



OF GODS AND MORTALS

Mythological Wargame Rules

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OSPREY
WARGAMES

OF GODS AND MORTALS

MYTHOLOGICAL WARGAME RULES



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CONTENTS

INTRODUCTION	4	SCENARIOS	44
What Is This Game All About?	4	Showdown	44
What You Need To Play	4	Sacred Grove	44
Game Length And Scale	4	Spring Of Youth	44
The Three-Tiered Power System	5	Temple Under Siege	44
Profiles	6	Battle In The Sacred City	46
GETTING STARTED	8	CAMPAIGNS	47
Building Your Force	8	THE PANTHEONS	47
Determine Attacker And Defender	9	Greeks	47
Roll Initiative	9	Egyptians	52
ACTIVATIONS AND REACTIONS	10	Norse	54
Reactions	11	Celts	57
The Turnover	11	APPENDIX 1: MORE THAN	
Actions	12	TWO PLAYERS	60
MOVEMENT	14	APPENDIX 2: POINT SYSTEM	61
CO Unit Movement	14	Base Cost	62
Obstacles	14	Cost Of Traits	63
MELEE COMBAT	17	QUICK REFERENCE SHEET	64
Tied Melees	18		
Casualties	19		
Recoiling	20		
Melee Combat Modifiers	21		
Leaving A Melee	23		
RANGED COMBAT	24		
Resolving Ranged Attacks	25		
Line Of Sight (LOS)	25		
Knocked Down Shooters	25		
Targeting Priority	26		
No Shooting Into Or Out Of Melee	26		
Ranged Combat Modifiers	26		
MORALE	27		
When To Take A Morale Test	27		
Morale Modifiers	27		
Morale Results	28		
THE END OF THE GAME	28		
TRAITS	29		
Stealing Thunder	30		
The Traits	30		

INTRODUCTION

WHAT IS THIS GAME ALL ABOUT?

Gods, legendary beings, monsters, heroes and their followers wage war on each other in an attempt to shape the world according to their desires. Odin negotiates a truce with ice giants and trolls and musters a Norse host against Zeus and Medusa, who lead a band of Greek hoplites. The Dagda engages in furious hand-to-hand combat with Horus, while Cu Chulainn wrestles a giant scorpion. These are the superheroes of yore. Their battles are the foundation of fantastic stories we still tell today. *Of Gods and Mortals* is a set of fast-playing wargame rules for fighting these battles between gods, immortals and heroes from the pantheons of myth. Games are played out on a tabletop, using painted miniatures, dice and measuring sticks.

WHAT YOU NEED TO PLAY

To play this game, you'll need:

- At least three dice per player, of the standard, six-sided type.
- Miniatures (about 16–20 per player).
- Three measuring sticks – Short (7.5cm), Medium (12cm) and Long (18cm).
- A playing surface of at least 90x90cm (3'x3').
- A couple of old CDs and cardboard rectangles to be used as movement trays.

Throughout this text, examples are shown in Italic.

Important rules are shown in bold.

Tactical tips, rules exceptions, designer's notes and play hints are in bold italic.

You'll also need a few scenic items to represent hills, trees, boulders, ruins, sacred springs and groves, and other terrain features. Scenic items make the tabletop more interesting and the battle more challenging, with units manoeuvring around difficult terrain and exploiting natural features to their advantage.

As long as all the miniatures being used share a consistent scale and basing convention, the game can be played with any figures you like. We recommend basing close-order infantry figures on square bases so that they can rank up. Other units (including Gods, Legends, skirmishers and animals) are best based on round bases (pennies or washers). This will let you determine at a glance who moves independently, and who moves in close or open order.

GAME LENGTH AND SCALE

A satisfactory game can be played in under one hour once you're familiar with the rules, making it possible to play a short campaign in a long evening or over a weekend. The game is scalable: you can play larger battles just by increasing the point totals.

The rules are written for two players but it is possible to play with more (see Appendix 1).

The ground scale is 1cm = 1 yard.

One figure represents one character.

One turn represents a few seconds.

All distances and ranges are measured with three measurement sticks labelled Short (7.5cm), Medium (12cm) and Long (18cm). Pre-measuring (checking a range before declaring an attack or a movement) is always allowed. Players may measure distances at any time.

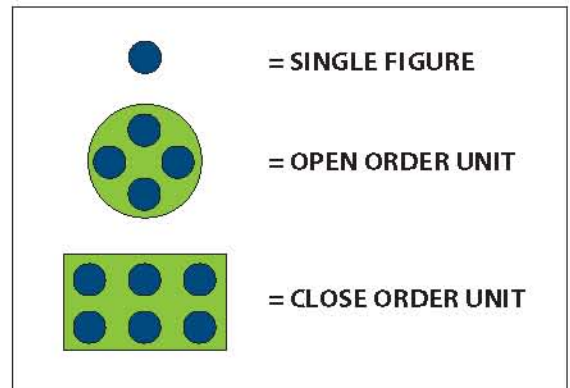
THE THREE-TIERED POWER SYSTEM

Each unit in the game belongs to one of three power tiers: Gods, Legends and Mortals. Gods are superior in power to Legends, and Legends are superior to Mortals.

Gods and Legends move as individual figures.

Mortals move in groups of up to eight figures each, in open or close order.

All miniatures are individually based, although as seen in the diagram to the right, open-order units are placed on a CD and close-order troops on a rectangular tray to facilitate their speedy movement.



GODS

Each force is led on the tabletop by a God representing you, the player. The God is your most versatile, fast-moving and powerful piece. Gods possess many special abilities and are very hard to defeat. In some cases, it will be possible to fight an opponent's God only with your own. As Gods derive their power from the faith of their worshippers, defeating one may first require the destruction of his followers. A player may have only one God, of any points cost. Gods are individually based miniatures, typically on a round base. Some prefer to play with a more powerful God while others save their points for Legends or Mortals.

LEGENDS

This tier includes demigods, heroes and monsters, all supernatural creatures with magical powers or superhuman special abilities. Legends are powerful enough to be able to take on Gods, but could still be defeated by a well-coordinated Mortal attack. A force may spend up to one third of its points on Legends. No force may have more than five Legends. Legends are individually based miniatures.

The key to winning the game lies in an effective use of units from all three tiers. Legends are the movers and shakers that can be pitted against superior and inferior power levels. Gods and Mortals are tied by a reciprocal support relationship, as Mortals fuel the Gods' actions with their faith, while Gods sustain the Mortals' morale through their presence and powers.





Zeus facing Cernunnos, by Jose Daniel Cabrera Peña © Osprey Publishing Ltd.

MORTALS

This tier includes the grunts, common soldiers and followers of the Gods. We also class in this tier those fantastic troops, such as Amazons, satyrs or centaurs, that are on the same power level as humans. An average force might include between eight and 16 Mortals.

Mortals appear in the game as groups, never as single models, though they should be individually based. A Mortal unit must comprise between four and eight models at the start of play, and must be in open or close order.

Open order (OO) units are more mobile. Close order (CO) units fight better. Even though Mortals move as a group, the miniatures are individually based, so when a Mortal unit takes a casualty, a figure is removed. If a Mortal unit is reduced to a single figure, that figure moves as an individual. When a Mortal unit fights or activates, roll for the whole unit, not for its component models. To speed up movement, use a CD for OO units and a rectangular movement tray for CO units.

PROFILES

Every unit is described by a profile. Here is an example:

Egyptian Elite Infantry (CO)		20 points
Q4	C2	Steadfast, Desert-Walk

All members of a unit are identically equipped and have the same stats. For the sake of visual variety, you may use whatever models you like and include officers, musicians or standard bearers, but these won't have any practical effect on play.

CO OR OO

This tells you whether the unit is deployed in close or open order. Only Mortals have this information, as Legends and Gods move as individuals.

POINTS

This is the cost of the unit. More powerful units cost more points. All forces are created at the same points total.

QUALITY (Q)

This is an overall indication of the unit's willingness to fight, reaction speed, initiative and morale. The lower the number, the better. Whenever you need to see if a unit will perform an action or not, you roll against its Quality score to determine failure or success. For example, a warrior climbing on a slippery rock may be required to pass a Quality test to see if he makes it on the other side of the obstacle or if he slips. If the player rolls equal to or higher than the figure's Quality score, the unit passes the check.



The Quality score is also the minimum die roll needed to activate the unit. Activation is a process that all units have to go through to see how many actions they can perform in a turn.

In general, Gods are Q2+, Legends are Q3+, and Mortals are Q4+. Some Mortals, such as slaves or conscripts, may be Q5+.

COMBAT (C)

This measures how well the unit fights. The Combat score takes into account factors such as strength, weapons and skill. Combat may be influenced by Traits. Most weapon factors cancel each other out and are simply reflected by a higher or lower Combat score. In melee, this value is added to the roll of a die and compared to the opponent's Combat score plus the roll of a die to ascertain the results.

TRAITS

This catch-all category includes a unit's abilities and powers. Negative Traits decrease the unit's point cost, while positive ones will increase it.

RESTRICTIONS / OPTIONS

A profile also notes whether the unit has any special restrictions (for example, certain Gods must include specific troop types in their forces) and also any options available to that unit. For example:

Odysseus the Cunning		62 points
Q2	C2	Stealth, Free Disengage, Unique
Option: Bow; add Shooter (Long) and Good Shot for 20 points		

The player may deploy Odysseus at 62 points, or equip him with a bow for 82 points (62+20).



GETTING STARTED

BUILDING YOUR FORCE

A total of 900 points is recommended for beginners or people with only a few miniatures available. Once you have a few games under your belt, you can play at any other points total that you agree with your opponent. Games of 1,800–2,000 points require a larger table and two or three hours to complete.

Leeway of 20 points can be given when calculating points totals, but if the values of two opposing armies are not the same, the force built on fewer points gets a +1 modifier on the initial attacker/defender roll.

Each player must comply with the following restrictions:

- You must have a single God of any point cost.
- You must have between one and five Legends in your force.
- Only one third of your points may be spent on Legends.
- No more than half of your points may be spent on Mortal units with the Animal Trait.
- Some units are Rare and can only be enlisted in limited numbers.
- There can be only one copy of each Unique unit in play, including all Gods. If several players enlist the same Unique figure, all roll a die for the control of the figure. The winner gets to play the figure. The loser must take a substitute figure or figures of equal or lower point cost.
Example: John and Mark both want to use the Minotaur (88 points). As there can be only one Minotaur, John and Mark roll a die. John rolls the highest score and keeps the Minotaur in his force. Mark selects an Harpy (60 points) and an Amazon Hoplite (28 points) as substitutes.
- Certain Gods have additional thematic limitations. For example, Gods of death or the afterlife are assigned a minimum quota of Undead units. These do not have a point cost – they simply enforce a theme.

You need a good mix of movement, offensive abilities, ranged attacks, magic abilities and speed. You don't know what opponents you will face, or what kind of scenario you will play, so do not rely on 'one-trick pony' forces. A good mix is your best bet.

TWO SAMPLE FORCES

Here are two sample 900-point forces. Both can be put together with just 17 figures per player. As you can see, both forces stay within the limits of: one God and one to five Legends, with no more than 300 points spent on Legends. The Celtic force has a +1 modifier on its attacker/defender die roll because it is built on fewer points.

CELTS

God: The Dagda (392 points)

Legends: Cu Chulainn with armour option (108 points), a Celtic Werewolf (80 points) and a Druid (54 points)

Mortals: a unit of eight Armoured Noble Warriors (160 points) and a unit of five Fanatics (105 points)

Total: 899 points

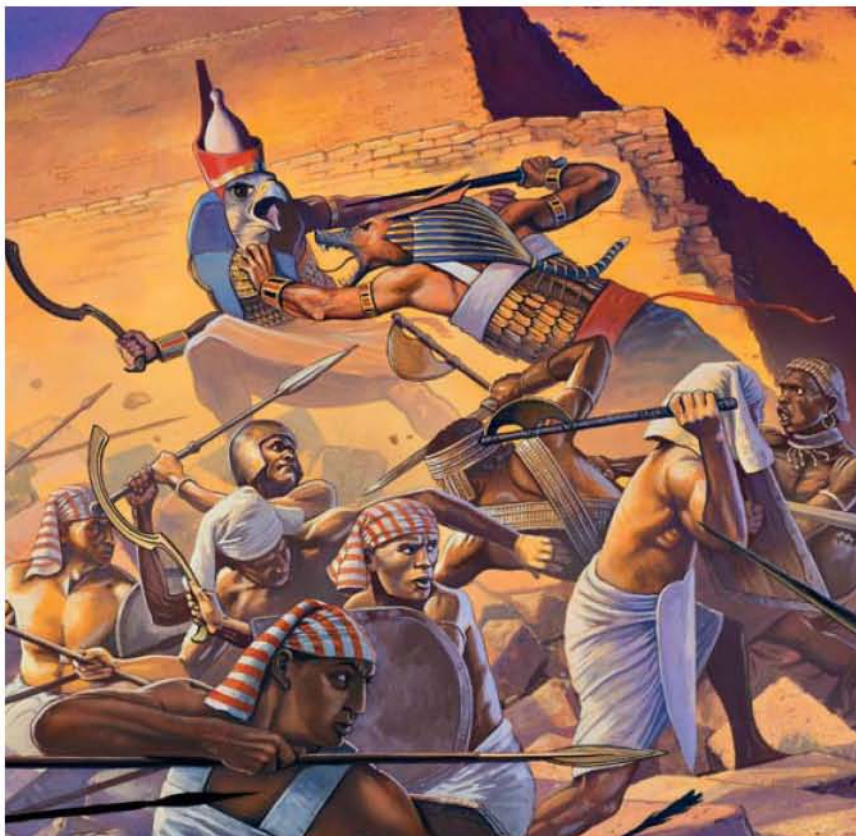
NORSE

God: Thor (376 points)

Legends: Fenrir (104 points), a Dvergar Weaponsmith (50 points), two Valkyries (140 points, 70 each)

Mortals: a unit of eight Berserkers (184 points) and a unit of four Norse Skirmishers (52 points)

Total: 906 points



DETERMINE ATTACKER AND DEFENDER

Both players roll a die, re-rolling any ties. If one force is built to fewer points than the other, that force gets a +1 modifier on this roll. The high roller decides if he wants to be the attacker or the defender. The defender lays out the terrain, preparing the tabletop and adding scenic features such as hills or woods. If playing a scenario, the defender must comply with the scenario's rules on terrain placement.

The attacker then deploys one of his units anywhere on the table.

The defender then does the same, placing one of his units anywhere on the table but at least 2x Medium away from the attacker's unit.

The attacker then places another unit with the same restriction, and so on. In other words, players alternate placing their units on the table until all units have been deployed, in such a way that no unit is closer than 2x Medium to any opponent. Players can deploy their units in any order – there is no obligation to deploy the God or Legends before the Mortals or vice-versa. If a player has more units than the opponent, he deploys all his remaining units once his opponent has deployed his last unit.

ROLL INITIATIVE

When all troops have been deployed, both players roll a die. The force with the most Legends rolls at +1. Re-roll ties. The high roller is the acting player and takes the first turn. His opponent will become the active player when the turn ends.

The turn will end, and play will switch from the acting player to the opponent, for one of the following reasons:

Horus and Set, surrounded by their mortal allies, clash amongst the ruins of the ancients, by Mark Stacey © Osprey Publishing Ltd. Taken from *Myths and Legends 3: The War of Horus and Set*.

Unlike from many wargames where troops are lined up on two opposing baselines, Of Gods and Mortals leaves a lot of freedom in the deployment phase. So pay attention! Deployment is a game within the game, and may affect the battle more than it first seems. Some Gods (e.g. Loki) can play tricks with deployment or alter the terrain.

- The acting player has activated or attempted activation for all of his units.
- The acting player has rolled a turnover.
- The acting player decides to pass.

Initiative is rolled only at the start of the game – players alternate turns until the end of the battle.

Some scenarios may determine who gets the initiative.

ACTIVATIONS AND REACTIONS

When it is your turn, nominate a single unit that you want to attempt to activate.

You can roll one, two or three activation dice for that unit. You decide how many dice to roll. Every roll that is equal to or better than the unit's Quality is a success. Every roll that is lower than the unit's Quality is a failure. The unit may perform one action for each success rolled. You don't announce what you are going to do before rolling – just point at the unit and roll the dice.

When rolling for activation, a roll of 1 is always a failure, and a roll of 6 is always a success.

Depending on how many are rolled, failures can result in the opponent being given the opportunity to temporarily snatch the initiative and react with one of his units, or in play passing to the opponent altogether.

A unit is never forced to activate or to react. A player may also decide to skip a turn altogether if he so wishes.

The possible outcomes of an activation roll, and their consequences, are shown in the following table:

Dice Rolls	Results
1 failure	The chosen unit performs no action. Your opponent may immediately perform a reaction with a unit of the same or a higher tier. You may then nominate another unit and roll to activate it. If all of your units have been already activated, play passes to your opponent.
1 success	The chosen unit performs 1 action. You may then nominate another unit and roll to activate it. If all of your units have been already activated, play passes to your opponent.
1 success, 1 failure	Your opponent may immediately perform a reaction with a unit of the same or a higher tier. You may then perform 1 action with the chosen unit. You may then nominate another unit and roll to activate it. If all of your units have been already activated, play passes to your opponent.
1 success, 2 failures	Your opponent may immediately perform a reaction with a unit of the same or a higher tier. You may then perform 1 action with the chosen unit. You may then perform 1 action with the chosen unit. Turnover – play passes to the opponent.
2 or 3 failures	The chosen unit performs no actions. Your opponent may perform a reaction with a unit of the same or a higher tier. Turnover – play passes to the opponent.
2 successes	The chosen unit performs 2 actions. You may then nominate another unit and roll to activate it. If all of your units have been already activated, play passes to your opponent.
2 successes, 1 failure	Your opponent may immediately perform a reaction with a unit of the same or a higher tier. You may then perform 2 actions with the chosen unit. You may then nominate another unit and roll to activate it. If all of your units have been already activated, play passes to your opponent.
3 successes	The chosen unit performs 3 actions. You may then nominate another unit and roll to activate it. If all of your units have been already activated, play passes to your opponent.

OUR GOD IS WATCHING US!

Mortals are encouraged by the presence of their God on the battlefield. A Mortal unit has a +1 modifier on its Activation and Morale tests as long as the God is not:

- Hidden – the God must be within line of sight (LOS) of at least one model in the unit.
- Distant – the God must be within 1x Long of at least one model in the unit.

LOS to the God may only be blocked by intervening terrain taller than the God, but is not blocked by other units, no matter their size.



REACTIONS

Reactions are short bursts of activity in which a single unit takes advantage of a lapse in the opponent's initiative. When you roll a failure with any one of your units, the opponent seizes the initiative for a moment and may attempt to react during your turn with one of his units of the same or higher tier. *Example: you roll a failure with one of your Legends. Your opponent may immediately attempt a reaction with one of his Legends, or with his God. He may not attempt a reaction with Mortals.*

An opponent's reactions, if any, take place before your unit's actions.

The number of dice rolled in the reaction is the same as the number of failures that caused the reaction. *Example: you roll two failures with a unit of Mortals. Your opponent may try a reaction with one of his Mortal units, or with a Legend, or a God. The reaction will be attempted by rolling two dice and performing one action per success, just like a regular activation.*

A unit may attempt only one reaction per turn. If all your units have already reacted, you may not perform reactions.

Possible reactions include movement or performing a melee or ranged attack. Certain Traits may also be used in reactions, and will be noted in the Trait descriptions.

Some players mark units that have activated or reacted with a counter, or turn them so that they face the player's side of the table as a reminder.

THE TURNOVER

If a unit rolls two or more failures on an activation roll, in addition to any reactions caused, your turn ends and initiative passes to your opponent. This happens after the opponent has performed any reactions and your unit acts on its one success, if it had one. *Example: you activate a Q3 unit and choose to roll three dice. You roll a 1, a 2 and a 3: one success and two failures. You cause a reaction on two dice and a turnover. Things happen in this order: 1) the opponent may perform a reaction on two dice, 2) you may perform one action with the unit, 3) your turn ends and the initiative passes to the opponent.*



ACTIONS

An activated unit may perform one, two or three actions. Among other things, actions can be used to move or to attack. A unit may not perform more than one ranged or melee attack per turn, unless it has appropriate Traits.

Units may spend extra actions on an attack (melee or ranged) to make the attack more powerful. Think of this as taking a few extra seconds to aim or putting all of your strength into an all-out strike. Mortals may boost an attack with a maximum of one additional action, Legends with two, and Gods with three.

Any unit may spend its actions as follows:

Action	Cost
Move	1 action per move
Close order unit going from line to column or from column to line	1 action
Unit with Short Move moving through difficult terrain	2 actions
Perform a melee or ranged attack	1 action
Perform a Powerful attack or Aim ed shot +1	2 actions
Perform a Powerful attack or Aim ed shot +2	3 actions (Legends and Gods only)
Perform a Powerful attack or Aim ed shot +3	4 actions (Gods only)
Stand up	1 action
Use a special ability	1 or more actions (see description)
Other actions	As determined by scenario or player agreement

You can perform actions in any order you want. You may perform any action not explicitly prohibited in the rules as long as players agree on it.

Standing up is not mandatory but is often the best course of action.

KNOCKED DOWN ACTIONS

A Legend may be Knocked Down as a result of combat or other game effects. A Knocked Down figure may be activated and can perform reactions as normal. A Knocked Down character may spend one action or reaction to stand up.

ACTIONS THAT DO NOT REQUIRE ACTIVATION

There are two actions that may be performed without an activation roll: Invocation and Free Moves.

INVOCATION

Mortal units, if not engaged in melee, may perform an Invocation instead of rolling for activation. Invocation may be used in two different ways:

- To summon back in play a God who has been killed.
- To give extra activation dice to a God (up to a maximum of 3).

To perform an Invocation, the player chooses a unit and declares that it is invoking. There is no limit to the number of units that may perform an Invocation in a turn. That unit will not roll dice for activation, nor will it perform any other actions this turn. It will defend normally if shot at or engaged in melee. If charged, it is not allowed to shoot at its chargers.

Only Mortal units of at least 4 models may perform Invocations. There is no distinction between human and non-human Mortal troops (e.g. Troll-wolves, Satyrs, Centaurs, Fomorians and animals) where Invocation is concerned – any Mortal unit of suitable size may perform an Invocation.

Summoning: To bring a slain God back into play, roll one die per unit performing the Invocation. As long as at least one die rolls a 3 or higher, the God is summoned onto the battlefield, and placed within 1x Long of any one of the invoking units. The God may reappear in contact with an opponent if the player so wishes. This does not grant the God an ambush bonus.

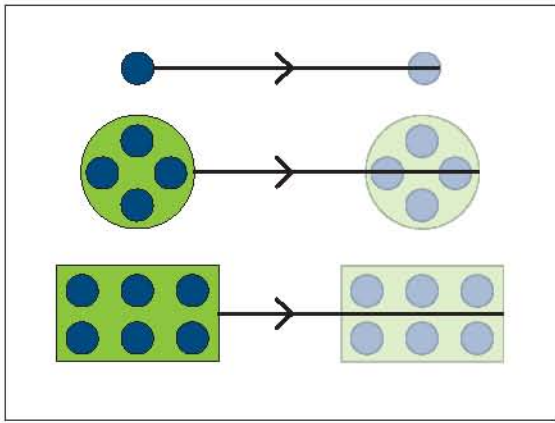
Giving extra dice to a God: Every four Mortals in a unit may give one additional activation die to their God. Place the dice next to the God as a reminder, using a dice of a different colour than usual. On the God's next activation, you may roll one, two or three dice as usual plus the Invocation dice, up to a maximum total of six (three standard dice and three Invocation dice). Invocation dice from multiple units stack, up to this limit, but all dice must be used on the God's next activation. Any unused Invocation dice are lost. Invocation dice do not cause turnovers or reactions. This is why you use dice of a different colour. You can roll all of them at the same time and ignore any turnovers or reactions caused by the differently coloured dice. A player may use any combination of activation and Invocation dice on a God. For example, he may use one activation die and two Invocation dice to avoid rolling turnovers. In this instance, the God is fuelled by his worshippers' faith and is saving his own energies. *Example: Eight Norse warriors perform an Invocation to Thor to give him extra dice. Instead of activating them, the player simply places two additional activation dice (one die per four Mortals) next to Thor. On his next activation (no matter if it takes place in the same turn the Invocation was performed, or on the following turn), Thor may be activated on a maximum of five dice (his normal three, plus the two Invocation dice).*



A God is not really slain while his followers can bring him back through the power of prayer. Gods derive their power from the faith of Mortals. So, to defeat a God, you must take on his believers. The 'puny Mortals' are more important than they may initially appear.

FREE MOVES

When a unit has no active enemies within 2x Long, it may perform a single non-combat move instead of dicing for activation. This is called a Free Move and represents a slow and sure tactical advance. As soon as the unit steps into an area where there's at least one active enemy within a radius of 2x Long, it may no longer perform Free Moves. Bound, chained and dead enemies do not count as 'active' for purposes of this rule. The Free Move may bring the unit closer than 2x Long from an enemy, but not into contact. No other action may be performed during a Free Move, although the unit may react as normal. Any unit may perform a Free Move.

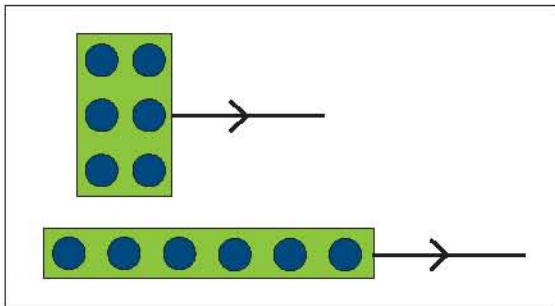


MOVEMENT

Movement is measured from any point of the unit's base in the case of single-based miniatures. For OO units on a CD, movement is measured from any point of the rim of the CD. Movement of CO units is measured from the front of a central figure called the 'leader' of the unit.

Most units have Medium move. They can move from one end of a Medium stick to the other by spending one action. Short-legged or slow units have the Short Move Trait, while long-legged or fast units, including most cavalry, have Long Move. Units with these Traits use a Short or Long stick respectively.

The movement stick shows the unit's maximum movement per action. A unit may move less than this if desired, or not move at all.



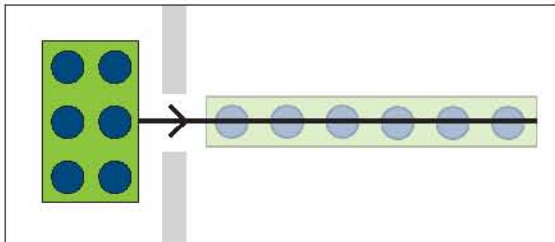
CO UNIT MOVEMENT

Units in CO may be formed up as a line or column. They always measure movement from a 'leader' figure (either a central figure in their first rank, or the head of the column). The unit may be angled as the player wishes at the end of movement.

When moving in line formation, a CO unit's final movement stick is always reduced by one level (e.g. from Medium to Short). *Example: a unit with Medium movement making three move actions would move Medium, Medium, Short.*

A unit may change formation by spending one action. This gives the unit the versatility to move around obstacles or other impassable terrain that would block the unit were it in line formation.

A column contacting an opponent in melee automatically forms into a line at the end of movement. A column being contacted by an enemy unit also forms into line, but fights at -1 against that opponent's first attack.



In column formation, a unit is more manoeuvrable, but less effective in combat.

OBSTACLES

DIFFICULT TERRAIN

If any part of a move starts in, passes through, or ends in any sort of difficult ground, such as a steep hill or a marsh, a CO unit's speed is reduced by one category. Medium moves become Short, Long moves become Medium, and Short moves remain Short.

Example: a unit of hoplites plods through a marsh, performing three moves in a turn. All the moves use the Short stick.

Single models and units in OO only reduce their final movement stick when any part of their movement in a turn begins in, ends in or crosses difficult terrain.

Example: Greek slingers in OO move through a marsh, performing three moves in a turn. Their first and second moves are Medium, and their third move is Short.



Flying units are unaffected by terrain.

In woods, CO units reduce all their movement sticks. Single models and OO units reduce their second and third moves (if any). Mounted units reduce all their sticks even if in OO.

If a unit moves through two or more different terrain types in a turn, assume all movement happens through the more difficult terrain type.

CORNERS

Movement must always be performed in a straight line from any point of the measuring stick to any point of the measuring stick. A unit will often use more than one action to go round a corner or move past a foe.

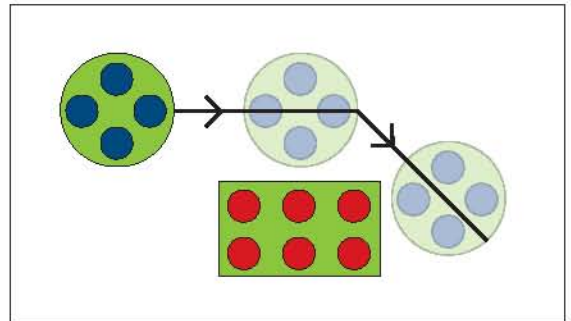
LINEAR OBSTACLES

A unit may move over a linear obstacle (hedge, low wall, fence), but must stop its first movement at the obstacle, and reduce its next movement action by one category. Medium move becomes Short, Long becomes Medium. No further reduction is required for Short.

Linear obstacles taller than half the models' height but not taller than the models themselves will require the expenditure of an additional action to scale.

SLIPPERY OBSTACLES

Moss-covered stones, shallow rivers, frozen lakes and snow-covered hills are considered slippery. When a unit moves on slippery terrain, it must pass a Quality test on a die or stop in contact with the scenic item. This ends the unit's movement for that turn.



Determine the nature and height of all obstacles beforehand, to avoid arguments during the game.



OTHER UNITS

Single models may always move through friendly units as long as they have enough movement to clear their base(s). A model may move through a friendly unit even if the unit is Knocked Down and/or engaged in melee.

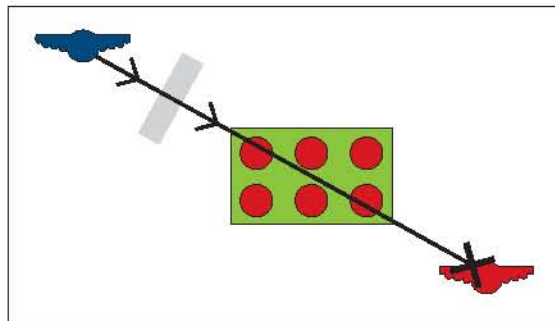
A CO unit may move freely through OO units or single models if it has enough movement available to clear their bases. If it does not have enough movement, the unit must stop behind the friendly unit.

A CO unit may not move through another CO unit.

With the exception of flying units, no unit may move through an enemy unit. A unit's movement stops immediately if it comes in contact with the base of an enemy and the unit is considered to be in melee with that opponent. This happens even if the base of the unit just 'brushes' the opponent's base. In other words, any contact with an opponent during movement stops the unit's movement. Transfixed opponents, however, never stop a unit's movement.

A unit is stopped even if it has Free Disengage. However, if the unit with Free Disengage has additional actions available, it may use another movement action to withdraw from the engagement with no ill effect.

Flying units ignore all terrain restrictions and may move past non-flying enemies if they have enough movement to clear their bases. Their movement is halted only by contact with other flying units.



Players may agree to extend the 'cramped quarters' rule to other situations as the scenario suggests.

CRAMPED QUARTERS

Moving through friendly units is not allowed in cramped quarters, such as going through a doorway, fighting in a corridor or inside a building, on battlements, etc. This even applies to flying troops when they are indoors.

MELEE COMBAT

A unit must be adjacent to (in base-to-base contact with) another unit to fight in melee. As soon as two units are adjacent, they are considered to be in melee, even if no unit actually performs an attack. All that is required is that the bases or movement trays of the units touch.

Melee is simultaneous – either unit involved in the fight may affect the other.

In some cases, a unit is allowed a 'free hack', or an attack without consequences. The unit performing the free hack may affect the target, but may not be affected. The unit targeted by the free hack rolls a die and adds its Combat score and modifiers as normal, but this roll is purely defensive.

If two units are in melee and one of them spends one or more actions to attack, both units roll a die to resolve the fight. If they do not roll dice (because the player chooses not to do so, or because the unit has no available actions to perform an attack), the units are still considered to be in melee, but no casualties are inflicted.

When two units clash, roll a single die for each unit, adding the unit's Combat score and any relevant modifiers. Compare the totals. The winner inflicts one casualty (a single model removed from the game) for every three full points by which the loser was beaten. If the units tie, they both suffer one casualty and immediately roll again, repeating the process until

Opposite: Battling the harpies, by Jose Daniel Cabrera Peña © Osprey Publishing Ltd. Taken from *Myths and Legends 1: Jason and the Argonauts*.



This 'simultaneous combat' system makes sure that all participants stay involved and get to roll dice, even during their opponent's turn. Attacking is a conscious tactical choice on the player's part. A player is NEVER forced to attack.

one unit loses. If two Gods tie, no casualties are suffered, but there are still consequences (see Clash of Titans, below).

The losing unit must recoil 1x Short move away from the winner. The winner may choose to immediately move the victorious unit back into contact with the recoiling loser as a free action.

Example: A unit of four CO Greek hoplites with C2 and a unit of four OO Egyptian archers with C1 clash. The hoplites have three actions. They use the first to move into contact with the archers, and the two remaining actions to perform an attack at +1. The Greek player rolls a 5, adding +2 for the hoplites' Combat score, and +1 because they used two actions to attack, for a total of 8. The Egyptian player rolls a 1, adding +1 for their Combat score, for a total of 2. As the Greeks' total is 7 points greater than the Egyptians', they inflict two casualties. Two models are removed from the Egyptian unit. The Egyptian unit then recoils 1x Short away from the hoplites.

When a CO unit and an OO unit clash, the OO unit must always recoil at the end of the fight unless the CO unit was destroyed.

TIED MELEES

- If the result is a tie and the units are Mortals or Legends, both units take a casualty. If one unit is Armoured and the other is not, the non-Armoured unit takes a casualty and loses the melee. Both units roll again, taking further casualties as necessary, until a winner is established.
- If the result is a tie and both combatants are Gods, apply the Clash of Titans rule. No casualties are suffered, and no re-roll to determine the winner is needed.
- If the result is a tie and one of the units is a God, and the other is Mortal or Legend, both units take a casualty. Both units roll again, taking further casualties as necessary, until a winner is established.

CLASH OF TITANS

If two Gods tie a melee, their clashing energies create a 1x Long radius explosion centred on the two. Measure the blast radius from where the bases of the Gods touch. Legends caught in this blast are Knocked Down. Mortals caught in this blast are Awed.

AWE

A unit of Mortals is Awed when hit by the blast of godly energies (or by the Tremble Before My Might Trait). An Awed unit may be attacked at +3 in melee and may not voluntarily move into contact with the God that caused the Awe. The Awe marker can be removed by spending two actions. A unit may not carry more than one Awe marker at any time.

CASUALTIES

MORTAL CASUALTIES

Mortal casualties are handled exactly as above – one casualty results in the removal of one model.

REMOVAL OF CO CASUALTIES

When you remove a casualty from a CO unit, start from the rear of the unit. This is just for visual effect – all models fight, but we assume that, as a gap appears in a formation, a soldier from the rear or flanks takes the place of the fallen one and fills the gap in the front rank.

LEGEND CASUALTIES

- A Legend killed by a God or Legend is dead.
- A Legend suffering a casualty from a Mortal unit may turn the result into a knock-down by passing a Quality test on one die. This test may be attempted even if the Legend is already on the ground. If the Quality test fails, the Legend dies.

GOD CASUALTIES

- A God killed by a God dies.
- A God suffering a casualty from a Mortal or Legend unit may turn the casualty result into a recoil by passing a Quality test on one die. If the Quality test fails, the God dies.

DEAD GODS

Gods are immortal. Thus, a God does not truly die, but is merely banished from the material plane of existence when his physical body is 'killed'. See Invocation for information on resummoning a God to the battlefield.



A unit suffering a casualty caused by an inferior unit may reduce the effect by passing a Quality test on one die.

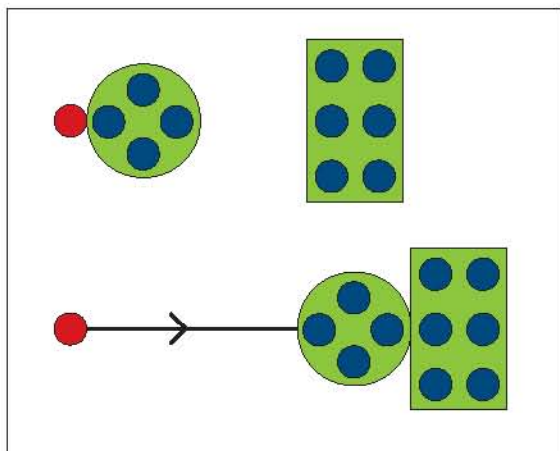


RECOILING

If the recoiling unit has Free Disengage, follow up is not possible. Free Disengage can be a Trait or a game effect caused by superior movement. For example, when a Mounted unit recoils from a foot unit, the foot unit may not pursue it.

If the recoiling unit has the No Retreat Trait, recoiling is ignored.

Supporting friendly units (if multiple units are involved in a melee – see Frays) do not recoil or follow-up.



DANGEROUS RECOILING

Any unit recoiling into impassable terrain or the table edge is destroyed.

Any unit recoiling into an enemy suffers a free hack at +2 from that enemy. If the unit recoils into more than one enemy, it suffers a free hack at +2 from every enemy unit.

RECOILING INTO FRIENDS

If a unit recoils into a friendly unit, the friendly unit is pushed along in the direction of the retreating unit, and remains in contact with the retreating unit.

The Yield no Ground order can be useful when a recoil move would destroy the unit, or when you absolutely do not want to lose ground on the battlefield – for example, in a scenario where you must hold a position.

YIELD NO GROUND!

As long as their God is still on the table, a CO unit may be ordered to ‘yield no ground’. The unit takes an additional casualty but does not recoil. To carry out a ‘yield no ground’ order, the unit must pass a Morale test on one die. OO units may not do this.

Example: A unit of Amazons has just lost a melee and must recoil. Ares orders the unit to yield no ground. The Amazons take a Morale test on one die and pass it. The unit loses one figure but does not recoil.

MELEE COMBAT MODIFIERS

Melee Combat Modifiers	
Outnumbering	+1
Greatly outnumbering (more than double strength)	+2
Attacking a CO unit in column	+1
Attacking a Transfixed, Awed, or Knocked Down foe	+3
Powerful attack	+1, +2 or +3
Ambush bonus	+1
Mounted unit attacking a non-mounted unit of same or lower tier	+1
Defending an obstacle or fighting from an elevated position	+1
Large creature attacking a smaller creature	+1

OUTNUMBERING

When a larger unit attacks a smaller unit in melee, the larger unit receives a +1 modifier to Combat, or +2 if it has more than double the opponent's numbers.

For the purposes of this calculation, count each Mortal model as one man, each Legend as four men and each God as eight men.

Examples: A unit of eight Mortals in melee against a unit of three Mortals fights at +2 (as the unit is more than double the enemy's in size). A unit of five Mortals against a Legend fights at +1 (the Legend counts as four men, so the Mortals outnumber him). A unit of eight Mortals against a God fights with no modifier.

The outnumbering modifier is recalculated whenever casualties are taken. The outnumbering modifier applies to any attack performed by any unit participating in that melee.

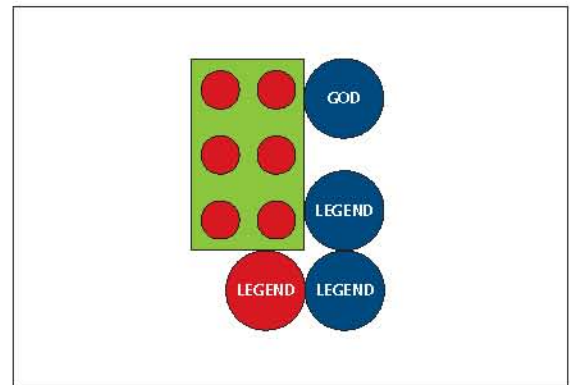
When an outnumbered unit attempts to move away from a melee, the outnumbering modifier is applied to any free hacks performed against it.

The outnumbering modifier applies both if the outnumbered unit is attacking or defending.

FRAYS: COMPLEX MELEES

When multiple units are involved in a melee, the combat is called a fray. Count all figures involved in the melee on each side and apply the outnumbering modifier to any attack performed by any unit in the outnumbering side.

Example: Side A has six Mortals and one Legend, side B has one God and two Legends. Side A has a total strength of $6+4=10$ models, while side B has $8+4+4=16$. Side B outnumbers side A and therefore all of its units fight with a +1 modifier in this fray.



TRANSFIXED, KNOCKED DOWN AND AWED OPPONENTS

TRANSFIXED

Units may be Transfixed as a result of the Transfix ability. A melee attack against a Transfixed opponent is a free hack at +3.

KNOCKED DOWN

A Legend may be Knocked Down as a result of combat or by the Clash of Titans rule.



Melee attacks against Knocked Down units are at +3 but they are not free hacks. Unlike a Transfixed opponent, a Knocked Down enemy fights back. A Knocked Down unit may attack as normal on its turn, but the opponent will still enjoy a +3 modifier for fighting a Knocked Down opponent. It is advisable for a Knocked Down unit to spend its first available action to stand up.

Awed and Transfixed are not the same condition. A unit may be both Awed and Transfixed at the same time. Yes, the modifiers are cumulative!

AWED

A unit of Mortals is Awed when hit by a blast of godly energies (see the Clash of Titans rule) or by the Tremble Before My Might Trait. An Awed unit is attacked at +3 in melee.

POWERFUL ATTACKS

A unit with extra actions available may spend them to increase the power of its attacks. These powerful attacks receive a +1 modifier for each action spent. Mortals are limited to a +1 modifier, Legends to a +2, and Gods to a +3. This is summarized in the table below:

Powerful Attack Bonus	Actions Required	Units
Attack at +1	2	Mortals, Legends, Gods
Attack at +2	3	Legends, Gods
Attack at +3	4	Gods

AMBUSH BONUS

A unit that begins the turn hiding in woods, a building, or any other scenic feature is called an ambusher. Ambushers attack in melee at +1. To claim this ambush bonus, a unit must be completely hidden by a scenic feature, and the opponent being charged must not be able to draw a LOS to the ambushing unit before it moves out of its hiding place. Large units will rarely enjoy an ambush bonus because there will probably be few scenic items large enough to hide them.

An ambush bonus never applies against targets with Danger Sense.

MOUNTED UNITS

Mounted units have +1 modifier in melee against foot units of the same or lower tier.

SIZE

Some units have the Big, Huge or Gargantuan Traits. Huge creatures are larger than Big creatures, and Gargantuan creatures are larger than Huge creatures. Whenever a larger creature attacks a smaller one in melee (e.g. a Huge unit attacking a normal or Big unit), the larger unit gets +1 on its melee roll. Any unit that is man-sized or smaller is treated as normal size.

LEAVING A MELEE

A unit wanting to leave a melee can do so freely if the opponent is Transfixed or Awed, otherwise it suffers one free hack from each adjacent unit at the moment of breaking contact. If the disengaging unit wins the roll, it is free to move away from the opponent. If it loses the roll, it suffers whatever combat result is caused by the opponent. If a unit leaves a melee because of a failed Morale check, any adjacent enemy gets a free hack at the unit.

Opposite: Sigurd slays Fafnir, by Peter Dennis
© Osprey Publishing Ltd. Taken from Myths and Legends 2: *Dragonslayers*.



FREE DISENGAGE

Some units have the ability to perform a free disengage, and may leave a melee without suffering free hacks.

A unit may perform a free disengage in the following situations:

- Mounted units disengaging from non-Mounted, non-Flying units.
- Flying units disengaging from non-flying units.
- Units that have the Free Disengage Trait.

If a unit is able to make a free disengage from some but not all of its opponents, only those who can perform a free hack will do so.

Example: A Flying unit moves away from a melee with another flying unit and a non-flying unit. The retreating unit suffers a free hack from the Flying opponent but not from the non-Flying opponent.

A unit with Free Disengage must still stop when it comes into contact with an opponent. The only advantage is that, if the unit wants to leave that combat engagement, it does so without suffering a free hack.

RANGED COMBAT

A unit with the Shooter Trait is able to strike from a distance. The process of attacking a distant target is called ranged combat. The Shooter Trait may represent a natural ranged attack, or the use of ranged weapons.



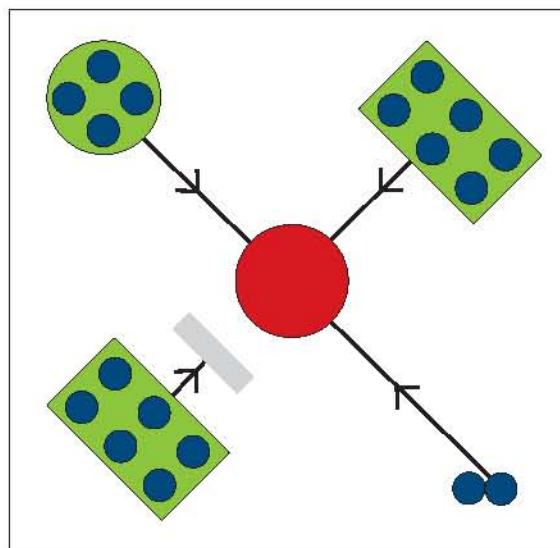
RESOLVING RANGED ATTACKS

Ranged combat is resolved just like melee. However, in ranged combat only the shooter can damage the target – the target's roll is purely defensive and represents his chances to dodge or deflect the attack.

To determine the outcome of a ranged attack, roll a die for the shooter and a die for the target. Add their respective Combat scores and any modifiers that apply. Ranged attacks have the same effects as melee, except that neither side takes casualties on a tie. The ability to reduce casualties taken from enemies of a lower tier is applicable to ranged attacks exactly as for melee.

A unit attacking in ranged combat may not cause more casualties than it has models.

Example: A unit of three archers may cause a maximum of three casualties with a ranged attack, while a Legend may only cause a single casualty per attack.



LINE OF SIGHT (LOS)

To perform a ranged attack, the shooting unit must be able to trace a line of sight (LOS) to the intended target. Draw a straight line from shooter to target. CO units measure from the centre-most figure in the front rank of the shooting unit to any part of target unit. OO units measure from the rim of the CD to any part of the target unit.

If this line goes through any solid obstacle or unit, the shot is impossible. However, when a single shooting model is adjacent to a friendly single model, the friendly model does not obscure the shooter's LOS. This is called 'shooting over a friend's shoulder'.

KNOCKED DOWN SHOOTERS

Shooting is possible even if the shooter is Knocked Down, as long as he has LOS to his target.

Sometimes, due to the position of models or the shape of scenic items, it may not be obvious whether the shooter can trace LOS to the target. Use a length of thread or a laser pen if in doubt. Basic rule of shooting: if you can shoot at an enemy, that enemy can shoot back at you!

TARGETING PRIORITY

Shooters must always fire at the closest enemy unit, unless that enemy belongs to a lower tier. Gods may shoot any target as long as they have LOS.

A shooter may also ignore a target who is hiding, Transfixed, Awed, Knocked Down or in cover. A shooter may also ignore regular-sized targets in favour of shooting at a Big, Huge or Gargantuan unit.

NO SHOOTING INTO OR OUT OF MELEE

If the target or the shooter are engaged in melee, shooting is impossible. In other words, you can't shoot if someone is engaging you in melee, and you can't shoot someone who is in a melee with a friendly unit, for fear of hitting your friends. However, units with the Fire Into Melee Trait may shoot enemies involved in melee.

RANGED COMBAT MODIFIERS

Ranged Combat Modifiers	
Target is behind cover or in woods	-1
Shooting at double range	-1
Shooting at triple range	-2
Target is Undead	-2 (unless shooter is a Legend or God)
Target is Big, Huge or Gargantuan	+1
Target is Transfixed	+3
Aimed shot	+1, +2 or +3
Shooter has the Good Shot Trait	+1

RANGE

Every Shooter has a range (Short, Medium or Long) shown on his profile.

- If the target is within this range, the shooter uses his unmodified Combat score.
- If the target lies within double this range, the attack is at -1.
- If the target lies within triple this range, the shot is at -2.
- If the target lies farther than triple this range, the shot is impossible.

COVER

If a target is visible but partially obscured by a scenic item, the target is said to be in cover and any ranged attack against that unit is at -1. A unit is not a valid target if completely obscured by cover.

ELEVATION

A shooter on higher ground may be able to negate cover. For example, a unit firing from the roof of a temple may ignore the fact that his target on the street below is hiding behind a low wall. Establish LOS and check if the elevated position allows for a clear shot.

WOODS

Any ranged attack through woods is limited to a range of 1x Medium and is at -1 to hit. This -1 modifier is the same as the cover modifier; a target may not claim both a cover modifier and a modifier for being in the woods.

AIMED SHOTS

A unit with extra actions available may spend them to increase the accuracy of its shots. Such aimed shots are at +1 to hit per action spent. Mortals are limited to a +1 modifier, Legends to a +2 and Gods to a +3. This is summarized in the table below:

Aimed Shot Bonus	Actions Required	Units
Attack at +1	2	Mortals, Legends, Gods
Attack at +2	3	Legends, Gods
Attack at +3	4	Gods

SIZE

All ranged attacks against Big, Huge or Gargantuan creatures are at +1. In addition, very large units may not benefit from cover in certain circumstances. If the cover does not account for at least half the target's height, it is deemed ineffective.

TRANSFIXED AND AWED TARGETS

Ranged attacks against Transfixed units are at +3. There is no bonus against Awed units.

MORALE

A Morale test is a Quality test rolled on three dice. Only Mortal units check morale.

WHEN TO TAKE A MORALE TEST

- All Mortal units in a force must test when their God is killed.
- All Mortal units in a force must test when the force has more dead models than it has living. For purposes of this calculation, count each Legend and God as two models. This is tested only when it happens for the first time in the game. If the number of living models is halved again, they do not take another test. Transfixed and Awed units count as living. Units turned to stone count as casualties.



MORALE MODIFIERS

Morale Modifiers	
Unit is within 1x Long of its God	+1
Unit has the Steadfast Trait	+1

MORALE RESULTS

- A unit failing on one die must perform a fleeing move.
- A unit failing on two dice must perform two fleeing moves.
- A unit failing on all three dice is removed from play.
- Transfixed and Awed units are destroyed if they fail on any dice.

As with any other Quality test, a Morale test automatically fails on a 1 and automatically succeeds on a 6.

FLEEING MOVES

Fleeing moves are made towards the closest table edge. The unit moves its standard movement allowance, with a reduction for difficult terrain as normal. A fleeing unit may use its multiple fleeing moves to go around impassable obstacles. A fleeing unit must always take the shortest route to the table edge. If in doubt, ask your opponent to determine the exact route of a fleeing move.

If a unit disengages from a melee to perform a fleeing move, all enemy units in contact perform a free hack.

If a fleeing unit comes into contact with any non-Transfixed, non-Awed opponents during a fleeing move, those opponents perform a free hack against the fleeing unit.

Models removed because of a failed Morale test count as casualties for purposes of victory point calculation.

THE END OF THE GAME

Play continues until one side loses the game. This happens when one of the following applies:

- All of a force's Mortals are killed or have run off the table.
- A force's God is dead and there are not enough Mortals to perform Invocation.
- A force loses its God, all its Legends and more than half of its Mortals.
- The scenario's specific victory conditions are met.

To determine the degree of victory, total the point costs of all destroyed figures for each force, including those who fled off the table. Count both players' scores and compare them. A difference of more than 20 per cent is a decisive victory.

TRAITS

Traits are special rules that make one unit different from another. They represent specific equipment, skills or supernatural powers. Advantageous ones increase the cost of a unit, while disadvantageous ones decrease it. Traits are the 'meat' of a profile. Two profiles with the same Quality and Combat scores will play very differently because of their Traits.



STEALING THUNDER

When two Gods with the same Trait are opposing each other, one may engage the other in a power struggle to negate his opponent's power. Distance is not a factor: the battle takes place in the Gods' minds. Only one attempt per Trait per game is allowed.

Example: Zeus and Thor both have the Lightning Trait. Zeus may, on his turn, attempt to steal Thor's Lightning no matter where Thor is on the tabletop.

The acting God spends two actions and declares that he is attempting to suppress the other God's power. The target God decides whether to accept the challenge. If he refuses, he will be at -1 Quality for the remainder of the game. If he accepts, both Gods take a Quality test on three dice. If the God initiating the contest rolls more successes, the target loses his ability for the remainder of the game. If the target ties or wins, he retains his ability and the offending God may not attempt to steal his ability again during that game.

The effects last until the end of the scenario. In a campaign, lost powers are reinstated at the beginning of next game.

The Armoured ability, and any ability linked to a God's weapon, item of clothing or other piece of equipment may not be contested. Only Traits of exactly the same name may be contested.

THE TRAITS

AMBUSER

The unit's ambush bonus, if any, is +2 instead of +1.

AMPHIBIOUS

Amphibious units may cross bogs, swamps, lakes and any other kind of water terrain with no movement penalty.



ANIMAL

No more than half of a force may be animals. Animals automatically rout when the last non-animal Legend or Mortal unit in their force is killed. Animals are Mortals and can perform Invocations.

ANIMAL MASTERY

The God with this Trait may have any number of Animal units in his force, and animals do not rout when the last non-animal Legend or Mortal unit is destroyed as long as the God is on the battlefield. In addition, any Animal unit in the same fray as the God (i.e. fighting in melee against the same opponent as the God) receives a +1 melee modifier. Enemy Animal units may not engage an Animal Master in melee unless they are within the command range (1x Long) of their own Animal Master.

ARMoured

This represents protection offered by suits of armour or natural protection such as hard scales. The unit does not take a casualty when it ties a melee.

ARROWS TO FLOWERS

This power may be used once per turn, when a missile-armed unit shoots. If the God passes a Quality test on a single die, the ranged attack is nullified. This is a free reaction and it may be rolled for even if the acting player did not roll any failures. It may not be used if the God previously reacted in the current turn. If the God fails the Quality test, the ranged attack is carried out as normal. Distance and LOS between the God and the shooter are irrelevant.

ARTIFICIAL

Artificial units include non-living creatures such as elementals, automatons or golems. They are immune to poison and do not take Morale tests. They cannot take part in Invocations.

BARD

Once per game, the character may inspire heroic deeds in a single Legend or Mortal unit. This requires two actions. The target unit automatically receives three actions on its next activation with no need for rolling the activation dice. This power may not be used to activate units that have been already activated that turn. The activations may not be stored and must be used immediately.

BIG

Big creatures (any creature around 2–3m tall) have a +1 modifier in melee versus smaller models, but are targeted at +1 by ranged attacks. See Huge and Gargantuan for even larger units.

Example: The Minotaur is C4 and Big. In melee with a smaller figure, he counts as C5. When he is attacked by a ranged weapon, he counts as C4, and the attacker enjoys a +1 modifier to his Combat roll because the Minotaur's size makes him an easier target.

In some cases, Big units may not be able to claim protection from terrain because of their size. If a scenic feature isn't at least half the height of the creature, it does not count as cover. Agree these details as you set up the table. Players are free to use larger scale models to represent visually impressive gods, although they do not need to take the Big Trait.

BREATHTAKING BEAUTY

The God with this ability may not be attacked in melee by Mortals of the opposite sex. For example, a Goddess with Breathtaking Beauty cannot be attacked by male Mortals. Undead characters, Animals, Artificial creatures, Gods and Legends are immune to this effect. If the beautiful God moves into melee with a unit of Mortals that cannot attack him or her, their Combat test is used for purely defensive purposes. In other words, they roll normally to avoid being killed but any casualty result against the God is ignored.

BURST OF LIGHT

The God may spend one action to emit a burst of blinding light. All units within 2x Long are affected. All units with Shadowform are forced to turn into their non-Shadowform body. All Mortal Shooters lose the ability to perform ranged attacks until the end of their next turn. This power may not be used as a reaction.



CARRIER

The unit may carry another model as a passenger. If the Carrier moves adjacent to a friendly figure during its movement and spends one action to 'pick up' the passenger, it may then carry the model to the end of its movement. The passenger must be of the same size or smaller, and does not need to activate to be carried. The passenger automatically 'dismounts' at the end of the carrier's movement.

COMBAT MASTER

The unit can perform one melee attack per action. A Combat Master with three available actions may make three attacks, or a +2 attack followed by a normal attack. If the unit is

adjacent to more than one figure, attacks can be divided as the player sees fit.

Example: A unit adjacent to two enemies with three available actions may perform one +2 attack on one foe and a regular attack on another, or it could roll two attacks against one foe and one against the other.

A Combat Master with Poison rolls for Poison in every attack performed.

A Combat Master enjoying an ambush bonus uses the bonus only on his first attack.

A Combat Master performing a free hack gets only one free hack.

All other melee modifiers apply on all attacks performed by a Combat Master.

CONFOUND

The unit with this ability may cause an enemy unit to perform one Short move in a random direction. Gods are unaffected and Legends may resist by passing a Quality test on a single die. Mortals are automatically affected. Units engaged in melee may not be targeted. This ability may be used as a reaction.

To determine a random direction, roll two dice. Based on where they land on the table, draw an imaginary arrow from the lowest- to the highest-scoring die, and move the unit in the direction of the arrow. If the dice show the same numbers, the unit does not move.

Confound may not send a unit off the table (movement stops at the table edge) but if the unit contacts an enemy, that enemy may perform a free hack at the confused unit.

CULLING OF THE WEAK

The God or Legend with this Trait can project an aura of death. Once per game, a unit with this ability causes all Mortals, friend or foe, within 1x Medium distance of it to pass a Quality test on a single die or be removed as casualties. Mortals with a Combat score of 3 or more, Gods, Legends, Artificial units and Undead units are unaffected. Make one roll per figure, not per unit.

DANGER SENSE

The unit has a sixth sense warning it of dangers and sneak attacks a split second before they happen. Units attacking a target with Danger Sense never enjoy an ambush bonus.



DASHING

The unit receives a free action to perform a melee attack when it contacts an opponent. If the unit was already in contact at the start of the turn, this does not apply.

DESERT-WALK

A unit with Desert-walk counts desert terrain as regular terrain.

DRUNKARD

An excessive fondness for alcohol affects the unit's performance. After deployment, take a Quality test on one die for each Drunkard unit. If the roll fails, the unit is intoxicated. A drunk unit is at -1 on activation rolls but +1 in melee and +1 to Morale tests. Artificial and Undead units cannot be Drunkards.

FANATIC

Fanatic units do not take morale tests when their force takes over 50 per cent casualties.

FIRE INTO MELEE

The unit may shoot at targets engaged in a melee. Roll a ranged attack as normal. There is no chance of hitting the wrong target.

Arthur slays Twrch Trwyth, the Boar King,
by Alan Lathwell © Osprey Publishing Ltd.
Taken from *Myths and Legends 4: King Arthur*.

FLYING

Flying units can freely move above obstacles and non-Flying enemy units. They have Free Disengage against non-Flying units. Flying units always land at the end of their movement. Combat between Flying and non-Flying units is conducted as normal, and the Flying unit does not enjoy a higher elevation bonus.

A Flying unit takes no special damage if Knocked Down during combat.

Flying units may move through all friends and enemies. They may not do so indoors, where there isn't enough space to swoop over enemies on foot.

FORESTER

Forester units suffer no movement reduction when moving through woods.

FREE DISENGAGE

The unit does not suffer a free hack when leaving a melee. A unit with Free Disengage must still stop when contacting an enemy's base. If it has additional actions, however, it can then move away with no ill effects.

FROST

Once per turn, the unit may spend one action to breathe cold air that covers with ice a target within 1x Short. The target must take a Quality test on one die or be frozen. Affected Mortal units suffer one casualty and have their movement reduced by one category (e.g. from Medium to Short) until they move at least 2x Medium away from any unit with the Frost Trait. Multiple Frost attacks are not cumulative. Legends may be slowed but take no casualties from Frost. All Gods and any units with the Frost or Weather Control Traits are unaffected.

GARGANTUAN

Gargantuan creatures have +1 in melee against smaller units, including those with the Big and Huge Traits. Ranged attacks against Gargantuan units are at +1. Gargantuan creatures never enjoy cover bonuses from terrain.



GOOD SHOT

The unit has +1 on ranged attacks.

GREEDY

A Greedy unit must take a Quality test on one die every time it completely destroys a unit in melee. If the test fails, the unit will remain adjacent to its slain foes. The Greedy unit will have to spend one action on its next activation to overcome its greed.

GROUP FIGHTER

If the unit is outnumbered, its opponent does not get an outnumbering bonus.

HAMMERING BLOW

The unit is armed with an unbalanced weapon like a hammer or mace. Whenever it rolls a natural 1 in melee, one of the enemies in contact with it may perform a free hack. Whenever the unit with Hammering Blow rolls a natural 6 on its Combat test, add +2 to the total.

Example: Thor, C5, is armed with his hammer, Mjolnir, which gives him Hammering Blow. If Thor rolls a natural 6, his total is 13 (C5 + roll of 6 + 2 = 13). If Thor had rolled a 1, his opponent would have struck him with a free hack.



HEALING

It costs two actions to use this ability. Healing may be used to bring a single Mortal model (not a whole unit) back to life. The player places the revived Mortal in contact with his original unit at the start on the following turn. If the original unit no longer exists, the model may be deployed as part of another unit (if the members of this other unit have an identical profile) or as a one-man unit (an independent character) within 1x Medium of the God. A God may only bring back a single Mortal per turn but it may use the Healing ability as many times as its available actions will allow in order to make a knocked-down Legend or God stand up immediately, or to remove the Transfixed status from a unit. Healing may not be used to bring a Legend back to life. It may be used on Artificial and Undead units.

HUGE

Huge creatures have a +1 modifier in melee against smaller units, including those with the Big Trait. Ranged attacks against Huge units are at +1. In some cases, Huge units may not be able to claim protection from terrain because of their size. If a scenic feature is not taller than half the height of the unit, it does not count as cover. Agree these details as you set up the board.

ILLUSIONS

A unit with this Trait can weave illusions to trick and befuddle its enemies. At the start of play, after terrain has been laid out and all troops deployed, the God may do one of the following:

- Switch the position of any two Legends or Mortal units on either side.
- Remove one terrain piece from play.
- Add one terrain piece, no larger than 1x Long square.

These changes last until the end of the game.



Poseidon leads his hoplites against Sobek, by Jose Daniel Cabrera Peña © Osprey Publishing Ltd.

INVULNERABILITY

This unit is invulnerable to normal weapons and is affected by a combat result only if one of the following applies:

- The enemy force contains at least one unit with the Prophecy or Trickster Traits.
- The invulnerable character rolls a 1 on its Combat test.
- The attack is performed by a magic weapon, including a unit boosted by the Smithy Trait, or a ranged attack from a God.
- In all other cases, a casualty result is turned into a recoil, and a recoil result has no effect.

LABYRINTH

Any non-God unit within 1x Medium of the unit with this Trait becomes trapped. A trapped unit may move, provided it stays within 1x Medium of the unit with the Labyrinth Trait, and may engage enemies in combat. A unit is considered no longer trapped when the Labyrinth unit is killed or moves farther than 1x Medium away. Trapped units may not recoil and ignore all recoil results.

LEGENDARY SHOOTER

This Trait can be taken only by a Legend or God with the Shooter Trait. The unit may perform one ranged attack per action, not just one per turn, and can mix aimed shots and regular ranged attacks at will. Use normal targeting restrictions. A Legendary Shooter may select the target of any ranged attack after determining the outcome of a previous ranged attack.

Example: A Legendary Shooter with three actions shoots at one enemy, kills him, and then target another. This time, it fails to kill its target, and so uses its third and final action to target him a second time. Had it succeeded in killing its second target, a third target could have been nominated for its third action.

LIGHTNING

The unit may, once per turn, spend one action to have a bolt of lightning strike any one target (a single miniature) on the tabletop. This bolt from the blue automatically hits. The target must roll a single die – Mortals survive on a 6, and Legends on a 3 or more. Gods are Knocked Down unless they roll a 3 or more. Gods with the Lightning Trait are unaffected unless their thunder has been stolen. This ability may not be used as a reaction.



LONG MOVE

Units with this Trait use the Long measuring stick when moving.

LOVE CONQUERS ALL

This unit may use one action to instil feelings of love, peace and happiness in a single target unit. This power may not be resisted. The affected unit is at -1 on all Combat tests until its next activation. Undead and Artificial characters are unaffected. Use appropriate counters to mark affected units. A unit may only have a single such counter at a time.

MOUNTED

Mounted units have Free Disengage and a +1 modifier in melee against any non-mounted, non-flying units of the same tier or lower. Rider and mount are treated as a single figure so you don't need a separate model for the mount – it runs away if the rider is killed. The movement of mounted units is reduced for difficult terrain as normal. A Mounted unit does not automatically have Long Move, although most cavalry units will have that as well.

NO RETREAT

A unit with this Trait ignores any recoil result.

PART WATERS

This unit may spend one action to turn one area of water terrain (river, lake, coast, etc.) anywhere on the battlefield into regular terrain until the end of the turn. The unit may, as a free action, negate the effect at any moment, thus preventing enemy units from treading the parted waters. If a player announces that a unit will walk on the parted waters and then the effect is negated, the unit will not perform the move and must choose another action.

PLAGUE

This attack targets a unit of Mortals anywhere on the table. It may be used once per game. The unit is marked as diseased with a counter. A God or Legend with Healing may spend one action to remove the counter. Until the counter is removed, the affected unit will be at -1 on Activation and Combat tests. Undead and Artificial units, Legends and Gods are unaffected. A unit may have only a single Plague counter at a time.

POISON

Units with Poison have a venomous natural attack, or use poisoned weapons. This includes ranged weapons if they are also Shooters. Roll a die every time a poison attack inflicts a casualty – on a 5 or 6 the attack inflicts one additional casualty. Undead and Artificial units are unaffected. Units with Poison may only affect units of the same tier or lower.

Example: A Legend firing poisoned arrows will affect Mortals or Legends – a God would be immune to the effects of the Legend's Poison.

PROPHECY

The unit with this ability is a prophet or oracle and can see the future. To represent this, the player rolls three dice before the game and writes down the results. During the game, the player may use these results in lieu of any Combat or Quality tests for any one of his units. Once used, these numbers are gone. The player is NOT required to use the rolled numbers. The dice are rolled in a cup or behind a screen where only the player with the prophet can see them. At the end of the game, the dice are revealed so the opponent can check the numbers. Prophecy dice can be used at any point of the game, even after the prophet is killed. In campaigns, Prophecy dice do not carry over from game to game – they are rolled anew at the start of each game. If a player has more than one prophet, he adds two dice for every prophet beyond the first, so a player with three Prophets would roll a total of seven dice (3+2+2=7).

PROTECTION

This unit may bestow the Armoured Trait upon any unit within 1x Long. Protection lasts until the end of the target unit's turn. This ability may be used as a reaction.



RAISE THE DEAD

The God can resurrect dead Mortals, bringing back figures that have been removed as casualties. Spending one action will resurrect a single Mortal figure. A maximum of one resurrection per turn is possible. Place the resurrected figure in contact with his original unit or any unit with identical stats. If no such units are on the tabletop when the ability is used, the player places the resurrected figure on any table edge. Resurrected figures may be activated as soon as there are at least two figures in their unit. They have the same profiles they had originally and may be killed and resurrected again.

RARE

A Rare unit will have a number in parentheses after this Trait. That number represents the maximum number of that type of model that may be present in a force. So, a Rare (8) troop option may be deployed in two units of four, or a single unit of eight. A unit may also be Rare (1). This is a little different from a Unique unit, even though you may only have one of each in your force – Unique units may not be replaced when killed in a campaign, but Rare (1) units may be replaced for the following game.

RELEASE THE KRAKEN!

If there is any kind of water terrain on the tabletop, the unit with this ability may spend three actions to summon the Kraken. The Kraken is a legend with the following profile:

Kraken		N/A
Q3	C4	Gargantuan, Amphibious, Unique
It appears in contact with the water terrain and is controlled by the player until the God that summoned it rolls a turnover or leaves the table. When that happens, the Kraken runs amok and moves in a random direction, always activating on three dice without causing any turnovers or reactions, and attacking any units with which it comes in contact. To determine a random direction, roll two dice. Based on where they land on the table, draw an imaginary arrow from the lowest- to the highest-scoring die, and move the Kraken in the direction of the arrow. If the dice show the same numbers, the Kraken does not move. If Invocation brings the dead God back into play, the player immediately regains control of the Kraken. The points cost of the Kraken is ignored for victory purposes.		

Set and the Queen of Ethiopia ambush Osiris, by Mark Stacey © Osprey Publishing Ltd. Taken from *Myths and Legends 3: The War of Horus and Set*.

SACRIFICE

A God with this ability may, at any moment, destroy one of his followers (a single figure from a Mortal unit) to gain one additional activation die on his next turn. The extra die lasts for only one turn and does not cause reactions or turnovers. In other words, the extra die gained through Sacrifice is used like a die from Invocation. Using Sacrifice does not cost any action and is automatic. Only one figure per turn may be sacrificed. The loss of figures to Sacrifice may trigger a morale test like any other casualty.

SHADOWFORM

The unit may spend one action to become an immaterial shade. In this form, the unit gains Stealth and Flying and becomes immune to ranged attacks performed by Mortals. Melee attacks from Mortals are at -1 unless there is also an enemy God or Legend in melee with the Shadowform unit. The character in Shadowform may use any abilities as normal, but any casualties it inflicts are treated as recoils instead. A unit in Shadowform may spend one action to revert to its physical condition.





SHAPESHIFT

The unit may spend one action to turn into something different, typically an animal. This alternate form will be described in the unit's profile. While in an alternate form, a unit may use only the Traits and scores of the alternate form, but may spend one action to revert to its original form or to Shapeshift to another alternate form if one is available. A unit in an alternate form still belongs to the same tier – when Zeus Shapeshifts into an eagle, it is no ordinary eagle, but a perfect, unearthly specimen that still counts as a God.

SHOOTER

Shooters can perform ranged attacks – shooting a bow, throwing javelins or breathing fire. The range of the attack is shown in the profile as Shooter (Short), Shooter (Medium) or Shooter (Long).

SHORT MOVE

A unit with this Trait uses the Short measuring stick when moving.

SLOW

Slow units may only make one movement action per turn, regardless of how many actions they have available. Slow units may not perform reactions.

SMITHY

The unit with this ability can fashion magical weapons and suits of armour for its chosen warriors. After deployment, the player may give either a permanent +1 melee bonus or the Armoured Trait to any one Legend in play. The unit may not assign either the melee bonus or the Armoured Trait to itself.

STEADFAST

Steadfast units have +1 on Morale tests.

STEALTH

A unit with Stealth can move silently across the battlefield, using available cover to its advantage. As long as the unit is adjacent to any cover, it may not be targeted by ranged attacks performed by enemies of the same tier or lower. There is no need for the cover to be between the Stealthy unit and its attackers – as long as the Stealthy unit's base is in contact with a scenic item, it may not be targeted. The Lightning and Transfix abilities ignore Stealth and hit normally. Stealth offers no protection from melee attacks.

SUPER-SPEED

The unit is so fast that a single movement action can take it anywhere on the battlefield, as long as it is performed in a straight line. The move stops if the unit engages a unit in melee, goes through a change of elevation, moves into difficult terrain or meets an obstacle.



TELEPORTATION

A unit with Teleportation may spend one action to disappear from its current position and instantly reappear in any part of the battlefield, including in melee contact with an opponent. When teleporting away from a melee engagement, the unit suffers a free hack unless it also has Free Disengage. Reappearing in contact with an opponent grants an ambush bonus on the teleporting unit's first attack if the attack is performed in the same turn as the teleportation. A unit may teleport only once per turn.

TRAITOROUS STRIKE

The unit has +2 to Combat when performing free hacks.

TRANSFIX

By spending one or more actions, the unit may paralyse a Mortal unit. The target must be in LOS and within 1x Long. The target takes a Quality test on three dice, and must roll at least the same number of successes as the number of actions used to make the Transfix attempt in order to resist. *Example: Dionysus uses three actions to Transfix a hoplite unit. The hoplites may successfully resist by rolling three successes.*

The Transfix attack hits automatically: there is no roll 'to hit' the target. A Transfixed unit is marked to show its status. A Transfixed unit may not move, attack or perform reactions, and is attacked at +3 in combat. A unit may remove the Transfixed status by spending two actions. Reactions may not be used to remove the Transfixed status. Transfixed Mortals may still be used for Invocations. All Transfix effects on a unit are immediately dispelled if the unit who Transfixed it is killed.

TREMBLE BEFORE MY MIGHT

The unit may spend two actions to instil fear into any unit, friends and foes alike, within 1x Long. All units must test Quality on three dice, applying any morale modifiers. Units rolling one or more failures become Awe'd. A unit may not have more than one Awe marker upon it at any given time. Note that LOS is not needed for the ability to affect units.

TRICKSTER

A Trickster may force one die per turn to be re-rolled. The result of the re-roll stands. Trickster may not be used in conjunction with other abilities granting re-rolls. The Trickster Trait may be used to re-roll a die rolled by any player, but only during the Trickster's turn. The intention to re-roll must be announced immediately, before any further dice are rolled.

TURN TO STONE

The unit has the power to turn onlookers to stone. Any time a unit of Mortals within 1x Short of the character rolls a 1 on any Quality or Combat test, one Mortal is turned to stone. Legends may avoid being turned to stone by passing a Quality test on one die. Gods are immune. Models turned to stone are left on the battlefield, marked in whatever way the player prefers, and are treated as obstacles. They count as casualties.

UNDEAD

Undead units are immune to Poison. Ranged attacks performed by Mortals against Undead are at -2. Ranged attacks by Gods and Legends suffer no penalty. Undead units never test morale.

UNIQUE

If a unit is Unique, your force may not include more than a single 'copy'. All Gods are unique by default – there's no need to write this on their profiles. If two players want to field the same Unique unit, they must roll a die for the privilege – the loser must use an alternate unit or units.

VERY DIFFICULT TARGET

Ranged attacks against the unit are at -2. This ability does not work if the unit is Transfixed, Awed or Knocked Down.

WATER GOD

After terrain set-up, but before deployment, the Water God may either change one terrain feature into a piece of water terrain 1x Long across (representing a small lake or pond) or simply state that one table edge of his choice is a river bank or seashore (this may be represented or not as agreed upon by the players). This change is permanent.

WEATHER CONTROL

A unit with this power may spend two actions to cause a rainstorm over the battlefield. Once it starts raining, it will continue to do so until a unit with Weather Control spends one action to stop it. While it is raining, all ranged attacks by Mortals are at -1. Ranged attacks made by Gods and Legends are unaffected. Any Mounted unit rolling a double 1 during activation becomes Awed as the sound of thunder spooks their mounts. During a rainstorm, a unit with weather control may spend three actions to cause a flood. During a flood, Mortal troops may only move using the Short stick. Gods, Legends and units with the Amphibious Trait are unaffected. If a unit with Weather Control stops the rainstorm, the effects of the flood are cancelled as well.





SCENARIOS

SHOWDOWN

Use standard rules on a 120x120cm table. The defender sets up the table, adding 2–6 terrain features (his choice of hills, marshes, water terrain, desert or woods). No terrain feature may be shorter than 1x Short or longer than 1x Long on a side. There must be at least 1x Short distance between terrain features. Linear obstacles may be adjacent to each other so that they form an uninterrupted line. If there is a river, it must contain at least one fordable area (broken ground) and a bridge (regular ground). Use standard victory conditions.

SACRED GROVE

As Showdown, but at the centre of the table there must be an area of woods roughly 1x Long square. This is the sacred grove. No unit may be deployed closer than 2x Medium to it. The first unit entering the grove receives a C3 magical free hack from the spirits living there (even units with Invulnerability are affected). After this attack, the spirits flee. At the end of the sixth turn, the force with the most points' worth of figures in the sacred grove wins the game. If no troops are in the grove, the force who inflicted the most casualties wins a marginal victory. A unit is considered in the grove even if only part of its base or movement tray is in it.

SPRING OF YOUTH

After setting up the table with 3–6 terrain features, each roughly 1x Medium across, and deploying forces, roll a die for every piece of terrain. The piece with the highest roll determines the location of a Spring of Youth. Use any suitable scenic item to represent it. Any unit spending a full turn adjacent to the Spring may recover one killed Mortal model, recover from Transfix or Awe, or gain a free Invocation die for its God. This is a free action, but the unit may not do anything else while it is using the Spring's powers. Revived models appear in their original unit. The game ends when one force breaks. A God or Legend may attempt to destroy or defile the Spring by spending two actions next to it and rolling a 5 or 6 on a die. If the Spring is destroyed, its rejuvenating power may no longer be used.

TEMPLE UNDER SIEGE

After setting up the table as for Showdown, the defender places a temple in the centre of the table, and sets one unit of Mortals and/or one Legend as a garrison. The temple (whatever model you have available) should be at least 1x Long on all sides. The garrison has cover against missiles, fights at +1 in melee and is assigned the No Retreat rule for free. The defender's remaining troops are off-table and enter play later as reinforcements. The attacker deploys anywhere on the table but no closer than 2x Medium from



the temple. The attacker has 20 per cent more points than the defender to build his force. Starting from turn two, the defender may have his forces enter as reinforcements from a random table edge (roll for each unit). The player is not required to have all units appear at once, and may delay them if he prefers. Mortal units may not be split. The game ends when one force breaks. Control of the temple at the end of the game is worth a 10 per cent victory point bonus in a campaign.

BATTLE IN THE SACRED CITY

Two factions face off in the streets of a sacred city. The defender sets up the table using any buildings available, but at least half of the table should be covered with built-up areas. There must be at least two roads crossing the table, and each road must be wide enough to allow a unit of four Mortals to pass through it. Whenever the Clash of Titans rule applies, any building caught in the blast collapses, and all Mortals in or adjacent to the building are destroyed. Buildings provide cover from missile fire and block LOS. Open-order troops may enter buildings and shoot missiles from windows and doors. Close order troops may only enter buildings if in line formation. Big or larger units may not enter buildings. A Huge or Gargantuan unit may destroy a building by spending one action adjacent to it and rolling a 5 or 6 on a die.

At the start of play, the populace (not represented on the table) is equally divided between worship of the two Gods. Both parties may add one die when performing Invocations. As soon as one side takes casualties, the side with the most casualties (as indicated by point cost, not number of models) loses one Invocation die, and the opponent gains one. This advantage passes to whichever player has the fewest casualties at any one time. If the number of casualties is ever the same, the dice revert to one per player.

When all the buildings are destroyed or one force breaks, the game ends. The side with the fewest losses is the victor.



CAMPAIGNS

A campaign is a series of battles. Every battle is a scenario with different victory conditions. Players alternate choosing which scenario will be played, starting with one randomly selected player. When an agreed-upon number of scenarios have been completed (usually three or five) the campaign ends. The player with the most victories under his belt wins the campaign.

Any God slain in a scenario will come back in the next, at full efficiency. Any powers lost or altered revert back to normal.

Any Unique Legend killed in a scenario may not come back unless the Legend's force was victorious and the Legend rolls a Quality test on three dice, scoring at least two successes.

Points spent on dead Legends are kept by the player, and may be spent to purchase new Legends or Mortals.

A player may freely alter the number and type of his Mortal troops between scenarios. Killed Mortals are replaced by others with equivalent profiles, so the player may continue to use the same miniatures.

A winning force gains a 10 per cent increase in points after each decisive victory (that is, a scenario won by inflicting at least 20 per cent more casualties on the opponent than are taken) – so a 900-point force winning a decisive victory would receive 90 points. These additional points may be used to purchase new units or upgrade the existing ones with available options. These extra points may be spent in any way the player sees fit, as long as the usual limitations are respected: no more than five Legends, no more than one God and compliance with the Rare and Unique Traits.

THE PANTHEONS

Here are some ready-to-run profiles for the Greek, Egyptian, Norse and Celtic pantheons. These are just some of the many options available for these pantheons – the point system in Appendix 2 provides instructions on how to create your own units, allowing you to supplement these profiles or even build your own pantheon from scratch.

GREEKS

GODS

Aphrodite		272 points
Q2	C3	Transfix, Love Conquers All, Breathtaking Beauty

Apollo		380 points
Q2	C4	Bard, Burst of Light, Healing, Prophecy, Plague, Legendary Shooter, Shooter (Long)

Ares		336 points
Q2	C5	Group Fighter, Combat Master, Shapeshift (boar with poisonous tusks: Q2 C4, Forester, Long Move, Dashing, Poison)
Option: Powerful weapon: add Hammering Blow for 40 points.		



Artemis		332 points
Q2	C4	Forester, Shooter (Long), Fire Into Melee, Legendary Shooter, Good Shot, Shapeshift (doe: Q2 C3, Long Move, Forester), Animal Mastery

Athena		248 points
Q2	C4	Prophecy, Shapeshift: (owl: Q2 C3, Long Move, Flying), Protection
<p>Option: Aegis: If Athena is using the Aegis (a shield or a cloak with Medusa's head on it) add Tremble Before My Might and Turn to Stone for 88 points. Medusa may not be deployed.</p> <p>Option: Zeus sometimes lends Athena his lightning bolts. Add Lightning for 40 points. Athena may not Steal the Thunder of other Gods with Lightning as her bolts are only borrowed.</p>		

Dionysus		232 points
Q2	C3	Transfix, Drunkard, Confound
At least half of the points total of Dionysus' force must be spent on Maenads, Satyrs, Dryads or Centaurs. His force may not contain any C0 troops.		

Hades		240 points
Q2	C4	Raise the Dead, Shadow-form
At least half of the Mortals in Hades' force must be Undead.		

Hephaistos		212 points
Q2	C4	Short Move, Smithy

Hermes		260 points
Q2	C3	Super-Speed, Free Disengage, Stealth, Very Difficult Target

Pan		308 points
Q2	C4	Forester, Transfix, Tremble Before My Might
At least half of the points total of Pan's force must be spent on Satyrs, Dryads or Centaurs.		

Poseidon		280 points
Q2	C4	Amphibious, Part Waters, Release the Kraken!, Water God

Zeus		348 points
Q2	C4	Shapeshift (eagle or swan: Q2 C3, Flying, Long Move or bull: Q2 C4, Long Move, Dashing), Lightning, Bard, Tremble Before My Might, Weather Control

LEGENDS

The Minotaur		88 points
Q3	C3	Dashing, Labyrinth, Unique

Harpy		60 points
Q3	C2	Flying

Cyclops		66 points
Q3	C3	Huge
Option: Throwing boulders: add Shooter (Medium) for 10 points.		

Medusa the Gorgon		90 points
Q3	C3	Poison, Turn to Stone, Unique
Option: Bow: add Shooter (Long) for 14 points.		

Stheno the Gorgon		94 points
Q3	C3	Armoured, Turn to Stone, Unique

Euryale the Gorgon		120 points
Q3	C3	Flying, Long Move, Turn to Stone, Unique

Pegasus		102 points
Q3	C3	Flying, Long Move, Carrier, Unique

The Chimaera		112 points
Q3	C3	Combat Master, Poison, Shooter (Short), Flying, Unique

Cerberus		84 points
Q3	C3	Combat Master, Big, Unique

The Lernean Hydra		116 points
Q3	C4	Combat Master, Armoured, Huge, Unique

The Nemean Lion		100 points
Q3	C3	Invulnerability, Unique

Odysseus the Cunning		62 points
Q2	C2	Stealth, Free Disengage, Unique
Option: Bow: add Shooter (Long) and Good Shot for 20 points.		

Herakles		116 points
Q3	C4	Group Fighter, Hammering Blow, Unique
Option: Nemean Lion skin: Herakles has slain the Nemean Lion and is wearing its skin. Add Armoured for 10 points, and no player may field the Nemean Lion.		
Option: Bow and poisoned arrows: Add Shooter (Long) and Poison for 20 points.		

Perseus		60 points
Q3	C3	Unique
Option: Riding Pegasus: add Mounted, Flying and Long Move for 50 points.		
Option: Invisibility Helm: add Stealth and Ambusher for 12 points.		
Option: Eye of the Graiai: add Danger Sense for 6 points.		
Option: Winged Sandals: add Long Move for 16 points.		

Theseus		30 points
Q3	C3	Unique
Option: Ariadne: Ariadne is represented as a Q3 C1 Legend costing 24 points. If she is within 1x Long of Theseus, he is immune to the Labyrinth Trait.		

Achilles		108 points
Q3	C3	Dashing, Invulnerability, Unique
Orpheus		60 points
Q3	C2	Bard, Unique
Generic Greek Hero		60 points
Q3	C3	
Option: Add Armoured for 10 points. Option: Add Mounted and Long Move for 26 points. These two options are mutually exclusive – an Armoured hero may not be Mounted.		
Chiron the Centaur		84 points
Q3	C3	Long Move, Dashing, Unique
Bellerophon		60 points
Q3	C3	Unique
Option: Riding Pegasus: add Mounted, Flying and Long Move for 50 points.		
Hyppolyte, Queen of the Amazons		80 points
Q3	C3	Armoured, Unique

MORTALS

Satyrs (OO)		15 points
Q4	C2	Drunkard
Satyr Archers and Slingers (OO)		20 points
Q4	C2	Drunkard, Shooter (Medium)
Dryads (OO)		10 points
Q4	C1	Forester, Rare (8)
Centaur (OO)		35 points
Q4	C3	Drunkard, Long Move, Dashing
Centaur Archers (OO)		30 points
Q4	C2	Drunkard, Long Move, Shooter (Long)
Amazon Hoplites (CO)		28 points
Q4	C3	Armoured
Amazon Archers (OO or CO)		22 points
Q4	C2	Shooter (Long)
Amazon Light Cavalry (OO)		33 points
Q4	C2	Mounted, Long Move, Shooter (Short)
Greek Hoplites (CO)		20 points
Q4	C2	Armoured
Greek Archers (OO)		20 points
Q4	C2	Shooter (Medium), Rare (8)



Spartan Hoplites (CO)		28 points
Q4	C3	Armoured

Spartiates (CO)		30 points
Q4	C3	Armoured, Steadfast, Rare (8)

Greek Psiloi (OO)		11 points
Q4	C1	Shooter (Short)

Greek Cavalry (OO)		30 points
Q4	C2	Mounted, Long Move

Mænads (OO)		12 points
Q4	C1	Drunkard, Fanatic, Rare (16)

Undead Warriors (CO)		18 points
Q4	C2	Undead

Undead Skirmishers (OO)		23 points
Q4	C2	Undead, Shooter (Medium)

Hephaistos' Automata (OO or CO)		17 points
Q4	C2	Artificial

Wild Stags / Stampeding Cattle (OO)		18 points
Q4	C1	Dashing, Animal, Long Move

Wild Boars / Dogs / Wolves (OO)		15 points
Q4	C2	Animal, Forester

EGYPTIANS

GODS

Bast		292 points
Q2	C4	Danger Sense, Very Difficult Target, Stealth, Protection, Shapeshift (panther: Q2 C4, Long Move, Stealth, Forester)
Her force must include at least one unit of Cats or Lions.		

Thoth		332 points
Q2	C4	Illusions, Confound, Danger Sense, Prophecy, Smithy, Trickster

Horus		404 points
Q2	C5	Burst of Light, Transfix, Group Fighter, Combat Master
Option: Bow: Add Shooter (Long), Legendary Shooter and Fire Into Melee for 88 points.		

Anubis		232 points
Q2	C4	Animal Mastery, Raise the Dead
His force must include at least one unit of Mummies and one of Jackals.		

Set		356 points
Q2	C4	Desert-Walk, Weather Control, Confound, Plague, Poison, Shooter (Long), Transfix

Osiris		256 points
Q2	C4	Raise the Dead, Healing, Protection
His force must include at least one unit of Mummies.		

Isis		304 points
Q2	C3	Transfix, Stealth, Healing, Teleportation



LEGENDS

Pharaoh in Chariot		70 points
Q3	C2	Shooter (Long), Long Move, Rare (1)
Giant Scorpion		74 points
Q3	C3	Desert-Walk, Poison, Big
Giant Crocodile		76 points
Q3	C3	Armoured, Short Move, Amphibious, Big
Sphinx, Human-headed Winged Lion		96 points
Q3	C3	Long Move, Flying
Hieracosphinx, Falcon-headed Sphinx		80 points
Q3	C2	Long Move, Desert-Walk
Criosphinx, Ram-headed Sphinx		72 points
Q3	C2	Desert-Walk, Dashing
Great Mummy		86 points
Q3	C3	Slow, Undead, Armoured, Hammering Blow

MORTALS

Lions (OO)		17 points
Q4	C2	Dashing, Animal
Crocodiles (OO)		18 points
Q4	C2	Amphibious, Short Move, Armoured
Egyptian Light Infantry (OO)		10 points
Q4	C1	Desert-Walk, Rare (8)
Egyptian Axemen (CO)		17 points
Q4	C2	Desert-Walk
Egyptian Archers (CO)		20 points
Q4	C2	Shooter (Medium)
Egyptian Elite Archers (CO)		24 points
Q4	C2	Shooter (Long), Steadfast, Rare (8)
Egyptian Elite Infantry (CO)		19 points
Q4	C2	Steadfast, Desert-Walk
Sherden Guard / Sea People Warriors (CO)		27 points
Q4	C3	Steadfast, Desert-Walk
Slaves (OO or CO)		10 points
Q5	C1	Shooter (Short), Rare (8)

Cats (OO)		12 points
Q4	C1	Stealth, Animal, Free Disengage, Rare (16)

Hyenas / Jackals (OO)		10 points
Q4	C2	Animal, Greedy, Rare (8)

Mummies (CO)		18 points
Q4	C2	Undead, Armoured, Slow

NORSE

GODS

Odin, the All-Father		352 points
Q2	C5	Prophecy, Tremble Before My Might, Bard
Option: Gungnir, magic spear: Add 5 Shooter (Long) for 28 points. Option: Mounted on eight-legged horse Sleipnir: Add Amphibious, Long Move and Mounted for 72 points.		

Thor		376 points
Q2	C5	Lightning, Weather Control, Hammering Blow, Shooter (Long)
Option: Chariot pulled by the magical goats Teeth-barer and Teeth-grinder: Add Flying and Long move for 72 points. A force led by Thor may not include Giants or the Midgard Serpent.		

Sif		192 points
Q2	C3	Breathtaking Beauty

Loki		344 points
Q2	C2	Shapeshift (mare: Q3 C3, Long Move, Dashing or fish: Q2 C1, Amphibious), Illusions, Traitorous Strike, Stealth, Transfix, Teleportation, Ambusher, Trickster
Loki's force must include at least one unit of Troll-wolves, Giants or Trolls		

Balder		252 points
Q2	C3	Invulnerability, Burst of Light



Hel		312 points
Q2	C4	Culling of the Weak, Raise the Dead, Tremble Before My Might, Stealth
At least half of the Mortals in Hel's force must be Undead.		

Freya		152 points
Q2	C3	
Option: Chariot pulled by cats: Add Long Move for 32 points. Option: Battle boar: Add Long Move and Mounted for 60 points. These two options are mutually exclusive – Freya may ride either in her chariot or on her boar. Option: Falcon-feathers mantle: Add Flying for 40 points. Option: Freya's necklace Brisingsamen: Add Breathtaking Beauty for 40 points. Freya's force must include at least one Valkyrie.		

Heimdall		232 points
Q2	C4	Danger Sense, No Retreat
Option: Battle horn Gjallarhorn: Add Tremble Before My Might for 40 points.		

LEGENDS

Valkyrie		70 points
Q3	C3	Armoured
Option: Flying for 20 points. Option: Riding flying horses: Add Flying and Long Move for 36 points. Option: Riding giant wolves: Add Long Move and Forester for 20 points. There may not be more than nine Valkyries on the table at any time. If one player deploys five Valkyries, for example, their opponent is limited to a maximum of four.		

Norn		30 points
Q3	C1	Prophecy, Rare (3)

Frost Giant		42 points
Q4	C3	Huge, Slow

Fenrir		104 points
Q3	C4	Forester, Long Move, Big, Unique

Sleipnir		88 points
Q3	C3	Long Move, Carrier, Amphibious, Unique
When not ridden by Odin.		

Ymir		106 points
Q3	C4	Huge, Frost, Unique

Surtr		118 points
Q3	C4	Gargantuan, Armoured, Hammering Blow (flaming sword), Unique

Utgard-Loki		108 points
Q3	C4	Gargantuan, Trickster, Unique

Midgard Serpent		98 points
Q3	C4	Huge, Amphibious, Poison, Unique

Dvergar Weaponsmith		50 points
Q3	C2	Smithy

MORTALS

Norse Nobles (CO)		22 points
Q4	C2	Armoured, Steadfast

Berserkers (OO or CO)		23 points
Q4	C2	Dashing, Fanatic

Norse Warriors (CO)		15 points
Q4	C2	

Norse Skirmishers / Youths (OO)		13 points
Q4	C1	Shooter (Medium), Rare (8)

Troll-wolves (OO)		25 points
Q4	C2	Long Move, Forester

Trolls (OO or CO)		17 points
Q4	C2	Big

Troll Elites (OO or CO)		25 points
Q4	C3	Big, Rare (4)

Dvergar (CO)		15 points
Q4	C2	
Option: Add Armoured for 5 points.		
Option: Add Shooter (Medium) for 5 points.		

Undead Warriors (CO)		23 points
Q4	C2	Undead, Armoured

Undead Berserkers (OO)		25 points
Q4	C2	Undead, Dashing





CELTS

GODS

Balor of the Evil Eye		304 points
Q2	C5	Danger Sense, Shooter (Long), Poison, Huge
Balor's Poison Trait applies only to his ranged attacks (representing his deadly eye beam).		

Brigid, the Exalted One		308 points
Q2	C4	Bard, Shooter (Long), Healing, Smithy

Cernunnos		280 points
Q2	C4	Long Move, Forester, Animal Mastery, Dashing, Free Disengage
Cernunnos' force must include at least one unit of Animals or Druid Fanatics.		

Crom Cruach, the Bloody Crooked One		272 points
Q3	C5	Huge, Sacrifice, Tremble Before My Might
Crom Cruach's force must include at least one unit of Fanatics.		

The Dagda		392 points
Q2	C5	Combat Master, Healing, Bard, Hammering Blow

Epona		180 points
Q2	C3	Animal Mastery, Protection
Epona's force must include at least one unit of Mounted Warriors or Wild Horses.		

Lugh of the Long Hand		240 points
Q2	C4	Smithy, Shooter (Medium)
Option: Magic spear: Add Shooter (Long) and Good Shot for 24 points.		

Manannan Mac Lir		248 points
Q2	C4	Amphibious, Water God, Weather Control
Option: Invisibility cloak: Add Stealth for 12 points.		
Option: Magic horse Enbarr: Add Long Move and Mounted for 60 points.		
Option: Flaming helm: Add Burst of Light for 20 points		

The Morrigan		256 points
Q2	C3	Culling of the Weak, Shapeshift (crow: Q2 C1, Flying, Long Move), Tremble Before My Might, Plague

Nuada Silverarm		200 points
Q2	C4	
Option: Claiomh Solais, magical sun sword: Add Combat Master for 40 points.		

LEGENDS

Banshee		86 points
Q3	C2	Culling of the Weak, Shapeshift (crow: Q3 C1, Flying), Rare (1)

Cu Chulainn, the Hound of Ulster		98 points
Q3	C3	Combat Master, Dashing, No Retreat, Unique
Option: Gae Bolg magic spear: Add Shooter (Long) and Good Shot for 20 points.		
Option: Chariot: Add Long Move for 16 points.		
Option: Armour: Add Armoured for 10 points.		



Faoladh, Celtic Werewolf		80 points
Q3	C3	Forester, Long Move
Ferdiad, Cu Chulainn's Battle Brother		70 points
Q3	C3	Armoured, Unique
Red Branch Hero in Chariot		94 points
Q3	C3	Long Move, Dashing, Shooter (Medium)
Water-hound		84 points
Q3	C3	Long Move, Amphibious, Stealth, Animal
Witch / Druid / Sidhe		54 points
Q3	C2	Illusions, Rare (1)

MORTALS

Celtic Archers (OO)		22 points
Q4	C2	Shooter (Long)
Boars / Cattle / Wild Horses / Warhounds (OO)		21 points
Q4	C2	Long Move, Animal
Druids / Fanatics		21 points
Q4	C2	Forester, Fanatic
Firbolg Warriors (OO or CO)		15 points
Q4	C2	
Firbolg Skirmishers (OO)		20 points
Q4	C2	Shooter (Medium)
Fomorian Warriors (CO)		17 points
Q4	C2	Big
Fomorian Skirmishers (OO)		22 points
Q4	C2	Big, Shooter (Medium)
Celtic Nobles (CO)		20 points
Q4	C2	Armoured, Rare (8)
Option: Add Mounted and Long Move for 15 points and deploy as OO cavalry.		
Celtic Slingers and Skirmishers (OO)		13 points
Q4	C1	Shooter (Medium)
Celtic Warriors (CO)		15 points
Q4	C2	
Wild Boars / Dogs / Wolves (OO)		15 points
Q4	C2	Animal, Forester



APPENDIX 1: MORE THAN TWO PLAYERS

Of Gods and Mortals is designed as a two-player game, but there is no reason why it could not be played by more. Each participant should design a 900-point force. Players on the same side should agree on what troops to use. The only rules changes for a multiplayer game are the following:

- A larger table is required – 180x120cm (6'x4') is recommended for three to six players.
- Players are arranged into two sides. If there is an uneven number of players, a player on one side should control two forces.
- One player from each side rolls to determine which side is the attacker or defender, then players on the same side take turns deploying one unit at a time.
- Instead of rolling initiative on the first turn, prepare a deck of cards (or draw counters from a cup). Each card should bear the name of one force. At the start of a turn, draw a card, and that force activates. Then discard that card. When that force has been fully activated or rolls a turnover, draw another card. This process continues until all players have had a chance to activate their forces. When all forces have been drawn, reshuffle the cards and start a new cycle.
- If the same force that was activated first last turn in the previous cycle is drawn first again on the next cycle, reshuffle that card into the deck and draw again until a different force is selected.
- When a reaction is called for, any unit on the opposing side may react. Players on the same side will have to agree on which unit gets to react.
- A unit may react only once per card cycle. Mark units that react with a counter. When a cycle ends, all units are 'refreshed' and all counters are removed.



APPENDIX 2: POINT SYSTEM

The point system allows you to build characters not listed in the rosters and to create whole new pantheons. New figures should be subject to all players' approval. As a rule of thumb, units should have the following maximum scores:

- Mortals: Q4 and C3, with regular soldiers at Q4 C2 and skirmishers at Q4 C1. Leave C3 for the most elite troops, and make them Rare (8).
- Legends: Q3 and C3, with C4 being used for the truly powerful and unique.
- Gods: Q2 and C5, with most Gods being C4, or C3 if they are especially peaceful. War Gods should be C5.

Odin prepares to deliver the final blow to Tezcatlipoca, by Jose Daniel Cabrera Peña
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BASE COST

A unit's base cost is calculated using the following table. Cross-reference Quality with Combat to find the base cost.

	C1	C2	C3	C4	C5
Q5	5	10	15	20	25
Q4	8	15	23	30	38
Q3	10	20	30	40	50
Q2	13	25	38	50	63

Add the cost of Traits to this amount to get the base cost for a single figure of this type. No unit may cost less than 10 points. Mortals costing less than 12 or more than 35 points must take the Rare (8) Trait.

MORTALS

Multiply the base cost by the number of models in the unit to calculate the unit's total cost. *Example: a Q4 C2 Mortal warrior is 15 points, so a unit of eight warriors is 120 points.*

LEGENDS

If the unit is a Legend, double the base cost to get the total cost.

GODS

If the unit is a God, quadruple the base cost to get the total cost.

COST OF TRAITS

Ambusher	3
Amphibious	3
Animal	-2
Animal Mastery	3
Armoured	5
Arrows to Flowers	5
Artificial	2
Bard	10
Big	2
Breathtaking Beauty	10
Burst of Light	5
Carrier	3
Combat Master	10
Confound	5
Culling of the Weak	10
Danger Sense	3
Dashing	4
Desert-Walk	2
Drunkard	0
Fanatic	4
Fire Into Melee	5
Flying	10
Forester	2
Free Disengage	3
Frost	10
Gargantuan	4
Good Shot	3
Greedy	-3
Group Fighter	8
Hammering Blow	10
Healing	5
Huge	3
Illusions	7
Invulnerability	20
Labyrinth	10
Legendary Shooter	10

Lightning	10
Long Move	8
Love Conquers All	5
Mounted	7
No Retreat	5
Part Waters	2
Plague	3
Poison	3
Prophecy	5
Protection	4
Raise the Dead	5
Rare	0
Release the Kraken!	10
Sacrifice	5
Shadow-Form	5
Shapeshift	3
Shooter (Short)	3
Shooter (Medium)	5
Shooter (Long)	7
Short Move	-2
Slow	-5
Smithy	5
Steadfast	2
Stealth	3
Super-Speed	11
Teleportation	15
Traitorous Strike	5
Transfix	15
Tremble Before My Might	10
Trickster	10
Turn to Stone	12
Undead	3
Unique	0
Very Difficult Target	10
Water God	5
Weather Control	4

QUICK REFERENCE SHEET

SET-UP

- Roll one die at the start of the game, at +1 if your force is built on fewer points than your opponent's.
- The winner decides who will be the attacker and defender.
- The defender sets up the table.
- Players alternate deploying one unit anywhere on the table but no closer than 2x Medium from any enemy.

INITIATIVE

- Roll one die at the start of the game only, at +1 if you have more Legends than your opponent.
- The winner decides who takes the first turn.
- Play alternates thereafter.

ACTIVATION

- Roll one, two or three dice, your choice, for any unit you want to activate.
- Perform one action per success.
- If you fail on any dice, your opponent attempts one reaction per failure. Reactions happen before your actions.
- If you fail on two dice, your turn is over.

VICTORY CONDITIONS

- All of a force's Mortals are killed or run off the table.
- A force's God is dead and there are not enough Mortals to perform Invocation.
- A force loses its God, all its Legends and more than half of its Mortals.
- The scenario's specific victory conditions are met.

Action	Cost
Move	1 action per move
Close-order unit going from line into column or from column into line	1 action
Unit with Short Move moving through difficult terrain	2 actions
Perform a melee or ranged attack	1 action
Perform a Powerful attack or Aimed shot at +1	2 actions
Perform a Powerful attack or Aimed shot +2	3 actions (Legends and Gods only)
Perform a Powerful attack or Aimed shot +3	4 actions (Gods only)
Stand up	1 action
Use a special ability	1 or more actions (see description)
Other actions	As determined by scenario or player agreement

Melee Combat Modifiers	
Outnumbering	+1
Greatly outnumbering (more than double strength)	+2
Attacking a CO unit in column	+1
Attacking a Transfixed, Awed, or Knocked Down foe	+3
Powerful attack	+1, +2 or +3
Ambush bonus	+1
Mounted unit attacking a non-mounted unit of same or lower tier	+1
Defending an obstacle or fighting in elevated position	+1
Large creature attacking a smaller creature	+1

Ranged Combat Modifiers	
Target is behind cover or in woods	-1
Shooting at double range	-1
Shooting at triple range	-2
Target is Undead	-2 (unless shooter is a Legend or God)
Target is Big, Huge or Gargantuan	+1
Target is Transfixed	+3
Aimed shot	+1, +2 or +3
Shooter has the Good Shot Trait	+1

Casualties Between Different Tiers		
When a...	...takes a casualty from a...	...this is the result:
Mortal	Mortal, Legend or God	The Mortal dies.
Legend	Mortal	The Legend may turn the casualty into a Knocked Down result with a successful Quality test on one die.
Legend	Legend or God	The Legend dies.
God	Mortal or Legend	The God may turn the casualty into a recoil with a successful Quality test on one die.
God	God	The God dies.

Effects of Tied Melees		
If tied units are...	...and...	...this is the result:
Mortal or Legend	Mortal or Legend	Both units take a casualty. Armoured units win tied combats against non-Armoured opponents. Tied units then re-roll until the melee has a winner.
God	God	Clash of Titans: In a 1x Long radius, all Legends are Knocked Down and all Mortals are Awed.
God	Mortal or Legend	Both units take a casualty. Tied units then re-roll until the melee has a winner.

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