Kingdoms and empires always fall … only the glory is eternal!

Build your army and lead it into battle among the dangerous lands of a world invaded by magic! The cities are waiting to be freed from the yoke of your enemies! Recruit powerful warriors, hire great wizards, train powerful creatures and forge your destiny in Forgotten World!

FORGOTTEN WORLD is a ruleset that will allow you to play strategic battles in an ancient world invaded by wizards and monsters.
Adventurers rules will allow players to lead small skirmish team in search of treasures and magical artifacts among the ruins of the world-that-was.
Conquerors rules will allow players to deploy greater armies representing thousands of soldiers on the battlefield ready to fight at your command to bring your faction until the victory.

TOOL OF WAR

In addition to this rulebook, there are few more basic things that you will need before you can start playing **Forgotten World**.

Battlefield: usually a plain surface, such as a table. The average gaming area is 4'x4' (120x120 centimeters) for small games and 4'x6' (120x180 centimeters) for larger battles. This area can be even larger, depending upon the size of game you are playing and the number of miniatures you want to use.
Models: the troops under your command are represented by miniatures soldiers, each player will need some miniatures to start playing.
Measuring Device: the movement of figures and the measuring of weapon ranges requires the use of a ruler marked in inches.
Dice: You will need a set of ten or more ordinary six-sided dice (D6). When you will direct to roll a "D3", roll a normal D6 and count the results of 1-2 as 1, 3-4 as 2 and 5-6 as 3. When you will find 3+ wording, it means you will need to obtain a result of 3, 4, 5 or 6 on the rolling of a D6.

Tokens and cards will be useful during the game to remind unit's skills and in-game events.

FORGOTTEN WORLD
ADVENTURERS
Rules for skirmish plays

Forgotten World - Adventurers is a tactical skirmishing ruleset focused on engagements fought between two small forces of adventurers. This game is designed for two players each one leading his own army and to play it you will need your models assembled on the round bases you will find inside the Forgotten World box sets.

Work in progress

FORGOTTEN WORLD
CONQUERORS
Rules for open battles

Forgotten World - Conquerors is an advanced ruleset that allow you to relive the large battles of the Forgotten World. This game is thought for two players, each one leading his own army and to play it you will need your models assembled on the square bases you will find inside the Forgotten World box sets.

UNIT TYPE	SQUARE BASE DIMENSION
Infantry	20x20mm
Cavalry	25x50mm
Monster	40x40mm
Warmachine	50x50mm

UNITS

In Conquerors there are 2 types of units: **Single Models** and **Regiments**

Single Models: Some models such as Characters, Monsters, Chariot ecc. can act on their own.

Characters are Single Models that can move in any direction up to their movement maximum. Characters can join a Regiment with models that have same base dimensions during the deployment or the movement phase. In this case, simply place the model on the first rank moving back one of the other models. Characters inside units, when the unit moves or acts, the Character must move or act with it. In this case he will use the same unit's movement value and line of sight. He can't leave that unit until next movement phase and before the unit moves. A Character moving out of one unit is free to move in any direction, or he can even join another unit, in the same turn, if he can reach it with is normal movement rate and he is normally allowed to do so (he may join a unit already engaged in combat).

When a Character is attached to a friendly unit, adds his attacks to the unit's attacks.

A characters outside a unit can be targeted by shooting weapons or charged by enemy units only if they are the closest target.

Regiments: single models of a same unit in ranks and files are called Regiments. When you deploy or reform a regimented unit, they must be in a valid formation.

UNIT TYPE	RANK DIMENSION ALLOWED
Infantry	4-12 models
Cavalry	3-6 models
Monster	2-4 models

Incomplete ranks: due to fighting losses the last rank of a regiment could be incomplete. In this case, place the remaining models on the last rank nearest possible to the center of the unit, matching the files. In case of flank/rear close combat, the last rank will be considered complete for the purpose of calculating the number of models that can make their attacks in combat.
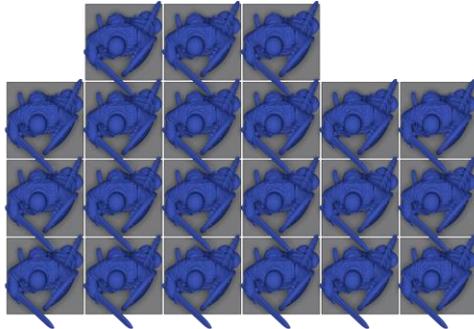
UNIT SKILLS

Each unit, in its profile, has characteristics that determine its ability to move, fight, defend, etc. In the following table an example of unit's characteristics

M	SS	FS	D	H	W	A	Ld
4	3+	3+	3+	4+	1	1	3

M: Movement value in inches of the unit

SS: Shooting Skill: minimum value needed to hit with shooting weapons

FS: Fighting Skill: minimum value needed to hit with close combat weapons

D: Defence: minimum value needed to save the hit

H: Hardness: minimum value needed to inflict a wound

W: number of wounds to be sustained before being removed as a loss

A: number of attacks that the model can perform

Ld: your leadership bonus when make morale tests

Some values can be modified during the game. In any case they can't be lower than 1 and higher than 6. Remember also that rolling a dice a result of 1 is always a failure while a result of 6 is always a success.

STAMINA

All units (with some exception) have a Stamina value of 3. This value indicates the ability of the units to withstand the physical effort required by the battle. Whenever an action (such as running) requires a unit to spend Stamina, place a counter next to the unit. Once all the stamina points available are consumed, the unit will decrease his skills: increasing by 1 SS, FS and D due to the unit being exhausted.

A unit with no Stamina can't do actions that require Stamina points. If the unit doesn't move during the movement phase and is not engaged in close combat, will recover 1 Stamina point.

THE BATTLE

After both side have deployed their Army, each player rolls a D6; the player with the highest result decides if he wants to be the attacker or the defender.

The battle of Conquerors is fought over a number of Turns where the two players (attacker and defender) activate their armies in a similar way of a chess game.

The attacker and the defender alternate in the fulfillment of the various phase of the turn, starting with the attacker.

Each turn is divided in the following Phases:

1- Movement

2- Magic

3- Attack

4- Morale

MOVEMENT PHASE

During this phase the player who is in phase can move all his units on the battlefield. The opponent will move his units in the following turn.

Moving the units remember that:

- A unit moves only once per turn and up to the maximum movement distance accordyng to its type and terrain crossed.
- A unit moving trhough different types of terrain will move only at the lowest distance allowed. (example - infantry that has a movement of 5 and is 1 "away from the bank of a river decides to cross it without using a passage, will see its movement reduced by 2", so its total movement will be 3" even if part of the movement is done in open terrain)
- Units must remain always at least 1" away from enemy units unless they are charging.

Movement Distances

UNIT TYPE	MOVEMENT
Heavy Infantry/Warmachines	4 inches
Infantry	5 inches
Monster	6 inches
Heavy Cavalry/Chariots	7 inches
Cavalry	8 inches
Heavy Flyers	9 inches
Flyers	10 inches

Phase order:

1. The player declares all the unit's charge if there are any, one by one, then opposite player for each declared charge reveals the reaction of his unit.
2. The opposite player resolves all reactions
3. The player then moves all his charges
4. The player moves the remaining units (note- the player can decide not to move some units this turn).

Charge: is a particular movement that allow your units to go in close combat with enemies. The charge movement value is equal to the normal Movement of the unit added to the result of 1D6 roll. If the obtained movement is sufficient to make base to base contact (in any point) with the target enemy, the charge is successful (note- corner to corner contact is not a successful charge). Otherwise, the charge is failed, but the unit will still move of the full distance (movement added to the D6 roll).

During a charge movement the unit is able to Advance directly forward towards the enemy. At the beginning of a charge it is also possible one Rotation up to 45°, or an About Face or a Turnside maneuvers, in the last two cases its movement will be reduced to 0 and to carry out the charge it will be able to use only the movement obtained with 1D6 or 2D6.

Impetuous Charge (Stamina): with an impetuous charge command, the unit will use all his energy to cover a greater charge distance. With this action, the charging unit will add 2D6 to his movement.
Impetuous Charge consume 1 Stamina point.

Type of charge: a unit can contact an enemy on its front, on its flank or on its rear.
To see on which side of the enemy unit the charge will take place, you must check the position of the charging unit before making the movement.
A unit can contact the front edge of an enemy unit if the movement of its front edge begins enterely o partially (most of the models of the charging unit) in the front of the enemy unit.
A unit can contact the nearest flank edge of an enemy unit if the movement of its front edge begins enterely o partially (most of the models of the charging unit) in the flank of the enemy unit.
A unit can contact the rear edge of an enemy unit if the movement of its front edge begins enterely o partially (most of the models of the charging unit) in the rear of the enemy unit.

Unit A can charge only the front of the enemy unit. Unit B can charge the nearest flank of the enemy unit while Unit C the rear edge.
Unit D is on the flank of enemy unit, but with its front edge over the rear of target unit. To make

a charge, the unit D can only do a Turnside and roll 1D6 or 2 D6 (Impetuous Charge) for the charge. .
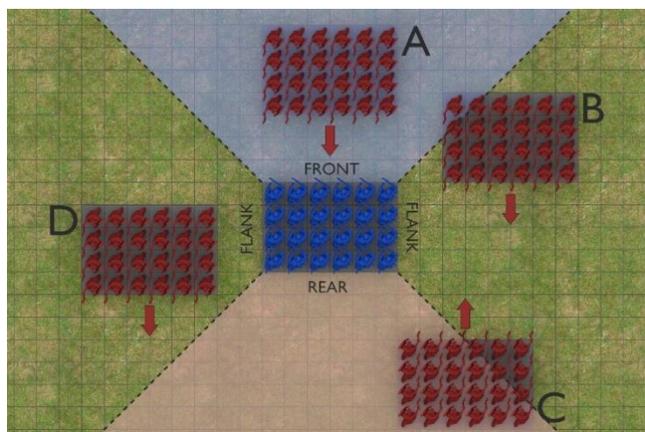
In case the side to charge is completely occupied by other units, or behind an unpassable, terrain, the charging unit will move against the nearest free side of the target (if the unit has enough movement to complete the charge otherwise will be considered a Failed Charge).

Note: units can only declare charge against enemies within 12" plus their movement (the maximum charge movement).

Alignment: a charging unit must always try to contact the highest number possible of charged enemy unit models. As soon as the charging unit contact the enemy will align his front with

the side of the charged unit. The unit will perform alignment even if it has no more leftover movement.
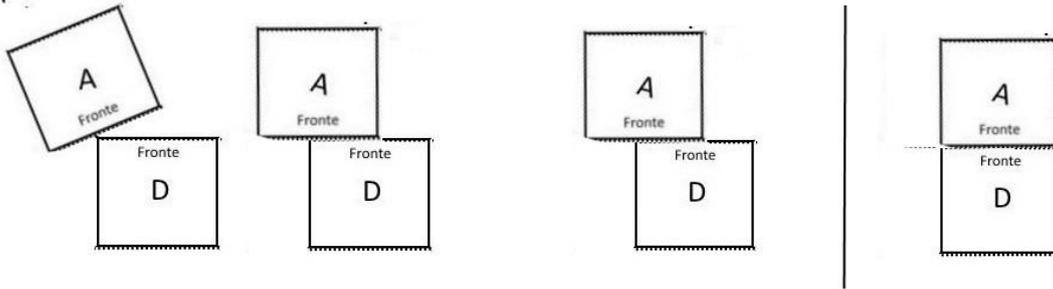
In the following turn the charged unit, at the end of movement phase, will slide on the side to contact as many models as possible.

Failed Charge: If for any reason the charging unit will not contact the enemy or will be possible only a contact between corners, the charge will fail and the unit will stop his movement 1" far away from the target unit losing 1 stamina point.

Charge Reactions: any unit when charged can declare a reaction (before the charging unit moves) once per turn:

- Keep the position
- Stand and shoot
- Flee

Regiments charged on flank or rear can only react with 'Keep the position'.

Keep the position: the unit will remain stationary, ready to receive the charge.

Stand and shoot (Stamina): a unit equipped with shooting weapons can react with 'Stand and shoot', firing at the charging enemy unit with a penalty of +1 to his Shooting Skill. After shooting, the unit will Keep the position (example SS 3+ will become 4+).

A unit that choose to react with 'Stand and Shoot' will lose 1 Stamina point.

Flee (Stamina): a unit can also flee away from a charge. Declaring flee the reacting unit will immediately do a Turnabout (see the description below) and will move directly forward of 2D6". During this movement the unit can't perform any Rotations; if the fleeing unit will find an obstacle (like terrains or other units) can make a Slide (see the description below) to avoid it otherwise will stop his movement 1" away from the obstacle.
If with this movement the unit will go out of the table, the unit will be considered destroyed.

After the target flee, the charging unit may decide:

- Move against the target of his full charging movement and if he will reach a new enemy unit this will be considred the target of the charge (this new target can react as normal)
- Don't charge anymore and move normally of its moviment value (not rollind 1D6 or 2D6).
- Pursuing the fleeing unit

If the fleeing unit is reached by the charging unit, it will lose 2D6 wounds, and it will be locked in close combat. Remove the casualties from the rear rank as usual, then move the charging unit into base-to-base contact with the rear of the fleeing unit.
Fleeing consume 1 Stamina point.

Maneuvers

Advance: the unit move straight forward. The Adance may combined with one or more rotations up to the unit's maximum movement value.
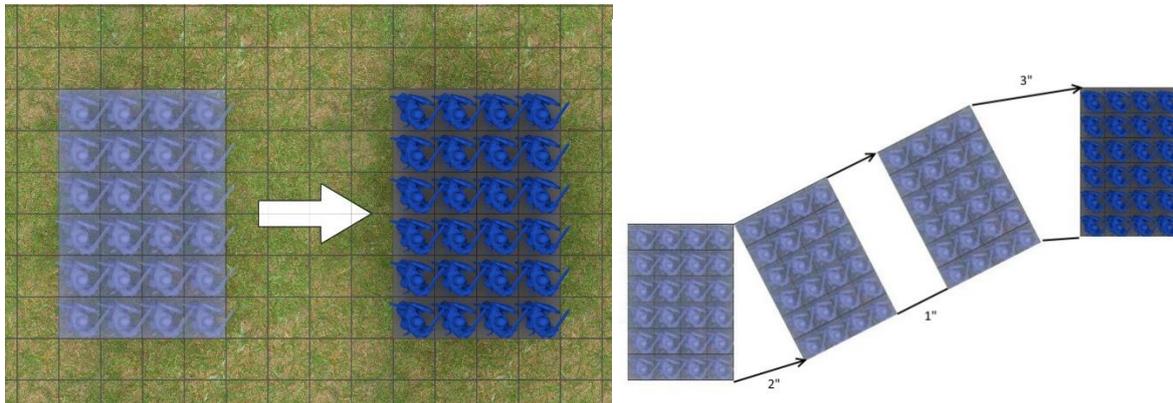

Rotation: during his advance a unit can do one or more rotations up to 90°. During a Rotation, one of the outermost front corners remains stationary while the unit pivots forward around it. The movement is measured by a straight line distance moved by the front corner. After this, the unit can move the remaining movement. Single models never pay for rotations they simply rotate on the center of their base.
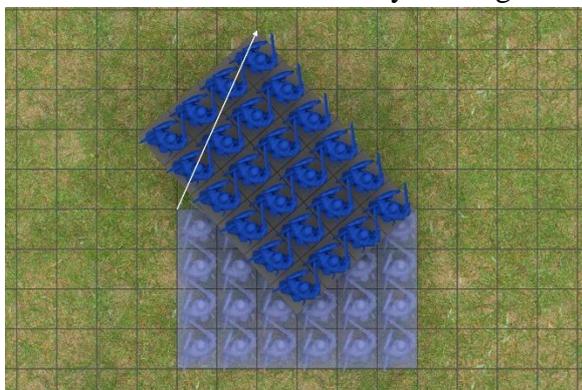

Slide: a unit is allowed to perform a lateral slide for free to avoid obstacles like terrains or other friendly units. To slide, move sideways the unit, without changing its front, of the minimum distance necessary to avoid the obstacle and up to half the lenght of its front.

About Face: to perform an About Face the unit turn in place, on its center, of 180° so that its back becomes the new front. Doing this movement, unit lose half of its movement (rounding up). Single models do it for free.
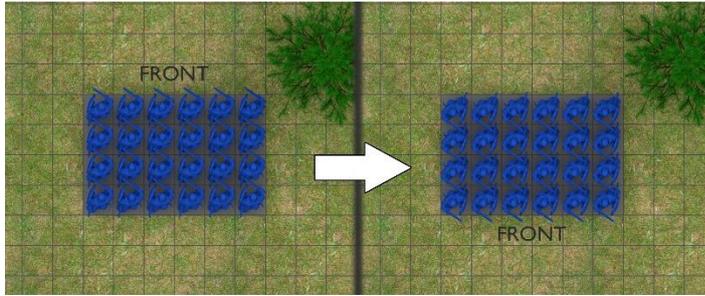
Turnside: with a turnside the unit can rotate of 90° so the front edge ends up occupaying the position of the side edge. With a turnside the unit lose one quarter of its movement (rounding up). Single models do it for free.
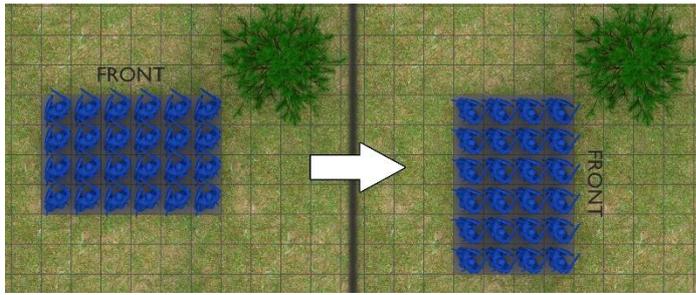
Reform: a unit that has no moved yet and is not in close combat can perform a "reform". With this maneuver the unit can change the dimension of his ranks spending all his movement value. For example a regiment of 12 archers deployed on 2 ranks by 6 models, can decide to reform in a regiment formed by 3 ranks of 4 models, moving the models from the first 2 ranks to the smaller new one on the back. Models can never move more than their movement value while performing a reform.

LABEL

Run (Stamina): A unit may decide to run to increase its movement distance. A unit that runs can move up to twice its movement value for that phase. A unit that ran will consume 1 Stamina point and if charged during that turn can only Keep the Position (see charge reactions), the charging unit will receive, only for the subsequent combat phase a -1 to its FS (example – FS 3+ will become 2+). A running unit charged will receive a +1 malus to its defense that turn (example – D 3+ will become D 4+).

Fall Back and Withdrawal (Stamina): a unit if not engaged on flank or rear can leave a combat during its movement phase.

Fall Back unit move straight away from the combat up to half of its movement remaining with its front against enemy.

Withdrawal will allow your unit to do immediately a About Face moving away from the enemy directly forward of his entire movement + 1D6. With this maneuver the unit engaged in combat will leave faster, but will lose D6 wounds due turning back to the enemy.

Fall Back and Withdrawal are both actions that require spending 1 Stamina point.

MAGIC PHASE

During this phase players, starting from the player in phase, alternate in activating their mages to cast their spells. Beyond the basic spells there are different magic specializations, each with different spells to draw from.

Each player has a deck of 24 magic cards. Before the battle, players will prepare 6 spells for each of their mages between the 24 prepared. Each spell can be casted only once per battle.

The first player, will select one of his mages and one of his spells to cast. Then will roll a die and with a result of 2+ the spell has been casted.

Concentration (Stamina): Once per turn, mages can concentrate to cast more than one spell. In this case he will spend a Stamina point and cast an additional spell, choosing from the 6 spells he prepared.

Unprepared Spell (Stamina): Once per turn, mages can try to launch an unprepared spell. In this case he will discard one of his spell and take one from the deck of a friend wizard or from the unused ones. He will spend a Stamina point.

Meditation (Stamina): Once per turn, mages can re-roll failed spell casts. He will spend a Stamina point.

Barrier (Stamina): instead to cast a spell for that turn, a mage can stop an enemy spell casted against friendly units within 6" by the mage. He will spend a Stamina point.

Sorcery: apprenticeship spells

Shield: friendly unit within 12" gain +1 to D	Accuracy: friendly unit within 12" gain -1 to his SS	Wings: friendly character within 6" gain FLY and change is movement in 10"	Energy drink: select a friendly unit within 6", this will regain immediately all stamina lost	Wind: select a unit within 12", move that of 2d6 in the opposite direction from the caster	Chains: select an enemy unit within 18", that unit will decrease his movement of 2d6 during next turn
Fog: all units within 6" from the caster will give to enemy shooters a penalty of +1 to their SS if taken as target	Blessed Weapons: select a friendly unit within 12", it will gain -1 to his FS	Fury: select a unit within 12", for any hit roll of 6 the unit will gain an additional attack	Mass Dispel: when used, dispel all spells in game within 24" by the caster	Teleport: select another character within 18", change the position of the mage with the targeted character	Moon Gate: select a unit within 6", remove that from the table and place that in same formation within 4d6" from the caster
Blade storm: select a unit within 18", that unit will suffer 1d6 hits to save with -1 to his defence	Thunderbolt: draw a line of 18" from the caster, all units on the line will suffer d3 hits and can't use their D against	Charme: select an enemy unit within 6", each model of that unit will immediately attack himself	Curse: select a model within 6" from the caster, any attack will immediately kill enemy models independently by his wound number	Cage: select an enemy unit within 18", that unit will not move during his next movement phase	Heal: select a model within 18", this model will recover all the lost wounds
Panic: select an enemy unit within 18", that unit will suffer a penalty of -2 to his Leadership	Courage: select a friendly unit within 18", that unit will gain a bonus of +2 to his Leadership	Invisibility: select a friendly character within 18", this can't be targeted anymore by ranged weapons otherwise will be within 12" by	Dispel Curse: select an in-game magic within 24", dispel that spell immediately	Illusion: select an enemy unit within 12", this unit will suffer a penalty of -1 to his FS	Resurrection: select a unitl within 12", that unit will regain 1 model if monster d3 models if cavalry or d6 models if infantry

		enemy shooters			

Pray the Gods: each mage at the end of magic phase can declare a "Pray the Gods" action. The mage select a friendly unit within 3", this unit can reroll once failed hit rolls in the subsequent Combat phase.

ATTACK PHASE

In this phase all units of both players can perform ranged or close combat attacks against enemy units.

Phase order:

1. The phasing player determines the order in wich to resolve all the melee of the unit that charged this turn, resolving the attacks one unit at the time.
2. After the phasing player resolve the attacks of the first unit, the opponent player will resolve his attacks with the charged unit. Then they continue with the subsequent unit.
3. After resolving all the charge, both players will alternate, starting from the player in phase, in selecting one by one all other units in close combat or with shooting weapons to resolve their attacks.

Close Combat Attacks:

Sequence of melee:

1. The player rolls a number of D6 equal to the number of attacks of models of the first two ranks in contact with the enemy unit. Every die that scores equal or more than the FS value hit the target.

Note: if you are in contact with different units each model with the corresponding one of the second rank carries its own attacks only against the unit with which it is a contact. If for any reason a model is in contact with more different units at the same time, this model (and the one behind him) can choose one of the available targets.

2. The player controlling the target unit rolls a number of dice equal to the number of hit, every die that scores equal or more than D of the target unit will save an hit.
3. The player of the attacking unit rolls a number of dice equal to the number of unsaved hits, all the result equal or greater than the H value of the target unit, will inflict a wound: mark the number of wounds with dice or tokens next to the unit that suffered the attack.

The opposite player will now resolve his attacks against the enemy unit.
At the end of the melee the units that in each combat suffered more casualties (models removed and not wounds suffered) than what they did, will lose the combat and must take a Morale Test during the following phase.

Shooting Attacks:

- Player selects a unit equipped with ranged weapons and declares the target he wants to shoot. The target must be the closest enemy unit to the shooter, in its shooting range (unit in close combat does not count as nearest unit and some weapons can do exception to this rule).
- The player rolls a number of dice equal to the number of model's attacks of the first two ranks of the firing unit. All results equal or greater than the SS value have reached the target.
- The opponent takes a number of dice equal to the ones scored and rolls them, all results equal or greater than D value of the target unit have been saved.
- The player of the shooting unit rolls a number of dice equal to the number of unsaved wounds, result equal or greater than the H value of the target unit, will inflict a casualty: mark the number with dice next to the unit that was fired.

The opposite player will now resolve his shooting attacks against the enemy unit.

Shooting Range: shooting weapons have a range of fire as shown in their description. A unit equipped with shooting weapons may target only enemy units that are (even partially) within this shooting range.

Arc of fire: a unit can shoot at a target at maximum range or less and in its arc of fire. To determine the arc of fire of a unit draw a line at 45° starting from the two front ends of the unit, the area included in this lines up to the weapon's range will be considered the Arc of Fire of the unit.
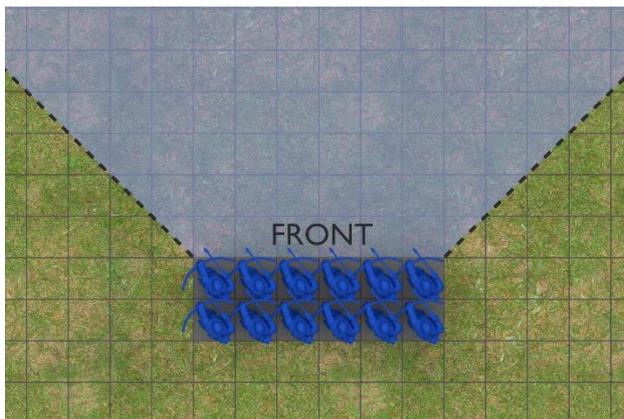
Shooting Modifiers: if a unit with ranged weapons has moved in the previous movement phase, it will suffer a +1 penalty to its SS.

Cover: Some units during the battle may have taken cover within terrains such as forests or buildings, or can be partially obscured by other units. If a shooting unit can't have a line of sight without obstacles then his target is in cover and will give a +1 malus to the enemy's SS.

Removing Casualties: after all units made their attack remove as many models as the number of casualties each unit suffered.

MORALE PHASE

At the end of the turn during the morale phase all regiments that suffered casualties from shooting or lost melee will check for their morale.

Phase order

1. Starting from turn player, players alternate in selecting units that lost close combat.
2. Then, players alternate in selecting units that suffered enough casualties from shooting weapons to test.

Combat Panic: Units that lost combat against enemies, must pass a morale test. To pass successfully a morale test player must roll 2D6 for each unit who lost the combat and obtain a result of 7+. If a unit fails his morale test must immediately Flee (read the Flee Reaction at page x). All units in combat (winner and loser of the fight) must calculate the combat result before to roll for morale of defeated units.

COMBAT RESULT VALUES

- +1 for each complete rank of the unit (otherwise the unit is engaged on flank or rear and if there are more units of the same side, count only the unit with more ranks)
- +1 if unit charged
- +1 for standard bearer (if there is one)
- +1 for each enemy model killed
- +X, where X is the Leadership Value of the unit
- +1 if your unit was attacking a flank
- +2 if your unit was attacking a rear
- +1 if the unit holds an higher ground
- - 1 for each stamina point used

After adding together all the combat result modifiers for both sides of a combat, subtract the two values obtained and increase or decrease the value for the morale test of the units that have lost the combat.

For example: a unit of 6 knights (3 models for 2 ranks) charged 24 warriors (6 models for 4 ranks). The Warriors suffered 4 wounds, the Knights lost 2 models, so the knights won the combat.

Then, check for modifiers:

Knights have: +1 for one rank, +1 for charge, +1 for standard bearer, +4 for models killed - 1 because they used one stamina point for marching in a previous movement phase, +4 for their Leadership = total 10

Warriors have: +3 for ranks, +1 for standard bearer, +2 for models killed and +3 for their Leadership = total 9

The difference between Knights unit and Warriors unit results is -1 for warriors, this means that doing the morale test, the warriors must roll a result of 8+ to pass it.

Winning the combat: If an enemy unit loses the melee and flees, the winner unit, if it is not engaged in combat with other unit, can decide to:

- Keep the position
- Reform
- Advance directly forward of 2D6, pursuing the fleeing unit. If with this move will contact another unit, will be considered in charge and the enemy unit will not able to do reactions against it. The combat will be done in the following turn. If with this

movement the winning unit will go out of the table, the unit will return to the battlefield in the same point (or nearest possible) in the subsequent movement phase of the player. The unit can move but can't declare any charge.

Shooting Panic: A unit who suffered losses by shooting must take a morale test if it has suffered during this turn more losses than his Leadership value. To pass successfully a morale test player must roll 2 dice and obtain a result of 7+. With a lower result, a unit that suffered losses by shooting attacks will lose a Stamina point.

Killed General: Each army must declare at start of the battle a character that will became the General of the army. In case that model will be killed in the morale phase all units not engaged in combat will take a morale test like if they should do a Shooting Panic. Units engaged in combat will not add their Ld value for this turn to their combat result (see below).

TERRAINS

Terrains plays an important role in carrying out a battle in Forgotten World. Regardless of the size of the battle chosen for the game, we suggest you have enough terrains to fill at least one quarter of the battlefield.

Walls and Fences: Perimeter walls, fences, hedgerows, and so on, can become a useful shelter during a battle. Crossing a small obstacle that stand up to 1" high will cause a loss of 2" of movement to infantry units. An infantry unit with at least 50% of its front in contact with a wall or a fence, is considered to be in defense of the obstacle. A units behind an obstacles are considered in cover and a unit shooting to them will receive a penalty of +1 to his SS. A unit defending an obstacle is considered in cover also against close combat and the attacking uni twill receive a penalty of +1 to his FS.

Buildings: Controlling a building can be useful for strengthening oneself at a point on the battlefield and preventing an enemy from breaking through. Monsters and cavalry can never enter a building or attack the unit inside it. An infantry unit can garrison a building if it ends its movement phase with a model of its front in contact with the external perimeter of the building. In this case remove the unit from the game, the models will be considered all within the structure. A unit can declare charge at an enemy unit inside a building, in this case the target is contacted as soon as the side of the building being charged is contacted by the charging unit. The only reaction the target unit inside the building can make to the charge is Keep the Position or Stand and Shoot (see below).

During combat, the unit that controls the building gains a +1 to its Ld while the attacker unit get a +1 penalty to his FS. If the unit inside the building fails the morale test, the player will place the unit outside the building on the opposite side of the charge, if it is not possible, the opponent chooses another edge, otherwise the unit is automatically destroyed. The charging unit then enters automatically into the building.

Shooting from a building: if the building has openings, only 3 models can shoot from each opening. If the building has any flat open area, such as the last floor of a tower, on wich troops can stand, all the models of the defense unit can shoot. Warmachine can never move inside or outside of a building but can be deployed on the yard at starting of the battle if it is within deployment range of the player.

Shooting to defenders: all units can target a building defense unit even if it is not the nearest enemy because of its strategic importance, however since targeting those who defend a building is very difficult, they will suffer a penalty of +1 to their SS.

Remember that a building completely obscure the real line of sight and therefore any unit with his models completely behind this element is not visible.

Rivers: rivers must be taken into important consideration when setting up your army. A river is a natural obstacle that regardless of the borders of the battle can provide a useful shelter from an assault or prevent the arrival of relief and reinforcements. Rivers doesn't block line of sight for the purpose of shooting or charging. All units that move through a river without using a special passage (such as a ford or bridge), will loose 2" of their movement value (example - an infantry that has a movement of 5 ", crossing a river will see its movement reduced to 3"). Moreover a unit that fights in a river, suffers a penalty of +1 to its FS, SS and D.

Hills: the hills are extremely important terrain reliefs for those who control them. Units above a hill can shoot with a better vision of the battlefield and can shoot at any enemy unit in range and line of sight and not to nearest enemy unit. A unit shooting at an enemy unit on the hill also ignores the obbligation to shoot the nearest enemy. Also a shooting unit on the hill can fire with three ranks instead of only two. Remember that a hill completely hinders the real line of sight and therefore any unit with all his models behind this element is not visible.

Forests: Spots of vegetation, forests have always been dangerous during a battle. Any unit that is more than 2" from the edges of a forest hidden from view, can not suffer charges, spells or shooting attacks from an enemy unit. In the same way the hidden units inside the forest can not act in any way against enemies or in favor of friends outside. If the models of a unit are within 2" of the forest limit, they can see and be seen as usual but when chosen as target by ranged weapons the enemy will suffer a penalty of +1 to his SS. Cavalry, Flyer and Monster units and chariots who will charge units inside forests will suffer a penalty of +1 to their FS and halve their movement. Remember that a forest completely obstructs the real line of sight and therefore any unit with all models behind this terrain is not visible.

Swamps: Stagnant marshes and swamps are dangerous places to go in, mostly suitable for monsters. Regiments moving through a swamp halve their movement. Moreover, given the dangerousness of the place, every time a regiment moves inside a swamp, roll a die, with a result of 1 something went wrong and the unit suffers 1D6 of wounds.

Impassable terrains: Then there are a large number of so difficult terrain to cross to be impassable for your soldiers. They can be landslides, fallen tree trunks, ruins of buildings and much more. For each of these, depending on the type, decide with the opponent before the start of the game if these elements are an obstacle to the line of sight of the units.

SIEGE

Work in Progress

SETTING UP

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