



# ARES

*Miniatures Wargaming System™*

by Daniel Kast

**THIS DEMONSTRATION VERSION DOES NOT INCLUDE THE SECTIONS ON MAGIC OR FIGURE CREATION, AND DOES NOT LIST ALL OF THE SAMPLE FIGURE TYPES.**

• S E C O N D • E D I T I O N •

# Credits

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## **ARES: Miniatures Wargaming System**

Second Edition • Product #0202

*Version 2.0*

First Printing, February 2001

Printed in the United States of America

by Gorham Printing, Rochester, WA

<http://www.gorhamprinting.com/>

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## **PROLOGUE**

*In which the Secrets of the Universe are revealed. Okay, maybe not, but we got your attention, didn't we?*

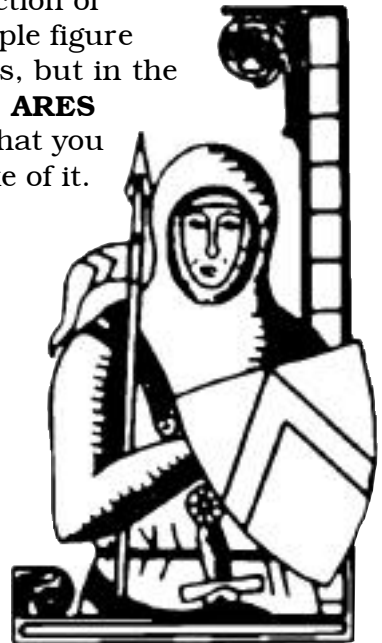
**I**f you are anything like me, walking into a gaming shop is like stumbling into a candy store: "I'd like one of everything, please!" When selecting the next batch of miniatures to paint, I am ruled less by logic than I am by aesthetics. "That looks neat," I'll cry, as I grab a couple of figures from this product line, and a few more from that one, plus one or two from the discount bin.

As a result, each individual figure becomes a labor of love, and I wouldn't want to part with any of them. Unfortunately, my collection is rather motley and not very suitable for any of the established miniatures games, with their army lists and well-planned background material. Not that I have anything against them, mind you; it's just that every once in a while, it would be nice to pull out my entire figure collection and bash some skulls, as it

were, without worrying about any of that peripheral stuff.

Thus, the idea for the **ARES: Miniatures Wargaming System™** was born.

**ARES** is billed as a "miniatures wargaming system" because it is not really a *game* as that word is usually applied to this genre, with a built-in history, army lists, and set assumptions. Instead, much is left to the players; most importantly, the types of figures used and their capabilities are completely left to your whim and imagination. There are plenty of suggestions, to be sure, including a large selection of sample figure types, but in the end, **ARES** is what you make of it.





Because of this, a certain amount of experience with miniatures wargaming will be very helpful to those who wish to use these rules. However, **ARES** is relatively simple, which means it should take very little effort for you to teach your friends the essentials, leaving more time for you to kick their collective behind.

### **Materials Needed for Play**

We'll get you to the fun part soon enough, but first, you'll need to gather a few things together.

### **Figures**

Before you can play this, or any other, miniatures game, you will need to have (you guessed it) miniatures. Any kind will do; while these rules assume you will be using 25mm figures, or thereabouts (most popular miniature lines are actually around 28-30mm scale), you should not feel restricted to any particular scale or manufacturer. A premium is placed on players' imaginations, and as this is first and foremost a fantasy system, most anything goes!

Before play, you will need to work out the specifics of each figure to be used in the game. **Chapter One: Figures** will help you with this process.

### **Playing Area**

One of the beautiful things about miniatures wargaming is that you can play just about anywhere. While the most suitable playing surface is a tabletop, you can use the floor, hallway, or practically anything else that is relatively flat and open.

These rules assume a rectangular playing area roughly four feet by six feet, although this should be adjusted up or down depending on the size of the battle to be fought.



### **Measuring Tape**

Because this game is played on an open area, without squares or hexes to help determine distances, players will need a yardstick or tape measure that measures at least three feet.

It seems that now would be as good a time as any to make a point about scale: **ARES** is intended to be played with figures in the 25-30mm range, giving a ground scale of around 1" = 2 yards. It is possible, if you do not have a large enough space available, or if you just want to fight with more figures, to play **ARES** with miniatures in the 10-15mm range,

altering the ground scale to about 1" = 4-6 yards. If you choose this option, simply change all distances from inches to

centimeters. For example, a figure with a move of 5 would move 5cm rather than 5".

### **Dice**

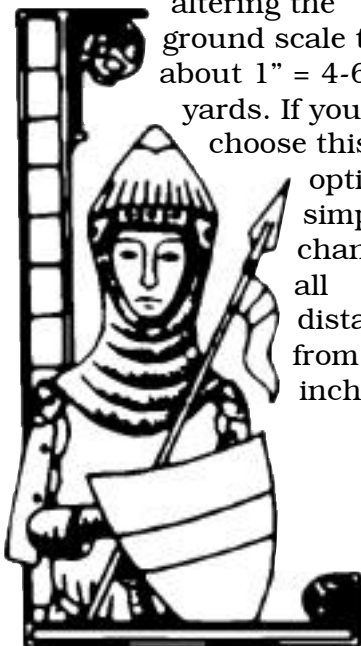
This game uses several different types of dice, all of which should be available at the shop where you get your figures. There are five different types of dice, differentiated by the number of sides on each. For example, "D6" indicates a standard six-sided die. The other types of die are D4, D8, D10, and D12.

Sometimes, you will need to roll more than one die and add the results together. This is noted by indicating the number of dice to be rolled in front of the die type. For example, "2D6" would mean roll two six-sided dice and add them together.

### **Markers**

There are several things that need to be indicated by the use of markers of some sort, whether they are beads, coins, rocks, rare gems, or whatever else you have lying around.

Specifically, players will need held & borrowed action markers, and shaken morale markers. If you are





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using the rules for spellcasting (see **Chapter Seven: Magic**), you may also need markers to indicate the targets of particular spells. The exact uses for each type of marker are detailed in the appropriate sections of the rules.

As a quick & painless fix, you can make use of coins as markers: for example, a “heads” penny could indicate a held action; a “tails” penny would represent a borrowed action; and a nickel might stand for a shaken figure.

### Playing Cards

This game uses a standard deck of 52 playing cards to determine initiative. So, it would be nice if you had one handy...



### Paper & Pencils

Finally, players will need to keep track of the characteristics and current status of their troops. Ordinary pencils and paper can be used for this purpose, or else players can make copies of the unit record sheet included with these rules.

## CHAPTER ONE: FIGURES

*In which we learn about our little friends who will do our fighting for us.*



This chapter will discuss the various characteristics and attributes that define combatants in this game. One thing should be kept in mind: there is a very high level of abstraction involved. Because the overriding principle in the design of this game is to allow players to use any figures they have lying about, it is very difficult to be painstakingly “realistic” about things.

Also, players need to have a more than adequate suspension of disbelief; since each figure’s abilities are defined by the owning player, one person’s idea of



how an “orc” should look/ behave/ fight/ etc. is not going to be the same as another’s. A rating system is included as a way to make sure things come out all right in the end (see the **Epilogue: Rating The Troops**), but even that is not foolproof. However, if you weren’t able to deal with a certain amount of ambiguity and creativity, you wouldn’t be playing with little lead figurines in the first place!

### **Figure Characteristics**

Each figure in this game is defined by the following characteristics. Those items represented by “dice” are either D4, D6, D8, D10, or D12.

### **Combat Rating**

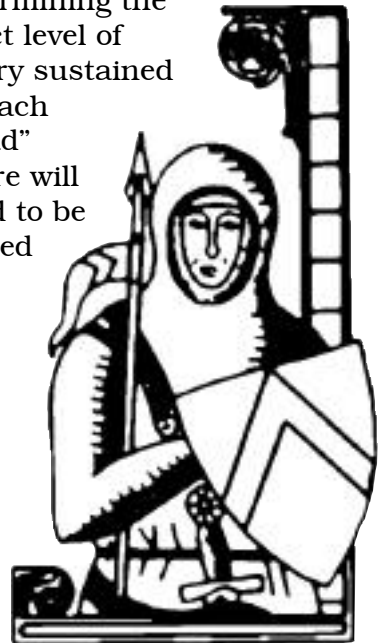
Because of the variety of combatants that can be simulated in this game, some way of benchmarking any given figure’s capabilities is necessary: thus, the *Combat Rating* was born. The exact method by which a particular figure’s Combat Rating is determined will be discussed in the **Epilogue**; for the time being, players should simply keep in mind that figures with similar

ratings will be fairly evenly matched.

### **Wounds**

*Wounds* is a quantification of the amount of punishment a figure can sustain before incapacitation. A figure that loses all of its wounds is not necessarily “dead”, but it is removed from the game.

Whether or not a particular figure is dead or merely disfigured is of consequence to no one (aside from the figure itself, one would suppose), unless you are playing in a *campaign*: a series of connected battles. If this is the case, a system of determining the exact level of injury sustained by each “dead” figure will need to be agreed



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upon by all players beforehand.

### Movement

As you may have guessed, a figure's movement score is a direct representation of the speed at which it can travel across the playing area. Movement is expressed in inches, and indicates the distance a figure can cover when performing a single Movement action.

### Morale

Every figure has its breaking point; that time in the battle when it has decided enough is enough, it's better to live to fight another day, discretion is the better part of valor, etc. How quickly a figure reaches this point is

governed by its morale score. In game terms, morale is the number a figure



must roll on a D12 or less in order to pass a morale test.

All of the figures in a *unit* (see **Units**, below) have the same morale score; this is determined by the sum of the morale ratings of the figures in the unit. For example, a unit made up of 6 foot soldiers with a morale of 1 and a morale 3 knight would have an overall score of 9 (6 x 1 + 3).

The minimum morale score for a figure is 1 and the maximum is 5.

### Armor Die

A figure's *armor die* represents the amount of protection a figure possesses. It is rolled whenever the figure attempts to resist injury: the "bigger" the die (i.e., the more sides it has), the more likely the figure will be able to survive combat.

A figure armed with a shield will have a plus sign after its armor die, for example: "D4+". The effect of a shield is described in **Chapter Four: Combat**.

### Close Combat Die

Each figure has some amount of talent when it comes to hacking and

slashing in close quarters: this expertise is represented by the *close combat die*, which is used whenever the figure makes a close combat Attack. Obviously, the bigger this die is, the more likely the figure is to be successful when making such an Attack.

### **Ranged Combat Die**

Similar to the close combat die, the *ranged combat die* is used when a figure is attempting to strike an opponent from some distance away. Not all figures will have a ranged combat die.

### **Weapons**

Every figure will have a *melee weapon* (even if it is just the figure's own fists, claws, or teeth), and possibly one *missile weapon*: only a figure with a ranged combat die will possess a missile weapon.

Melee weapons are those used up close, and are defined solely by their damage dice: the bigger a weapon's damage die is, the better chance it has to inflict wounds on a target.

Missile weapons comprise all weapons that are used to cause damage from a distance; from rocks

and loaves of stale bread all the way up to crossbows and catapults. In addition to a damage die, each missile weapon has a *range factor*, which indicates how the weapon's effectiveness degrades as the distance to the target increases.

### **Magic Die**

All figures will have a *magic die*, whether or not they are actually able to cast spells (unless all players have agreed that magic will not be a part of the game). For spellcasters, this represents their innate magical ability; for non-spellcasters, the magic die is reflective of their resistance to the effects of magic.

Players should note that magic resistance applies to "friendly" as well as "non-



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friendly” spells. Therefore, while a figure with a magic die of D10 may be difficult to injure with a fireball spell, it will also be difficult to heal magically if and when it does take damage.

### Spells

Each spell known by a figure should be listed, along with the appropriate spell die. See **Chapter Seven: Magic** for details on the ways of wizards.

### Special

This is the “catch-all” category, and lists all the abilities of the figure (and its weapons) that are not covered by any of the above characteristics. A common

example of a special designation is “cavalry”, which indicates that the figure is



comprised of a rider and mount.

A sample combatant is given below:

### **Human Knight (88)**

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Wounds 6    Move 6”  
Morale 8    Armor D10+  
Close Combat D8  
Ranged Combat n/a  
Weapons:

Sword (D8)

---

Magic D6

Spells:

None

---

Special: Cavalry

### Figure Bases

Because players are allowed (indeed, they are encouraged) to use figures from various different manufacturers and genres, there will be a wide variety of shapes and sizes represented on the battlefield. What follows are simply our recommendations: you will obviously need to make changes where necessary in order to accommodate your particular figure collection.

### Infantry Figures

Infantry figures (defined as single combatants more than half and less than twice the size of an average human) should be mounted on circular bases one inch

in diameter. This can be adjusted slightly according to the actual size of the figure: for example, a halfling may look a bit silly on a human-sized base, in which case a diameter of 3/4" or 5/8" might be more appropriate, while a largish troll may need to sit on a base of 1.25" or 1.5".

Regardless of the actual size of the base, it is strongly recommended that players stick with circular bases for infantry figures, rather than squares or hexagons, as it makes turning in tight quarters a lot easier to manage.

### **Cavalry Figures**

Cavalry figures include those combatants who ride upon mounts of more than half and less than twice the size of an average horse. As with infantry figures, the actual size of the base may need to be altered as appropriate, but the general rule of thumb is a rectangular base 1" wide by 2" long.

### **Oversized & Undersized Figures**

Any figure that does not fit into either of the above categories is considered "oversized" or "undersized",

and should simply be placed upon whatever sort of base fits (and looks good). See the rules on "scale" in **Chapter Eight: Special Abilities** for ways in which such divergent sizes can affect the game.

### **Line of Sight**

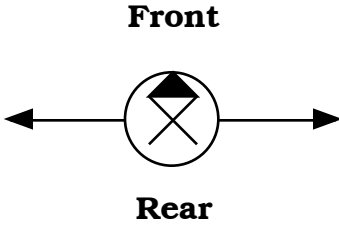
All figures have a "line of sight" based upon their facing. As the name implies, a figure's line of sight determines what the figure can see.

Draw a line through the center point of a figure's base, perpendicular to its facing. Any object completely behind this line is in the figure's "rear"; everything else is to its "front", as shown below:



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Infantry figures can draw a line of sight to anything in front of them; cavalry can see targets both in front and to the rear.

### Units

Every figure in the game is part of a unit, even if that unit consists of just one figure. The unit is a figure's "band of brothers", with whom it has been trained to fight and die (well, perhaps not *die*).

Each figure in a unit contributes its own morale score to the unit total.

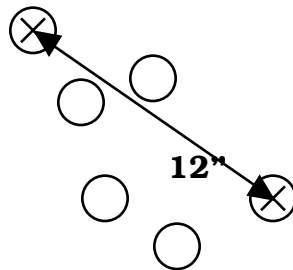


### Unit Composition

A unit may consist of any number and type(s) of figures you see fit. Keep in mind that, while larger units will have higher morale ratings, and therefore greater staying power, they are less flexible and more prone to mass panic.

### Unit Coherency

The figures in each unit must remain within a certain area in order to be effective and draw strength from each other. This area is called the *command distance*; the two most distant figures in the unit must remain within this distance from each other, as in the following example:



(All distances in this game are measured from the centerpoint of one figure's base to the centerpoint of another.)

The starting command distance for a given unit is

equal to 2" per figure. Thus, in a unit of 6 figures, the farthest apart any two figures may be is 12", as shown above. This diameter is reduced by 1" for every figure lost during the course of the game: e.g., a unit that starts out with 6 figures and then loses half its number would have its command distance reduced to 9".

It is possible that units will find themselves outside this command distance due to casualties or other effects of battle. This is called being *out of comand*. Should this occur, the unit will suffer ill effects to its morale rating until the situation is rectified (see **Chapter Five: Morale**).

## **CHAPTER TWO: PLAYING THE GAME**

*In which we present the method to the madness.*

### **Setting Up**

**O**nce you have collected all of the necessary items for play, as listed in the **Prologue**, and determined your figures' abilities, as per **Chapter One**, you can go about setting up the playing area. The exact way in which this

is done will differ according to the players involved, the type of scenario being played, how much time is available, etc. Given in this section are the default procedures, to be used when players cannot agree on any other method.

A scenario is a set of guidelines and additional rules that describe a specific situation. For example, a battle between the forces of an evil necromancer and the defenders of a small town may require certain modifications to the rules, types of figures available, and so on. The scenario description would provide these details.

### **Terrain**

Very few battles are played on an open field; there is almost



invariably some kind of terrain to break up the monotony (and provide plenty of interesting places to hide!).

The exact ways in which figures interact with terrain (and vice versa) is entirely up to the players: if you are stuck for ideas, **Chapter Six: Terrain** might provide you with some inspiration. Whatever is decided, be sure all players are aware of the terrain rules being used before the battle starts.

There are two basic ways in which terrain can be placed on the battlefield:

1. Players can alternate placing pieces of terrain until they

mutually decide to stop, or;

2. One player can set up the battlefield, and give the other player the option of which side of the

playing area to set up along.

Once the battlefield has been prettied up, players can move on to placing their forces.

### Choosing an Army

The exact size and composition of the players' armies is left entirely up to them. However, the figures' Combat Ratings should be used to make sure things stay relatively fair: unless, of course, you really want to fight off that horde of 600 orcs with a lone halfling and his slingshot...

The total Combat Ratings of all figures under each player's control should be as close as possible: as a general rule of thumb, there should be no more than a 10% variation. For example, if one side has a total Combat Rating of 450, and the other has a total Combat Rating of 475, things should be fairly even, since the difference (25) is less than 10% of the lower total (45).

Certain scenarios may restrict the type and number of figures a player may choose, but in the absence of such guidelines, anything goes!





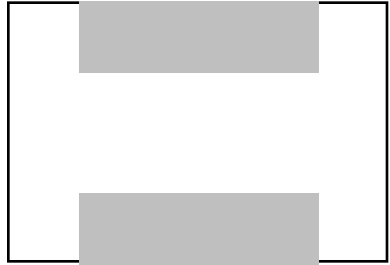
### **Arranging Your Army**

After the opposing forces have been chosen, and Combat Ratings compared, the next step is to place the combatants on the playing area. This should be done secretly, either by erecting a barrier between the two players, or else by mapping out the figures' starting locations on a piece of paper.

As an alternative, you could deal a number of cards to each player equal to the number of units on his side. The player with the highest card in hand places one unit and discards that card. The player with the next highest card then places a unit, and so on, until all units have been placed.

In this game, aces are always "high", and red cards go ahead of black cards of equal value, with hearts before diamonds and clubs before spades.

Each player should set up along one of the long edges of the playing area. Figures must be within 12" of the edge, and at least 12" away from either side. This is illustrated below:

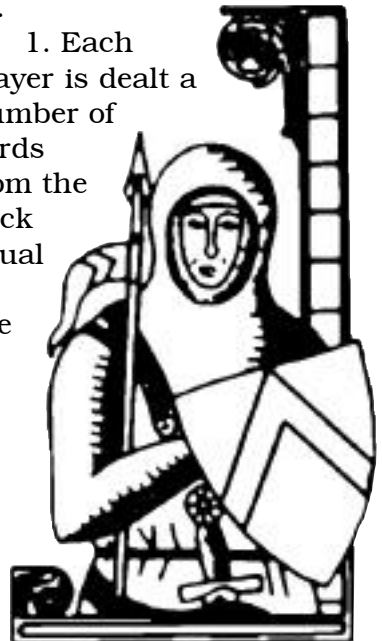


The shaded boxes indicate legal setup areas.

### **The Sequence of Play**

After the battlefield has been arranged, the carnage can begin! The following sequence outlines the actions that are taken in order to complete one game turn. Once all of the steps have been completed, play resumes from the top, and so on until the game is over.

1. Each player is dealt a number of cards from the deck equal to the



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number of units he currently controls.

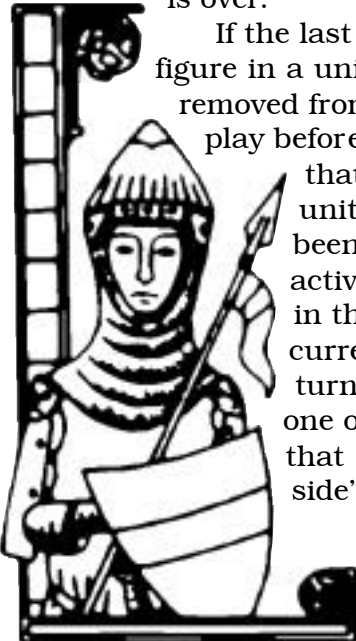
2. The player with the highest card in hand becomes the “acting player”. (The highest card is discarded.)

3. The acting player chooses one of his units that has not yet been activated this turn.

Each figure in the chosen unit now uses up to two *actions* (see **Actions**, below); one action may be *held* until later in the turn (see below).

4. After all figures in the chosen unit have acted, return to step 2. If neither player has any cards remaining, the turn is over.

If the last figure in a unit is removed from play before that unit has been activated in the current turn, one of that side's



remaining initiative cards should be chosen randomly and discarded.

### Winning the Game

Play continues for a predetermined number of turns (usually six to ten); at the end of that time, the side that has scored the most *victory points* wins.

Victory points are scored by eliminating opposing figures: each figure is worth a number of points equal to its Combat Rating. For example, the sample Human Knight given in **Chapter One** has a Combat Rating of 22; its victory point value would therefore be 22.

Players should note that there may be scenarios that have different conditions for scoring victory points and/or winning the game; obviously, those rules would take precedence.

### Actions

The heart of **ARES** is in the initiative and action resolution system. It is an elegant procedure, allowing for a very fluid and interactive game.

Whenever a unit is activated, each figure in the unit is allowed to perform

either zero, one, or two actions. A figure may also choose to *hold* an action, or even *borrow* one from the next turn in certain circumstances!

The different types of allowable actions are given below. They will be explained in greater detail in later chapters:

*Attack*  
*Charge*  
*Dodge\**  
*Go Prone\**  
*Move*  
*Parry\**  
*Rally*  
*Sprint\**  
*Withdraw*

An asterisk (\*) indicates that the action may be *borrowed*.

Infantry figures whose bases are in contact with one or more opposing figures are only allowed to Attack, Dodge, or Parry (Attack actions may only be used to strike an opponent in contact with the acting figure, *not* to make a ranged Attack). Cavalry figures may use a Movement action to break contact, while infantry figures must use a Withdrawal action in order to move away from the opposing figure(s).

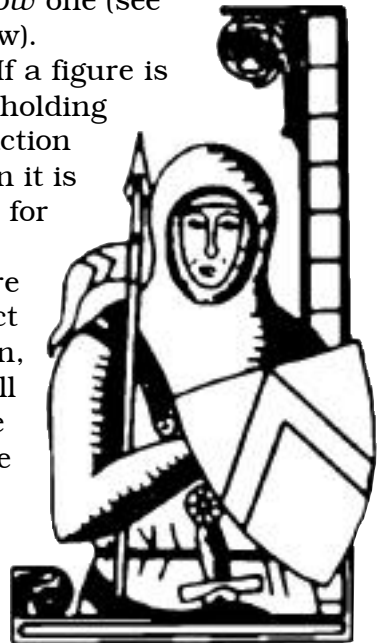
All of one figure's actions must be completed before those of another figure may begin.

### **Held Actions**

Figures that do not use both of their actions in a given turn may choose to *hold* one of them and use it later on. Place an appropriate marker next to any figure that is holding an action. A figure may only hold one action at a time.

A held action may be used after any opposing figure performs an action: only one figure may use a held action per opposing action. A figure may also use a held action at any time when it could normally *borrow* one (see below).

If a figure is still holding an action when it is time for that figure to act again, it will have three



actions to use in that turn, instead of two.

### **Borrowed Actions**

In certain circumstances, a figure may be allowed to *borrow* one of its actions from the next turn. The most common use for this is to Dodge or Parry an Attack. The borrowed action is indicated by placing an appropriate marker next to the figure.

A figure may only borrow one action at a time, and must use its next available action to “clear” the borrowed action.

No figure may borrow an action while it is still holding an action.



## **CHAPTER THREE: MOVEMENT**

*In which we discover how to get close to our enemy so that we may smite him.*

### **Movement Score**



A figure's movement across the field of battle is governed by its movement score, which indicates the distance it can travel when using a single *Movement* action. For example, a figure with a movement score of 5 would be able to move up to 5" when using one *Movement* action, or up to 10" if it used two *Movement* actions in sequence.

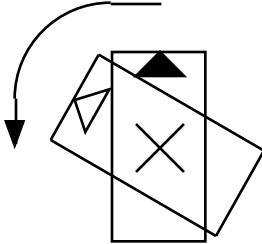
Figures are only able to move in the direction they are facing; however, figures may change facing at will (see **Turning**, below).

An infantry figure that moves so its base comes into contact with an opposing figure must end its movement immediately. Cavalry and oversized figures do not have this restriction; however, no figure may move *through* any other figure.

### **Turning**

As mentioned above, figures are allowed to

change their facing any number of times during the course of their move. When turning, the figure is pivoted around the center point of its base, as illustrated below:



For an infantry figure, or any other figure with a circular base, this will not be a problem. However, for cavalry figures and others with irregularly-shaped bases, it is necessary to make sure the figure's base does not move through another figure while it pivots. If a turn would cause a figure's base to move through that of another figure, the turn cannot be completed.

*Exception:* If all players agree, figures with regularly-shaped bases (hexes, squares, etc.) may be allowed to turn freely, even if doing so would cause the base's edges to move through another figure.

### **Charging**

When a figure moves into contact with an enemy, it is called a *Charge*. A Charge is treated as a movement action in all respects, save that after contact is made, the figure receives a free melee Attack action, resolved immediately (see the next chapter for details).

### **Sprinting**

Occasionally, figures may find it prudent to exert themselves in order to seek cover or jockey for position. For these situations, the option of *Sprinting* is available.

In essence, a Sprint action is simply a borrowed Move action, with the following restrictions:

1. Sprinting must be the last



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action taken by a figure in the current turn;

2. A Sprint may not be used to move into contact with an opposing figure (i.e., a figure cannot borrow an action to make a Charge).

*As an example, let us supposed that a swordsman finds himself in a clearing, 13" from the nearest cover. As there are several enemy crossbowmen bringing their weapons to bear, our Hero decides to make a run for it...*

*The figure's basic Move score is 5"; using both of his actions to Move towards the trees leaves*

*him 3" short. He therefore chooses to Sprint, allowing him to Move an additional 5"*

*and make it into cover (just in time!). He is now*



*considered to have borrowed an action, and will therefore be unable to borrow another should the need arise later in the turn.*

### **Withdrawing**

As noted above, an infantry figure that is in contact with an opposing figure may not perform a Movement action; however, sticking around and hacking it out may not be the best option, either. Therefore, infantry figures have the option of *Withdrawing* from combat.

In order to perform a Withdrawal action, a figure moves no more than 1", in any direction, and positions itself so that it is no longer in contact with any opposing figures. If a figure is unable to do this (perhaps because it is surrounded by opponents), the Withdrawal cannot occur.

Figures leave themselves vulnerable during this process, however. When a figure makes a Withdrawal, any one opposing figure with which it was previously in contact may make a free melee Attack against the Withdrawing figure (see

**Melee Attacks** in the next chapter). The defender cannot Parry this Attack; the Attacker may not use a held action to make a combined Attack.

### **Going Prone**

One final movement-related action is available only to infantry figures. This is called *Going Prone*, otherwise known as “eating dirt”.

A prone figure should be placed face-down on the table. While prone, the figure moves at half its normal rate; thus, a human with a Move of 4” would only travel 2” per action while prone.

Furthermore, prone figures suffer significant penalties while in hand-to-hand combat. However, while prone, a figure is more difficult to hit with missile fire. See the next chapter for details.

Standing up from a prone position requires the use of an action, which may be borrowed.

## **CHAPTER FOUR: COMBAT**

*In which we do really nasty things to the other guy.*



Real combat is one of the bloodiest, goriest, scariest, and all-out most

horrific experiences any of us could imagine. It's a good thing combat in this game is a lot more fun!

### **The Attack Roll**

There are two types of combat: *ranged* and *melee*. Both utilize the same basic procedure. Each player rolls two (or possibly three) dice, and the totals are compared:

(AR = Attacker's roll;  
DR = Defender's roll)



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<b>AR DR</b>	No effect
<b>AR &gt; DR</b>	Defender suffers one wound.
<b>AR &gt; 2xDR</b>	Defender suffers two wounds.
<b>AR &gt; 3xDR</b>	Defender suffers three wounds

And so on...

### Melee Attacks

*Melee Attacks* are made by figures that are in contact with an opposing figure. The target of the Attack must be in the attacker's front, although infantry figures may turn freely before striking in order to meet this requirement.

When making a melee Attack, the attacker rolls its close

combat die and the melee weapon's damage die; the defender rolls its close

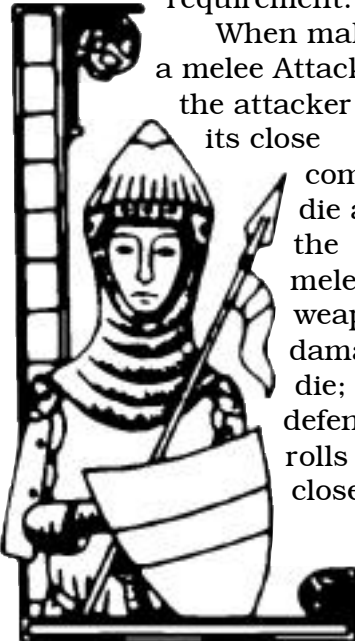
combat die and its armor die.

The attacker may choose to use two actions to make a *combined Attack* (also known as the "double whammy"), which allows a third die to be rolled, equal to the attacker's close combat die. The decision to make a combined Attack must be made before the defender decides whether or not to *Parry*.

To Parry the Attack, the defender may either use a held action or borrow an action. Parrying allows a third die to be rolled, equal to the defender's close combat die. In order to Parry an Attack, the attacker must be in front of the defender, although infantry figures may turn freely in order to meet this requirement.

If no part of the attacker's base is in front of the defender (i.e., its base is completely behind the imaginary line described in **Chapter One**), the Attack is considered a *flank Attack*.

The following modifiers are applied to the attacker's roll. All modifiers are "per die", which means a +1 modifier would add +2 to a normal Attack roll, or +3 to a combined Attack roll:





**Attacker is wounded:** -1  
**Attacker is prone:** -2  
**Cavalry attacking infantry:** +1  
**Defender is wounded:** +1  
**Flank Attack:** +1  
**Defender has a shield:** -1\*  
**Defender is prone:** +2  
**Defender is outnumbered:** +1\*\*  
**Infantry attacking cavalry:** -1

\*Only if the Attack originates from in front of the defender.

\*\*A figure is considered "outnumbered" if it is in contact with more than one enemy figure that is not itself in contact with two or more opposing figures.

### **Knockdowns (Optional)**

Any time a single Attack inflicts a number of wounds equal to half or more of the defender's initial wound total, there is the possibility of a "knockdown". For example, if a figure with 4 wounds takes a hit that inflicts 2 or more wounds, it has a chance of being knocked over.

When this happens, a single D4 should be rolled; on a result of 1, the figure has been knocked down, and is considered prone

(see **Going Prone** in the previous chapter).

Only infantry figures may be knocked down.

### **Ranged Attacks**

*Ranged Attacks* are made in a similar fashion to melee Attacks, with a few modifications. Figures may not make ranged Attacks while prone.

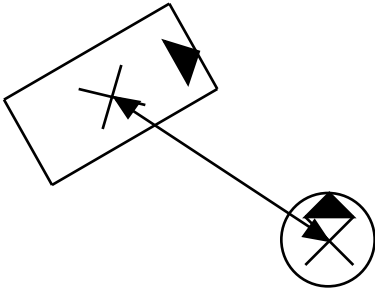
The target of the Attack must be in the attacker's line of sight, but the two figures cannot be in contact with each other. All figures block line of sight; "hard" cover, such as solid walls, hills, and the like, does so as well. "Soft" cover (trees, bushes, fences, etc.) does not block line of sight, but does affect the Attack (see below).

The line of sight between the



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attacker and the target is measured from the center points of the two figures' bases, as shown below:



All ranges are rounded up to the next whole inch.

The attacking figure rolls its ranged combat die and the missile weapon's damage die; the defender rolls its armor die and the range die.

The range die is determined by the distance to the target and the missile



weapon's  
range  
factor:  
(Dist.  
=

Distance to target; RF =  
Range factor)

<b>Dist. RF</b>	D4
<b>Dist. RFx2</b>	D6
<b>Dist. RFx3</b>	D8
<b>Dist. RFx4</b>	D10
<b>Dist. RFx5</b>	D12
<b>Dist. &gt; RFx5</b>	Out of range

The attacker may choose to use two actions to make a combined Attack, which allows a third die to be rolled, equal to the attacker's ranged combat die. The decision to make a combined Attack must be made before the defender decides whether or not to *Dodge*.

To Dodge the attack, the defender may either use a held action or borrow an action. Dodging allows a third die to be rolled, equal to the range die. A Dodge can only be performed if the defender has a line of sight to the attacker; unlike Parrying, an infantry figure may not make a free turn before Dodging.

Instead of Dodging, the target may also choose to Go Prone (see **Chapter Three: Movement**). This may be done by using a held action, or an action may be borrowed. Like a

Dodge, a figure may only Go Prone if the defender has a line of sight to the attacking figure.

If no part of the attacker's base is in front of the defender, the Attack is considered a flank Attack.

The following modifiers are applied to the attacker's roll. All modifiers are per die:

- Attacker is at a higher elevation: +1**
- Attacker is wounded: -1**
- Defender is at a higher elevation: -1**
- Defender has a shield: -1\***
- Defender is prone: -2**
- Defender is wounded: +1**
- Flank Attack: +1**
- Per friendly figure in contact with the target: -1** ("friendly" means on the same side as the attacker)
- Per inch (or fraction thereof) of soft cover along line of sight: -1**

\*Only if the Attack originates from in front of the defender.

### **Death**

As figures take damage, the number of wounds they have is reduced until they have none left, at which point things look rather

bleak. Any figure that reaches zero wounds is removed from the game, and its unit must immediately make a morale test, as described in the next chapter.

## **CHAPTER FIVE: MORALE**

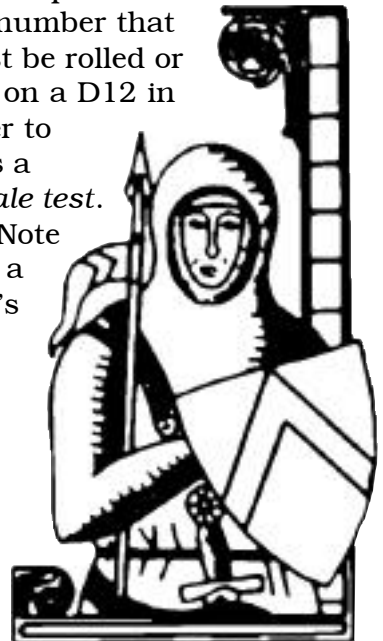
*In which lily-livered cowards teach us all a valuable lesson about survival.*

### **The Morale Rating**



As mentioned in **Chapter One**, every figure has a base morale rating; these ratings are added together to obtain the morale score for the entire unit. This score represents the number that must be rolled or less on a D12 in order to pass a morale test.

Note that a unit's



morale score is not constant, but will drop as figures are lost.

### Command Distance and Morale

Whenever a unit is out of command (i.e., the distance between the two most distant figures in the unit is greater than the unit's command distance), it suffers a penalty to its morale score. This penalty is equal to -2 per inch (or fraction thereof) beyond command distance the two most-distant figures are.

*For example, let us suppose a unit of 6 figures, each with a morale of 2, is out of command: the unit's current command distance is 12", but the gap between*

*the two most-distant figures is 14". This is 2" outside command distance, and so results in a -4*



*penalty to the unit's morale score. Normally, the unit would have a morale of 12, but currently it is reduced to 8.*

### The Morale Test

There are two types of morale test: the *individual* and the *unit*.

#### The Individual Morale Test

A figure must attempt an *individual morale test* whenever something icky happens that affects it specifically. The most common example of this is taking damage: any time a figure suffers one or more wounds, it must make an immediate morale test.

Note that one test is required each *time* the figure is wounded, not for each wound; thus, a figure that takes three wounds as a result of an arrow hit would roll once, not three times.

#### The Unit Morale Test

A *unit morale test* is made whenever something nasty happens that affects an entire unit's morale. Most general morale tests are triggered by the loss of a figure: whenever a figure is eliminated from the

game, for any reason\*, the unit make an immediate morale test.

(\*The only exception to this rule: whenever a figure is routed due to a unit morale test, it does not trigger *another* morale test for its unit.)

Unlike individual morale tests, the effect of a unit morale test is shared by the whole unit; i.e., only one roll is made, rather than a separate roll for each figure.

### **Effects of Morale Tests**

When a morale test is called for, roll a D12. If the result is equal to or less than the appropriate morale score, the test has been passed, and nothing bad happens.

However, if the roll is greater than the morale score, the test has been failed, and the figure(s) involved become *shaken* and/or *routed*. Regardless of a unit's current morale rating, a roll of 12 always fails.

### **Shaken Figures**

A figure that fails a morale test will become *shaken*. While shaken, an appropriate marker should be placed next to the figure.

The figure immediately loses any held action, and will receive one less action each turn while it remains shaken.

In the case of a failed unit morale test, all figures in the unit become shaken. Any already shaken will *rout* (see below).

### **Routed Figures**

A figure that is already shaken and then fails another morale check is *routed*. It is removed from the board immediately. This triggers an immediate morale test for the remnants of the figure's unit, unless the rout was itself the result of a unit morale test.

Victory points are scored for routed figures just as if they were killed.



### Rallying

While it is not uncommon for figures to spend the entirety of a battle quaking in their boots, those who can get away from the enemy for a few moments and gather their wits may be able to throw off the effects of a failed morale test and return to proper form.

In order to return a shaken figure to normal, a *Rally* must be performed. This takes one action, and is performed like a normal morale test. If the test is passed, the figure is no longer shaken, and receives the normal number of actions per turn (beginning with the next turn: the

figure does not receive an additional action for the current turn). A figure that fails a Rally attempt is also no longer shaken; however, it is

considered to have borrowed an action from the next turn.

A figure cannot Rally while in contact with any opposing figures.

## CHAPTER SIX: TERRAIN

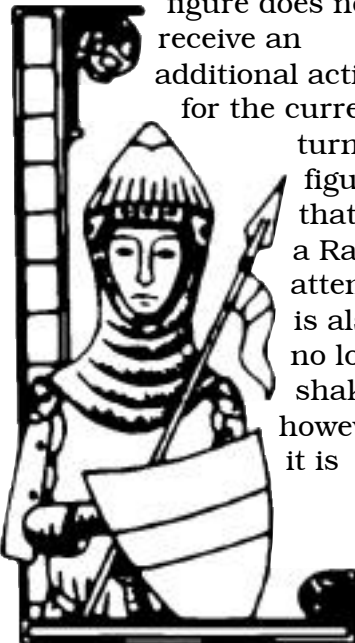
*In which we take some time out from blood and gore to learn a little botany and geology.*

**I**n the second chapter, it is stated that the way in which terrain affects the game is entirely up to the players. Given in this chapter are several suggestions to assist those who are inexperienced in these matters (or are just plain lazy...)

Players should be willing to use their common sense when handling terrain, rather than expect to be able to come up with a hard and fast rule for every situation; if terrain looks difficult to move through, it probably is, and if it looks like two figures can "see" each other, they probably can.

### Basic Terms

Before we get into specifics, a few handy



definitions need to be provided.

### **Linear Versus Area**

All terrain features can be divided into two classes: linear and area.

*Linear* terrain includes fences, hedgerows, streams, fissures, and the like. Figures must be either on one side or the other of a piece of linear terrain; they cannot be within or on top of it.

*Area* terrain, on the other hand, describes features that occupy space on the battlefield: forests, hills, marshland, and rubble are all good examples of area terrain. Figures interact with area terrain by moving through it.

These two classes of terrain are not as distinct as it may first appear: consider a river, for example. Depending on the size of the river and the whims of the players involved, a river could be treated as either a linear terrain feature, which figures simply cross over, or an area feature, forcing figures to wade through. Because of this, players are encouraged to define terrain

in ways that make sense to them; however, it should be clear to everyone how a particular feature is going to be handled before the game begins. Otherwise, you may not have very many friends left to play with...

### **Open, Difficult, and Impassable**

When dealing with area terrain, players must determine how seriously it impedes the progress of figures.

*Open* terrain is just that: open to one and all who wish to travel through it. Open terrain has no effect on movement at all; as such, anything that is not specifically labeled otherwise



is considered open terrain.

*Difficult terrain* is somewhat hazardous and/or annoying to get through. Because of this, double the distance a figure travels through difficult terrain. For example, if a figure moves 2" through a patch of forest, it uses up 4" of the figure's movement allowance.

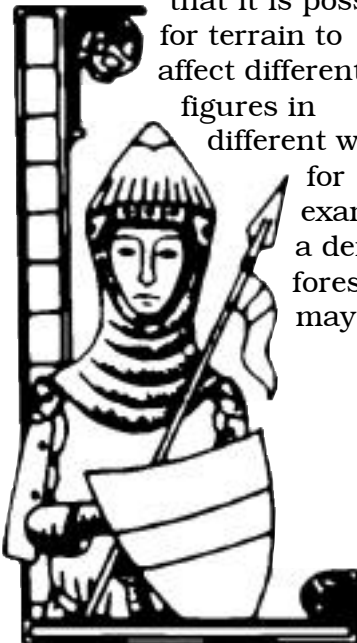
*Impassible terrain* is completely impossible to move through. A good example of this would be a lake; no (normal) infantryman would be able to get through under combat conditions.

Players should be aware

that it is possible for terrain to affect different

figures in different ways;

for example, a dense forest may be



impassible to cavalry, but only difficult ground for infantry.

### Sample Terrain Effects

Given below are several types of terrain, along with suggestions as to how they might affect the game. You should feel free to accept, modify, or discard these ideas as you see fit: just make sure you tell your opponent(s) before you do...

#### Forest

Forests may be handled in one of two ways:

1. As area terrain that is difficult ground for infantry figures and impassible for cavalry, or;
2. As a number of individual trees, each of which is an obstacle to movement.

If you choose the former method, count the forest as soft cover for line of sight purposes; if the latter, each individual tree blocks line of sight.

#### Hedges & Fences

Hedges and fences are linear terrain, and it takes infantry figures one complete action to climb over them. Cavalry may leap over them, which takes



1/2" of their movement allowance.

Hedges and fences do not affect line of sight, unless the target of a ranged Attack is within 1" of the opposite side from the attacker. In this case, a -1 per die penalty is applied to the attack roll.

### **Hills**

Hills are a special type of area terrain, in that they simply represent a portion of the battlefield that is significantly higher than the rest. Hills are unique because they may have other types of terrain (and even more hills!) on top of them. Hills come in two flavors: small and large.

1. Small hills (generally, those 1" high and under) are not much of a hindrance; going up or down costs a figure 1/2 of its movement score. For example, a figure with a move of 4" would need to use 2" to go up a small hill.

2. Going up or down a large hill (up to 2" high) is more difficult, and takes one complete action. When a figure wishes to move on to (or off of) a large hill, it must stop at the edge of the

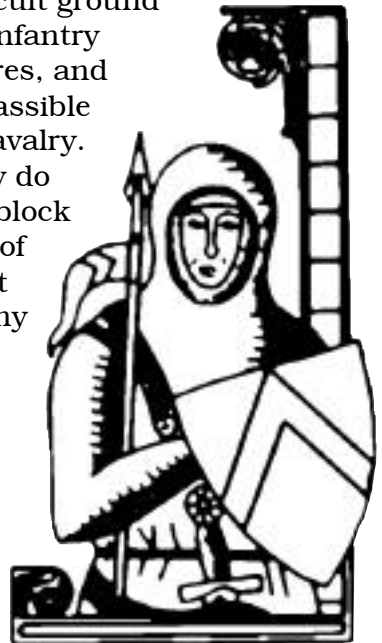
hill, and then use its next action to go up (or down) the hill.

Any hill higher than 2" is impossible to climb.

A hill blocks line of sight if it lies between two figures. If one or both of the figures are on top of the hill, line of sight is clear, unless the figure on ground level is within 1" of the base of the hill, and the figure on top of the hill is more than 1" from the edge. In this case, the figure on the ground is hidden by the crest of the hill.

### **Marshes**

Marshes are wet, sloppy, sticky, and just plain not fun. They are difficult ground for infantry figures, and impassible to cavalry. They do not block line of sight in any way.



### Ruins, Rocks, and Rubble

Otherwise known as “broken ground”, this category includes any area strewn with debris of one sort or another. It is considered difficult ground for all figures, and ranged Attacks against infantry figures in broken ground suffer a -1 per die penalty, due to the numerous outcroppings that can play havoc with missile fire.

### Water Hazards

For the most part, water on the battlefield comes in the form of streams, rivers, and lakes.

Streams are linear terrain, requiring one complete action to cross over; rivers are difficult terrain, forcing figures to

wade through\*; and lakes are impassable.

\*Optionally, rivers can be considered difficult for cavalry figures, but impassable for infantry.

## CHAPTER EIGHT: SPECIAL ABILITIES

*In which we discuss all the really neat-o things that don't seem to fit within the normal rules.*



pecial abilities include anything a figure (or its weapon) is able to do that isn't accounted for by any of the other characteristics. The one example that has already been discussed is cavalry; however, there are many other possibilities. As has been stated before, this is a game of fantasy, and anything players can dream up should be allowable. Use the suggestions in this chapter as a guide to ensure things don't get too unbalancing, otherwise, have at it!

There are two basic kinds of special abilities: figure-related and weapon-related. Each is discussed in its own section.



### **Figure-Related Special Abilities**

Figure-related abilities deal with anything the figure itself is able to do that a standard figure is not capable of.

#### **Backstab**

A figure with the *Backstab* ability can sneak up behind an opponent and deal a vicious blow before the target can react. Whenever such a figure Charges into melee combat from behind, the target cannot turn to meet the Attack, and therefore cannot Parry. In addition, the Attack, if successful, inflicts one extra wound.

#### **Cause Fear**

Whenever a figure that *Causes Fear* Charges an opponent, the target must make an immediate morale check, before the Attack is resolved.

Conversely, any time a figure wishes to Charge an opponent that causes fear, it must make a morale check; if this roll fails, the figure does not move, and action is wasted.

This ability does not work on figures that themselves Cause Fear.

#### **Cavalry**

This one's pretty much a "gimme". A figure labeled as *Cavalry* has certain special rules applied to it that are already covered in previous chapters.

#### **Fanatic**

A *Fanatic* figure is exceptionally enthusiastic about fighting, and as such is unaffected by unit morale checks. In addition, the figure receives an automatic +1 per die bonus when Attacking in melee combat. However, the figure is also quite undisciplined and unconcerned about its own welfare. Because of this, enemy figures receive +1 per die bonus when making melee Attacks against Fanatic figures. Finally, if there is an opposing figure within



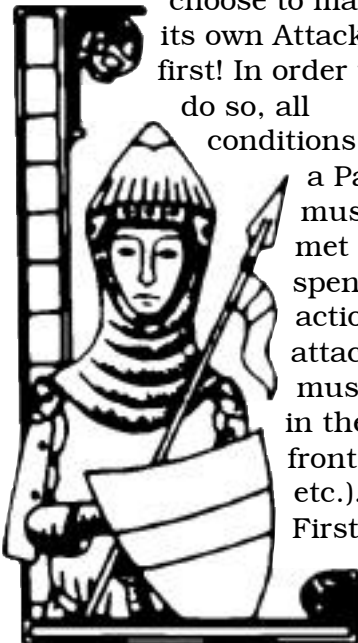
Charging distance, a Fanatic must pass a morale check in order to perform any action other than Charge that figure (unless the Fanatic is already in melee combat). If this morale check is passed, the Fanatic may perform whatever action the player intended; if it is failed, the Fanatic immediately Charges the opposing figure.

A Fanatic does not need to pass a morale check to perform a purely defensive action, such as a Dodge.

### First Strike

A figure with the *First Strike* ability may, instead of Parrying an Attack,

choose to make its own Attack first! In order to do so, all conditions for a Parry must be met (i.e., spend an action, attacker must be in the front, etc.). The First



Strike is made as a normal melee Attack, and the target (the original attacker) may Parry; if it does so, however, it loses its own Attack. Once the First Strike is completed, the Attack proceeds normally (provided the attacker is still alive, of course).

The First Strike ability may not be used against a figure that also has First Strike capability.

### Flyer

A figure labelled as a *Flyer* is able to (you guessed it) fly across the battlefield. Taking to the air requires an action: landing takes another action. When flying, the figure's move score is doubled, and it may ignore all terrain effects. Furthermore, a flying figure cannot engage or be engaged in melee combat: it can only Attack or be Attacked with missile weapons. Attacks against flying figures are at a -1 per die penalty; Attacks by flying figures are at a +1 per die bonus. Terrain only affects ranged Attacks by flying figures if it is occupied by the target (e.g., the target is inside a forest, etc.). Terrain does not affect

ranged Attacks against flying targets.

Flying figures may Charge by first moving next to their intended target and then spending the necessary action to land, which is then considered a Charge.

### **Glass Jaw**

Figures with a *Glass Jaw* are highly susceptible to injury. While there may be a perfectly reasonable medical explanation for the condition, it is very difficult to convince the figure's comrades that this is due to anything other than pure "wussiness"...

All Attack rolls against a figure with a Glass Jaw receive a +1 per die bonus.

### **Hide**

A figure that can *Hide* is able to blend itself into its surroundings, either through camouflage or more magical means. While this is not true invisibility, for the purposes of the game, a figure that is hidden cannot be Charged or otherwise Attacked by opposing figures.

Figures must use an action to Hide. Once hidden, a figure remains so until it chooses to reveal

itself. A figure may not Hide while in contact with an enemy figure.

Figures are automatically revealed if they perform any combat-related action (Charge, Attack, etc.). While hidden, a figure's move score is cut in half.

Hidden figures may be *spotted*: attempting to Spot takes an action. To see whether the Spotting attempt is successful, roll one die: if the roll is equal to or greater than the range to the hidden figure (in inches), the attempt succeeds and the target is no longer hidden.

The type of die used in a Spotting attempt depends upon the base morale score of the spotting figure:



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Morale	Die Type
1	D4
2	D6
3	D8
4	D10
5	D12

### Individual

This figure does not have to be part of a unit; instead, it can be fielded on its own. Figures that operate in such a manner do not suffer from unit morale tests (as there is no unit to trigger them), and make all individual morale tests using a D6 instead of a D12. In these cases, a roll of 6 automatically fails. If an *Individual* figure is made part of a unit, it is treated as a normal figure, but its

morale rating is increased by +1.

### Keen Senses

The *Keen Senses* ability



represents better than average eyesight, hearing, smell, or whatever. The effects of this talent are threefold:

1) Keen senses gives the figure a bonus when attempting to detect hidden figures (see above). Whenever a figure with Keen Senses attempts to spot a hidden figure, it may roll two dice instead of one; e.g., a figure with a morale of 2 and Keen Senses would roll 2D8 rather than a single D8.

2) A figure with Keen Senses is immune to the effects of the Backstab ability (see above).

3) Finally, Keen Senses also gives a figure a bonus in missile combat; such a figure gains a +1 per die bonus to all ranged Attack rolls.

### Leader

A figure with the *Leader* ability is (obviously) in a leadership role, and is not prone to the same fears and uncertainties that plague those under its command. As such, a Leader is immune to the effects of all unit morale checks.

Furthermore, the command distance of a unit

containing a Leader is increased by 1" per figure. For example, a unit of 6 figures normally has a command distance of 12"; if the unit contained a Leader, this diameter would increase to 18". This bonus is only applicable once, regardless of the number of Leaders in the unit.

### **Leap**

A figure that can *Leap* is able to jump over other figures and/or intervening obstacles, such as fences, hedges, and the like. The Leap takes one full action, and may be used to move up to 1/2 the figure's movement score, disregarding any terrain or figures in the way. A Leap may not be made in to or out of melee combat.

### **Magic Resistance**

*Magic Resistance* forces all spells cast against the figure to take a -1 per die penalty, whether the figure wants the spell cast on it or not. In addition, a Magic Resistant figure is immune to the +1 per die bonus granted to Magic weapons (see *Weapon-Based Special Abilities*, below).

### **Quick**

A figure with the *Quick* special ability is exceptionally responsive and agile. It may use three actions per turn, instead of two. It may still only hold or borrow one action at a time.

### **Regenerate**

Figures with the *Regenerate* ability have a *much* faster healing process than normal creatures. By spending an action, a regenerating figure may replace a wound that had been lost. This may not be used while in contact with an opposing figure, and may not be used to give a figure more wounds that it started with.

### **Scale**

While most combatants will generally fit within the

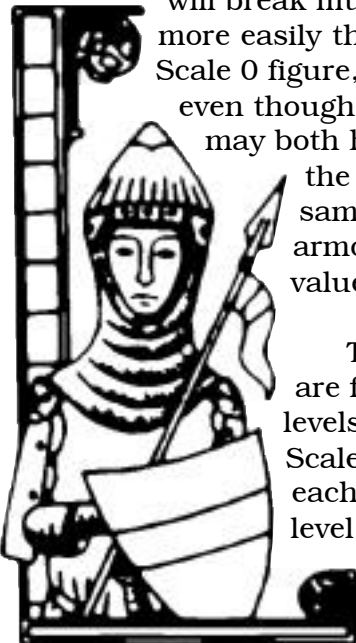


parameters of normal human proportions, in a fantasy game it is possible to encounter anything from tiny fairies (who go squish between your toes) to enormous giants (who usually do the squishing). To accommodate this, each figure will have an associated *Scale*.

The assumption here is that *Scale* will have an effect both on the amount of damage a figure can inflict, as well as the amount of damage it can take. In other words, a *Scale +1* figure will do more damage than a *Scale -1* figure with otherwise identical statistics.

Likewise, a *Scale -2* figure will break much more easily than a *Scale 0* figure, even though they may both have the same armor value.

There are five levels of *Scale*: each level is



roughly twice the size of the previous level. Thus, a *Scale +2* figure is actually 16 times as massive as a *Scale -2* figure. Unless specified otherwise, assume all figures have a *Scale* of zero (human-sized).

In game terms, *Scale* has the effect of modifying *Attack* rolls. The Attacker's *Scale* is used as a per die modifier in melee combat, as is the reverse of the defender's *Scale*. For example, a human attacking a *Scale +1* giant would suffer a *-1* per die penalty; when the giant strikes the human, it receives a *+1* per die bonus.

*Scale* also affects ranged combat; in this case, the defender's *scale* is used as a per die modifier to the *Attack* roll. Thus, a gremlin (*Scale -2*) would be much more difficult to hit with a missile weapon than a dragon (*Scale +2*).

### **Secondary Attack**

A *Secondary Attack* reflects a figure's possession of more than one melee weapon; for example, a two-bladed swordsman, or a reptilian with rear claws. A figure with a *Secondary Attack* may always roll a third die



when making a melee Attack; this extra die is equal to the close combat die, and does not require the expenditure of an additional action, as with a normal combined Attack.

A figure with a Secondary Attack that wishes to make a combined Attack does not add a fourth die; instead, it receives a +1 per die bonus to its roll.

### **Snap-Fire**

A figure with the *Snap-Fire* ability can bring its missile weapon to bear with little or no preparation. Whenever an enemy figure is about to take an action, a figure with the Snap-Fire ability can interrupt and make an immediate ranged Attack against the acting figure. The firing figure can use a held action, or borrow one if none are currently held.

Only one Snap-Fire Attack can be made before each opposing action.

### **Thick Skull**

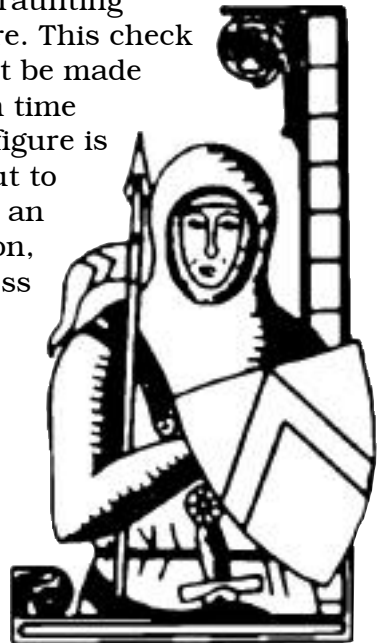
In direct opposition to figures with *Glass Jaws*, those with *Thick Skulls* have the ability to shake off blows that would flatten a lesser man (or beast).

Attack rolls against any figure with a Thick Skull suffer a -1 per die penalty.

### **Taunt**

Some figures just have a knack for getting under other creatures' skins (or scales, or feathers, or whatever). Because of this, they are able to disrupt the enemy's plans and lure them into combat (which, if the enemy is *bigger*, may not be a Good Thing...)

Whenever a figure wishes to perform an action, and there is an enemy with the *Taunt* ability within Charge distance, the acting figure must pass a morale check in order to avoid Charging the Taunting figure. This check must be made each time the figure is about to take an action, unless it is



already in melee combat with another figure. This restriction does not apply to purely defensive actions, such as Dodge.

This ability will not work on figures that can themselves Taunt.

**Thrust**

A figure with the *Thrust* ability is able to counter an opponent's active defenses and strike home. It is impossible to Parry any melee Attack by such a figure.

**Weapon-Based Special Abilities**

As the name indicates, a weapon-based ability is tied to one of a figure's weapons, and would therefore only apply to actions taken with that weapon.



**Area Effect**  
Area Effect weapons are just what they

sound like: weapons that have an effect across a given area. This area is expressed by a radius, given in inches (e.g., 2"). This means that all figures within this distance from the point of impact will be affected. As such, only ranged weapons will have an Area Effect.

When firing an Area Effect weapon, a player must designate a location on the board as the target, rather than a specific enemy figure. This location becomes the point of impact, and a separate Attack roll is made against each figure (friend or foe) within this radius. These should be carried out as normal ranged Attacks in all respects, using the range die appropriate to each target, not to the point of impact. The order in which these Attacks are resolved is at the discretion of the acting player.

**Chain**

This designation is valid only for melee weapons, and indicates a weapon that is held together by (surprise!) a chain (or chains): for example, a flail or morningstar. Such weapons have the benefit of

ignoring an opponent's shield, if present.

**Cumbersome**

A *Cumbersome* weapon requires two actions to use. Examples would be a crossbow, which needs the extra action to reload, or a very heavy war hammer that throws its wielder off-balance.

A figure may borrow the second action needed to use a Cumbersome weapon; for example, a dwarf with one action remaining wishes to fire his Cumbersome crossbow. He must use his last action *and* borrow one from the next turn in order to do so.

**Magic**

A *Magic* weapon gains an automatic +1 per die bonus to its Attacks, unless the target is Magic Resistant.

**Polearm**

A *Polearm* is an extremely long weapon, used to hold opponents at a distance. This allows a figure using one to gain a +1 per die bonus to its Attack roll whenever Charging, as well as a -1 penalty to all enemy

Charges against this figure from the front.

**Persistent**

Some weapons will have the *Persistent* ability; this means that when a target is hit with such a weapon, it will continue to suffer ill effects for some time afterwards. Examples would be poison spit from a giant cobra, or burning pitch launched from a siege tower.

Whenever a figure takes damage from a Persistent weapon, place an appropriate marker next to it. Whenever such a figure is activated, make a special damage roll. Two of the appropriate damage dice are rolled against

two of the appropriate armor dice (e.g., if the weapon has a D6 damage die, and the target has D8 armor, 2D6 are



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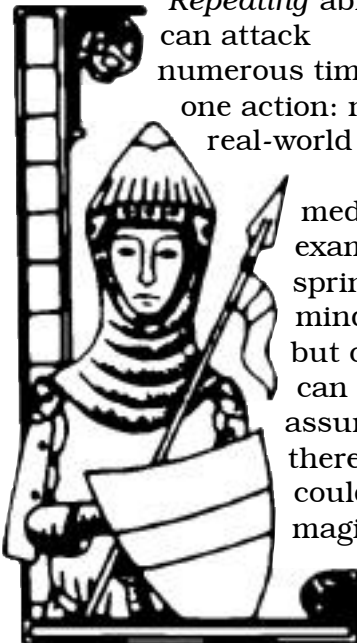
rolled versus 2D8). If this roll results in no damage, the Persistent marker is removed, as the weapon has spent itself. However, if the roll results in one or more hits, the damage is applied and the marker is left in place. The procedure is repeated each turn until no damage is inflicted.

### Powerful

A powerful weapon inflicts +1 wound whenever it makes a successful Attack. This means that a powerful weapon will always inflict at least 2 wounds if it hits.

### Repeating

A weapon with the *Repeating* ability can attack numerous times in one action: no real-world



medieval examples spring to mind, but one can assume there could be magical

and/or fantastic equivalents of the submachine gun...

Whenever a Repeating weapon causes a wound, it can immediately make another Attack: this Attack must be made against the original target. This continues until the weapon fails to cause a wound.

All subsequent Attacks from a Repeating weapon are made with just two dice, even if the attacker made a combined Attack, or has the Secondary Attack ability. Likewise, if the defender Dodges or Parries the Attack, the third die is only used in defense of the first attack roll.

### Weak

A weapon designated as *Weak* will never cause more than one wound in a single Attack, regardless of the success level.

**SAMPLE FIGURE  
TYPES**

**Human Hero (110)**

Wounds 6    Move 6"  
Morale 4    Armor D10+  
Close Combat D10  
Ranged Combat n/a

Weapons:

Mace (D10)

Magic D6

Spells:

None

Special: Cavalry

**Human Knight (88)**

Wounds 6    Move 6"  
Morale 4    Armor D10+  
Close Combat D8  
Ranged Combat n/a

Weapons:

Sword (D8)

Magic D6

Spells:

None

Special: Cavalry

**Human Noble (134)**

Wounds 6    Move 5"  
Morale 5    Armor D10  
Close Combat D10  
Ranged Combat n/a

Weapons:

Sword\* (D10)

Magic D8

Spells:

None

Special: Cavalry, \*Magical

**Human Longbowman (40)**

Wounds 3    Move 4"  
Morale 2    Armor D6  
Close Combat D4  
Ranged Combat D8

Weapons:

Dagger (D4)

Longbow (5/D10)

Magic D6

Spells:

None

Special: None

**Human Mounted Archer (99)**

Wounds 6    Move 7"  
Morale 3    Armor D8  
Close Combat D6  
Ranged Combat D8

Weapons:

Sword (D6)

Bow (3/D8)

Magic D6

Spells:

None

Special: Cavalry



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### **Human Pikeman (27)**

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Wounds 3    Move 4"

Morale 2    Armor D8

Close Combat D6

Ranged Combat n/a

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Weapons:

Pike\* (D8)

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Magic D6

Spells:

None

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Special: \*Polearm

