

# Mightier Empires - Appendices

## Appendix A: Exploration tables

When entering a hex for the first time, roll on the Exploration table to determine whether there is a special feature in the hex.

If you roll doubles when consulting the Exploration table, there is also a Minor Terrain Feature in the hex. Roll on the [Minor Terrain Feature table](#) to determine this feature.

Most special features are defended. The strength of the defenders varies but increases as time passes in the campaign. In order to claim the hex you must either defeat the defenders in (an abstracted) battle or persuade them with the expenditure of Power. See the [Power](#) section of the rules for details.

Once the contents of the hex have been established they will not change with further exploration. Defenders will remain until defeated; however, until they are defeated they will increase in strength by 250 points each campaign turn until they reach the maximum value allowed.

Hex types are based on the terrain the hex depicts: fields, river, forest, swamps and mountains. If a hex contains a river you must explore it as a river hex rather than any other terrain type.

**Table 12: Exploration**

Hex type/2d6 roll					Major terrain feature	Common native defenders
Field	River	Forest	Swamp	Mtn		
2	2	2	2-4	2	Arcane Ruins	High Elves, Vampire Counts or Lizardmen <sup>1</sup>
-	-	-	-	3-4	Deep Mine	Dwarves or Orcs or Goblins: Well Defended <sup>1</sup>
3	3	-	-	5-6	Mine	Dwarves or Orcs or Goblins <sup>1</sup>
-	-	3-4	-	-	Deep Wood	Wood Elves or Chaos Beasts: Well defended
4	4	5-6	-	-	Wood	Wood Elves or Chaos Beasts
5-8	5-8	7-9	5-9	7-9	Empty	-
9	-	-	-	-	Fertile Fields	-
10	9-10	10-11	-	-	Town <sup>2</sup>	Empire, High Elves <sup>1</sup>
11	-	12	10-12	10-12	Wizard Tower	Dark Elves or Chaos Dwarves
12	11-12	-	-	-	City	Empire, High Elves: Well Defended

- Native defender army strength is  $(d3+turn\ #)*250$  (maximum 2000 points). Well Defended hexes add 500 points to the strength of defending armies (maximum 2,500).
- A town can appear in any hex, even on adjacent to another town. This is unlike the rules for creating a town using Power, which you cannot do adjacent to an existing town.

### Minor terrain features

If the exploration roll comes up doubles, roll for a Minor Terrain Feature for the hex in addition to any Major Terrain Feature you have found.

### Scouting events

Prior to exploring a hex, roll a d6. On a 1 roll on the Scouting Events table below.

2d6	Event

2	Mass desertion among the ranks places the troops in severe disarray. One of the armies invading the hex loses d5*50 points of troops for this turn, chosen by the player. The invasion may proceed.
3	Mutiny! The troops are paralysed by momentary unrest. Scouting is successful but one of the armies invading the hex may not do anything this turn and can only be issued a Patrol order in its following turn.
4	Treachery! One of the armies invading the hex has been the target of an assassination attempt. A random hero has had an attempt made on his life. Choose a hero at random - this can be your Lord only if there is no other character available - and roll on <a href="#">Table 16: Character recovery table</a> as if he'd been injured in a drawn battle. The invasion may continue, but the character can only take part if he survived the assassination attempt completely unscathed.
5	Sickness sweeps the army incapacitating the force for a short while. One of the armies invading the hex loses d6*10 points of troops, chosen by the player. Scouting is successful and the invasion may proceed, albeit without the sick troops.
6	The army is forced to a halt by localised storms. The hex cannot be scouted or invaded this turn. The banners' will Patrol instead,
7	False alarm - there's no event after all.
8	Due to an unfortunate breakdown in communications, the army's scouts head off in the wrong direction. If the launch hex borders any other neutral or enemy hex then choose another hex at random. The player may choose to invade either the scouted hex or to invade the original target with no knowledge of its contents or defences.
9	The scouts are ambushed by bandits and fail to return. The player may choose to invade the original target but with no knowledge of its contents or defences.
10	The scouts encounter a merchant convoy carrying food and/or supplies. The scouts abandon their mission in order to redirect the convoy into the kingdom's storehouses. The convoy is carrying d6 industry tokens, each of which is (d6: 1-2 ore, 3-4 wood, 5-6 farming). The player may choose to invade the original target with no knowledge of its contents or defences.
11	The scouts encounter a mercenary band. Roll a d6: On a 1-4 they succeed in recruiting d6*20 points of troops who will fight for free this turn. You can retain their services by spending their points value from your available support in future turns (see the <a href="#">Mercenaries</a> section for how this works). The player may choose to invade the original target with no knowledge of its contents or defences.
12	Your scouts capture a well-travelled local. As well as scouting the target hex, they return with details of features (but not defences) of any unexplored hexes adjacent to the target hex

## Appendix B: Terrain Features

### Major terrain features

Some hexes on the campaign map include special features which confer benefits to the owning kingdom or affect battles which are fought in that hex. See Exploration for more details. Players can spend Power during the campaign to create (or, in some instances, alter or remove) major and minor features. Only one major feature may be present in any hex.

**Table 13: Major Terrain Features**

Feature	Can player	Troop support	Entitlements	Other effects
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	create?	bonus		
All hexes	n/a	250	'	Produces one point of Production (farming) when under an Industry edict
Capital	No	+500	Lord, 1 hero, 1 special, 1 rare	Allows Civilization and War Footing edicts. Without a Capital the player is eliminated. A conquered Capital becomes a City.
City	Yes	+500	1 hero, 1 special, 1 rare	Should you lose your Capital, one city you own is promoted to be a Capital immediately. Allows Civilization and War Footing edicts.
Town	Yes	+250	1 hero OR 1 special OR 1 rare	Allows War Footing edict.
Fertile fields	Yes	special	-	This hex will continue to produce its normal troop support even if it is the subject of an Industry edict.
Mine	Yes	-	1 special	Produces 1 point of ore when its hex is under an Industry edict (2 if in a mountain hex)
Deep Mine	Yes	-	1 special, 1 rare	Produces 2 points of ore when its hex is under an Industry edict but Awaken Beast on a roll of 2 or 3 on 2d6. If located in a mountain hex it produces 5 points of ore under an Industry edict but awakens a Beast on a d6 roll of 1.
Wood	No	-	1 special	Produces 1 point of lumber when its hex is under an Industry edict.
Deep Wood	No	-	1 special, 1 rare	Produces 2 points of lumber when its hex is under an Industry edict but awakens a Beast on a roll of 2 or 3 on 2d6.
Wizard Tower	No	-	-	May add a free human Level 2 wizard (complete with up to 50 points of common magic items) in one army, who does not count against the army's point total or your kingdom's character limitations. Use the statistics and equipment options of an Empire wizard. If he dies, he is not replaced. He cannot lead any army.
Arcane ruins	No	-	-	Gain 100 extra points of magic items (or Runes for Dwarves) among armies which don't count against the army's point cost but do count against the owning character's magic item allowance. The items must be named and specified when the ruin is discovered. If you lose control of the Arcane Ruin, you lose the items. Can only buy magic items, not bloodline powers, sprites, daemonic gifts, etc.
In all cases you can use a Rare entitlement to take a Special unit instead				

## Minor Terrain Feature

Exploration may reveal minor terrain features. Some minor terrain features can be created, destroyed or otherwise affected by the expenditure of Power; these are noted with an asterisk after the feature name. If there are effects other than creating or destroying they are noted in the description.

A hex can only contain one minor terrain feature, although it can also contain a major terrain feature. Exception: you can construct a fortress or watch towers in any hex, even if it already contains a minor feature.

You must place a suitable terrain piece or pieces on the tabletop in order for a minor terrain feature to have an effect on a battle. Placement is random, but on a board half chosen by the defending playing after all other terrain has been placed and sides have been chosen. The board half selected can be a long half (2' x 6') or short half (3' x 4'). If there is no defender then placement is entirely random - choose a short half at random. See tables [31](#) and [32](#) for placement.

**Table 14: Minor terrain features**

d66 roll		Feature	Effect
1-2	1	Fortress*	A 250-point garrison will always join defensive battles by friendly forces in that hex and any adjacent hex, increasing the size of the defending army - potentially above 2,500 points. The garrison may include Special units. The garrison do not count against the kingdom's support but any special units count against the entitlements for the kingdom. During a tabletop battle occurring in the hex containing the Fortress the defending player may place a tower and two sections of wall on the game board after choosing table sides.
	2	Mighty Fortress*	Like a fortress, but has a 500-point garrison and allows the placement of two towers and four sections of wall. The garrison may include Special and Rare units.
	3	Hangman's Tree	Before choosing sides, place a model representing the Hangman's Tree in the centre of a random table quarter for any battle taking place in this hex. The Hangman's Tree causes <i>Terror</i> . Spellcasters gain +2 to cast when raising Undead if any part of the raised unit is within 6" of the Hangman's Tree. Players can remove the Hangman's Tree by expending a point of power in this hex.
	4	Restless Battlefield*	Anyone using the Death lore gains +1 to cast during battles in this hex. A player can create a Restless Battlefield by expending a point of Power in any hex in which a battle took place during the previous turn as long as there is no other minor terrain feature (other than fortresses or watchtowers) present in the hex. A player may remove the Restless Battlefield by expending a point of Power in this hex.
	5	Shrine*	There is a shrine to Good, Evil, Law or Chaos, as appropriate to the alignment of the original occupants of the hex. Any unit of a "Good" race is stubborn if at least one model is within 6" of a Holy Shrine. "Evil" races gain the same benefit from an Unholy Shrine. "Lawful" and "Chaotic" races react similarly to diametrically opposed Shrines. See <a href="#">Table 33: Nominal alignments</a> for

		confirmation of each race's alignment. Shrines cause <i>Terror</i> to opposing races. "Neutral" armies are unaffected by Shrines of any type. Players can create, destroy or "turn" a Shrine to its opposite alignment by expending a point of Power in this hex.
	6	Idol of [G/M]ork* Gork: Add +1 power dice (not dispel) per turn to the magic pool of Orc armies fighting in this hex Mork: Add +1 to Waaagh test of any unit in this hex. Players can create or destroy an Idol of [G/M]ork by expending a point of Power in this hex. To change an Idol of Gork to an Idol of Mork, or vice versa, you must destroy the original idol and then create a replacement
3-4	1	Signposts After deployment is over (including scouts) and before rolling for first turn, the player whose board half contains the Signposts may select any of his units and reposition it so that the majority of the unit is within 6" of the Signposts model. No part of the unit can extend into the enemy board half.
	2	Null Artifact All magical effects within 6" of the Artifact are nullified, including spell effects, magic items and runic items. A unit with at least one model within 6" of the Null Artifact suffers its effects entirely. Daemon and Undead units within 6" of the Artifact must take an instability/crumbling test at the beginning of each of their turns.
	3	Arcane Node Select an random lore from the Warhammer rulebook when the Node is discovered. Wizards are +1 to cast spells of that lore in battles on this hex. Bound items increase their power level by 1 if their spell belongs to that lore.
	4	Watchtowers* This feature represents a series of watch and signal towers in the hex which extend into all six adjacent friendly hexes. If a hex contains both a Fortress or Mighty Fortress and a Watchtower, the Garrison can join battles with two hexes of the Fortress/Mighty Fortress and not just the adjacent hexes. An army patrolling a hex with a Watchtower has a patrol radius of two hexes instead of one. A player can build Watchtowers by expending one point of Power in a hex whether or not another minor terrain feature is present.
	5	Fell Gate Any non-daemon unit within 6" takes instability tests at the beginning of their turns.
	6	Dryad Glade At the beginning of each player's turn, roll a d6. On a 1, the nearest unit to the glade has incurred the wrath of the Dryads inhabiting the glade. A unit of 7 Dryads led by a Branchnymph appears at the end of the glade closest to the offending unit and moves towards it as quickly as possible (charging if in range). If a unit contacts the Glade during the course of the battle, it immediately stops and the above effect occurs immediately. The Glade counts as a hostile unit in terms of fleeing.
5-6	1	Waystone Placed on the magical ley-lines of the Warhammer

		World, Waystones demark these areas of concentrated magical energy. Determine the direction of North by rolling a scatter dice before the battle and mark the result in some way. Any spellcaster who is standing on the line running directly North:South through the center of the Waystone get +1 to casting rolls and dispel attempt.
2	Wishing well	A character in base contact may sacrifice a turn to get d3 re-rolls that can be used any time later in the game to re-roll a d6 (including artillery or scatter dice)
3	Fountain of Youth	A unit in base contact may sacrifice a turn to regain models as per Invocation of Nehek (non-undead, non-daemon units only).
4	Herdstone	Any caster using Lore of the Beasts gets +1 to casting rolls. In addition, Beastmen within 6" of a Herdstone get +1 Ld (after taking all other modifiers into account) up to a maximum of 10.
5	Warpstone Meteorite	Any Skaven within 6" of the meteorite become Stubborn on their base leadership.
6	Crypt of the Restless Dead	At the beginning of every player turn, roll a d6. On a 1, each unit within 6" that is not Immune to Psychology rolls 2d6+2 and subtracts their Leadership. They suffer that many wounds, distributed as shooting, with no armour saves allowed.

## Appendix C: Recovery tables

Following a battle, you have the opportunity to recover losses. Not all models eliminated during a game are killed; many are driven from the field in panic, knocked unconscious or suffer only minor injuries. Recovery represents the commanded re-gathering his forces and fielding soldiers once their wounds have been tended to and they are well enough to fight again.

It is often not necessary to calculate unit recovery after a battle; all units recover to their full strength at the end of a campaign turn. But if your army must fight again before the end of the turn, use the rules in this section to calculate their recovery before you fight the next battle.

### Unit recovery

Roll on the Unit Recovery table for each unit that suffered losses in the previous battle to determine how many models you recover before your next battle. You cannot recover more models than you lost in the most recent battle.

**Table 15: Unit recovery**

d6 roll	Result
1 or less	No models in the unit recover
2	1 in 4 models lost from the unit recovers. Round down (so a unit that lost three models does not recover any)*.
3	1 in 4 models lost from the unit recovers. Round up (so a unit that lost three models recovers one).
4	1 in 3 lost from the unit recovers (rounding down)*
5	1 in 3 lost from the unit recovers (rounding up)
6	1 in 2 lost from the unit recovers (rounding down)*
7	1 in 2 lost from the unit recovers (rounding up)
8	2 in 3 lost from the unit recovers (rounding down)*
9	2 in 3 lost from the unit recovers (rounding up)

10 or higher	3 in 4 lost from the unit recovers (rounding down)*
<b>Recovery roll modifiers</b>	
+4	Kingdom issued a War Footing edict this turn (and retains control of that hex)
+2	Major victory
+1	Minor victory
0	Draw
-1	Minor defeat
-2	Major defeat
* If you have a hex on War Footing, you may treat any "round down" result as "round up" instead.	

## Character recovery

At the end of each battle, roll for each characters who fell or routed off the board during the game. Roll for characters whether you are playing another battle this turn or not, since the results may be permanent.

Characters who die can be replaced at the end of the campaign turn.

**Table 16: Character recovery**

d6 roll	Result
1 or less	The character died.
2	Unconscious: the character lays unconscious and helpless on the field. Roll a d6 and add 1 if your side was victorious: <ul style="list-style-type: none"> <li>On a 1-3, the character is found by the enemy before he regains consciousness and is killed</li> <li>On a 4+, the character rouses himself and escapes the battlefield before being found by the enemy. Treat the character as Badly Wounded.</li> </ul>
3	Badly wounded: roll on the Injury table, and subtract 1 from the first ("tens") die.
4-5	Wounded; roll on the injury table.
6 or more	The character survived without injury and, after a change of underwear, is ready to fight again.
<b>Recovery roll modifiers</b>	
+1	Victory
0	Draw
-1	Defeated

Note that the injury table also includes the possibility of death as well as full recovery.

**Table 17: Injury table**

d66	Result	
1 or less	1-4	Dead
	5-6	Multiple injuries. The character has suffered grievous wounds. Roll d3 times on this table, rerolling any 1s or 6s on the "tens" die. If your character was Badly Wounded on the character recovery table, do not subtract 1 from the "tens" die for these rerolls.
2	1-2	Enfeebled. The character survives, but the strain of recovery permanently reduces his Strength by 1.
	3-4	Broken body. The character survives, but his body is never

		quite the same. The character's Toughness is permanently reduced by 1.
	5-6	Weakened constitution. The character's Wounds are permanently reduced by 1.
3	1	Deep arm wound. The character's WS is permanently reduced by 1
	2	Lost arm. The character's arm is so badly mangled it must be amputated. In addition to losing a point of weapon skill, the character can only use a single, one-handed weapon from now on (and no shield). Should the character suffer this result a second time he is 'armless and is permanently retired.
	3-4	Blinded in one eye. The character's Ballistic Skill is permanently reduced by 1. Should the character suffered this result a second time, he is blinded and is permanently retired.
	5	Smashed leg. The character's Movement is permanently reduced by 1.
	6	Lost leg. The character's leg is so badly mangled it must be amputated. The character's Movement value is halved (round up), although this is irrelevant if he's mounted, of course. Should the character suffer this result a second time he is permanently retired, even if he's mounted.
	4	1-2
3-4		Lost coordination. The character permanently loses one Attack.
5-6		Easily confused. The character suffers from Stupidity.
5	1-2	<i>Fear</i> all characters in army just fought
	3-4	<i>Hate</i> all characters in the army just fought
	5-6	Suffers from Frenzy
6	1-4	Full recovery
	5	<i>Hardened</i> . The character survives his wounds and sheds his fear of death. He is now immune to <i>Fear</i> and treats <i>Terror</i> as <i>Fear</i> . So thorough is his conviction that he confers this immunity to any unit he joins.
	6	<i>Transformed</i> (spellcasters). The character has a close brush with death, but survives and when he emerges, he has gained new insights into the realms of magic. His magic level is permanently increased by 1. A spellcaster's magic level may increase to 5 as a result. <i>Cheated Death</i> (all others). The character suffers particularly grievous wounds, but miraculously survives without permanent injury. It is rumoured that he has faced and cheated death itself, and troops now hold the character in mystical reverence. The character's Leadership is permanently increased by 1.

If injury reduces any of a character's statistics to zero, he dies.

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## Appendix D: Character experience tables

When a character gains and advance, roll on the Advancement table to see how the character has benefitted from the experience.

A character can gain the same advancement (other than "Choose a skill table...") no more than twice and can

gain each skill only once. If you roll a skill a second time or an advancement a third time, roll again on the same table until you get a different result.

If you roll a skill that duplicates a skill or ability you already have, roll again until you get a different skill.

**Table 18: Advancement table**

2d6	d6	Result
2-4	-	Choose a skill table and roll for a new skill
5	1-3	+1 Strength
	4-6	+1 Attack
6	1-3	+1 Leadership (maximum Leadership is 10; if you would exceed 10, roll again)
	4-6	+1 Weapon Skill or Ballistic Skill (player's choice)
7	-	+1 Weapon Skill or Ballistic Skill (player's choice)
8	1-3	+1 Weapon Skill or Ballistic Skill (player's choice)
	4-6	+1 Initiative
9	1-3	+1 Wound
	4-6	+1 Toughness
10-12	-	Choose a skill table and roll for a new skill

**Table 19: Fighting skills**

d6	Result
1	Always strike first
2	Re-roll missed attacks
3	Re-roll failed to-wound rolls
4	Enemies are at -1 to hit the character
5	The character is at +1 to hit others
6	Inspiring leader: if the character inflicts one or more unsaved wounds in battle, add +1 to that side's combat resolution score for that round of combat

**Table 20: Shooting skills**

d6	Result
1	Long range increased by 6" for any weapon with a normal range of 12" or more (or 3" for any weapon with a normal range of less than 12")
2	No penalties for moving and shooting (and can fire handheld move-or-shoot weapons even after moving)
3	No penalties for shooting at long range
4	No penalties for shooting at skirmishers or single models
5	Ignore cover penalties for shooting
6	May ignore targeting restriction (so you may shoot at a character inside another unit)

**Table 21: Command skills**

d6	Result

1	Automatically passes all rally tests (for self and any unit he has joined)
2	The character's full charge distance (and that of any unit he has joined) increases by 1"
3	The character and his unit cannot be march-blocked
4	The character and his unit may reroll psychology tests
5	The character and his unit may reroll break tests (however, being near the army's BSB does not then grant a second reroll)
6	Command radius: If the character is the army's general, his command radius is increased to 18". If the character is not the general, he now has a command radius of 6".

**Table 22: Magic skills**

d6	Result
1	+1 to cast
2	+1 to dispel
3	May reroll one or more spell selection rolls at the start of a battle (but must accept the second result). Make this roll before deciding whether to swap one spell for the first in your chosen lore.
4	Can reroll results on the miscast table (but must accept the second result)
5	Can reroll one casting or dispel die per turn (and must accept the second roll)
6	Gain a magic level. This can make a 4th level wizard a 5th level (gaining 5 spells and generating five power and three dispel dice). If a fifth level wizard rolls this result, roll again.

## Appendix E: Abstract battle resolution

If a battle cannot be played on the tabletop, it will be resolved with dice rolls so that the campaign isn't delayed.

Characters gain no experience from a battle between two players resolved by dice rolls (they **do** gain experience for fighting neutral opponents).

### Determine basic strategy modifier

Consult the following table to find the basic strategic modifier for the die roll, based on the point sizes of the opposing armies. If neither is defending, the GM will randomly choose which is attacking and which is defending for the purpose of abstract battle resolution.

**Table 23: Basic strategy modifiers**

		Attacker's point strength											
		250	500	750	1000	1250	1500	1750	2000	2250	2500	2750	3000
Defender's size	250	0	LC	LC	LC	LC	LC	LC	LC	LC	LC	LC	LC
	500	LC	0	+3	LC	LC	LC	LC	LC	LC	LC	LC	LC
	750	LC	-3	0	+2	+3	LC	LC	LC	LC	LC	LC	LC
	1000	LC	LC	-2	0	+1	+3	+5	LC	LC	LC	LC	LC
	1250	LC	LC	-4	-1	0	+1	+2	+3	+5	LC	LC	LC
	1500	LC	LC	LC	-3	-1	0	+1	+2	+3	+4	+5	LC
	1750	LC	LC	LC	-5	-2	-1	0	+1	+2	+3	+4	+5
	2000	LC	LC	LC	LC	-4	-2	-1	0	+1	+2	+3	+5
	2250	LC	LC	LC	LC	-5	-3	-2	-1	0	+1	+2	+3
	2500	LC	LC	LC	LC	LC	-4	-3	-2	-1	0	+1	+2
	2750	LC	LC	LC	LC	LC	-5	-4	-3	-2	-1	0	+1
	3000	LC	LC	LC	LC	LC	LC	-5	-4	-3	-2	-1	0

## Select a battle strategy

The Attacker and Defender each chooses a battle strategy and inform the GM, who compares the results on the following table to determine any additional modifiers to the combat roll. Positive modifiers favour the attacker and negative modifiers favour the defender.

**Table 24: Battle strategy**

Defender's strategy	Attacker's strategy		
	Direct Attack	Surprise Attack	Flank Attack
<b>Counter Attack</b>	-2	0	+1
<b>Hold</b>	0	+1	-1
<b>Withdraw</b>	+2	-1	0

## Roll for outcome

The GM rolls 2d6 and adds the total modifiers to determine the battle outcome from the following table. A high result favours the attacker and a low result favours the defender.

**Table 25: Battle outcome**

Adjusted die roll	Result	Attacker losses (per 500 points in army)	Defender losses (per 500 points in army)
2 or less	Defender Major Victory	100 + d6x50 points Characters fall on 3+	d3x50 points Characters fall on 6+
3-5	Defender Minor Victory	50 + d6x50 points Characters fall on 3+	d6x50 points Characters fall on 5+
6-8	Draw	d6x50 points Characters fall on 4+	
9-11	Attacker Minor Victory	d6x50 points Characters fall on 5+	50 + d6x50 points Characters fall on 3+
12 or more	Attacker Major Victory	d3x50 points Characters fall on 6+	100 + d6x50 points Characters fall on 3+

## Troop losses

If an army is going to fight another battle in the same turn, it must calculate the army's losses as indicated in the Battle Outcome table.

The GM will roll for the losses sustained by each full 500 points in the army's starting strength. The result will be a number of points which the player must remove more-or-less evenly from the Core, Special and Rare units in the army. Characters cannot be removed from the army as part of troop losses.

If you cannot remove the exact sum indicated from your army, you must remove slightly more points. You cannot remove fewer.

If the army is not fighting another battle this turn, it is not necessary to calculate troop losses; the army will recover to its full point value at the end of the campaign turn.

## Fallen characters

Even the greatest victory is sometimes bought at a heavy price. Regardless of whether an army is fighting again this turn, it must roll for the fate of its leaders. The GM rolls a d6 for each character in the army and consults the Battle Outcome table to see whether that character fell during the battle. Fallen characters must roll for recovery as though they had been removed from the tabletop during a normal game.

## Recovery

If an army will be fighting again this turn, roll for troop and character recovery after removing troop

## Appendix F: Sample Turn Orders Sheet

Player: <i>Emrys</i>			Turn: 3			
Kingdom: <i>Cymru Newydd</i>						
Hex #	Features	Support		Entitlements		
		Base	Features	Hero	Spec.	Rare
0506	Capital, Fortress	250	500	1	1	1
0507	Empty	250	-	-	-	-
0606	Empty	250	-	-	-	-
0406	Deep Mine	250	-	-	1	1
Total:		<b>1000</b>	<b>500</b>	<b>1</b>	<b>2</b>	<b>2</b>
<b>Edicts</b>						
Hex #	Edict	Loss to support				
0406	<i>Industry (mine 2 ore)</i>	250				
Total support lost to edicts:		<b>250</b>				
<b>Bonus support from looting</b>						
	Following turn (T5)	Next turn (T4)	This turn			
	0	0	0			
Total support this turn:			<b>1250</b>			
<b>Army orders</b>						
Army/General		Size this turn	Order	Target/Base		
<i>Llewelyn</i>		<i>750</i>	<i>Invade</i>	<i>0505 from 0506</i>		
<i>Owain</i>		<i>500</i>	<i>Patrol</i>	<i>0506</i>		
<b>Banked industry</b>		<b>Planned production</b>				
Ore: 2 Lumber: 0 Farming: 1		Ore: 2				
<b>Power expenditure</b>						
Hex #	Expenditure type	Details				
0506	<i>Build</i>	<i>Build watchtower</i>				
		Start of turn	Acquired	Spent	Balance of Power!	
		3	2	1	4	

Emrys will prepare army lists for Llewelyn, Owain and for the 250 point garrison for his fortress (which will support Owain in any defensive battles)

<b>EDICTS</b>
<b>Civilization:</b> Specify a hex containing a city or your Capital
<b>Industry:</b> Specify hexes that will produce Industry
<b>War Footing:</b> Specify a town
<b>Loot or Raze:</b> Specify a hex in your empire, or that you expect to conquer this turn

<b>ORDERS</b>
<b>Patrol:</b> Specify a hex. The army will patrol that hex and adjacent friendly hexes (2 hex radius if there's a watchtower in the base hex)
<b>Invade:</b> Enter specified enemy or neutral hex

<b>SPENDING POWER</b>
<b>Establish Town:</b> Specify an empty hex; not adjacent to another town or city
<b>Found City:</b> Specify a hex containing a town
<b>Sink Mine:</b> Specify an empty hex
<b>Improve Farming:</b> Specify an empty hex
<b>Upgrade</b>

**Mine:** Specify a hex containing a Mine

**Incite Rebellion:** Specify a hex in an enemy kingdom. Once per turn, and not two turns in a row.

**Alter minor terrain feature**

**SPECIAL: Pacify neutrals**  
Only possible after exploration

## Appendix G: Terrain Tables

**Table 26: River Terrain**

2d6	Terrain
2	<b>River</b> - A river must be placed so that it flows onto the battlefield from one side and out from either the same side or another side. It may not extend over more than half the length of the table unless your opponent agrees. The river cannot be crossed anywhere along its length except at a ford or bridge (with a width of at least 5") and should always include at least one somewhere along its length. If it extends over more than half the table length it should include two crossing places, one of which is chosen and placed by the opposing player.
3	<b>Stream</b> - Choose a section of stream. It is counted as difficult terrain and must enter and leave at a table edge. It may have a single bridge or ford along its length if you wish.
4	<b>Marsh</b> - An area of water and reeds counting as difficult terrain
5	<b>Field Boundaries</b> - Up to three sections of fences, hedges or walls arranged touching each other in a line or as three sides of a field. Fences, hedges or walls are obstacles which provide cover (hard for stone walls, soft for picket fences and hedges).
6	<b>Woods</b> - An area represented by model trees. Woods are difficult terrain, provide soft cover and block line of sight.
7	<b>Shallow stream</b> (open ground)
8	<b>Low Hill</b> - This is an area of high ground sloping gently on all sides. The top of the hill may be almost flat.
9	<b>Peasant Farmstead</b> - This is an area bordered on all sides by fences with a peasant cottage in the middle or aligned along one side. The entire farm area is difficult ground due to fences, mud, dung, ditches and loose chickens. The fences are treated as obstacles.
10	<b>Village</b> - An area containing two or more buildings arranged in a group represents a village. There may be fences between buildings or around the edges of the area. There should be a road running through the village from one side to another (at least 5" in width). The road is open ground but the rest of the village is difficult ground. The fences are treated as obstacles.
11	<b>Ruin</b> - A ruined building, stone circle or ancient burial mound. This is represented by an area of tumbled ruins or large boulders protruding from the ground or arranged in a circle. Ruins are difficult ground.

12	<b>Large building</b> - A single substantial building such as a small castle, temple, watchtower or mill which is on its own or surrounded by a stone wall marking the limits of the area. If so, there should be a gateway into the area. Surrounding walls are obstacles but open spaces within the area are open ground.
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**Table 27: Mountain Terrain**

2d6	Terrain
2	<b>Crag</b> - A huge outcrop of craggy rock. The slopes are more or less sheer cliffs and impassable. Only flying beasts such as eagles or harpies might be able to find a perch on a few ledges. Blocks line of sight.
3	<b>Raging torrent</b> - A section of fast flowing mountain stream, cascading between boulders. The torrent must enter and leave at a table edge. If can only be crossed at narrow points where troops can jump across or step from one boulder to another, or by a bridge (at least 5" wide). Everywhere else it is impassable terrain. There must be at least one bridge or crossing point (represented by a mass of boulders or stepping stones). If the stream extends over more than half the table length it must include two crossing places, one of which is chosen and positioned by the opposing player.
4	<b>Tarn</b> - A small, round mountain lake (no more than 6" diameter) that is impassable. Monsters probably lurk within it.
5	<b>Pine Forest</b> - A dense forest of fir trees. Can be on a hill with rocky slopes and boulders among the trees. This is difficult ground, provides soft cover and blocks like of sight.
6	<b>Boulders</b> - An area strewn with boulders. This is difficult terrain and provides hard cover.
7	<b>Low hill</b> - This is an area of high ground sloping gentle on all sides. The top of the hill may be almost flat.
8	<b>Hill</b> - A low hill with gently sloping sides. The top is also gently sloping or flat. There may be boulders, rocks or cliffs on one side making it difficult terrain or impassable on that side.
9	<b>Scree</b> - An area of loose rocks treated as difficult ground.
10	<b>Small crater</b> - The sides are difficult terrain. Units completely inside the crater cannot see out or be seen by units outside the crater. Does not block line of sight.
11	<b>Ravine</b> - A section of ravine or gully. This has rocky edges and a boulder-strewn floor and so is difficult terrain.
12	<b>Rocky Ridge</b> - A steep hill which is longer than it is wide and rises up to a definite craggy ridge. The slopes are steep, rocky and strewn with boulders, scree or scrub. Some slopes may be sheer cliffs. This is very difficult terrain.

**Table 28: Swamp Terrain**

2d6	Terrain
2	<b>Stream</b> - Choose a section of stream. It is counted as difficult terrain and must enter and leave at a table edge. It may have a single brige or ford along its length if you wish.
3	<b>Grass huts</b> - A group of several grass or wicker huts (between two and four). A fence of stakes may surround the area; if so, it must contain a gateway at least 5" wide.
4	<b>Tangled scrub</b> - An area covered in bushes with various small stunted trees. Counts as difficult terrain, provides soft cover.
5	<b>Swamp</b> - An area of shallow water full of trees. It is very difficult ground and impassable for war machines. It also grants soft cover.
6	<b>Gnarled woods</b> - A gnarled wood is made up of old dead gnarled trees lacking any leaves. It is difficult terrain and provides soft cover die to the size of the trunks. It also blocks line of sight.

7	<b>Marsh</b> - An area of water and reeds counting as difficult terrain.
8	<b>Low hill</b> - This is an area of high ground sloping gently on all sides. The top of the hill may be almost flat.
9	<b>Fen</b> - This is an area of water and reeds with the odd gnarled tree here and there. This is difficult ground and provides soft cover.
10	<b>Pond</b> - A small, swampy body of water. Very difficult terrain, provides soft cover.
11	<b>Ruin</b> - A ruined building, stone circle, or ancient burial mound. This is represented by an area of tumbled ruins, or large boulders protruding from the ground or arranged in a circle. Ruins are difficult ground.
12	<b>Foetid mere</b> - This is an area of stagnant water with gnarled trees protruding from it, rotten corpses floating in it, and a cloud of flies buzzing over it. Impassable terrain.

**Table 29: Field Terrain**

2d6	Terrain
2	<b>Village</b> - An area containing two or more buildings arranged in a group represents a village. There may be fences between buildings or around the edges of the area. There should be a road running through the village from one side to another (at least 5" in width). The road is open ground but the rest of the village is difficult ground. The fences are treated as obstacles.
3	<b>Stream</b> - Choose a section of stream. It is counted as difficult terrain and must enter and leave at a table edge. It may have a single bricge or ford along its length if you wish.
4	<b>Fields or low hill</b>
5	<b>Field Boundaries</b> - Up to three sections of fences, hedges or walls arranged touching each other in a line or as three sides of a field. Fences, hedges or walls are obstacles which provide cover (hard for stone walls, soft for picket fences and hedges).
6	<b>Woods</b> - An area represented by model trees. Woods are difficult terrain, provide soft cover and block line of sight.
7	<b>Fields</b> (open ground)
8	<b>Low hill</b> - This is an area of high ground sloping gentle on all sides. The top of the hill may be almost flat.
9	<b>Scatter of boulders</b> - An area of large boulders embedded in vegetation. This is difficult terrain and provides hard cover.
10	<b>Peasant Farmstead</b> - This is an area bordered on all sides by fences with a peasant cottage in the middle or aligned along one edge. This basically creates a model farmyard. There should be at least one gateway on one side. The entire farm area is difficult ground, due to the fences, mud, dung, ditches and loose chickens. The fences are treated as obstacles.
11	<b>Ruin</b> - A ruined building, stone circle or ancient burial mound. This is represented by an area of tumbled ruins or large boulders protruding from the ground or arranged in a circle. Ruins are difficult ground.
12	<b>Large building</b> - A single substantial building such as a small castle, temple, watchtower or mill which is on its own or surrounded by a stone wall marking the limits of the area. If so, there should be a gateway into the area. Surrounding walls are obstacles but open spaces within the area are open ground.

**Table 30: Forest Terrain**

2d6	Terrain
2	<b>Heart of the woods</b> - An area of incredibly dense vegetation. Impassable terrain, blocks line of sight.
3	<b>Stream</b> - Choose a section of stream. It is counted as difficult terrain and must enter and leave at a table edge. It may have a single bridge or ford along its

	length if you wish.
4	<b>Scatter of boulders</b> - An area of large boulders embedded in vegetation. This is difficult terrain and provides hard cover.
5	<b>Brush</b> – An area of dense undergrowth. Counts as difficult terrain and provides soft cover.
6	<b>Deep Forest</b> - An area of very tall trees. These may be deciduous or coniferous trees. Very difficult terrain, provides soft cover, and block line of sight.
7	<b>Woods</b> - An area represented by model trees. Woods are difficult terrain, provide soft cover, and block line of sight.
8	<b>Scrub</b> - An area of tangled scrub, thorn bushes, and stunted trees probably mingled with boulders. Scrub is difficult terrain and provides soft cover.
9	<b>Low Hill</b> - This is an area of high ground sloping gently on all sides. The top of the hill may be almost flat.
10	<b>Gnarled woods</b> - A gnarled wood is made up of old dead gnarled trees lacking any leaves. It is difficult terrain and provides soft cover due to the size of the trunks. It also blocks line of sight.
11	<b>Ruin</b> - A ruined building, stone circle or ancient burial mound. This is represented by an area of tumbled ruins or large boulders protruding from the ground or arranged in a circle. Ruins are difficult ground.
12	<b>Lake</b> - A small area of open water located deep in the forest. Impassable terrain.

## Minor Terrain Feature placement

**Table 31: Long half**

Roll two d6 separately, reading the results as follows (first d6 : second d6)					
1-3 : 1	1-3 : 2	1-3 : 3	1-3 : 4	1-3 : 5	1-3 : 6
4-6 : 1	4-6 : 2	4-6 : 3	4-6 : 4	4-6 : 5	4-6 : 6
Once a square has been selected, the terrain is scattered d6 inches from its centre					

**Table 32: Short half**

Roll two d6 separately, reading the results as follows (first d6 : second d6)		
1-3 : 1	1-3 : 2	1-3 : 3
1-3 : 4	1-3 : 5	1-3 : 6
4-6 : 1	4-6 : 2	4-6 : 3
4-6 : 4	4-6 : 5	4-6 : 6
Once a square has been selected, the terrain is scattered d6 inches from its centre		

## Alignment (to determine effects of Shrines)

**Table 33: Nominal racial alignments**

	<b>Good</b>	<b>Neutral</b>	<b>Evil</b>
<b>Law</b>	High Elves	Dwarfs Empire Bretonnia	Tomb Kings Vampire Counts
<b>Neutral</b>	Wood Elves	Lizardmen Ogre Kingdoms Halflings	
<b>Chaos</b>		Chaos Warriors Beasts of Chaos Daemons	Chaos Dwarfs Dark Elves Orcs & Goblins

