

## ARMY LIST DESCRIPTIONS

Our primary goal with Warrior Heroes: Armies and Adventures was to give you, the players, the maximum flexibility in regard to which figures you use to play the game. *To that end, our human army lists are all based on historical models.* This usually means there are a variety of figures and manufacturers to choose from when assembling these forces.

When it comes to the fantastic races and creatures of Talomir, the selection is of necessity less varied. Still there are a number of fine manufacturers of “standard” fantasy races out there today.

### SAMPLE ARMY LISTS FOR WARRIOR HEROES – ARMIES AND ADVENTURES

Here are two sample armies that are featured in Warrior Heroes. There are two types of lists. The major countries and races of Talomir, the world of Warrior Heroes, use the first type of Army List. These lists, like the Brethren list below, can be used for both the Big Battles rules in Warrior Heroes where armies fight against each other and in the Adventures rules, which deal with smaller parties that would travel about the countryside seeking adventure.

<b>Brethren</b>		<i>Alignment: Full Sun</i>							
<i>Army Type A</i>									
<i>Type</i>	<i>Class</i>	<i>Weapon</i>	<i>Rep</i>	<i>AC</i>	<i>Move</i>	<i>Recruit</i>	<i>Hardiness</i>	<i>CV</i>	<i>Notes</i>
Brother Knight	Mtd Melee	Various	6	4	12	3 or 8	-	3	Elite Trained, M. Resist
Brother Sergeants	Mtd Melee	Various	5	4	12	9 or 11	-	2	Elite Trained
Heavy Spearmen	Melee	Spear	4	4	6	5 or 7	-	1	
Peasant Foot	Melee	IW	3	2	8	6	-	1	
Crossbow	Missile	Crossbow	4	3	6	4 or 10	-	1	
Peasant Archers	Missile	Various	3	2	8	2 or 12	-	1	

Here's some info about the Brethren.

#### **BRETHREN**

*Historical equivalent: Knights Templar*

The Brethren are the Red Sun's best hope of facing down the Black Moon. A religious order of Knighthood, the Brethren operate in many lands from independent castles ceded them by local rulers.

The Brethren fight the Darkness on many levels. First and foremost, openly, committing armed forces and gathering like-minded rulers to their banners for Crusades launched to recover any territory lost to the Black Moon.

While the battlefield role of the Brethren is well known, they also operate, covertly, sending scores of Witch Hunters abroad to ferret out followers of the Darkness masquerading as proponents of light, and other fell creatures operating within the Established Lands. Many are the servants of Darkness sent to damnation by the Brethrens' tireless operatives.

Less well publicized is the Brethren's financial role. The Brethren have amassed great wealth through their activities and do not hesitate to use it to fund the efforts of others to turn back the night.

The Brethren are either found in Altengard, Ekra, or Treyine and usually in the clear or hilly areas on their way to or from their castles. They are encountered in the following areas-

(1) Castle      (2) Castle      (3) Castle      (4) Town      (5) City      (6) City

## WARRIOR HEROES- ARMIES AND ADVENTURES - PREVIEW

The second type of Army List is used only for the Adventures rules, which feature smaller parties. Below is the Necromancer Cabal list.

<b>Necromancer Cabal</b>						<i>Alignment: Full Moon</i>			
<i>Army Type A</i>									
Type	Class	Weapon	Rep	AC	Move	Recruit	Hardiness	CV	Notes
Liche (1-2) *	Melee	Various	6	3	6	2 or 12	3	10	Caster, Dread, M Resist
OR									
Necromancer (4-6)*	Melee	Various	5	3	8	2 or 12	-	2	Caster, Dread, M Resist
Student	Melee	Various	4	2	8	3 or 11	-	2	Caster, M Resist
Animated Dead	Melee	Various	3	2	8	7, 8, 9, or 10	-	2	Frenzy, Terror, Undead
Cultists	Melee	Various	3	2	8	4, 5, or 6	-	1	

Here's some info about the Necromancer Cabal.

### **NECROMANCER CABAL**

There have always been those among mankind that seek to cheat death. Certain Casters have found the means to do so, although ultimately they succeed in prolonging their life only at the cost of their humanity.

The study of raising the dead, or Necromancy, is consequently strongly advised against in Red Sun lands but nevertheless seductive to some.

A Necromancer Cabal then, consists of a teacher of the forbidden lore, his students, and their creations and adherents. A particularly terrible form of Necromancer is the Liche. a Caster that has left humanity behind and become one of the most terrifying forms of the living dead.

The requirement for Necromancers to have "material" on which, and a "lab", in which, to practice their vile craft, often means that Necromancer Cabals must operate in highly populated areas...with the concurrent risk of discovery by the Brethren.

Necromancer Cabals can be found in clear/hilly (1 - 5) and mountains (6) and in the following areas-

(1) Dungeon    (2) Town            (3) Town            (4) City            (5) City            (6) City

### **EXPLAINING THE LISTS**

Starting from the top and moving the left to the right of the list here is how to read the Army Lists. In addition we've added some descriptions as well.

**Name** – This is the name of the Army List.

**Alignment** - The people in Talomir have varying views in regards to what's "good" and what's "bad". These views will impact who they associate with, how they behave when confronted by those of opposite alignment, and other aspects of their adventures. We categorize the ethical and moral perspectives of these people into two opposites, followers of the Red Sun and devotees of the Black Moon. To save time let's just say the Red Sun is best thought of as the traditional "good" while Black Moon would be considered "bad". But like in real life, the world isn't always black in white, or black and red in this case.

**Army Type** – Every army in the Army lists can be divided into three types. This defines the tactics that they will use when in battle and which game mechanics to use playing solo or cooperatively on the same side. The three types are-

- **Type A-** this is the direct approach army that will attempt to close with the enemy and defeat them in melee.
- **Type B-** this army is primarily a mounted army that is adept at shooting from afar, slowly wearing down the enemy.

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- **Type C-** this army prefers a static deployment shooting the enemy then closing with hardened melee troops.

**Type** – This tells you what type of troop it is such as a knight or archer.

**Class** – All creatures and characters used in Warrior Heroes are divided into three classes based on how they choose to inflict damage.

- **Melee troops** are those that intend to close with the enemy and inflict damage in hand-to-hand combat or melee with a sword, mace, or similar weapon.
- **Missile troops** are those that intend to inflict damage from afar by shooting with a ranged weapon such as a bow, crossbow, or similar.
- **Dual** troops are those that feel equally comfortable with inflicting damage from afar yet are eager to “get stuck in” in melee. Usually these figures will have a spear and bow or other combination of melee and missile weapons.

Alternately, dual troops are those that may be equipped with both a missile and melee weapon at the player’s option. For example Orc Riders are classed as Mtd. Dual. They may be armed with bow and sword, or, lance and shield, in essence with whatever combination of weapons the figure is equipped with. In this instance, once the figure is deployed it will count as missile or melee (or mounted missile or melee) for all purposes.

**Weapon** – There are two categories of weapons. They are ranged and melee weapons. Ranged weapons are those that inflict damage from afar while melee weapons require the user to be in close contact with the enemy. There are fifteen weapons in the Basic Weapons Lists and this is expanded to over fifty types when using the Advanced Weapons List.

**Rep** – “Reputation” represents a combination of training, experience, morale, and motivation and is an expression of a figure’s overall fighting quality. Technically there is no maximum as to what your Rep can be.

**AC** – The fourth piece of info that defines your character or creature is its body armor. All types of armor are grouped together by class. This Armor Class or AC is a number from 2 to 8 denoting the relative protection each class affords. The higher the AC number the better the armor. The armor on the figure should represent what the figure actually has. In some cases, like with creatures, their inherent toughness or protections may be classified as a certain armor type or class. *Example – A dragon has an armor class or AC of 8.*

**Move** – This is the normal active movement rate of the troop type.

**Recruit** – This is the number that must be rolled on 2d6 for that type troop to be present. Example – On the Brethren list a roll of 7 would give you a Heavy Spearman.

**Hardiness** – “Hardiness” is a measure of how tough, big, and/or just plain lucky a figure is in a fight. Not every figure has a Hardiness score, and it can be a great advantage for those that do.

**CV** – Combat Value of the figure in relationship to other figures. Can be interpreted as points and range from a low of 1 for a Peasant Archer to a high of 40 for a Mature Dragon.

**Notes** – This column covers any unique characteristics that further define the troop. Some of those off the sample lists are Elite Trained for those with a good combat skill, M or Magic Resist for those that have an above resistance to magic, and Caster, which are figures able to cast spells.

We hope you have found this preview useful and look for Warrior Heroes – Armies and Adventures around the first of June. If you have any other questions feel free to contact us on the Two Hour Wargames Yahoo group linked below.

<http://games.groups.yahoo.com/group/twohourwargames/>