

## Magic Attacks

The use of magic in Battle Scale combats is quite rare in units larger than a single character. Units of mages are expensive and risky to send into a deadly battlefield, as even they can be overwhelmed by an opposing army or crushed under a single trebuchet's stone. Such a loss is often far greater than the risk is worth, so only the occasional battle mage is sent out to the front lines.

When used by an independent character, a Magic Attack should be rolled just like any other Ranged Combat attack, using that particular spell's skill instead of the normal Ranged Combat Offensive Value. Should it hit the target, the spell's effects assault the target unit accordingly. For some spells this could require a little attention from the Games Master to decide the exact effects, but most are self-explanatory.

Entire units of magic users can be truly formidable on the rare occasions when they are fielded. When a unit actually uses the *Wield Magic!* Battle Action to cast a spell, the unit follows the rules for the *Direct Fire!* or *Fire at Will!* Battle Actions as if they were archers firing arrows. Even though many spells (such as Frostbite or Slow) are resisted in normal circumstances using skills that are not Dodge, for simplicity's sake Battle Scale spells are resisted only by Ranged Combat Defensive Value or a unit's Morale.

When a unit is called upon to make a Magic Attack upon another unit, the following opposed roll must be made:

### Spell's Skill Value vs. Ranged Combat Defensive Value OR Morale

The defending unit resists using its Ranged Combat Defensive Value if the spell causes direct damage, or resists with its Morale value if the spell has a different effect.



Since it is quite unlikely that a unit capable of casting spells that would be useful in a Battle Scale combat is going to number extremely high in unit members, each Magic Attack must be rolled independently. This will record just how many attacks were successful. If the spell is a damaging one, roll the damage and treat it as if it were any other Ranged Combat attack. If not, the target unit will be affected in whole or in part by the spell's intended effects.

Due to the overall variety of magical spells and abilities that could be brought to bear against a target or group of targets, the use of Magic Attacks can vary from instance to instance (except for the directly damaging kinds), and we suggest that Games Masters take care to be aware of the spell casting options available to both them and their Players when a Battle Scale combat is a possibility.

## The Battle Actions

In Battle Scale combats, units must call upon Battle Actions in order to perform any sort of activity during each Battle Turn. The following pages discuss all of the Battle Actions currently available to units.

### *Advance!*

Most units in battle must close the distance between them and their intended targets before they can cause any sort of damage to the enemy. The most basic way to do so is by simply advancing toward the target at a constant pace.

**Restrictions:** This action cannot be used if the unit is currently engaged in Close Combat.

**Test:** N/A

**Effect:** A unit can move forward or to either side by virtue of its normal Movement characteristic. If a unit wishes to move backwards it should use the *Retreat!* Battle Action.

### *All on my Target!*

Units capable of Ranged Combat will rarely have any specific target in mind when firing into a unit, as it makes much more sense to simply try to cause as much damage as possible when attacking in numbers. There are times though, that a Unit Commander will point out a specific person in the target unit to be saturated with shots – sometimes to disable a siege machine, injure a character or even just to demoralise the unit as one of their members is riddled with projectiles.

**Restrictions:** Only usable by units armed with ranged weaponry.

**Test:** Command

**Effect:** The unit makes its next Ranged Offensive Value attack roll against the target named during the Action Declaration Phase at a –25% penalty. All hits scored are recorded against a single target, incapable of killing/destroying anything but that single target. Should the target be killed or destroyed, Morale loss from this attack is *doubled*.

### Battle Action Summary

Battle Action	Check	General Description
<i>Advance!</i>	N/A	Moves unit normally
<i>All on my Target!</i>	Command	All shots target single individual
<i>Charge!</i>	Command	Moves unit and attacks
<i>Defend!</i>	N/A	Unit bolsters Defensive Value
<i>Fight!</i>	N/A	Unit makes Close Combat attacks
<i>Fire!</i>	N/A	Unit makes Ranged attacks
<i>Fleet-Footed Advance!</i>	Command	Unit moves at slightly accelerated rate
<i>Gather Around Me!</i>	Command/Influence	Character creates new unit around himself
<i>Hold!</i>	N/A	Unit takes a break to regain composure
<i>I Want His Head!</i>	Command –15%	Unit attacks officer/individual with efficiency
<i>Intimidate the Enemy!</i>	N/A	Unit tries to lower enemy unit's Morale
<i>Press Them Back!</i>	Command +10%	Unit fights to push enemy backwards
<i>Rally!</i>	N/A	Unit regains Morale
<i>Retreat!</i>	N/A	Unit moves toward originating direction
<i>Riding Volley!</i>	Command	Unit moves and makes Ranged Combat attacks
<i>Scatter!</i>	N/A	Unit becomes very difficult to hit with <i>Fire!</i>
<i>Shields Up!</i>	Command	Unit increased Armour Points against Ranged Attacks
<i>Steady Advance!</i>	Command	Unit moves slowly, but reduces Morale loss
<i>Wield Magic!</i>	N/A	Unit makes Magic attacks

# LEGENDARY ABILITIES

The epic and legendary souls that walk the realms of *RuneQuest* are examples of some of the most powerful members of their races, with a host of interesting and sometimes unbelievable abilities at their disposal. Cleaving a dragon with a single stroke, lifting a stone the size of a house in order to block a raging flood even returning from the dead to avenge the wronged. These talents are what fables and myth are written about, and they are the tools that a Legendary character has to choose from.

This chapter discusses an extended list of Legendary Abilities, like those found on pages 98-103 of the *RuneQuest* core rulebook. Many of the Legendary Abilities listed here are *extremely* powerful, with some actually having other Legendary Abilities as prerequisites!

The abilities listed here are not meant to be handled or used by the common character. In fact, many of the prerequisites are high and demanding enough that only a truly Legendary character could possibly possess them at all. They are tools for the truly epic, and should be used as rewards for many long gaming sessions of heroic action by a character.

Ultimately it is up to the Games Master to determine whether a character can learn any particular Legendary Ability. We encourage Games Masters to use these abilities as goals for their Players to strive for, but to

remember that all their hard work should be rewarded somehow.

This chapter also discusses the effect such a powerful being has on runes already integrated into the Legendary character. Where some of the older runes and their spells were once useful, a Legendary character's enemies would scoff at such trivial powers. Just as the character has evolved into a Legend, so have many of the runes and spells attached to him. We have included a list of altered runic powers and a handful of new spells that are the result of truly powerful characters possessing them.

## New Legendary Abilities

The following section is a collection of new Legendary Abilities to be sought, purchased and used by Legendary *RuneQuest* characters. Each one has its own prerequisites and Hero Point cost that must be met before the character can purchase them.

### Avoidance

**Requirements:** DEX 16 or higher, Dodge skill at 90% or higher

**Hero Points:** 8

You are a frustrating foe to combat, bending and dodging blows as if they were made by addled children

### Avoidance

Defender's Roll (Dodge Skill)			
Attacker's Roll (Weapon skill)	Failure	Success	Critical Result
Failure	Attack fails	Attack fails	Attack fails; attacker Overextended
Success	Attack succeeds but inflicts minimum damage; defender forced to Give Ground	Attack fails	Attack fails; attacker Overextended
Critical Result	Attack succeeds and becomes critical hit	Attack succeeds but inflicts minimum damage; defender forced to Give Ground	Attack fails

### Legendary Abilities

Legendary Ability	Requirements	Hero Points
Avoidance	DEX 16+, Dodge skill 90%+	8
Black Waltz	DEX 15+, Close Combat Weapon skill 90%+, Dance skill 90%+	10
Bloodhound	INT 15+, Tracking skill 100%+	10
Born Leader	CHA 15+, Command skill 90%+	8
Destiny Map	POW 16+, Runefinder skill 90%+	12
Doppelganger	CHA 15+, Disguise skill 100%+	10
Forgemaster	INT 15+, Craft skill 100%+	10
Gadeteer	INT 15+, Mechanisms skill 100%+	8
Golden Voice	CHA 15+, Command/Influence skill 70%+	8
Hail of Woe	Bow or Crossbow skill at 90%+	12
Juggernaut	Skin of the Bear, CON 19+, Resilience skill at 90%+	10
Lifegiver	Empathic Wound, Healing skill 125%+	12
Lord of the Mount	Born to the Saddle, Riding skill 125%+	8
Maelstrom	STR 15+, Close Combat Weapon skill 90%+	10
One With the Wild	POW 15+, Survival skill 70%+	8
Perfect Blow	Weapon Mastery skill 90%	12
Pinpoint Aim	DEX 15+, Throwing skill 90%+	10
Prestidigitation	DEX 15+, Sleight skill 90%+	8
Runeseer	POW 16+, Runewatcher skill 90%+	10
Siren's Voice	CHA 15+, Sing skill 125%+	8
Song of Pan	CHA 15+, Play Instrument skill 90%+	10
Soothsay	WIS 15+, Augury skill 90%+	12
Spider's Climb	Wall Leaping, Athletics skill 125%+	10
Spirit of the Mer	CON 15+, Athletics skill 90%+	8
Storm of 1,000 Blows	DEX 15+, Martial Arts skill 90%+	12
Sundering Stroke	STR 15+, 2H weapon skill 90%	14
Titan's Heft	STR 18+, Athletics skill 100%+	14
True Sight	POW 15+, Perception skill 125%+	12
Vanish	POW 15+, Stealth skill 90%+	10
Vengeful Soul	POW 20+	15
Voiced Power	CHA 15+, Oratory skill 90%+	10
Windwalker	DEX 15+, Acrobatics skill 100%+	12
Youthful Vigour	CON 15+, Resilience skill 100%+	10

or infirmed elderly. You can now use the Avoidance ability instead of Dodging in Close Combat. The Avoidance Legendary Ability uses the following rules:

- ☒ You are assumed to have one additional Combat Reaction each round, usable only for Avoidance.
- ☒ You use the following table for the results of your Dodge roll versus the Weapon attack roll:

You may use Avoidance twice each round; otherwise, you must resort to using normal Dodge Combat Reactions.

### Black Waltz

**Requirements:** DEX 15 or higher, any Close Combat Weapon skill and Dance skill at 90% or higher  
**Hero Points:** 10



Spirit of the Mer

# LEGENDARY ARTEFACTS

The following is a small collection of legendary artefacts for use in your *RuneQuest* games, each with a short narrative description of the item and its powers – and how they affect the game itself. Games Masters should feel free to use, alter or ignore these examples at their leisure – or even come up with some of their own using these as creative ideas!

## The Ivory Blade of King Reginald

Said to be carved from the tooth of a fallen dragon killed by the great and just King Reginald, this exquisitely forged bastard sword made of magical ivory is covered in tiny runic symbols of Dragon and Mastery. The inlaid silver hilt and hand guard is sculpted to look like a large draconic head grasping the wielder's hand in its jaws. The blade is smooth and faultless, carrying a razor's edge after a century or more of shearing through the thickest of armoured hides.

Carved by hand from the curving fang of the dragon ravaging his lands, the Ivory Blade replaced King Reginald's own bastard sword – which he broke off inside the heart of the beast in order to kill it. The blade was cut to Reginald's own specifications and mystically tempered by his Runepriests in the blood of the fallen reptile. After a year of soaking in the dragon's blood, the sword was laid in its beautiful hilt and given to King Reginald.

He put the fine weapon to use many times over, felling beasts with great ease for many years – until he was betrayed by his closest friend, who coveted the Ivory Blade. After killing the king in his sleep, his friend stole the blade and took it many leagues away before

ever actually trying to wield it. Upon being beset by a gigantic troll, the assassin unsheathed the weapon and held it at the ready. Knowing the treachery of the hand that wielded it, the iconic dragon's head hilt snapped down and bit the offender's hand off at the wrist. The blade fell at his feet, and the troll finished what the Ivory Blade had started. It would seem that the Runepriests laid a powerful weight of good in that weapon, and 'no hand of darkness' would ever make true a single stroke.

In game terms, the blade is as powerful as it is beautiful, being able to slice through any amount of hide or armoured scales with ease, and having a tremendous effect on anything reptilian. It ignores any natural Armour Points it encounters, and actually *adds* the natural Armour Points of any reptile (dragons, dragonewts, crocodiles, and so on) to its damage roll as an additional modifier. Otherwise, it is an enchanted bastard sword that causes double normal dice of damage upon a successful strike. Also, any hand that the Games Master deems a 'hand of darkness' will be shorn off (no roll) by the scissoring jaws of the dragon hilt should they ever try to make an attack or parry with the Ivory Blade.

## Wikanau's Helmet of Blind Faith

An extremely old piece of equipment, the Helmet of Blind Faith is a wooden 'helm' of sorts that bears no eye slits or ports of any kind. It is simply a wooden tube with an enclosed top, carved to look like the facial features of some ancient god long forgotten by the minds of mortals. So old is the helmet that many of the protruding features – the nose, ears and small horns – have been worn away to smooth nubs. It is

### The Ivory Blade

Weapon	Skill	Damage Dice	STR/DEX	ENC	AP/HP	Cost
Ivory Blade of King Reginald	1H Sword 2H Sword	1D8 2D8+1	13/9 9/9	1	Unbreakable	Priceless