

# Mass Combat Rules for Runebearer

## Introduction

### Scale

These rules work best in battles between 100-600 combatants/side. Each miniature represents 10-20 men, 1 or more large creatures, 1 hero, or one engine and its crew. Each hex represents about 10 meters. A turn is 25 seconds long (5 Runebearer combat rounds).

### Units

Each unit has the following statistics to represent its prowess on the battlefield:

**Attack:** This score represents the unit's ability to hit and damage their opponents. Units that are skilled, strong, or dexterous have high attack values. Attack ranges from 0-11 and an average human infantryman might have a score of 3-5.

**Defense:** This score represents the unit's ability to ignore damage, or to take damage and continue fighting. Units that are armored or tough have high defenses. Defense ranges from 0-11 and an average human infantryman might have a score of 1-2.

**Movement Points:** Each unit has a number of movement points each turn. Moving into a hex uses these movement points based on the type of terrain being entered. On average, a human infantryman has 18 movement points. Crossing most hexes costs 3 movement points.

**Hits:** This score represents the ability of a unit to remain cohesive in combat. It takes into account morale, organizational ability, and toughness. Most units start with 4 hits. Leader units start with 2 hits. When a unit reaches 0 hits, its members are dead, routed, or otherwise unable to continue fighting.

**Attack Dice:** The score is the number of dice a unit rolls when attacking. In most situations, a unit has a number of attack dice equal to one less their remaining hits. Thus, most units start with three attack dice, and lose them as they take damage in combat. A unit with one hit has no attack dice and thus, cannot attack.

**Rally:** Rally represents the morale of the troops and their ability to recover from damage. Troops that are well trained, or are very resilient have high rally scores. Untrained troops usually have rally scores of 3. Trained troops have a score of 5. Individual units, or leaders have a 7.

**Special Traits:** Units can have special traits, abilities, and skills. Cavalry units have special abilities, as do stealthy units.

### Zone of Control

Each unit that has the ability to attack exerts a zone of control in all of the hexes adjacent to it. Enemies in a unit's zone of control might have their movement restricted based on the circumstances of the battle.

### Facing

All units must keep track of the direction they are facing. The three hexes in front of the unit are called its "front", the hex directly behind it is called its "rear", and the two hexes to either side are called "flanks".

### Leaders

Leaders are the special characters in a battle. They can be PCs or special NPCs. Leaders confer special bonuses on their troops, and can aid surrounding units in attacking, defending, rallying, and movement. In addition, leaders can move and attack as though they were a separate unit, though doing so is dangerous.

### Attached Leaders

Leader units are either attached to another unit or moving by themselves. An attached leader moves with the unit to which he is attached (called a bodyguard unit). An attached leader cannot be damaged in combat until his bodyguard unit is destroyed.

An attached leader fights and directly commands his bodyguard unit. The leader confers a small bonus to his bodyguard unit. The nature of the bonus depends on the leader character's profession and skills. A leader can provide only ONE of the following bonuses to his bodyguard unit. If a leader character fits two or more of these descriptions, then he can choose at the beginning of each turn which bonus he provides.

Leader Type	Bonus
Mage (good attack spells)	+1 attack
Mage (defense spells)	+1 defense
Mage (healing spells)	+1 rally
Priest	+1 rally
Ranger	+3 move
Swordsman	+1 attack
Thief	+1 defense
Warrior (good weapon skills)	+1 attack +1 defense

### Leaders on the Battlefield

Leaders that are not attached to a bodyguard unit can move like any other unit. Leader units do not "pin" enemies, and do not exert a zone of control.

Leaders moving by themselves have 2 hit points and roll 1 attack die. Unlike normal units, leaders always have 1 attack die. Once a leader is reduced to 0 hits, they are in danger of being captured by the enemy and cannot attack, or cast spells.

## Defeating Leaders

If a leader is reduced to 0 hit points, or if his bodyguard unit is destroyed in combat, he must immediately make an escape roll to avoid being defeated. To make an escape roll, the leader must roll a 6 or less on a d12. This escape chance is modified by the following circumstances:

Circumstance	Modifier
For Each Adjacent Enemy Unit	-1/unit
Leader in Covering Terrain (Woods, Swamp, Mountain)	+1
Leader has Survival Skill for Terrain	+1
Pursuers have Survival Skill for Terrain	-1
Leader has Stealth Skill	+1
Leader has Concealment Skill	+1
Leader is Much Faster (5 or more Movement Points) Than Pursuers	+1
Leader is Much Slower (5 or more Movement Points) Than Pursuers	-1
Bodyguard Unit Destroyed by Missile Fire	+2
Leader has 0 Hits Remaining	-2

When a leader is defeated, he is rendered unconscious for the rest of the combat. A unit may pick up an unconscious leader unit and carry him with no penalty to movement, or combat.

## Leaders and Command

A leader can move, and use his skills to aid units within his command radius. This is in addition to any bonuses he may confer to his bodyguard unit. The command radius of a leader is based on his profession, his rank, and his skills. All units within the command radius of a leader are considered “in command” and move on the leader’s initiative, and can benefit from his skills.

Units that are in the command radius of more than one leader have to be assigned to a leader at the beginning of each turn. Units that are in no leader’s command radius are “out of command” and suffer penalties to initiative and other actions.

The command radius of a leader does not include the hex in which he is standing. A leader can always command his bodyguard unit.

Calculate a leader’s command radius by adding all appropriate modifiers listed below.

Circumstance	Radius
Base Command Radius	0 Hexes
Warrior, Templar, Aeltharze, Priest	+2 Hexes
Ranger, Swordsman, Sub-Warrior	+1 Hex
Mage	+1 Hex
Thief, Non-Combatant	+0 Hexes
High Rank	+3 Hexes
Low Rank	+1 Hex
No Rank	+0 Hexes
Orator Skill	+1 Hex
Army Tactics Score 8 or less	+1 Hex
Army Tactics 9-12	+2 Hexes
Army Tactics 13-15	+3 Hexes
Army Tactics 16-18	+4 Hexes
Army Tactics 19+	+5 Hexes

## Leaders and Skills

Leaders can use their skills to aid troops in their command radius. A leader can attempt to use a skill to grant a single bonus each combat turn. Some skills require that the troops under the leader have a certain trait. A leader can aid troops with a skill only once in a turn, at any appropriate time. Bonuses granted by use of a leader’s skills last until the end of the turn in which the skill was used.

Skill	Unit Trait	Base DL	Effect
Acrobat	Acrobat	12	Gives all acrobat units a +1 defense.
Animal Handler	Animal	12	Gives a single unit a +1 attack. For every 2 points of success, another unit can be granted the bonus.
Army Tactics	None	8	Gives a single unit a +1 attack. For every 2 points of success, another unit can be granted the bonus.
Army Tactics	None	8	Gives a single unit a +1 defense. For every 2 points of success, another unit can be granted the bonus.
Army Tactics	None	8	Allows a single unit to perform an orderly retreat (and take a ½ move) without suffering a parting attack. For every 2 points of success, another unit can retreat.
Conceal	Stealth	12	Allows a unit to become concealed. A concealed unit must remain in terrain that provides cover (woods, hills, mountains or swamp) and can take only ½ moves. A concealed unit can appear up to a full move from its apparent position the first time an enemy approaches. For every 2 points of success,

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			another unit can be granted the bonus.
Medical	None	10	Gives a single unit a +1 rally.
Orator	None	10	Gives a single unit a +1 move. For every 2 points of success, another unit can be granted the bonus.
Orator	None	10	Gives a single unit a +1 rally. For every 2 points of success, another unit can be granted the bonus.
Riding	Cavalry	10	Gives a single unit the ability to charge, adding a +1 attack and an extra attack die. For every 2 points of success, another unit can be granted the bonus.
Riding	Cavalry	12	Allows a single unit to refuse combat by moving one hex just before the combat phase. For every 2 points of success, another unit can be granted the bonus.
Stealth	Stealth	12	Allows a single unit to refuse combat by moving one hex just before the combat phase. For every 2 points of success, another unit can be granted the bonus.
Stealth	Stealth	12	Allows a single unit to move through enemy zones of control and not be pinned. For every 2 points of success, another unit can be granted the bonus.

## Turn Sequence

Turns in the mass combat rules have seven phases.

1. Rally
  - a. Shift Damage
  - b. Roll for Rally
2. Retreat
3. Movement
  - a. Initiative
  - b. Movement
4. Combat
  - a. Pairing Off
  - b. Attack Rolls
  - c. Defense Rolls
  - d. Remove Damage
  - e. Fall Back
5. Army Morale
6. Victory

## Rally Phase

### Shifting Damage

At the beginning of each rally phase, units that have taken damage may shift points of damage to other units. This simulates fresh soldiers stepping into the front ranks, and people carrying the wounded to the rear of the combat.

A unit may shift damage to a receiving unit only if the receiving unit fulfils the following conditions:

1. The receiving unit must be adjacent to the shifting unit.
2. The receiving unit must be of the same troop type as the shifting unit.
3. The receiving unit must not adjacent to an enemy unit.

A unit may receive damage and shift it in the same rally phase.

## Rally Roll

After all damage has been shifted, every unit with damage may attempt to rally. To rally, a unit must roll equal to or less than its rally score on a d12. A successful rally roll returns one hit point to the unit.

Modifiers to the unit's rally score are listed below.

Circumstance	Modifier
Leader Using Orate or Persuade	+1
Unit Was Uncontrolled Last Turn	-1
Unit Has Taken 2 or More Hits	-1
Army Morale Difference (each point difference greater than 1)	-1/ per
Adjacent Friendly Unit Broken (no matter how many units are broken)	-1

If, during the rally phase, a unit has a rally score of 0 or less, then that unit has broken. During the disengage phase, broken units will make a disorderly retreat. During the movement phase, broken units will flee off of a friendly edge of the map as quickly as possible, avoiding all contact with the enemy.

During subsequent rally phases, if a broken unit is found to have a positive rally score, it is no longer broken and may move and fight normally.

## Retreat Phase

A unit that is adjacent to enemy units is engaged with that unit. This means that the units are aware of each other and have soldiers ready to strike at each other. A unit that wants to move away from an opponent with which it is engaged must retreat to do so.

## Retreat Movement

Retreating units may make a free move using half of its maximum movement points. The retreating unit may not move into or through a hex that is adjacent to an enemy unit. However, retreating units may move through friendly units, so long as the friendly unit is not adjacent to an enemy. This extra movement does NOT count against the movement the unit may take in the movement phase.

## Disorderly Retreat

There are two ways to retreat from combat. The first is a disorderly retreat. The unit simply flees from combat, with many of the soldiers turning their backs and running from combat. When a unit retreats in a disorderly fashion, every adjacent unit that is facing the fleeing unit is entitled to a free attack before the fleeing unit performs its retreat move. The fleeing unit is at a -1 defense against these free attacks. A unit may only take one free attack in a given turn regardless of how many adjacent, enemy units retreat from it.

## Orderly Retreat

To make an orderly retreat, the unit must be in the command of a leader and that leader must test against his army tactics skill. Based on the margin of success of that roll, one or more units may make a retreat move without suffering a free attack.

In addition, when a unit performs an orderly retreat, all adjacent units in command of the same leader, and not adjacent to an enemy unit, may make a retreat move as well.

## Movement Phase

### Initiative

At the beginning of the movement phase, each leader rolls a d6 modified by his army tactics skill. The initiative score generated applies to the leader and all of the troops under his command.

Army Tactics	Modifier
Uncontrolled	-6
No Skill	-1
<9	0
9-12	+1
13-15	+2
16-18	+3
19-23	+4
24+	+5

During the movement phase, leaders are given the option to move their troops in the order of their initiative scores. The leader with the highest initiative has the first option to move, and then the leader with the second highest initiative is given the option, etc. A leader does not have to move on his initiative. He may pass the initiative to the next leader in the initiative order. However, if all leaders pass the initiative, the leader with the lowest initiative must move.

## Movement

Each unit has a number of movement points that it can use each turn to move. Entering a hex costs a number of movement points based on terrain. A unit can only enter a hex if it has enough movement points to do so.

Terrain	Move Cost
Clear	3
Light Woods	3
Hills	3
Rough	4
Road	2
Heavy Woods	4
Swamp	6
Shallow Water	9

## Changing Facing During Movement

During movement a unit can change its facing at will on its initiative without spending any movement points.

## Moving Into a Zone of Control

A unit that moves into an enemy's zone of control during its movement must stop immediately, losing all remaining movement points for the turn.

## Moving Through a Zone of Control

A unit that is in an enemy's front hexes (i.e. in the enemy zone of control, and the enemy is facing the unit) cannot make normal moves during the movement phase. The unit must either retreat during the retreat phase, or make a one hex move into another hex in the enemy's zone of control.

## Combat Phase

### Pairing Off

When two opposing lines of units meet in battle, players should arrange the attacks so that the damage is spread as evenly as possible across the enemy line. Thus, if three units of human infantry were attacking three units of goblin raiders, the attacks should be arranged so that each human infantry damages one raider, and vice versa.

## Attack Rolls

Once units have paired off, each attacking unit rolls a number of d12s equal to its current number of attack dice. Usually this is one less than the unit's hit points, or 1 die for leaders. Each roll equal to or less than the unit's attack score is a hit that will potentially damage the enemy.

Barring attacks due to a disorderly retreat, each unit may attack only once in a turn.

Attack scores can be modified for a number of reasons, but can never go below 1. If an attack penalty would take the attacker's score below 1, the score remains at 1, but the defender's defense is increased the by the remaining penalty points. Similarly, an attack bonus cannot raise the attack score higher than 11.

## Defense Rolls

Once a unit has been attacked, it can roll a d12 for each point of damage scored against it. For every roll equal to or less than its defense score, it can ignore one point of damage. Any remaining points of damage are taken from the unit's hit points in the next phase.

## Remove Damage

Attacks in the combat phase are simultaneous and damage is not actually assessed until all attacks, and defenses have been resolved.

## Fall Back

At the end of the combat phase, every unit that suffered damage must roll 1d6. If the result is 3 or less, the unit is unmoved by the damage suffered. If the result is 4-5, the unit must fall back one hex. If the result is a 6, the unit falls back 2 hexes.

This fall back movement does not count against the unit's movement points for the next turn, and does not constitute a retreat. If possible, the move must be straight back from the attacker and cannot go through another unit. If the unit cannot move straight away from the attacker, the unit will make the best move possible to get away from its attacker.

If the move cannot be made because the unit is surrounded, then there is no effect.

The enemies that did the damage can press the attack and take a free move that puts it adjacent to the damaged unit. A unit can only press the attack if it was not forced to fall back this combat round.

### Attack and Defense Modifiers for Melee

Circumstance	Modifiers
Unit is in shallow water	-1 ATT -1 DEF

Unit is in marsh hex	-1 ATT -1 DEF
Unit is in a constrained hex (gate or bridge)	-1 ATT -1 DEF
Unit has high ground	+1 ATT
Unit is in a building (against outside opponents)	+1 DEF
Unit is attacking from a flank	+1 ATT
Unit is attacking from the rear	+2 ATT
Unit is in heavy woods	+1 DEF
Unit is on/in a fortification or wall (against outside opponents)	+2 DEF
Unit is scaling a wall	-1 ATT -1 DEF

## Missile Fire

Missile fire is resolved in the same fashion as a melee attack. The attack score of a missile unit decreases as the range to the target unit increases.

### Modifiers for Javelins and Spears

Range	Penalty
0-2 hexes	0
3-4 hexes	-1
5-6 hexes	-3
7-8 hexes	-5

### Modifiers for Thrown Knives and Axes

Range	Penalty
0-1 hexes	0
2 hexes	-3
3 hexes	-5

### Modifiers for Slings

Range	Penalty
0-2 hexes	0
3-5 hexes	-1
6-8 hexes	-3
9-10 hexes	-5

### Modifiers for Bows

Range	Penalty
0-4 hexes	0
5-8 hexes	-1
9-12 hexes	-3
13-16 hexes	-5

### Attack Modifiers for Missile

Circumstance	Modifier
Firing into or through light woods	-1 ATT/hex
Firing into heavy woods (can't fire through)	-2 ATT
Firing into building	-3 ATT

**Note:** There are no defense modifiers against missile fire.

## Opportunity Fire

A unit that has the ability to perform a ranged attack may do so at any time during the movement phase. This counts as the unit's attack for the turn and so the unit may not attack during the combat phase.

## Army Morale Phase

After combat has been resolved for the round, each side calculates its army morale. At the beginning of a battle, both sides start with a morale score of 0. As losses mount, and important locations are taken, both sides start to lose their will to fight.

Circumstance	Modifier
Leader Killed or Captured	-1
Army Commander Killed or Captured	-2
Each 10% of the Force Destroyed or Routed Off Map	-1
Loss of a Critical Location (Defined by the Scenario)	-1
Reinforcement Equal to 10% or More of Enemy Force	+1
Critical Location Regained	+1

After each side calculates their army morale, the two values are compared. If the difference is less than 2 points, there is no effect. If the difference is 2 points, all units on the side with the lower morale score suffer a -1 penalty to their rally score. For each additional point of difference, the losing side's rally scores are lowered by an additional point.

If a unit's rally is reduced to 0 in this phase, it is considered to be broken, and will rout on the retreat phase of the next turn. This can be avoided if a leader uses a skill to bring the unit's rally to a positive number before the retreat phase.

## Converting Runebearer Characters to Units

You can take characters and creatures written up in Runebearer and convert them to mass combat units using the following charts. This is required to construct leader and summoned units, but can also be used to create regular troops. Just decide what skill levels an average member of a unit would have, the weapons they carry, and the armor they wear and consult the charts.

## Attack

A unit's attack score is based on the combat skill level, and the damage done by the individuals in it.

Skill	Attack
0-11	1
12-14	2
15-18	3
19-21	4
22-24	5
25+	6

Max Damage	Attack
0-8	0
9-12	1
13-16	2
17-20	3
21-24	4
25+	5

## Defense

A unit's defense score is based on the armor, defense skill, and toughness of the individuals in it. Units that carry shields get a +1 defense against missile attacks.

Armor	Defense
0-1	0
2-3	1
4-6	2
7+	3

Toughness	Defense
0-13	0
14-20	1
21-25	2
26+	3

Skill	Defense
0-14	1
15-18	2
19-21	3
22-24	4
25+	5

## Rally

Rally is based on the training of the unit. Untrained troops and levies have a 3 rally score. Trained military units have a 5 rally. Semi-trained units (town guards, organized bandits, some mercenary groups) have a 4 rally.



## Hit Points

Units that represent a single individual get 2 hit points. Normal units get 4 hit points. The scenario designer should make exceptions for creatures, or units that are vastly more durable than a normal human.

## Attack Dice

Units that represent a single individual get one attack die (like a leader). The scenario designer should make exceptions for individual units that have the ability to damage large amounts of people at one time (like a dragon's breath). Units that represent a troop get 3 attack dice, but lose them as their hit points decrease.

## Special Traits

Special traits are assigned by the scenario designer based on the type of unit. Mounted units get the cavalry trait. Units of assassins might have the stealthy trait.

## Magic in Mass Combat

Leaders on the battlefield are permitted to use their skills once each turn to help their troops. This can be done at any time. In any turn, instead of using a skill, a mage can cast a spell.

## Mass Combat Scale For Spells

A single lightning bolt spell might not be powerful enough, or have a wide enough area of effect to be effective in a mass combat situation. However, because turns are five times as long as a normal combat round, it is assumed that the mage is casting the same spell multiple times at different targets in the enemy unit.

To simulate this, many spells are cast and maintained with a +3 to their DL in mass combat scale. In addition, spells have their range and area of effect divided by 5. Keep in mind that by taking higher DLs, mages can alter their spells and increase their range, and area of effect. In addition, spells that have an area effect of "self" can be cast on others by taking a +3 increase to the DL.

## Effects of Spells

Spell effects in mass combat are based on their effects in normal scale combat. Though abbreviated spell lists will be provided for some runes, the GM might need to create effects for spells not listed. Some guidelines are below:

## Attack Spells

Most attack spells allow the mage to attack an enemy unit for 1-3 dice. Most attack spells that affect only one person will give the mage a one die attack. Spells that have a larger area of effect will allow a two or even three die attack. The attack score is determined by the damage done by the spell, and by the attack skill of the mage.

## Defense Spells

Most defense spells have an area effect of "self" and so must be cast with a +3 to the DL to affect others. Defense spells will usually increase the defense of the target unit by 1 or 2 points.

## Healing Spells

Healing spells give a bonus to the rally score of the target unit.

## Example Runes in Mass Combat

Below is a list of sample runes, spells, and their effects in mass combat. The DLs listed include the +3 penalty for casting a spell in mass combat scale (though not all spells require the penalty).

Some spells are listed as (Self) meaning that they can be cast only when the mage is not attached to a bodyguard unit. Other spells are listed as (Other). These include an additional +3 to the DL to cast on others. Some spells are listed as (Both) meaning they can be cast on a unit, or on the caster based on if the caster is attached to a bodyguard or not. Spells that are listed as (Pre) cannot be cast in combat, but can be cast before battle to some effect.

Spells that are not listed have no effect on units, but might have other effects on the battle based on the GM's discretion.

Spell attacks are listed as xd, ya where x is the number of dice to roll, and y is the effective attack score (roll y or under on a d12 to cause a hit). An asterisk indicates that the attack score is modified by the mage's skill, and if appropriate, range.

Ranges on 4 hex spells are 0-1 hex = 0, 2-3 hexes = -1, 4+ hexes = -3.

Abbreviations: H = hex, rd = round, U = Unit, I = Instant, N = None, R = hexes radius, C = lasts all combat, B = entire battlefield.

## The Hand of Lightning

Spell Name	DL	Range (hexes)	AoE	Dur (rounds)	Maint	Effect
Sparks	9	2 H	1 H	I	N	Has a 33% chance of setting a wooded, or clear hex on fire. A fire hex does a 1d, 2a attack on any unit that crosses it. Each round the fire may go out (2 in 6), or spread (1 in 6), or remain (3 in 6). Flame spreads in a random direction based on a die roll.
Shocking Grasp	11	1 H	1 U	I	N	1d, 2a* attack on target unit.
Stun	15	1 H	1 U	1 rd	N	Reduces the attack score of the target by 1, and reduces defense by 1.
Wind	15	2 H	2 R	1 rd	N	Disperse fogs and gases and gives all missile fire through the area a -2 attack score.
Lightning Shield (Both)	12/18	0	1 U	2 rd	10/5 or 16/8	Gives the unit a +1 defense. Any unit scoring a hit takes a 1d, 1a attack.
Small Bolt	15	4 H	1 U	I	N	1d, 3a* attack on the target unit.
Magnetize II	19	2 H	1 U	C	N	Reduces attack and defense of the target by 1 if they have metal equipment.
Large Bolt	20	6 H	1 U	I	N	1d, 6a* attack on the target unit.
Ball Lightning	18	6 H	1 U	I	N	3d, 3a attack on the target unit.
Ball Lightning	21	6 H	3 U	I	N	3d, 3a attack on three target units.
Hurricane Bolt	27	10 H	1 U	I	N	1d, 9a* attack on the target unit.
Ball Storm	24	10 H	1 U	I	N	3d, 6a attack on the target unit.
Ball Storm	27	10 H	3 U	I	N	3d, 6a attack on three target units.
Cloudburst (Pre)	17	B	B	C	15/8	GM's discretion. May make fire-based attacks at a -1, make roads impassible, rivers difficult to cross, etc.
Coming Storm (Pre)	17	0	4 R	24 rd	15/8	The first time a unit enters the area of effect of this spell, they must make a rally check (at a +2 bonus), or be routed. Mounted/animal units do not get a +2 to their rally check. In addition, all mounted/animal units in the area of effect have a -2 attack and -1 defense. Note, this spell does not discriminate between friend and foe.
Summon Storm (Pre)	26	B	B	C	N	All units on the battlefield must roll a d6 each round they are not in shelter. On a 1-2, the unit takes a 3d, 3a attack. Depending on where and when this spell is cast, it might affect both enemy and friendly units.

## Earthsblood

Spell Name	DL	Range (hexes)	AoE	Dur (rounds)	Maint	Effect
Stoneskin (Both)	10/16	0	1 U	2 rd	8/4 or 14/7	Gives the target a +1 defense, but takes away 3 movement points.
Whipping Stones	13	4 H	1 U	I	N	1d, 2a* attack on the target unit.
Earth Sink (Both)	13/19	0	1 U	2 rd	11/6 or 17/9	The target sinks into the earth and cannot move, be attacked, or attack for the duration of the spell.
One With Earth (Self)	12	0	1 U	2 rd	10/5	The mage (and his bodyguard unit) cannot be fooled by stealth, concealment, or invisibility spells.
Earthsip (Both)	17/23	0	1 U	24 rd	15/8 or 21/11	This spell gives the unit the ability to sink into the ground and move unseen. The unit can refuse combat (1-4 on a d6) while sunken, but cannot



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						attack. A unit must remain sunken, or out an entire round.
Bloody Earth	19	2 H	1 U	2 rd	17/9	The unit cannot move, and loses 2 from attack and 1 from defense.
Whipping Rock	19	4 H	1 U	I	N	1d, 6a* attack on the target unit.
Hail of Stones	17	4 H	1 U	I	N	3d, 2a* attack on the target unit.
The Cage	21	4 H	1 U	C	N	The target unit cannot move, or attack. It can defend at a -1. If it moves or attacks, it immediately takes a 2d, 6a attack.
Call Earthen Wolf	18	1 H	1 U	C	16/8	Calls a single wolf with 3a, 2d, 5r, 24 mv, 2 hit, and 1 attack die.
Call Earthen Wolf	21	1 H	1 U	C	18/9	Calls a wolf unit with 3a, 2d, 5r, 24 mv, 4 hit, and 3 attack dice.
Gruesome Cage	25	10 H	1 U	C	N	The target unit cannot move, or attack. It can defend at a -1. If it moves or attacks, it immediately takes a 2d, 9a attack.
Sink Into Stone (Both)	21/27	30 H	1 U	I	N	Unit can instantly move 30 hexes, and can automatically escape or retreat.
Climbing Claws (Pre, Both)	10/16	0	1 U	24 rd	8/4 or 14/7	Unit can climb negating any modifiers for attacking into a wall or building. At the GM's discretion, the unit might be able to cross difficult (or otherwise impossible) terrain because of the claws.
Move Earth (Pre)	17	10 H	1-6 H	24 rd	15/8	This spell allows the caster to move 1 hex of earth every 4 rounds. This can be used to build, or repair earthen ramparts – or tunnel through them.
Earthquake (Pre)	25	B	B	I	N	Every unit in the open takes a 3d, 3a attack. Units in a structure, or on a wall take a 5d, 4a attack. Walls and buildings might collapse, etc.

### The Sacred Falls of Aestra

Spell Name	DL	Range (hexes)	AoE	Dur (rounds)	Maint	Effect
Ease Pain	13	0	1 U	60 rd	11/6	+1 rally for the target unit.
Water Walking (Both)	14/20	0	1 U	20 rd	N	Target unit can move over all types of water hexes as though they were clear terrain.
Free Action	16	0	1 U	C	14/7	Target unit can move through slippery, muddy, or otherwise difficult ground without penalty.
Guardian Water	17	2 H	1 U	4 rd	15/8	Summons a water elemental with 4a, 4d, 5r, 39 mv, 2 hit and 1 attack die. The water elemental can only move on water hexes, which it treats as clear.
Guardian Water	20	2 H	1 U	4 rd	18/9	Summons a water elemental unit with 4a, 4d, 5r, 39 mv, 4 hit, and 3 attack dice. The water elemental can only move on water hexes, which it treats as clear.
Water Breathing (Both)	17/23	0	1 U	C	15/8 or 21/11	Allows the unit to breath water. Hard to say the exact effect of this, but the unit could easily escape combat if in a water hex (no retreat required).
Mass Water Walk	20	0	1 U	20 rd	18/9	Target unit can move over all types of water hexes as though they were clear terrain.
Summon Guardian Elemental (Pre)	24	2 H	1 U	C	22/11	Summons a water elemental with 7a, 3d, 5r, 39 mv, 2 hit, and 1 attack die. The water elemental can only move on water hexes, which it treats as clear.
Summon Guardian Elemental (Pre)	27	2 H	1 U	C	25/13	Summons a water elemental with 7a, 3d, 5r, 39 mv, 4 hit, and 3 attack dice. The water elemental can only move on water hexes, which it treats as clear.

## The Blizzard

Spell Name	DL	Range (hexes)	AoE	Dur (rounds)	Maint	Effect
Frostbite	11	0	1 U	I	N	1d, 2a* against the target unit.
Ice Shield (Both)	8/14	0	1 U	2 rd	6/3 or 12/6	Unit's defense increases by 1 and the unit gets the benefit of an additional +1 defense against missiles.
Ice Spike	15	6 H	1 U	I	N	1d, 3a* attack against the target unit.
Ice Armor (Both)	12/18	0	1 U	3 rd	10/5 or 16/8	Increases the defense of the unit by 1, or by 3 against fire attacks. However, a fire attack ends the spell.
Snowblind	12	4 H	1 R	2 rd	10/6	If snow is not the ground, units in the area of effect are blinded and get a -2 attack and defense. If there is no snow, the spell disperses gases and fog.
Solid Ground	14	0	2 H	20-60 rd	N	Freezes muddy ground or water and makes it passable as though it were rough terrain. Units in the hexes when the spell is cast can be caught (on a 1-2 in 6 chance) in the ice and unable to move. They can attack and defend at a -2, but only if a unit melees with them.
Frost	15	4 H	1 H	20 rd	13/7	Makes the hex slippery, and any unit on that hex attacks and defends as though they were in shallow water.
Ice Prison	20	6 H	1 U	2 rd	18/9	1d, 5a attack against the target unit. The target also suffers a -1 attack for the duration of the spell. Can be cast on an unattached leader (DL 17) to immobilize it, but the leader should be given a save.
Wall of Ice	17	6 H	1-4 H	20+ rd	15/8	Creates a wall of ice 1-4 hexes long. A 1 hex wall will have 4 hits. A 4 hex wall has only 1 hit.
Summon Winter Wolf	18	0	1 U	4 rd	N	Summons a wolf with 3a, 2d, 5r, 24 mv, 2 hits, and 1 attack die. The wolf's first attack will be with its cold breath, which has an attack score of 4.
Summon Winter Wolf	21	0	1 U	4 rd	N	Summons a wolf unit with 3a, 2d, 5r, 24 mv, 4 hits, and 3 attack dice. The wolf's first attack will be with its cold breath, which has an attack score of 4.
Ice Storm	20	6 H	1 U	I	N	3d, 3a* attack against the target unit.
Ice Tomb	26	6 H	1 U	C	N	1d, 5a attack against the target unit. The target also suffers a -1 attack for the duration of the spell. Can be cast on an unattached leader (DL 23) to immobilize it, but the leader should be given a save.
Body of Ice (Both)	23/29	0	1 U	4 rd	21/11 or 27/14	Target gains 1 defense, but gets a bonus +2 defense against slashing weapons, and is immune to piercing weapons, arrows, and spears. The target unit can float on water (GM's discretion as to the effect) and can use a 3a* missile attack each round. Any unit scoring a hit against this unit takes a 1a attack.
Blizzard (Pre)	24	B	B	C	22/11	Battlefield is covered in heavy snow, making movement more difficult. Any unit caught in the snowstorm will take a 3d, 7a attack at the start of the battle, and be at a -1 rally.