

Mass Combat Rules, Charts and Play Aides for Advanced

Melee & Wizard

By David O. Miller

Version 2.0



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Melee

Mass Combat Rules, Charts and Play Aides

David O. Miller's TFT Melee/Wizard Mass Combat Rules.

This is a list of "rules" that I use when playing mass combats with Melee/Wizard rules. Generally I am a rules "purist" and do not like altering the core rules, but I have found that these rules do indeed help improve the game. Note that these "house rules" are designed to help when playing mass combats where each player controls 5 or more figures. (For normal gaming or role-playing simply pick the rules that best suite your style of play and preference.)

- **Wizards STR:** Wizards STR is broken into Normal STR and Magical STR. Normal STR is used to record wounds against while Magical STR is used to cast spells. I know doing this has it's advantages and disadvantages but the main advantage is to keep a wizard who has cast all but one of his STR points from being killed by a simple wound that does only a few points of damage. I never liked the idea that casting a spell somehow hurts a wizard or causes so much fatigue that a simple wound will kill him. This solution (while not ideal) works well enough during a mass combat.

- **STR as Damage to Wizard:** Another idea concerning Wizards STR is that after a Wizard is completely out of Magical STR he (or she) can continue casting spells but at a considerable, physical strain. After depleting the normal Magical STR the Wizard becomes fatigued. To continue casting spells at this point physically hurts the Wizard. To represent this let the Wizard mark off two Normal STR hits as internal wounds to gain one point of Magical STR to power spells. This basically doubles the cost of all spells. I liken it to an emergency situation where a Wizard starts giving up some of himself to manipulate the powers that produce magic. Makes for great role playing moments as well.

- **Pole Weapons:** After many years of playing mass combats by the rules I have finally succumbed to altering the pole weapon charge attack rules. Many people I have played with have adopted the "move three hexes in a straight line" to define a charge attack but that always seemed to take away from some of the strategy of the game. Force Retreats are much more important if you can force your opponent back one hex and then do a charge attack the following round. The charge three hexes in a straight line rule weakens or negates the need for the Force Retreat. Besides, what constitutes a "straight" line when you are dealing with hexes anyway? I also found that I had to start limiting each team to one pole weapon per team simply because players started arming everyone on their squad with pole weapons and ignoring the other weapons, simply because they are so devastating.

After many years of tinkering with these rules I final realized it was not the movement that I had a problem with but the amount of damage that the weapons were capable of

doing. A 2+2 pike axe in a double damage charge attack can max out at a whopping 28 points of damage. (A 3+1 two handed great sword is only capable of a total of 19 points.) But I didn't want to severely limit what the smaller pole weapons could do damage wise. I still wanted goblins armed with one handed spears to be somewhat dangerous. I finally came to understand that the big problem was with the top two weapons, the Halbred and the Pike Axe. My solution was to have pole weapons in a charge attack do an extra D6 worth of damage instead of the double damage that the original rules call for. If you look at the pole weapons chart this system still allows the smaller weapons to (basically) do double damage in a charge attack but slightly lowers the damage of the two bigger weapons, making them less devastating.

Here are the smaller weapons listed with normal damage and charge attack damage: Javelin (1-1) does 2-1 in a charge attack, Trident (1) does 2, 1H Spear (1) does 2, 2H Spear (1+1) does 2+1. In all cases you are "pretty much" doing double damage.

Here are the larger weapons listed with normal damage and charge attack damage: 2H Halbred (2) does 3 in a charge attack, 2H Pike Axe (2+2) does 3+1, Lance (3-1) does 4-1. As you can see the charge attack damage is no longer as devastating as originally written and I've still managed to keep the lance pretty formidable.

- **Talents:** In mass combats I dispense with all talents for fighters. The use of talents just tends to unnecessarily complicate things and really does not add to the enjoyment of a mass combat game. I use talents only when I'm playing a campaign game, not a one night, giant "hack 'n slash".

- **Wizard Character Sheet:** Wizard character sheet and spell list. My wizard character sheet only lists offensive spells that would typically be used in combat. (There is no use for spells like Detect Life or Far Vision in a mass combat.) To use simply mark the boxes of the spells you choose. Note that the spell descriptions are abbreviated, refer to the rule book for more details on a spell.

- **Reactions to Injuries:** In mass combats I simplify reactions to injuries. It's hard to keep track of how much damage a single figure has taken in a turn when you're dealing with 25 figures and 5 players. To solve this problem I play that it takes 5 points of damage "in one blow" to cause a -2 DX the following turn and it takes 8 points of damage "in one blow" to cause a figure to fall down.

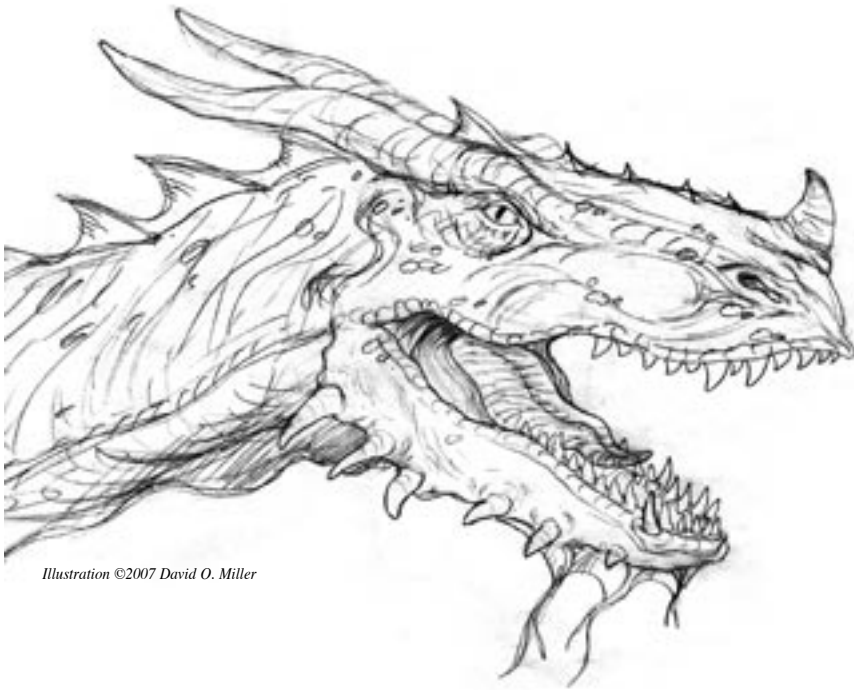
Speaking of reactions to injuries my group has invented a great play aid. I've made small chits roughly 1/4" square. On one side I've printed "-2 DX" and on the other side I've drawn a red star burst symbol. When a character takes 5,

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Mass Combat Rules, Charts and Play Aides

6 or 7 points of damage in one blow you place a chit next to the figure with the red star burst symbol facing up. At the end of the round (after Force Retreats) turn all red star burst chits over revealing the -2 DX. All figures with this chit showing are now at a -2 DX for this round. At the end of the round (after Force Retreats) all chits showing a -2 DX are removed and any chits showing a red star burst are turned over. This is a very easy way to visually show which characters are to deduct 2 from their DX for the round due to a reaction to injury.

- **Battlefield:** The size of the battlefield is really up to you. We used to play with a fairly large area but quickly found that a.) it took a long time to get the players into combat and



b.) the teams reduced to one figure tended to run away a lot. Some of these games turned into foot races to catch sole team survivors. Sometimes we had to start implementing the "shrinking arena" walls to force players to fight. Many times we now just play with a small arena 16 x 16 hexes.

- **Megahexes:** I don't use Megahexes. There really is no need for them. The original purpose was to measure bow range and to place/cast certain spells. And they make it impossible to draw a square room that contains complete megahexes. All rooms become "slanted" due to the shape of the megahexes. Range also depends on where a figure is actually standing within the megahex and can vary accordingly. So I just do without them.

Here's how to measure range without megahexes: Since a megahex is 3 hexes wide in all directions it's a simple matter to count bow ranges like this: The first 6 hexes are no DX adjustment, the next 6 hexes are at a -1 DX, the next 6 are at a -2 DX and so on. I've also used a string to measure range. It was a simple matter to create a long piece of string measured against my hex board. I simply marked the string every 6 hexes. Now when I need to determine range I put the string over the figure and stretch it tight to the target. Not only does this give me the range it also easily shows me if I need to roll to miss any intervening figures. This method works well if there is a large gap on your board where there are no hexes to count. (I play with miniatures on hex terrain boards with pits modeled in so I constantly need to establish range where no hexes are present.) Using a string doesn't give you exactly the same range as counting hexes due to the shape of the hexes but I find it to be close enough. In some ways it's a more accurate indication of range. As for spells you simply cast toward a particular hex and the megahex effect takes place in the 6 hexes around the target hex.

- **Bow vs. Pole Weapons in a Charge Attack:** If a pole weapon charge attacks a bowman and the bowman has a higher DX then the bowman gets the shot off before the pole weapon gets to attack. This is just a logical continuation of the pole weapon goes first because it's longer rule in the original game.

- **Unconscious:** Lastly I don't let figures go unconscious once they reach 1 STR point. This is a fight to the death, not a fight to unconsciousness. Figures with 1, 2, or 3 STR remaining of course are at a -3 DX due to their injuries.

I hope you enjoy these rules, charts and play aides. I would like to state that they are fan produced and are meant for limited, private, free distribution and personal use only, no infringement of any copyright is intended.

I would like to ask that if you download and use these rules and charts to please send me your comments or suggestions. I look forward to your comments and I would be very interested in any suggestions or ideas on how to make these ideas better.

See you on the battlefield!
David O. Miller

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Mass Combat: Races and Monsters.

Procedure: Pick 5 characters from below. (Example: 3 Men and 2 Dwarves.) Note that all races either have special abilities and/or limitations. Lightly write down their starting scores for **STR**, **DEX**, and **IQ**. Also write down their **MA**.

Add to *each* character the **Individual Extra Points** for that character. Add these points however you wish to **STR**, **DEX**, and **IQ**, but not **MA**. You can *not* transfer these points to your other characters. (Example: When finished with this step the total of **STR + DEX + IQ** for each human character on your team would now total 32 points.)

Add up the listed **Total Beginning Character Points** for all 5 characters and subtract from 200 to calculate your **Bonus Points**. These extra bonus points can be distributed between **STR**, **DEX**, and **IQ** and added to any or all of your characters in any way you wish. No attribute can exceed 30 (except a Giants and a Trolls **STR**) and you can not add to **MA**. (For a longer game start play with 8 characters each and subtract your Total Beginning Character Points from 320 to get your Bonus Points.)

Choose two weapons (a shield counts as a weapon) for each character. Everyone starts with a dagger. (See the statistics concerning Giants and Trolls for their weapon restrictions.) Choose armor for each character (if the race gets armor), and adjust **DEX** and **MA** according to your armor choice. No one can take Fine Plate. (Exception: see humans special ability.)

Concerning Wizards: Metal impedes the use of magic. Wizards are at a **-4 DEX** to cast spells if they are wearing or carrying anything made of metal (armor and weapons included). Also, a wizard must constantly study the art of magic and does not have the time to train in the use of weapons, therefore all wizards are at a **-4 DEX** to use any weapon *other* than his staff.

Men **Total Beginning Character Points: 32**
STR: 8 DEX: 8 IQ: 8 MA: 10 Individual Extra Points: 8
Special: In mass combats only men can wear fine plate, limit one suit of fine plate for every 5 men in your team.

Elves **Total Beginning Character Points: 32**
STR: 6 DEX: 10 IQ: 8 MA: 12 Individual Extra Points: 8
Special: Elves have an MA of 12.

Dwarves **Total Beginning Character Points: 32**
STR: 10 DEX: 6 IQ: 8 MA: 10 Individual Extra Points: 8
Special: Dwarves get an extra +1 damage when they hit with an axe, hammer, or mace.

Hobbits **Total Beginning Character Points: 30**
STR: 4 DEX: 12 IQ: 8 MA: 10 Individual Extra Points: 6
Special: Hobbits get an extra +3 DEX adjustment for missiles, missile spells, and thrown weapons and do an extra +1 damage when they hit with them. Larger opponents (men, orcs, dwarves, etc.) are at a -2 DEX to hit a hobbit due to their small size.

Orcs **Total Beginning Character Points: 32**
STR: 8 DEX: 8 IQ: 8 MA: 10 Individual Extra Points: 8
Special: Extremely Tough Skin stops 1.

Goblins **Total Beginning Character Points: 30**
STR: 6 DEX: 10 IQ: 8 MA: 10 Individual Extra Points: 6
Special: Extremely Tough Skin stops 1.

Hobgoblins **Total Beginning Character Points: 30**
STR: 10 DEX: 6 IQ: 6 MA: 10 Individual Extra Points: 8
Special: Extremely Tough Skin stops 1. Basically big, slow, extremely stupid goblins.

Giants: 3-Hex **Total Beginning Character Points: 41**
STR: 25 DEX: 9 IQ: 7 MA: 10 Individual Extra Points: 0 (No maximum STR) (DEX/IQ 10 maximum)
Special: In mass combats you can only have one giant on your team. Giants only use clubs and shields and they never wear armor. Their DEX and/or IQ can not be raised above a 10 but their STR has no maximum. They do not start with a dagger.

Troll: 3-Hex **Total Beginning Character Points: 41**
STR: 23 DEX: 10 IQ: 8 MA: 10 Individual Extra Points: 0 (No maximum STR)
Special: In mass combats you can only have one troll on your team. Trolls do not use weapons or armor (no dagger to start with), instead they fight with their claws, use Club 1H damage based on STR for damage. A troll heals 1 point of damage at the end of every turn that it still has STR left with the exception of fire, fireball or lightning damage.

Melee Mass Combat: Weapons and Armor List

Axe/Mace	Damage	STR	Notes
Hatchet	1	9	May be thrown.
Hammer	1+1	10	May be thrown.
Mace	2-1	11	May be thrown.
Small Axe	1+2	11	May be thrown.
Military Pick	2	12	-
Morning Star	2+1	13	(Flail, Holy-Water Sprinkler)
2H Great Hammer	2+2	14	-
2H Battle Axe	3	15	-

Pole Weapons	Damage	STR	Notes
Javelin	1-1	9	May be thrown. No 2 hex jab.
Trident	1	10	May be thrown. No 2 hex jab.
1H Spear	1	11	May be thrown.
2H Spear	1+1	11	May be thrown. Same spear, 2H.
2H Halberd	2	13	(Bill)
2H Pike Axe	2+2	15	(Glaive, Poleaxe)
Lance	3-1	13	Mounted figures only.

Shield	Damage	STR	Notes
Spiked Shield	1-2	9	-4 DEX to use, left hand weapon.

Sword	Damage	STR	Notes
Rapier	1	9	(Epee, Foil)
Cutlass	2-2	10	(Saber)
Shortsword	2-1	11	-
Broadsword	2	12	(Scimitar, Katana)
1H Bastard Sword	2+1	13	(Hand-and-a-Half)
2H Bastard Sword	3-2	13	Same sword as above used 2H.
2H Sword	3-1	14	(Claymore)
2H Great Sword	3+1	16	-

Quarterstaff	Damage	STR	Notes
2H Quarterstaff	1+2	11	-4 DEX to disarm foe, 3D6 save.

Wizards Staff	Damage	STR	Notes
Wizards Staff	1	-	*
Staff of Power	2	-	*

* A wizard's staff is only usable by the wizard who created it or by his permission. If a staff is picked up by any one else it will explode for 3D6 damage, a Staff of Power will shock for 3D6.

Armor and Shields:

Normal STR Adjustments (STR 1-17)			Advantages of Great STR									
			STR 18-19		STR 20-23		STR 24-25		STR 26-27		STR 28-30	
Armor	Stops	DEX MA	DEX MA	DEX MA	DEX MA	DEX MA	DEX MA	DEX MA	DEX MA	DEX MA	DEX MA	
Cloth	1	-1 -	- -	- -	- -	- -	- -	- -	- -	- -	- -	
Leather	2	-2 -2	- -	- -	- -	- -	- -	- -	- -	- -	- -	
Chainmail	3	-3 -4	-2 -2	-2 -2	- -	- -	- -	- -	- -	- -	- -	
Half-Plate	4	-5 -4	-4 -4	-4 -4	-3 -2	-2 -	-1 -	- -	- -	- -	- -	
Plate	5	-6 -4	-5 -4	-5 -4	-4 -2	-3 -2	-2 -	- -	- -	- -	- -	
Fine Plate	6	-4 -4	-3 -4	-3 -4	-2 -2	-1 -	- -	- -	- -	- -	- -	
Shield												
Small	1	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	
Spike	1	- -	- -	- -	- -	- -	- -	- -	- -	- -	- -	
Large	2	-1 -	-1 -	- -	- -	- -	- -	- -	- -	- -	- -	
Tower	3	-2 -	-2 -	-1 -	- -	- -	- -	- -	- -	- -	- -	

Bow	Damage	STR	Notes
Sling	1-2	-	(A hand thrown stone does 1-4)
2H Small Bow	1-1	9	Adj. DEX 15+, 2 shots per turn.
2H Horse Bow	1	10	Adj. DEX 16+, 2 shots per turn.
2H Long Bow	1+2	11	Adj. DEX 18+, 2 shots per turn.

Crossbow	Damage	STR	Notes
2H Lt Crossbow	2	12	Shoots every other turn, every turn if Adj. DEX is 14+.
2H Hvy Crossbow (Arbalest)	3	15	Shoots every 3rd turn, every other turn if Adj. DEX is 16+.

Club	Damage	STR	Notes
1H Club	Varies	-	Damage varies, see chart below.
2H Club	(+1)	-	Add +1 to 1H Club damage.

Knife	Damage	STR	Notes
Dagger	1-1	-	May be thrown. HTH damage varies.
Main-Gauche	1-1	-	-1 DX, stops 1 (non-missile attack). <i>Used as a weapon and a shield still stops 1 (from any non-missile attack), allows two attacks against same enemy, one with the main-gauche and one with another weapon, both attacks are at a DX -4.</i>

Fist	Damage	STR	Notes
Fist	Varies	-	Damage varies, see chart below.
Fist in HTH	(+1)	-	Add +1 to Fist, see chart below.

Fist/Club/Dagger Damage Chart

STR	Fist	Fist in HTH	1H Club or Dagger in HTH
1-8	1-4	1-3	1-1
9-10	1-3	1-2	1
11-12	1-2	1-1	1+1
13-14	1-1	1	1+2
15-16	1	1+1	1+3
17-20	1+1	1+2	1+4
21-24	1+2	1+3	1+5
25-30	1+3	1+4	1+6
31-40	2+1	2+2	2+4
41-50	3+1	3+2	3+4
51-60	4+1	4+2	4+4

Great STR and 2H Weapons

Add 10 to the STR rating of a weapon. That is the minimum STR needed to use the weapon 1H.

Melee Mass Combat: Game Rules Reference Sheet

Sequence

- 1. Roll for initiative.** Winner chooses who moves first.
- 2. Renew continuing type spells.** This is not considered an action. Spells not renewed end now.
- 3. Movement.**
- 4. Actions.** Figures act in order of their adjusted DEX.
- 5. Force Retreats.** If you scored a physical hit on an opponent and took no hits that turn from any source then you may retreat that enemy in any direction to any vacant hex and either advance to the hex vacated by the enemy or stand still. Missiles, thrown weapons and spells do not allow you to force a retreat.
- 6. Wound Markers.** Take away current -2 DEX wound markers and turn over any wound markers received this turn.

Attempting Hand to Hand (HTH) Combat.

Attempting HTH comes during the combat phase and counts as an attack.

You can jump an enemy if:

1. Enemy has his back to a wall.
2. Enemy is prone.
3. Enemy has a lower MA.
4. Attacker comes in from the side or rear.
5. Enemy agrees to HTH.

Defender rolls one die:

- 1 or 2 Defender drops ready weapon and/or shield and fights bare handed unless ready weapon was a dagger. Both figures fall to the floor.
- 3 or 4 Defender drops ready weapon and/or shield but has time to ready a dagger if he has one. Both figures fall to the floor.
- 5 HTH does not take place.
- 6 HTH does not take place and defender automatically hits with ready weapon, (or fist if no weapon is ready). Defender can still make an attack or take any other action that turn. This is a free action.

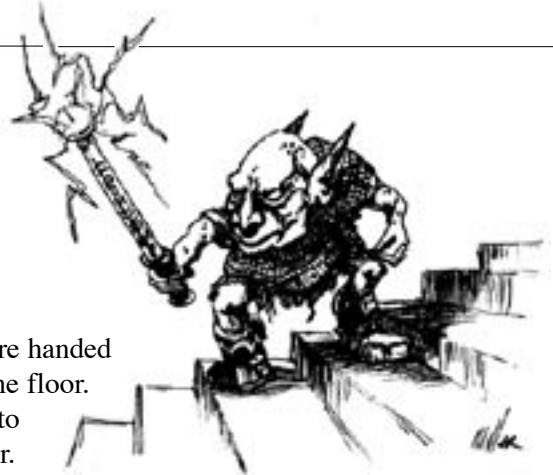


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Rolling to miss:

Roll your adj. DEX or less.

Success: means that you have missed the intervening friend or enemy figure. Roll to hit the target

Failure to miss enemy: means that your shot goes wide and you do not hit the enemy you tried to miss, but if you roll a 14 or above apply the below effects.

Failure to miss friend: means that you hit the friend you tried to miss, and if you roll a 14 or above apply the below effects.

When you are rolling to miss:

- 14 is an automatic hit, regardless of your DEX.
- 15 is a double damage hit.
- 16 is a triple damage hit
- 17 is a dropped weapon
- 18 is a broken weapon

Success - Failure Table

Number of Dice	Triple Damage	Double Damage	Automatic Success*	Automatic Failure	Drop Weapon**	Break Weapon**
2	-	-	2	12	-	-
3	3	4	5	16	17	18
4	4-5	6-7	8	20	21-22	23-24
5	5-7	8-10	11	24	25-27	28-30
6	6-9	10-13	14	28	29-32	33-36
7	7-11	12-16	17	32	33-37	38-42
8	8-13	14-19	20	36	37-42	43-48

* Regardless of what your DEX is.

** Natural weapon attacks (Fists, Claws, etc.) take 1D6 points of damage with no armor or magical protection.

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Mass Combat: Condensed Options Reference Sheet

Options: Disengaged Figures.

MOVE up to your full MA. Do no other actions.

CHARGE ATTACK. Move up to 1/2 of your MA and attack with a ready weapon; normal attack, extra damage polearm attack, normal polearm jab attack, shield rush, or sweeping blow with any 2H, edged weapon. A figure can't attack if it moved *more* than 1/2 its MA.

THROW WEAPON. Stand still or move one hex and throw a weapon. -1 DEX per hex distance.

LOAD a crossbow. Move up to 2 hexes and load a crossbow.

ATTEMPT HTH. Move up to 1/2 of your MA and attempt HTH.

DODGE. Move up to 1/2 of your MA and dodge. You can not dodge if you are engaged. Used against missile weapons/spells or thrown weapons. 4D6 to hit you.

DEFEND. Move up to 1/2 of your MA and defend. Used against physical attacks. Must have a ready weapon. Destroys bows. 4D6 to hit you.

DROP. Move up to 1/2 of your MA and drop to a prone position. Adjacent figures get a +4 DEX to hit a prone figure.

MISSILE WEAPON ATTACK. Stand still or move one hex and fire a missile weapon.

CAST SPELL. Stand still or move one hex and attempt any spell.

DISBELIEVE. Stand still or move one hex and attempt to disbelieve.

PICK UP WEAPON. Move up to 2 hexes and pick up a dropped weapon in your hex or an adjacent one. +4 DEX to hit you as you bend down to retrieve weapon. Weapon will be ready next turn.

CHANGE OR READY NEW WEAPON. Move up to 2 hexes and resling or drop ready weapon and/or shield and ready a new weapon and/or shield. Weapon will be ready next turn.

EXCHANGE WEAPONS. Move up to 2 hexes and exchange weapons with any adjacent figure. Both figures must choose this option. Weapons will be ready next turn.

STAND UP. Rise from a prone position and choose any facing in the hex.

Options: Engaged Figures.

A figure which is engaged with an enemy when its turn comes to move may:

ATTACK. Stand still or shift one hex and attack with a ready weapon; normal attack, jab with a polearm, shield rush, or sweeping blow with any 2H edged weapon.

DEFEND. Stand still or shift one hex and defend. Used against physical attacks. Must have a ready weapon. Destroys bows. 4D6 to hit you.

ONE LAST SHOT MISSILE ATTACK. If you had a missile weapon ready before you were engaged you may stand still or shift one hex and get off one last shot. You must then drop the missile weapon unless you kill or knock down foe with the arrow.

CHANGE OR READY NEW WEAPON. Stand still or shift one hex and drop ready weapon or shield (if any) and ready a new, nonmissile weapon or shield. Weapon will be ready next turn.

DISENGAGE. Stand still or shift one hex and disengage. Comes on your DEX. Move back one hex away from one or more enemies.

STAND UP. Rise from a prone position and choose any facing in the hex.

PICK UP WEAPON. Stand still, bend over and pick up a dropped weapon in your hex or any adjacent hex. +4 DEX to hit you as you bend down to retrieve weapon. Weapon will be ready next turn.

ATTEMPT HTH. Stand still or shift one hex and attempt HTH.

CAST SPELL. Stand still or shift one hex and attempt any spell.

DISBELIEVE. Stand still or shift one hex and attempt to disbelieve.

THROW WEAPON. Stand still or shift one hex and throw a weapon.

-1 DEX per hex distance.

DROP. Stand still or shift one hex and drop to a prone position. Adjacent figures get a +4 DEX to hit a prone figure.

Options: Figures in HTH Combat.

ATTACK. Attack with your fist or a ready dagger. Everyone in HTH gets a +4 DEX to hit!

DRAW DAGGER. Its hard to draw a dagger in HTH. 3D6 vs DEX (without the +4 HTH bonus) to pull out a dagger.

CAST SPELL. Attempting to cast a spell in HTH is very difficult because the wizard is undergoing a severe distraction. -6 DEX to cast!

DISENGAGE. Attempting to disengage in HTH is not automatic. Roll 4D6 vs DEX. Stand up in any adjacent hex.

Options: Engaged Prone Figures.

STAND UP. Rise from a prone position and choose any facing in the hex.

READY A WEAPON. Lie still and attempt to ready a weapon. You must make a 3D6 vs DEX to be successful.

CAST SPELL. Lie still and attempt any spell.

DISBELIEVE. Lie still and try to disbelieve one illusion.

Options: Disengaged Prone Figures.

STAND UP. Rise from a prone position and choose any facing in the hex.

READY A WEAPON. Lie still and attempt to ready a weapon. You must make a 3D6 vs DEX to be successful.

CRAWL. Your MA is 2. Adjacent figures get a +4 DEX to hit a crawling figure. You may not attack. You may enter into HTH.

CRAWL AND STAND. Crawl one hex and stand up.

CAST SPELL. Lie still and attempt any spell.

DISBELIEVE. Lie still and try to disbelieve one illusion.

TAKE COVER. Lie still or crawl one hex and take cover in the same hex with a fallen body. Any attack with a thrown weapon or missile weapon/spell is at a -4 DEX to hit you. If enemy misses you, roll to miss the prone body if necessary.

CROSSBOW MISSILE ATTACK. Lie still and fire a crossbow.

+1 DEX to hit, however you can not re-load a crossbow while prone.

Options during movement:

ENTERING A BODY HEX. If you enter a body hex or a hex containing a prone figure you must *stop* and immediately make a 3D6 vs DEX roll (*per body*) or fall.

JUMPING BODIES. Moving through or jumping over a prone figure "costs" 3 hexes of movement and you must make a 3D6 vs DEX (*per body*) or fall in the body hex. (2 points of movement for the body hex and 1 point for the next hex after the body.) This is the only way to move across fallen figures.

JUMPING HOLES. No extra MA "cost" but you must make a saving roll based on STR:

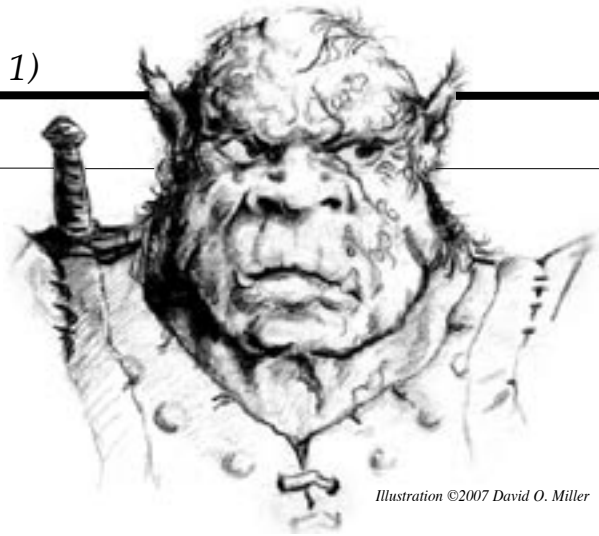
2D6 vs STR for a 1-hex hole.

3D6 vs STR for a 2-hex hole.

4D6 vs STR for a 3-hex hole, etc...

If you miss the roll you fall in the hole but you get a 3D6 vs DEX roll to grab the far side. If this is successful then starting next turn you can attempt to pull yourself up by making a 4D6 vs STR roll. Every time you miss this roll you must take 1 point of damage from exhaustion. Falling into the hole will cause damage, how much depends on the depth of the hole.

PUSHING BACK. A 3 hex or larger creature can push back one or more 1 hex figures one hex at the end of their movement. The combined STR at the moment of the figures being pushed back can not exceed the STR of the creature doing the pushing. Move all figures one hex and stop. Each figure gets a 3D6 vs DEX. Success means that they are pushed back. Failure means that the fall in the creatures hex and are underfoot where they can be trampled. Figures are considered to be in HTH with the creature.



Options: Disengaged Figures.

Stand still or move/shift one hex and:

- Attack with a ready weapon, normal or sweeping blow.
- Throw a ready weapon, -1 DEX per hex.
- Load a crossbow.
- Jab with a polearm.
- Attempt HTH, comes during movement.
- Drop to a prone position.
- Fire a missile weapon.
- Cast a spell.
- Disbelieve.
- Defend against physical attacks. Must have a ready weapon.
- Dodge against missile weapons/spells or thrown weapons. (You can not dodge if you are engaged.)
- Pick up a dropped weapon in your hex or an adjacent one. +4 DEX to hit you as you bend down to retrieve weapon. Weapon will be ready next turn.

Move two hexes or less and:

- Change weapons. Resling or drop ready weapon and/or shield and ready a new weapon and/or shield. Weapon will be ready next turn.
- Exchange weapons with any adjacent figure. Both figures must choose this option.

Move 1/2 of your MA or less and:

- Attack with a ready weapon, normal or sweeping blow.
- Throw a ready weapon, -1 DEX per hex.
- Charge with a polearm doing extra damage if you hit. You must move at least one hex. If you hit you do one extra die damage. Example: A 2H Spear does 1+1 normal damage. It does 2+1 in a charge attack.
- Jab with a polearm.
- Attempt HTH, comes during movement.
- Dodge against missile weapons/spells or thrown weapons. (You can not dodge if you are engaged.)
- Drop to a prone position.

Move more than 1/2 of your MA up to your full MA.

- Do no other actions.

Options: Engaged Figures.

Stand still or move/shift one hex and:

- Attack with a ready weapon, normal or sweeping blow.
- Throw a ready weapon, -1 DEX per hex.
- Jab with a polearm.
- Attempt HTH, comes during movement.
- Defend against physical attacks. Must have a ready weapon.
- Drop to a prone position.
- Fire a last missile weapon shot. You must drop the weapon after firing unless you kill or knock down foe with the arrow.
- Cast a spell.
- Disbelieve.
- Disengage. Comes on your DEX. Move back one hex away from enemy.
- Pick up a dropped weapon in your hex or an adjacent one. +4 DEX to hit you as you bend down to retrieve weapon. Weapon will be ready next turn.
- Change weapons. Resling or drop ready weapon and/or shield and ready a new weapon and/or shield. The new weapon or shield will be ready next turn.

Options: Prone Figures.

- Stand up.
- Ready a weapon. Must make a 3D6 vs DEX to be successful.
- Crawl. MA 2. You are considered to have all rear hexes, therefore it is a +4 DEX to hit you. You may not attack. You may enter into HTH.
- Crawl one hex and stand up, but only if not engaged.
- Cast a spell.
- Disbelieve.
- You may take cover in the same hex with a fallen body. Any attack with a thrown weapon or missile weapon/spell is at a -4 DEX. If enemy misses you, roll to miss the prone body if necessary.

Options: Figures in HTH Combat.

- Attack with your fist or a ready dagger.
- Attempt to draw a dagger. 3D6 vs DEX with no +4 HTH bonus.
- Attempt to cast a spell. -6 DEX!
- Attempt to disengage. 4D6 vs DEX. Stand up in any adjacent hex.

Options During Movement:

- If you enter a body hex or a hex containing a prone figure and stop you must make a 3D6 vs DEX (*per body*) or fall.
- Moving through or jumping over a prone figure “costs” 3 hexes of movement and you must make a 3D6 vs DEX (*per body*) or fall in the body hex. (2 points of movement for the body hex and 1 point for the next hex after the body.)
- Jumping holes. No extra MA “cost” but you must make a saving roll based on STR.
 - 2D6 vs STR for a 1-hex hole.
 - 3D6 vs STR for a 2-hex hole.
 - 4D6 vs STR for a 3-hex hole, etc,...

If you miss the roll you fall in the hole but you get a 3D6 vs DEX roll to grab the far side. If this is successful then starting next turn you can attempt to pull yourself up by making a 4D6 vs STR roll. Every time you miss this roll you must take 1 point of damage from exhaustion. Falling into the hole will cause damage, how much depends on the depth of the hole.

- Push Back. A 3 hex or greater creature can push back one or more 1 hex figures one hex at the end of their movement. The combined STR at the moment of the figures being pushed back can not exceed the STR of the creature doing the pushing. Move all figures one hex and stop. Each figure gets a 3D6 vs DEX. Success means that they are pushed back. Failure means that they fall in the creatures hex and are underfoot where they can be trampled. Figures are considered to be in HTH with the creature.



Melee

Mass Combat: Character Sheet

Player's Name: _____

Team Name: _____

1. Name/Race: _____

STR	___ /		
DEX	___ ()	Armor:	Stops
IQ	___	_____ /	_____
MA	___ ()	_____ /	_____
Weapon:		Damage	
_____		/	_____
_____		/	_____
Dagger		/	1-1

2. Name/Race: _____

STR	___ /		
DEX	___ ()	Armor:	Stops
IQ	___	_____ /	_____
MA	___ ()	_____ /	_____
Weapon:		Damage	
_____		/	_____
_____		/	_____
Dagger		/	1-1

3. Name/Race: _____

STR	___ /		
DEX	___ ()	Armor:	Stops
IQ	___	_____ /	_____
MA	___ ()	_____ /	_____
Weapon:		Damage	
_____		/	_____
_____		/	_____
Dagger		/	1-1

4. Name/Race: _____

STR	___ /		
DEX	___ ()	Armor:	Stops
IQ	___	_____ /	_____
MA	___ ()	_____ /	_____
Weapon:		Damage	
_____		/	_____
_____		/	_____
Dagger		/	1-1

5. Name/Race: _____

STR	___ /		
DEX	___ ()	Armor:	Stops
IQ	___	_____ /	_____
MA	___ ()	_____ /	_____
Weapon:		Damage	
_____		/	_____
_____		/	_____
Dagger		/	1-1

6. Name/Race: _____

STR	___ /		
DEX	___ ()	Armor:	Stops
IQ	___	_____ /	_____
MA	___ ()	_____ /	_____
Weapon:		Damage	
_____		/	_____
_____		/	_____
Dagger		/	1-1

7. Name/Race: _____

STR	___ /		
DEX	___ ()	Armor:	Stops
IQ	___	_____ /	_____
MA	___ ()	_____ /	_____
Weapon:		Damage	
_____		/	_____
_____		/	_____
Dagger		/	1-1

8. Name/Race: _____

STR	___ /		
DEX	___ ()	Armor:	Stops
IQ	___	_____ /	_____
MA	___ ()	_____ /	_____
Weapon:		Damage	
_____		/	_____
_____		/	_____
Dagger		/	1-1

Melée

Mass Combat:
Character Sheet

Player's Name: _____

Team Name: _____

Name/Race	STR / Wounds	DX (adj)	IQ	MA (adj)	Armor	/ Stops	Weapons	/ Damage
1.	/	()		()		/		/
						/		/
					Total: <input type="text"/>	Dagger	/ 1-1	
2.	/	()		()		/		/
						/		/
					Total: <input type="text"/>	Dagger	/ 1-1	
3.	/	()		()		/		/
						/		/
					Total: <input type="text"/>	Dagger	/ 1-1	
4.	/	()		()		/		/
						/		/
					Total: <input type="text"/>	Dagger	/ 1-1	
5.	/	()		()		/		/
						/		/
					Total: <input type="text"/>	Dagger	/ 1-1	
6.	/	()		()		/		/
						/		/
					Total: <input type="text"/>	Dagger	/ 1-1	
7.	/	()		()		/		/
						/		/
					Total: <input type="text"/>	Dagger	/ 1-1	
8.	/	()		()		/		/
						/		/
					Total: <input type="text"/>	Dagger	/ 1-1	

Wizard Mass Combat: Battle Magic

Player's Name: _____

Team Name: _____

Name/Race: _____

STR ____ / _____

Magical STR ____ / _____

DEX ____ ()	Armor: _____	Stops _____
IQ ____	_____	_____
MA ____ ()	_____	_____

Weapon: _____	Damage _____
_____	_____

Staff	1
-------	---

- Speed Movement (T):** Costs 2 STR. Doubles MA for 4 turns, two spells do not quadruple MA, but makes spell last 8 turns. Double movement options, an archer can move 2 hexes & fire.
- Summon Myrmidon (C):** Costs 2 STR / +1 each turn. STR: 12 DEX: 12 IQ: 8 MA: 10 Broadsword: 2D6
- Dazzle (S):** Costs 3 STR. A blinding flash that causes all sighted creatures (except wizard) to suffer -3 DEX for 3 turns.
- Shock Shield (T):** Costs 2 STR / +1 each turn. 1D6 damage (no armor) to all creatures in wizard's hex at end of turn.
- Lock/Knock (T):** Costs 2 STR. Opens or closes doors/gates.

IQ 11 Spells

- Sleep (T):** Costs 3 STR. Wake up if hit or shaken by figure in adjoining hex (takes two turns). Does not work if STR 20+.
- Summon Bear (C):** Costs 4 STR / +1 each turn. STR: 30 DEX: 11 IQ: 6 MA: 8 Bite: 2+2 No armor
- Control Animal (T):** Costs 2 STR / +1 each turn. Does not work on dragons or humans. 3D6 vs IQ save when spell first hits. Images and illusions disappear when spell strikes.
- 1-Hex Illusion (C):** Costs 2 STR. Creates any 1 hex illusion.
- Reverse Missiles (T):** Costs 2 STR / +1 each turn. Causes missile weapons or spells to reverse and hit the firer instead.
- Rope (C):** Costs 2 STR. Halves MA, DEX -2, -1 more DEX each turn that rope is on. 3D6 vs DEX to remove. Figure next to you can help, 3D6 vs DEX. Doesn't work against STR 20+.
- Create Wall (C):** Costs 2 STR. Creates one hex wall. Can not be created on top of a figure to entomb him.
- Destroy Creation (T):** Costs 1 STR. Removes one created thing. Doesn't work vs summoned beings. Removes one hex of multi-hex fire, wall, or shadow. Has no effect on multi-hex images or illusions of living beings.

IQ 12 Spells

- Freeze (T):** Costs 4 STR. Totally freezes victim for 2D6 turns. Victim can disbelieve and can only cast a spell if spell is an IQ level 5 below his IQ. Does not work if STR is 30+.
- Fireball (M):** 1-1 damage per STR.
- Invisibility (T):** Costs 3 STR / +1 each turn. Makes yourself or someone else invisible. -6 DEX to hit an invisible figure.
- Blast (S):** Costs 2 STR. Does 1D6 damage to every creature, friend or foe (except wizard), in wizard's hex & adjacent ones.
- Magical Sight (T):** Costs 2 STR / +1 each turn. Allows you to see objects concealed by blur, shadow, or invisibility.
- Break Weapon (T):** Costs 3 STR. Shatters one weapon.
- 3-Hex Fire (C):** Costs 2 STR. Like fire spell but covers 3 connecting hexes.
- 3-Hex Shadow (C):** Costs 2 STR. Like shadow spell but covers 3 connecting hexes.
- Drain Strength (S):** Drain life force from humanoids into wizard or others. 5 Magic STR drained gives 1 Magic STR to recipient. All must be adjacent to each other. Wizard makes DEX roll, failing loses 1 STR. Can not exceed current STR of victim and victim must cooperate or if unwilling be tied up.
- Rainstorm (C):** Costs 4 STR. Creates a "storm" 1 megahex in size that puts out all fires. Moves 1 hex per turn. Fireballs, lightning, & dragon fire can not pass through. Lasts 12 turns.

IQ 8 Spells

- Staff (S):** Costs 5 STR. Take this spell: start the game with a staff that does 1D6 damage. Explodes for 3D6 if picked up.
- Magic Fist (M):** 1-2 damage per STR. If fist does 6 points of damage before armor then it will trip target unless he makes a 3D6 roll vs. his STR or DEX. Appears as large fist.
- Blur (T):** Costs 1 STR / +1 each turn. -4 DEX to hit subject.
- Slow Movement (T):** Costs 2 STR. Halves MA for 4 turns, two spells do not quarter MA, but makes spell last 8 turns.
- Drop Weapon (T):** Costs 1 STR or 2 STR if victim's STR is 20 or more. Makes you drop whatever is in one hand.
- 1-Hex Image (C):** Costs 1 STR. Creates any one hex image.
- Light (T):** Costs 1 STR. Light up small object for one day.

IQ 9 Spells

- Clumsiness (T):** Subtract 2 from victim's DEX for every 1 STR used to cast. Lasts 3 turns, 1 turn if victim's STR is 30+.
- Confusion (T):** Subtract 2 from victim's IQ for every 1 STR used to cast. Lasts 3 turns. A wizard can't use spells above his NEW IQ but can still power spells already cast.
- Avert (T):** Costs 2 STR / +1 each turn. Victim must end his movement at least two hexes farther from wizard each turn. Must disengage away if engaged. Must make 3D6 vs DEX to avoid falling into pits, etc.
- Aid (T):** Temporarily adds 1 to STR, DEX, or IQ of any one including wizard for each 1 STR used to cast. Lasts 2 turns.
- Summon Wolf (C):** Costs 2 STR / +1 each turn. STR: 10 DEX: 14 IQ: 6 MA: 12 Bite: 1+1 No armor
- Reveal Magic (S):** Costs 1 STR. Range is 15 hexes. Reveals active secret protection spells, cast on one figure at a time. Also reveals slippery and sticky floors within range.
- 1-Hex Fire (T):** Costs 1 STR. Fills one hex with magical fire.
- Darkness (S):** Costs 1 STR per 3 hexes range. Temporarily extinguishes artificial lights, even light spells. Lasts 3 turns.

IQ 10 Spells

- Trip (T):** Costs 2 STR or 4 STR if victim's STR is 40 or more. Makes you fall down. If on the edge of a pit target will fall in unless he makes a 4D6 roll vs his DEX.
- 1-Hex Shadow (C):** Costs 1 STR. -6 DEX attacking through or from a shadow hex, attacking into a shadow hex -4.

- ❑ **Repair** (T): Costs 6 STR. *Repairs simple breaks in small objects like broken weapons, ropes, pots, etc.*
- ❑ **Eyes Behind** (T): Costs 3 STR / +1 each turn. *All side hexes treated like front hexes and rear hex treated like side hex for all purposes including the ability to attack.*

IQ 13 Spells

- ❑ **Flight** (T): Costs 3 STR / +1 each turn flying. *MA = 12. Any attack on a flying figure is at a -4 DEX, even if you are flying. Flyer won't be used to flying so -2 DEX for attacks or spell casting and -4 DEX for thrown or missile weapons as well.*
- ❑ **Summon Gargoyle** (C): Costs 4 STR / +1 each turn. STR: 20 DEX: 11 IQ: 8 MA: 8/16 Fist: 2D6 Stops: 3
- ❑ **Control Person** (T): Costs 3 STR / +1 each turn. *Works on humanoids. 3D6 vs IQ save. Images & illusions disappear.*
- ❑ **Stone Flesh** (T): Costs 2 STR / +1 each turn. *Stops 4 hits.*
- ❑ **Slippery Floor** (T): Costs 3 STR. *Makes floor over one megahex slippery. Reveal only when first victim enters it. 3D6 vs DEX for each hex you enter or stand still in.*
- ❑ **Stop** (T): Costs 3 STR. *Victim has MA zero for the next four turns. Can't move to another hex but may do anything else.*
- ❑ **4-Hex Image** (C): Costs 2 STR. *Creates a 2 to 4 hex image.*
- ❑ **3-Hex Wall** (C): Costs 4 STR. *Like create wall spell but affecting any 3 connecting hexes.*
- ❑ **Fireproofing** (T): Costs 3 STR / +1 each turn for each hex of the size of the subject. *Makes you immune to fire.*
- ❑ **Sticky Floor** (T): Costs 3 STR. *Makes floor over one megahex sticky. Reveal only when first victim enters it. Must stop immediately. Your MA reduced to 1 each turn you are in the megahex, MA 2 if you are STR 30+. Lasts 12 turns.*
- ❑ **Open Tunnel** (T): Costs 10 STR. *Turns object or being in one hex into air. Living creatures get a 4D6 vs DEX to escape by jumping back one hex. Multi-hex beings loose a % of STR.*
- ❑ **Telekinesis** (T): Costs 2 STR per turn. *Objects may be picked up, thrown, etc. Treat as if wizard has an "invisible body" which he can place anywhere he can see, -1 per hex distance. Can use a metal weapon this way at an additional -4 DEX.*
- ❑ **Control Elemental** (T): Costs 5 STR. *Puts any one type of elemental under the control of the caster. The elemental gets a 3D6 save vs IQ when the spell first hits, if it makes this roll then the spell is ineffective and stays under control of creator.*

IQ 14 Spells

- ❑ **Lightning** (M): 1D6 damage per STR. *5 pts of lightning damage will blast through one hex of a wall, clearing hex.*
- ❑ **Summon Giant** (C): Costs 4 STR / +1 each turn. STR: 30 DEX: 9 IQ: 8 MA: 8 Club: 3+3 No armor
- ❑ **4-Hex Illusion** (C): Costs 3 STR. *Creates a 2-4 hex illusion.*
- ❑ **Remove Thrown Spell** (T): Costs 2 STR. *Negates any thrown spell. Used to dissolve an enemies spell or protection.*
- ❑ **Dispel Illusions** (S): Costs 5 STR. *Causes all illusions within 15 hexes to vanish immediately, regardless of size.*
- ❑ **Spell Shield** (T): Costs 3 STR / +1 each turn. *Prevents any spell from being cast on its subject. Does not effect spells already cast or protect from physical damage by illusions.*

IQ 15 Spells

- ❑ **Iron Flesh** (T): Costs 3 STR / +1 each turn. *Stops 6 hits.*
- ❑ **Megahex Avert** (T): Costs 3 STR / +1 each turn. *Like avert spell but effects victims in one hex & all hexes adjacent to it.*

- ❑ **Teleport** (S): Costs 1 STR for each 3 hexes teleported. *Blinks you to another hex. If you come out in a hex with a solid object you die, and so does object if it was living. Illusions count as living, images disappear.*
- ❑ **Summon 4-Hex Dragon** (C): Costs 5 STR / +1 each turn. STR: 30 DEX: 13 IQ: 16 MA: 6/16 Stops: 3 Claw: 2-2 Breath: 2D6 STR to breathe: 3
- ❑ **Giant Rope** (C): Costs 5 STR. *Cast on a STR 20+ creature this spell has the same effect as the rope spell. Cast on a weaker figure it has the effect of two simultaneous rope spells.*
- ❑ **7-Hex Shadow** (C): Costs 3 STR. *Like shadow spell but covers 7 connecting hexes.*
- ❑ **7-Hex Image** (C): Costs 4 STR. *Creates a 5 to 7 hex image.*
- ❑ **Hammer Touch** (T): 1D6 damage per STR. *Makes your fist a lethal weapon. Lasts 3 turns. Subject of a 4 pt. spell could deliver three 4D6 punches. Roll a 17-18 take 1D6 damage.*

IQ 16 Spells

- ❑ **7-Hex Illusion** (C): Costs 5 STR. *Creates a 5-7 hex illusion.*
- ❑ **Summon 7-Hex Dragon** (C): Costs 5 STR / +2 each turn. STR: 60 DEX: 14 IQ: 20 MA: 8/20 Stops: 5 Claw: 2D6 Breath: 3D6 STR to breathe: 5
- ❑ **Death Spell** (T): *When cast compare STR of wizard & victim at that moment, the lower STR is the amount of STR both beings loose. Spell Shield stops and wizard loses 1 STR.*
- ❑ **7-Hex Fire** (C): Costs 4 STR. *Like fire spell but covers 7 connecting hexes.*
- ❑ **7-Hex Wall** (C): Costs 6 STR. *Like create wall spell but affecting any 7 connecting hexes. Can surround a figure.*
- ❑ **Megahex Sleep** (T): Costs 8 STR. *Affects every creature of STR less than 20 in a megahex (except the wizard), or any single figure of STR 50 or less.*
- ❑ **Staff of Power** (S): Costs 10 STR per day for four weeks to make. *IQ 16 wizards that take this spell can start the game with a staff of power. Used to make any piece of wood into a Staff of Power that does 2D6 damage, is not effected by a drop or break weapon spell, and will not explode if picked up but still do 3D6 damage.*
- ❑ **Create Elemental** (S): Costs 10 STR. *Wizard must have element appropriate to that elemental to summon it. The elemental gets a 3D6 save vs IQ if ordered to attack. Stays until destroyed, summoner releases it, or 24 hours pass.*
- ❑ **Destroy Elemental** (S): Costs 10 STR. *This spell destroys all elementals in a 15 hex radius around wizard. If a wizard fails his DEX roll, all elementals that were put in danger from this spell will immediately move to attack him.*

IQ 17 Spells

- ❑ **Insubstantiality** (T): Costs 4 STR / +2 each turn. *Nothing but thrown spells can effect you. Move at 1 hex per turn and can pass through solid objects. You can only use thrown or creation spells and you can make no physical attacks. If you become solid in the middle of another creature, both die.*

IQ 18 Spells

- ❑ **Wizard's Wrath** (M): 1+1 damage per STR. *Can have the physical effects of any of the other three missile spells.*
- ❑ **Megahex Freeze** (T): Costs 12 STR. *Affects every creature of STR less than 20 in a megahex (except the wizard), or any single figure of STR 50 or less.*

Wizard

Mass Combat: Battle Magic Character #: _____

Magical STR _____ /

IQ 8 Spells

- ☐ **Staff (S):** Costs 5 STR. Take this spell: start the game with a staff that does 1D6 damage. If anyone other than the owner of a staff picks it up against the owner's will, it explodes for 3D6.
- ☐ **Magic Fist (M):** 1-2 damage per STR. If fist does 6 points of damage before armor then it will trip target unless he makes a 3D6 roll vs. his STR or DEX, use highest one. Appears as large fist.
- ☐ **Blur (T):** Costs 1 STR / +1 each turn. -4 DEX to hit subject. Makes subject hard to see.
- ☐ **Slow Movement (T):** Costs 2 STR. Halves MA for 4 turns. Two spells do not reduce a character to 1/4 MA, but doubles how long spell lasts. (Keeps him at 1/2 MA for 8 turns.)
- ☐ **Drop Weapon (T):** Costs 1 STR or 2 STR if victim's STR is 20 or more. Makes you drop what ever is in one hand, a weapon, shield, etc. Will not make a ring or amulet fall off.
- ☐ **1-Hex Image (C):** Costs 1 STR. Creates any one hex image.
- ☐ **Light (T):** Costs 1 STR. Lights up small object for one day. Will it off, must recast to get it back.

IQ 9 Spells

- ☐ **Clumsiness (T):** Subtract 2 from victim's DEX for every 1 STR used to cast. Lasts 3 turns, 1 turn if victim's STR is 30+.
- ☐ **Confusion (T):** Subtract 2 from victim's IQ for every 1 STR used to cast. Lasts 3 turns. A wizard can't use spells above his NEW IQ but can still power spells already cast.
- ☐ **Avvert (T):** Costs 2 STR / +1 each turn. Victim must end his movement at least two hexes farther from wizard each turn. Must disengage away if engaged. 3D6 vs DEX to avoid falling into pits.
- ☐ **Aid (T):** Temporarily adds 1 to STR, DEX, or IQ of any one including wizard for each 1 STR used to cast. Lasts 2 turns. If STR is given to a figure to cast spells it must be used within 2 turns.
- ☐ **Summon Wolf (C):** Costs 2 STR / +1 each turn. Brings a wolf to follow wizard's orders.
STR: 10 DEX: 14 IQ: 6 MA: 12 Bite: 1+1 Fur: Steps 1
- ☐ **Reveal Magic (S):** Costs 1 STR. Range is 15 hexes. Reveals active secret protection spells. Cast on any one figure (you can see) at a time. Also reveals slippery and sticky floors within range.
- ☐ **1-Hex Fire (T):** Costs 1 STR. Fills one hex with fire. Damage 2 pts, 4 pts if you stop & DEX -2.
- ☐ **Darkness (S):** Costs 1 STR per 3 hexes range. Temporarily extinguishes artificial lights, torches, even light spells, in one megahex area. Lasts 3 turns. If wizard is killed, spell lifts.

IQ 10 Spells

- ☐ **Trip (T):** Costs 2 STR or 4 STR if victim's STR is 40 or more. Does no damage but makes you fall down. If on the edge of a pit target will fall in unless he makes a 4D6 roll vs his DEX.
- ☐ **1-Hex Shadow (C):** Costs 1 STR. Fills one hex with total blackness. -6 DEX to attack through or from a shadow hex, attacking into a shadow hex is a -4 DEX.
- ☐ **Speed Movement (T):** Costs 2 STR. Doubles MA for 4 turns, two spells do not quadruple MA, but makes spell last 8 turns. Double movement options, an archer can move 2 hexes & fire.
- ☐ **Summon Myrmidon (C):** Costs 2 STR / +1 each turn. Brings a fighter to follow wizard's orders.
STR: 12 DEX: 12 IQ: 8 MA: 10 Broadsword: 2D6 No armor
- ☐ **Dazzle (S):** Costs 3 STR. A blinding psychic flash that causes all-sighted creatures (friend or foe) in an area within 15 hexes of the caster (except wizard) to suffer -3 DEX for 3 turns.
- ☐ **Shock Shield (T):** Costs 2 STR / +1 each turn. 1D6 damage (no armor) to all creatures in wizards hex at end of each turn the spell is on.
- ☐ **Lock/Knock (T):** Costs 2 STR. Lock/seal doors. Open doors with ordinary locks & Lock spells.

IQ 11 Spells

- ☐ **Sleep (T):** Costs 3 STR. Wake up if hit or shaken by figure in adjoining hex (takes two turns). Does not work if STR 20+. A sleeping figure falls down.
- ☐ **Summon Bear (C):** Costs 4 STR / +1 each turn. Brings a bear to follow wizard's orders.
STR: 30 DEX: 11 IQ: 6 MA: 8 Bite: 2+2 Fur: Steps 2
- ☐ **Control Animal (T):** Costs 2 STR / +1 each turn. Does not work on dragons or humans. 3D6 vs IQ save when spell first hits. Images and illusions disappear when spell strikes.
- ☐ **1-Hex Illusion (C):** Costs 2 STR. Creates any 1 hex illusion.
- ☐ **Reverse Missiles (T):** Costs 2 STR / +1 each turn. Causes missile weapons or spells to reverse and hit the firer instead. Reveal at the end of the turn, after all first missile weapons have fired.
- ☐ **Rope (C):** Costs 2 STR. Halves MA, DEX -2, -1 more DEX each turn that rope is on. 3D6 vs DEX to remove. Figure next to you can help, 3D6 vs DEX. Doesn't work against STR 20+.
- ☐ **Create Wall (C):** Costs 2 STR. Creates one hex wall. Can not be created on top of a figure to entomb him.
- ☐ **Destroy Creation (T):** Costs 1 STR. Removes one created thing. Doesn't work vs summoned beings. Removes one hex of multi-hex fire, wall, or shadow. Has no effect on multi-hex images or illusions of living beings.

IQ 12 Spells

- ☐ **Freeze (T):** Costs 4 STR. Totally freezes victim for 2D6 turns. Victim can disbelieve and can only cast a spell if spell is an IQ level 5 below his IQ. Does not work if STR is 30+.
- ☐ **Fireball (M):** 1-1 damage per STR. Can be used to set fire to flammable objects.
- ☐ **Invisibility (T):** Costs 3 STR / +1 each turn. Makes subject invisible. -6 DEX to hit an invisible figure, minus not cumulative with shadow, darkness or blur. Doesn't work on images/illusions.
- ☐ **Blast (S):** Costs 2 STR. Does 1D6 damage to every creature, friend or foe (except wizard), in wizard's hex & adjacent ones.
- ☐ **Magical Sight (T):** Costs 2 STR / +1 each turn. Allows you to see objects concealed by blur, shadow, invisibility, or ordinary darkness.
- ☐ **Break Weapon (T):** Costs 3 STR. Shatters one weapon/shield. Broken weapons do 1/2 damage.
- ☐ **3-Hex Fire (C):** Costs 2 STR. Like fire spell but covers 3 connecting hexes.
- ☐ **3-Hex Shadow (C):** Costs 2 STR. Like shadow spell but covers 3 connecting hexes.
- ☐ **Drain Strength (S):** Drain life force from humanoid into wizard or others. 5 Magic STR drained gives 1 Magic STR to recipient. All must be adjacent to each other. Wizard makes DEX roll, failing loses 1 STR. Can not exceed current STR of victim and victim must cooperate or if unwilling be tied up.
- ☐ **Rainstorm (C):** Costs 4 STR. Creates a "storm" 1 megahex in size that puts out all fires. Moves 1 hex per turn. Fireballs, lightning, & dragon fire can not pass through. Lasts 12 turns.
- ☐ **Repair (T):** Costs 6 STR. Repairs simple breaks in small objects; ex: weapons, ropes, pots, etc.
- ☐ **Eyes Behind (T):** Costs 3 STR / +1 each turn. All side hexes treated like front hexes and rear hex treated like side hex for all purposes including the ability to attack.

IQ 13 Spells

- ☐ **Flight (T):** Costs 3 STR / +1 each turn flying. MA = 12. Any attack on a flying figure is at a -4 DEX, even if you are flying. Flying figure won't be used to flying so -2 DEX for attacks or spell casting and -4 DEX for thrown or missile weapons as well, this is in addition to the -4 to attack.
- ☐ **Summon Gargoyles (C):** Costs 4 STR / +1 each turn. Brings gargoyles to follow wizard's orders.
STR: 20 DEX: 11 IQ: 8 MA: 8/16 Fist: 2D6 Stony Skin: Steps 3
- ☐ **Control Person (T):** Costs 3 STR / +1 each turn. Works on humanoids. Target gets a 3D6 vs IQ saving roll. If target is successful wizard only loses 1 STR, not 3. Images & illusions disappear.
- ☐ **Stone Flesh (T):** Costs 2 STR / +1 each turn. Stops 4 hits in addition to other armor.
- ☐ **Slippery Floor (T):** Costs 3 STR. Makes floor over one megahex slippery. Reveal only when 1st victim enters it. 3D6 vs DEX for each hex you enter or stand still in. Effects images/illusions.
- ☐ **Stop (T):** Costs 3 STR. Victim has MA zero for the next four turns. Can not move to another hex under any circumstances but may do things like attack, cast spells, etc. May change facing.
- ☐ **4-Hex Image (C):** Costs 2 STR. Creates a 2 to 4 hex image.
- ☐ **3-Hex Wall (C):** Costs 4 STR. Like create wall spell but affecting any 3 connecting hexes.
- ☐ **Fireproofing (T):** Costs 3 STR / +1 each turn for each hex of the size of the subject. Makes you and your clothing/objects immune to fire.
- ☐ **Sticky Floor (T):** Costs 3 STR. Makes floor over one megahex sticky. Reveal only when first victim enters it. Must stop immediately. Your MA reduced to 1 each turn you are in the megahex, MA 2 if you are STR 30+. Lasts 12 turns. Effects images and illusions.
- ☐ **Open Tunnel (T):** Costs 10 STR. Turns object or being in one hex into air. Living creatures get a 4D6 vs DEX to escape by jumping back one hex. Multi-hex beings loose a % of STR.
- ☐ **Telekinesis (T):** Costs 2 STR per turn. Objects may be picked up, thrown, etc. Treat as if wizard has an "invisible body" which he can place anywhere he can see, -1 per hex distance. Can use a metal weapon this way at an additional -4 DEX.
- ☐ **Control Elemental (T):** Costs 5 STR. Puts any one type of elemental under the control of the caster. The elemental gets a 3D6 save vs IQ when the spell first hits, if it makes this roll then the spell is ineffective and it stays under control of creator. In this case the caster only loses 1 STR.

IQ 14 Spells

- ☐ **Lightning (M):** 1D6 damage per STR. 5 pts of lightning damage will blast through one hex of a wall, clearing hex. If a being is killed by lightning then all magical items it carried are destroyed.
- ☐ **Summon Giant (C):** Costs 4 STR / +1 each turn. Brings a giant to follow wizard's orders.
STR: 30 DEX: 9 IQ: 8 MA: 8 Club: 3+3 No armor
- ☐ **4-Hex Image (C):** Costs 3 STR. Creates a 2-4 hex illusion.
- ☐ **Remove Thrown Spell (T):** Costs 2 STR. Negates any thrown spell. Can be used to dissolve an enemies spell or to eliminate a foe's own magical protection. Has no effect against a spell shield.
- ☐ **Dispel Illusions (S):** Costs 5 STR. Causes all illusions within 15 hexes to vanish immediately, regardless of size and who created them.
- ☐ **Spell Shield (T):** Costs 3 STR / +1 each turn. Prevents any spell from being cast on its subject. Does not effect spells already cast or protect you from physical damage by illusions.

IQ 15 Spells

- ☐ **Iron Flesh (T):** Costs 3 STR / +1 each turn. Stops 6 hits.
- ☐ **Megahex Avvert (T):** Costs 3 STR / +1 each turn. Like avvert spell but effects victims in one hex & all hexes adjacent to it.
- ☐ **Teleport (S):** Costs 1 STR for each 3 hexes teleported. Blinks you to another hex. If you come out in a hex with a solid object you die, and so does object if it was living. Illusions count as living, images disappear. You do not have to see the hex your teleporting to.
- ☐ **Summon 4-Hex Dragon (C):** Costs 5 STR / +1 each turn. Brings dragon to follow your orders.
STR: 30 DEX: 13 IQ: 16 MA: 6/16 Scales: Steps 3
Claw: 2-2 Breath: 2D6 STR to breathe: 3
- ☐ **Giant Rope (C):** Costs 5 STR. Cast on a STR 20+ creature this spell has the same effect as the rope spell. Cast on a weaker figure it has the effect of two simultaneous rope spells.
- ☐ **7-Hex Shadow (C):** Costs 3 STR. Like shadow spell but covers 7 connecting hexes.
- ☐ **7-Hex Image (C):** Costs 4 STR. Creates a 5 to 7 hex image.
- ☐ **Hammer Touch (T):** 1D6 damage per STR. Makes your fist a lethal weapon. Lasts 3 turns. Subject of a 4 pt. spell could deliver three 4D6 punches. Roll a 17-18 take 1D6 damage.

IQ 16 Spells

- ☐ **7-Hex Illusion (C):** Costs 5 STR. Creates a 5-7 hex illusion.
- ☐ **Summon 7-Hex Dragon (C):** Costs 5 STR / +2 each turn. Brings dragon to follow your orders.
STR: 60 DEX: 14 IQ: 20 MA: 8/20 Scales: Steps 5
Claw: 2D6 Breath: 3D6 STR to breathe: 5
- ☐ **Death Spell (T):** When cast compare STR of wizard & victim at that moment, the lower STR is the amount of STR both beings loose. Spell Shield stops and caster only loses 1 STR.
- ☐ **7-Hex Fire (C):** Costs 4 STR. Like fire spell but covers 7 connecting hexes.
- ☐ **7-Hex Wall (C):** Costs 6 STR. Like create wall spell but affecting any 7 connecting hexes. Can surround a figure with a 7-hex wall.
- ☐ **Megahex Sleep (T):** Costs 8 STR. Affects every creature of STR less than 20 in a megahex (except the wizard), or any single figure of STR 50 or less.
- ☐ **Staff of Power (S):** Costs 10 STR per day for four weeks to make. IQ 16 wizards that take this spell can start the game with a staff of power. Used to make any piece of wood into a Staff of Power that does 2D6 damage, is not effected by a drop or break weapon spell, and will not explode if picked up against owner's will but will still do 3D6 damage.
- ☐ **Create Elemental (S):** Costs 10 STR. Wizard must have element appropriate to that elemental to summon it. The elemental gets a 3D6 save vs IQ if ordered to attack. Stays until destroyed, summoner releases it, or 24 hours pass.
- ☐ **Destroy Elemental (S):** Costs 10 STR. This spell destroys all elementals in a 15 hex radius around wizard. If a wizard fails his DEX roll, all elementals that were put in danger from this spell will immediately move to attack him.

IQ 17 Spells

- ☐ **Insubstantiality (T):** Costs 4 STR / +2 each turn. Nothing but thrown spells can effect you. Move at 1 hex per turn and can pass through solid objects. You can only use thrown or creation spells and you can make no physical attacks. If you become solid in the middle of another creature, both die. You appear as a dim, foggy shape.

IQ 18 Spells

- ☐ **Wizard's Wrath (M):** 1+1 damage per STR. Can have the physical effects of any of the other three missile spells. Wizard chooses the form it takes.
- ☐ **Megahex Freeze (T):** Costs 12 STR. Affects every creature of STR less than 20 in a megahex (except the wizard), or any single figure of STR 50 or less.