	Special movement evade	40	Banners	55
Initiative	12	Change face after melee	27	Battle magic	41	Weapons	55
Movement	13	T&L tests	28	Mages in battle	41	Armour & shield	55
Normal movement	13	Character T&L effects	29	Planes of magic	41	Scrolls	55
Wheeling	13	Terror T&L	29	Mage levels	41	Potions	56
Doubling	13	Warband T&L	29	Mana	41	Staffs	56
Retire	13	Magic T&L	29	Spells	42	Arcane items	56
Reform	14	Modifying T&L	29	Casting the spell	42	Designing items	56
Charge	14	Traits & weapons	30	Dispelling spells	43	Points cost	56
Evade	15	Single stand units	34	Mages & armour	43	Fast play sheet	57
Rough going	15	SSU movement	34	Magic items	43	Counters	59
Obstacles	16	SSU firing	34	Spell lists	44		