

Brigandine

A Fantasy Skirmish Wargame

(v1.1)

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Book I: Rules

Introduction

Brigandine is a lightweight wargame that works with any amount of preparation, miniatures collection, and setting. This document contains the basic, universal rules of the system.

Notes on Brigandine

- Brigandine ascribes to a **gamist** (rather than simulationist) approach to wargaming.
- These rules are optimized for **28mm** figures.
- **Six-sided dice** are the most successful/plentiful species of dice. May as well use them.
- Individual actions should require as **few die rolls** as possible.
- **Inches**, being an archaic and scientifically useless unit of measurement, are used.
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What is this?

This book describes a game of tactical miniatures combat. It includes some basic scenarios, as well as rules for the generation of new units.

Players who want to begin playing immediately should refer to Forces of Brigandine (Book III), a set of units to help players construct warbands. In addition, the Stone War campaign (Book II) is a great way for a group of players to jump into a narrative campaign.

Playing Brigandine

Units

The playing pieces of Brigandine are miniature figures. Each figure represents a single **unit**, an independent soldier on the field. Each unit has different characteristics and abilities. The models representing units should be roughly representative of their gear and abilities.

All units have the following characteristics:

- **Life:** The number of hits needed to destroy the unit.
- **Combat:** The unit's relative combat ability.
- **Speed:** The distance, in inches, the unit can move on its turn.

All units must begin with this **5 point** template:

Base Unit

Life 1

Combat 1

Speed 3

Units are then modified by purchasing powers and wargear to improve their stats and confer other abilities. Spending many points on one unit is effective, but places a burden on that unit to perform well.

Warbands

The group of units a player brings to the table is a **warband**. A player has a predetermined number of points (often 100 points) to create and upgrade the units in their warband. The **Armory** chapter contains lists of upgrades.

Setup

Before playing a game:

1. Players agree on a point value for their warbands and a board size. As a rule of thumb, 4 sqft per 100 points works well. A 2' square board is ideal for a 100 point game, a 4' square board is ideal for a 200 point game.
2. Players choose a scenario and follow its instructions to determine board setup, special scenario rules, and victory conditions.
3. Players build a warband equal to or less than the number of points involved in the conflict.
4. For the purposes of the scenario, players determine who will be the attacker, and who will be the defender.

Turns

Starting with the attacker, players alternate taking turns until the scenario has played out. Each turn has four phases:

1. **Start of turn**
2. **Movement**
3. **Attack**
4. **End of turn**

Start of Turn

The units of the player whose turn it is may use abilities labeled **Start of Turn**.

Movement

The player whose turn it is may move each unit up to the number of inches equal to its movement stat. A movement into contact with an opposing unit indicates that the two units are engaged in a **melee**, outlined below.

Attack

The attack phase involves 3 steps:

1. The units of each player may use **Attack Phase** abilities, starting with the player whose turn it is.
2. Engaged units resolve their **melees**:
 - a) The player whose turn it is chooses a melee. All units in this combat resolve their attacks simultaneously, each choosing which adjacent enemy unit to attack.
 - b) The player whose turn it is picks another melee to resolve for this turn.
3. Non-engaged units use **ranged** weapons.

End of Turn

The units of each player may use End of Turn abilities, starting with the player whose turn it is.

Combat Rules

Rolling Dice

All attack rolls in Brigandine use this table:

Combat Score	5+	4	3	2	1
Roll Needed	2+	3+	4+	5+	6

Engaging in Melee

When a unit comes into contact with another unit, it begins a **melee**. Once units are engaged in a **melee**, they cannot move away. **Melees** block **line of sight** as **obstacles**. The clustered units are affected normally by **templates**, but it is impossible to make accurate ranged attacks.

Quick Attacks

Units with **quick** attacks strike and resolve their **melee** attacks first, in a phase that occurs before non-quick attacks. Units killed by quick attacks are removed before they have a chance to make their normal attacks.

Assigning Attacks

A unit making an attack in a melee may choose which enemy in contact to attack. If a unit has multiple attacks, it may assign and roll for attacks individually rather than assigning all attacks to one opponent. A unit with a shield may spend an attack to cancel an enemy attack after it is rolled.

Following Up

Starting with the player whose turn it is, all units who were engaged at the start of the phase but are now unengaged may move up to their movement score in any direction. This may cause them to be engaged again, in which case they are not considered **charging**. These units do not immediately attack again, but will act in melee as normal in the next Attack Phase.

Templates

There are three area effect templates: A teardrop template (7" long and 2" wide), a small blast template (3" diameter) and a large blast template (5" diameter). Rerolls and explosions do not apply to template attacks.

Making Close Template Attacks

Close attack templates originate from any point on the base of the attacking unit. All units whose bases are fully or partially covered by the template are hit.

Making Ranged Template Attacks

1. Select a point on the table within the attacking weapon's range.
2. Make an attack roll to determine if the attack is accurate.
 - a) If it is accurate, the template lands on the target point.
 - b) If the attack misses the original target, roll a die - your opponent may move the template that many inches away in any direction.
3. All units whose bases fully or partially covered by the template are hit.

Measuring Ranged Attack Distances

A unit is considered within range of a template, ranged attack, or other effect if some or part of its base is within range. Overhanging parts of the miniature are not considered.

Line of Sight

Units can only attack with ranged weapons if their target is within line of sight. A target is within line of sight if an imaginary line can be drawn between any two points on the attacker and the target's bases. Enemy units and obstacles block line of sight, friendly units do not.

Terrain

Before using a piece of terrain, players should agree on its traits. A given terrain piece can be any combination of **obstacle**, **fortification**, and **difficult terrain**:

Obstacles

Obstacles are solid structures like hills which block **line of sight**. Units cannot fire ranged weapons through obstacles. Obstacles shorter than twice a unit's height can be climbed by spending movement points to travel upwards. Taller obstacles cannot be climbed or crossed.

Fortifications

Fortifications are solid defensive points such as short walls, ruins, or palisades. A unit on or up to 2" behind a fortification is said to be **in cover**. In addition, a unit that initiates a melee with an enemy unit in or behind a fortification may not attack in the first round of combat.

Difficult Terrain

Difficult terrain such as woods and swamps impede movement. Units move through these terrain types at half speed.

Cover

Units **in cover** receive some degree of protection from incoming **ranged** attacks. **Ranged** attacks that roll a 5 or 6 to hit units in cover are ignored. Cover does not protect units from template attacks.

Banners

A banner is an inspirational battle standard held by a unit. The banner contains an **aspect** and confers the aspect's effect on all friendly units within 4". The cost of a banner is 4 times the cost of the aspect it carries. If the unit holding the banner falls, the banner's power is lost for the remainder of the game.

Exploding Dice

If an attack roll **explodes**, count it as a hit and roll a bonus attack die. This bonus roll may also explode! In this way, exploding attacks can cause multiple hits, representing especially lethal attacks or a furious combination.

Rerolls

Sometimes a unit may **reroll** a die. In such cases, a player should declare that they are forcing a reroll shortly after the result of the roll and certainly before other dice are rolled or actions declared. In addition, a reroll applies only to one actual physical die roll rather than a set of rolls. An action may only be rerolled once, rerolls cannot be stacked.

Armory

All units start with the Basic Unit Template but can be given any of the following upgrades:

Stat Enhancements

A unit may be given any number and combination of stat enhancements.

Upgrade	Cost
Extra life point	1
Extra combat point	1
Extra speed point	1

Gear

Units are assumed to have only one hand weapon unless given gear. Before gear, units make one attack in combat and have no **ranged** attack. A unit can be given up to one **ranged** weapon and up to two hands worth of **melee** weapons.

Item	Effect	Cost
Off-hand weapon	Unit gets one extra attack in melee (1h)	1
Shield	Unit may force a reroll on one wounding attack against it per turn (1h)	1
Spear	Unit has quick attacks in melee (2h)	1
Two-handed weapon	Unit's melee attacks ignore shields (2h)	1
Javelin	Range 5"	1
Sling	Range 10"	1
Shortbow	Range 15"	3
Crossbow	Range 20"	4
Longbow	Range 24"	5
Arquebus	Close teardrop template , C3 attack against units touched	5

Item	Effect	Cost
Thrown Acid Globes	Ranged 3" template , range 2" x Combat score, C5 attack against units touched	8
Thrown Poison Globes	Ranged 5" template , range 2" x Combat score, C4 attack against units touched	10
Light armor	Ignore hits made on a 5	2
Heavy armor	Ignore hits made on a 4 or 5	4
Helmet	Ignore 6	2
Claws	Unit gets one extra attack in melee . Its attacks are quick . (2h)	4

Traits

Units may be given any number of traits. These represent training or talents that the unit has, beyond those common on the battlefield.

Trait	Effect	Cost
Fury	The unit may move twice its speed if moving into melee .	2
Harassing	The unit may move and use ranged weapons in the same turn.	2
Skirmishing	The unit may use a ranged weapon for free in the first round of melee combat.	2
Wildstride	The unit moves through rough terrain normally.	1
Infiltrator	The unit deploys using forward deployment .	3
Ganger	If with one or more friendly units in same melee combat, unit makes an extra attack roll.	2
Regeneration	If, at Start of Turn phase, this unit has fewer remaining life than it started with, it may roll a die and regain one life on a result of 4+.	4

Focus	For each enemy in the same melee as this unit, the unit makes one extra attack.	3
Lethal	The unit's wounding melee attack rolls explode .	4
Bloodthirsty	The unit's melee attack rolls of 6 explode .	3
Sniper	The unit's ranged attack rolls of 6 explode .	4
Opportunist	Enemy melee attack rolls of 1 against this unit grant it an immediate melee attack roll.	2
Shieldbash	If armed with a shield , unit may sacrifice a melee attack roll to move an opponent up to 2" away, potentially out of combat.	2
Heft	The unit may use a two-handed weapon in combination with a shield .	1
Marching	The unit may elect to move twice in the movement phase, but it may not act in the combat phase.	2
Flying	The unit ignores obstacles and difficult terrain , but still reaps the advantages of cover .	7
Caster	The unit may purchase and use spells .	6

Aspects

Aspects are special abilities that can be purchased by unit, but a unit may only have one aspect. A unit can also be equipped with a **banner** for four times the cost of the aspect. For example, an *Banner of the Bull* would cost 20 points and grant a bonus attack to all friendly units within 4”.

Aspect	Effect	Cost
Aspect of the Bull	This unit receives +1 attack when moving into melee .	5
Aspect of the Dog	This unit may redirect any hits to friendly units within 3”.	5
Aspect of the Hawk	This unit may reroll failed missile attacks.	6
Aspect of the Lion	This unit may reroll failed attacks in first round of combats.	5
Aspect of the Rat	This unit's attack rolls of 6 cause two extra wounds.	3
Aspect of the Serpent	This unit makes an attack for free when wounded in melee .	2
Aspect of the Stag	This unit may reroll failed attacks with spears .	3
Aspect of the Wolf	This unit's melee attacks are quick .	3

Spells

Units with the **Caster** trait may cast spells. The listed cost is for a single casting of a spell, multiple castings require multiple purchases. A unit may be given any number of spells.

Spell	Phase	Effect	Cost
Acrid cloud	End of Turn	30" ranged 5" template . Units hit suffer a C1 attack. The template remains in place as difficult terrain and an obstacle until your next End of Turn phase.	10
Counterspell	Special	Cast after a spell's effects have been resolved. Roll a die; on a 3+, the spell's effects are completely undone.	5
Entangle	Attack Phase	18" ranged 5" template . Units hit take no action in their next move phase.	7
Flight of the Valkyrie	Start of turn	A friendly unit within 6" has flying for the remainder of the battle.	10
Haste	Start of Turn	A friendly unit within 6" has a doubled move score and double the attacks for the rest of this turn.	5
Incinerate	Attack Phase	18" ranged 5" template . Units hit suffer a C3 attack.	5
Meteor Swarm	Attack Phase	30" ranged 5" template . Units hit suffer a C4 attack.	10
Razing	Attack Phase	A single piece of terrain within 24" is removed. Any units inside each suffer a C2 attack as they fall to the ground.	10
Summon Thralls	Start of Turn	Four units with the basic template are placed in contact with the caster's base.	10

Touch of Death	Attack Phase	This unit makes a single melee attack at combat 5. If it succeeds, the attacked unit is destroyed .	5
Teleport	Movement Phase	The unit is repositioned anywhere within 36" of its current location, but not within 1" of another unit.	7
Transmute	Start of Turn	Exchange the position of any two friendly units on the field.	6
Web	Attack Phase	24" ranged 3" template . Units hit take no action in their next move phase.	7

Scenarios

- **Confrontation**
 - Terrain: Players should arrange the terrain in a mutually agreeable configuration.
 - Deployment: Each player's deployment zone is the space within 6" of their table edge. Starting with the defender, players alternate placing units until all are placed.
- **Bridgefight**
 - Terrain: The middle 6" of the board is the bridge over which the warbands are fighting. This may be a narrow alley or a stone bridge over a bottomless pit.
 - Deployment: Each player's deployment zone is the space within 6" of their edge of the bridge. Starting with the defender, players alternate placing units until all are placed.
- **Ambush**
 - Terrain: The attacker places terrain to their liking.
 - Deployment: The defender's deployment zone is a 6" radius from the center point of the table. The attacker's deployment zone is the entire table, save the area within 12" of the centerpoint.
 - Special: Rather than taking turns placing units, the attacker deploys first, and the defender deploys second.
- **Siege**
 - Terrain: The defender places the terrain to their liking.
 - Deployment: The defender's deployment zone is within 6" of one edge of the table. The attacker's deployment zone is within 6" of the opposing edge. The attacker deploys completely, then the defender.

Minimum Terrain

Either player may insist that for each square foot of table space there be one object of terrain on the table. An 'object' of sufficient size is one that would not fit into a 4" x4" x4" cube.

Forward Deployment

Units with this ability deploy in a separate phase after all other units have deployed, and may deploy anywhere on the board other than in the opponent's deployment zone or within 8" of an enemy unit.

Campaigns

A campaign is a series of linked games using two or more of the same warbands. Here are some campaign ideas:

Quick Two Player Campaign

1. Both players construct their warbands.
2. Players mutually decide who chooses the first scenario.
3. Play this game, the loser chooses the next scenario for the next game.
4. Continue until a player has won two games in a row.

Quick Multiplayer Campaign

1. For the first round, players are paired up against one other randomly.
2. A scenario is selected for the round, and played by each pair.
3. Wins and losses are recorded.
4. A new scenario is selected and players are paired against opponents they have not yet faced off.
5. Continue until all players have opposed each other.
6. The player with the most wins and the fewest losses is victorious.

Book II: The Stone War

A Brigandine Campaign for two or more players

Introduction

In a certain age there occurred a struggle for stones - magical stones which enabled their owners to call on ancient magic, to gain an advantage in combat. This campaign details their struggle to harness the power of the stones.

In **The Stone War**, several players fight battles to secure magical stones of power. All players should have access to the free Brigandine rules. You will need some fantasy miniatures, a table to play on, rulers, 6-sided dice, and special markers for magic stones.

Campaign Rounds

This campaign is designed to be played in a series of game rounds - players are matched up against each other, scores are tallied, and players are matched in a different way. The campaign culminates in a final battle in which all players take part.

Players start with 100 point forces. Players may revise their warband lists in between rounds, both before and after discovering who their next opponent will be.

Scoring

Players receive points for winning games, at a given amount for each campaign round. These points should be marked in such a way that all players may see them. In addition, all points gained are immediately added to the value of players' warbands, as a way to show the escalation of combat and the spoils of war.

Conclusion

At the end of all four campaign rounds, the players' final standings are calculated. It is recommended that the winning player write the next Brigandine campaign.

Round One: The Quickening of the Stones

And lo, one thousand thirty two years after the reign of the Fire Empress, and in the longest day of the year, the earth will shake and usher up the Stones of War, and a bloody battle will ensue, and the victors will become rulers over their enemies.

On the eve of midsummer there was a massive earthquake, which swallowed towns and levelled towers. It also, rumors say, left behind magical stones. Cool to the touch, smelling of incense, the stones are prophesied to give their owners overwhelming power on the field of battle. In this scenarios, two warbands cross paths while investigating one such stone, and the battle is joined.

Determining matches:

Use any completely random mechanism to determine which players pair off and which player in each match is the attacker. If the number of players is odd, the first to suffer defeat should play a second battle this round against the odd player out.

Battle format: Confrontation

Duration: The game lasts for 7 turns.

Victory Conditions: As is prophesied, both sides fight to the death, and the side with units remaining on the table wins.

Spoils: The victorious force earns 10 points.

Round Two: The Begrudging of the Stones

All the empires of the World shall covet the stones, and they shall fall on one another in a tide of greed and fury. The strong will be devoured by the masses of the frail.

Now that the stones have been found, the priests and sorcerers are poring over them, researching their properties and marveling at their power. It has been thusly determined that, with great care and precision, the stones can be forged into weapons of great power. In this scenario, two warbands fight over several stones.

Determining matches: Pair up players according to the points they have accumulated so far, starting with the two highest-scoring players. If the number of players is odd, the first to suffer defeat should play a second game this round against the odd player out. The player with the higher score in each match is the attacker.

Battle format: Exploration

Terrain: Players should arrange the terrain in any mutually agreeable configuration. In addition, players should distribute six magic stone markers on the table.

Deployment: The attacker chooses a quadrant of the table, the defender takes the opposite quadrant. Starting with the defender, players alternate placing units until all have been placed.

Duration: The game lasts for 7 turns. If neither player has won after 7 turns, the result is a draw.

Victory Conditions: During each End of Turn phase, if the player whose turn it is has at least one unit within 6" of the centerpoint as well as at least one unit in each quadrant, and their opponent does not, the battle ends and the player whose turn it is wins.

Spoils: The victorious force earns 15 points.

(Special Rule) Carrying stones: If a unit begins its turn in base-to-base contact with a stone marker, it can choose to pick up the stone and carry it. So long as the stone is carried, the unit may not make any other attacks. The stone can be dropped freely during the end of turn phase.

Round Three: The Conquering of the Stones

The noble will stoop and sift through mud, and the holy will deprave themselves. The stones will tempt the spider from its web, and the dead will rise to claim their own.

The magic stones have been found and recovered, replaced with the bodies of the fallen. Warbands are hunting the stones of enemy warbands, captured warriors are tortured to reveal the location of their camps, and mercenaries betray their contracts to obtain stones for higher bidders. In this scenario, one warband raids the camp of another for stones.

Determining matches: Pair up players according to the points they have accumulated so far, starting with the two highest-scoring players. If the number of players is odd, the first to suffer defeat should play a second game this round against the odd player out. The player with the higher score in each match is the attacker.

Battle format: Convoy

Terrain: The terrain should be evenly distributed around the table.

Deployment: The attacker first deploys their entire force within 6" of the edges of the table. The defender then deploys their entire force, along with 5 magic stones, within 6" of the midpoint of the table.

Duration: The game lasts for 7 turns.

Victory Conditions: If the attacker wins if they are able to capture (move to the edge of the table) three or more stones or wipe out the defender completely.

Otherwise, the defender is victorious.

Spoils: The victorious force earns 20 points.

Round Four: The War of the Stones

Heavens will thunder and the earth will rattle, and there will come a great host in the names of many gods. The myriad banners will come together, and they will be burned together to pay tribute to the stones.

Alliances have been formed, and the lines have been drawn for a final battle. Those who hold magic stones use them to coerce and hire more recruits. Those without are offered protection and plunder in exchange for their swords. All warbands take part in this epic, desperate battle.

Determining the match: This round consists of a single game with all players involved. The first and fourth highest scoring player lead the attacking force. The second and third highest scoring player lead the defending force. (further odd-numbered players are attackers, and even-numbered players defenders)

Battle format: Annihilation

Terrain: The attackers arrange terrain as they see fit.

Deployment: The defenders choose a table edge. Starting with the defender, players alternate placing units until all are placed.

Duration: The game lasts until one side is destroyed.

Special: In the midpoint of the table, there is an enormous stone - a megalith that glows with power. Stirred by its violent magic, units within a 12" radius of the megalith may make an additional ranged or melee attack in the attack phase.

Spoils: Each warband on the winning side receives 25 points.

Book III: Forces

A Selection of Units for Play

Introduction

This document is a list of pre-generated units for Brigandine using the system provided by the rulebook. You can use the rules to create your own units or modify these.

Building Warbands

You are encouraged to create a warband that is both fun to play and fun to play against. While many warbands are constructed of similar units (The Mountain Goblins or the Grey Elves), players are not obligated to choose from a single list - the lists themselves exist only as suggestions.

Constraining Warband Lists

For an interesting challenge, warbands can be constrained to a given range of options. This mechanic is used in many games to allow for specialization and maintain a rich setting.

Contributing

Players are invited to post their constructed units and warbands on the Brigandine forums to be shared by other gamers around the world.

The Arisen

The Necromancers, a long forgotten cult, have brought to bear powerful magics and cruelly raised undead automata.

Necromancer

32 Points

L1 C5 S4

Shield, Caster, Summon Thralls,
Aspect of the Dog

Harbinger

15 Points

L3 C3 S4

Two-handed weapon, Regeneration

Skeletal Centurion

11 Points

L1 C3 S4

Infiltrator

Cloaked Wraith

9 Points

L1 C3 S4

Two handed weapon

Revenant

12 Points

L2 C3 S4

Bloodthirsty

Demons

The demonic legions teem with fiends of hell, legions of demon worshippers, hordes of cultists, and beastmen.

Priest of Hell

24 Points

L1 C3 S4

Caster, Meteor Swarm

Demonic Champion

17 Points

L3 C4 S4

Heft, Two handed weapon, Shield, Aspect of the Wolf

Cultist Archer

10 Points

L1 C2 S4

Shortbow

Demonic Infantry

13 Points

L2 C4 S4

Two-handed weapon, Furious Charge

Beastman

16 Points

L2 C4 S5

Shield, Wildstride, Bloodthirsty

Dwarves

The stalwart race of Dwarves prefer the use of solid infantry over less reliable tactics. They fight for clan and honor over all else.

Rex

22 Points

L3 C4 S3

Shield, Shieldbash, Aspect of the Lion, Heavy Armor

Skald

30 Points

L2 C3 S3

Caster, Counterspell, Teleport, Heavy Armor

Huscarl

16 Points

L2 C3 S3

Two-handed weapon, Heavy Armor, Aspect of the Wolf

Thane

15 Points

L2 C3 S3

Crossbow, Light Armor, Shield

Hakenbuss

15 Points

L2 C3 S3

Arquebus, Light Armor

Elves of Eastern Dawn

Elven warriors train for centuries, and field small forces of veterans when their homelands are threatened.

Warlord

43 Points

L2 C5 S5

Marching, Banner of the Aspect of the Hawk, Longbow

Warpriest

34 Points

L1 C5 S5

Marching, Caster, Counterspell, Flight of the Valkyrie

Pike

20 Points

L1 C4 S5

Marching, Heft, Spear, Shield, Heavy Armor

Skirmisher

16 Points

L1 C4 S5

Marching, Off-hand weapon, Aspect of the Wolf

Archer

17 Points

L1 C4 S5

Harrassing, Longbow

Elves of Southern Slumber

Subtle and sadistic hunters, the Dark Elves favor magic and stealth in their struggles for greater wealth and supremacy.

Matriarch

27 Points

L2 C5 S4

Shield, Light Armor, Caster, Web

Slinker

14 Points

L1 C4 S4

Off hand weapon, Opportunist, Light Armor

Drider

26 Points

L2 C5 S6

Off hand weapon, Skirmishing, Crossbow, Harassing, Light Armor

Assassin

16 Points

L1 C5 S4

Off hand weapon, Bloodthirsty, Infiltrator, Opportunist

Dire Spider

15 Points

L2 C3 S6

Marching, Opportunist

Elves of Western Dusk

The Elves of the West live in loosely federated tribes, and hunt outsiders for sport.

Warden

14 Points

L2 C5 S5

Wildstride, Shield, Light Armor

Heirophant

25 Points

L1 C5 S5

Caster, Wildstride, Entangle

Huntress

14 Points

L1 C4 S5

Wildstride, Javelin, Harassing

Ranger

14 Points

L1 C4 S5

Wildstride, Light Armor, Shield

Prowler

14 Points

L1 C4 S5

Wildstride, Light Armor, Off hand weapon

Humans of the Northern Marches

Though reasoned enough not to have to make war, humans find cause for it. The Northerner fight to expand their lands.

Commander

22 Points

L2 C4 S4

Heavy armor, Shield, Fury, Aspect of the Bull

Conjurer

24 Points

L1 C3 S4

Caster, Razing

Knight

19 Points

L2 C4 S4

Heavy armor, Shield, Helmet, Fury

Halberdier

17 Points

L1 C3 S4

Heavy armor, Two Handed Weapon, Shield, Heft, Helmet

Field Infantry

15 Points

L1 C3 S4

Heavy armor, Spear, Shield, Heft

Humans of the Southern Reaches

Though wise enough to avoid war, humans find cause for it. The Southern tribes bask in the glory and ritual of combat.

Chieftain

14 Points

L2 C4 S4

Focus, Spear

Mystic

20 Points

L2 C3 S4

Caster, Touch of Death

Clanguard

13 Points

L1 C3 S4

Light Armor, Spear, Shield, Heft

Archer

13 Points

L1 C3 S4

Light Armor, Shortbow

Raider

11 Points

L1 C3 S4

Light Armor, Shield

Kobolds

Kobolds fight as packs, bringing numbers and tenacity to bear. They are cunning, aggressive, and relentless.

Alpha Kobold

22 Points

L2 C4 S4

Heavy Armor, Shield, Aspect of the Dog, Ganger

Kobold Magi

24 Points

L1 C3 S4

Caster, Acrid Cloud

Pelter

13 Points

L1 C2 S4

Crossbow, Ganger

Hounder

12 Points

L1 C2 S4

Two-handed weapon, Light Armor, Ganger

Harrier

10 Points

L1 C2 S4

Spear, Ganger

Lizardkin

The Lizardkin live in vast underground caverns. They march to war as the summer sun waxes, to thin the brood as millenia of tradition dictates.

Slashing Rex

20 Points

L4 C5 S4

Two Handed Weapon, Aspect of the Serpent, Regeneration

Mystic Raptor

21 Points

L2 C3 S4

Javelin, Caster, Haste

Hunting Hawk

14 Points

L2 C4 S4

Claws

Brawling Owl

10 Points

L1 C3 S4

Javelin, Off hand weapon

Falcon Warrior

13 Points

L1 C3 S4

Shield, Light armor, Helmet

Orcs

Orcs battle as fish swim, not for cause but as a way of life. They are large, brutish, and undisciplined hordes who lust for combat.

Warboss

21 Points

L3 C5 S4

Lethal, Heavy Armor, Shield

Shaman

27 Points

L2 C3 S4

Caster, Meteor Swarm

Arrower

13 Points

L1 C3 S4

Shortbow, Light Armor

Basher

12 Points

L2 C3 S4

Light Armor, Shield

Rager

14 Points

L2 C3 S4

Light Armor, Helmet, Two handed weapon

Ratfolk of the Deep Empire

In their rodent hearts, the legions of the Empire know that it will outlive the weaker races of the surface.

Rat Emperor

32 Points

L4 C5 S4

Banner of the Aspect of the Rat, Lethal, Shield, Helmet

Bishop Pestilentor

38 Points

L2 C3 S4

Caster, Acrid Cloud, Haste, Banner of the Aspect of the Serpent

Filth Musketeer

19 Points

L1 C4 S4

Thrown Poison Globes

Imperial Filthguard

13 Points

L1 C3 S4

Spear, Shield, Heft, Light Armor

Rat Swarm

21 Points

L5 C3 S4

Claws, Marching, Infiltrator

Ratfolk of the Nocturnal Revolution

From the depths of the gutter, the Nocturnal Revolution strikes at the Empire and the surfacers.

Rat Menace

17 Points

L3 C5 S4

Aspect of the Rat, Fury

Squalor Seer

19 Points

L1 C3 S4

Caster, Incinerate

Sewer Assassin

22 Points

L2 C5 S6

Infiltrator, Off hand weapon, Aspect of the Rat, Fury

Scrapper

12 Points

L1 C3 S4

Spear, Shield, Light Armor

Giant Rat

22 Points

L4 C5 S4

Claws, Aspect of the Rat, Fury

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