



RALLY ROUND  
THE KING









# DEMONS TAKE FLIGHT AS STAUNCH ELVEN ARCHERS LOOSEN THEIR ARROWS.

"JUST ANOTHER FANTASY GAME,  
YOU SAY?"

WE SAY, "NO!"

Here's what makes Rally Round the King different from other fantasy battle games:

- Rally Round the King can be played solo\* or same side (with everyone against the game) as well as competitively (head to head). Now you can play with your friends or family instead of against them. This makes Rally Round the King perfect for teaching new people.
- The interactive Reaction System keeps all players in the game whether it's their turn or not. No down time and sitting around waiting for your turn.
- Easy to learn. After about three turns even new players will be familiar with how the game plays. We specialize in simple mechanics that allow, not prevent, you to play the game.
- Use any figures that you already have. No rebasing necessary!
- Over forty fantasy armies to choose from and if your army isn't on the list we explain how to fit it into the rules.
- Want to play historical battles instead of fantasy? We've included thirty historical equivalents for you to choose from.
- A points system that allows for competitive and tournament play. Do you have to use them? No, but if you want to use them they're included!
- A no bookkeeping campaign that can be used with any armies whether you're playing fantasy or historical. We've done all the work to keep your campaigns running smoothly for years to come.
- Fully compatible with Warrior Heroes: Armies and Adventures, our skirmish fantasy game also set in the world of Talomir. This allows you to take your adventurers from the dungeon to the battlefield while staying in the same world.

Of course with Rally Round the King you can play the traditional one on one battle. But now you can take your gaming farther, much farther. Now you can play a campaign where all the battles are linked together and actually mean something. Where your next battle hinges on how your last battle went. One moment you're the general fighting battles. Next you're the King (or Queen) deciding whom to declare war on. With Rally Round the King you can do it all.

The trumpets are calling and your horse is ready. Do you have what it takes to be a Warrior Hero? But remember no matter what...

## JUST PLAY THE GAME!

**2HourWARGAMES**  
JUST PLAY THE GAME

2HW-1036  
**\$20.00**

\* Other games say they can be played solo but only THW games are designed with the solo and same side gamers in mind.





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- Lil for keeping it real!
- And a special thanks to the nameless few that kept the faith and kept the original Warrior Heroes alive.



## PROLOGUE

Your troops are tired and slowly giving ground. They've fought hard all day against an infinite number of enemy troops. They've done all that you've asked of them and more. They've covered themselves with both blood and glory and look to you for victory. The fate of your nation hangs in the balance as you desperately search for that one spot to launch your final attack.

There! Gathering your personal horsemen you draw your sword for it is now or never. The battle rests on your strong right arm, the arm of a Warrior, King, and Hero.

*"Typical fantasy game," you say?*

**"We say no!"**

Welcome to the world of *Rally Round the King* (RRtK). Populated by Heroes and Demons and everything in between, *Rally Round the King* takes you to the mythical land of Talomir.

It's a land where dozens of Nations vie for dominance and we've created it just for you. Like other games we've provided you with Army Lists that describe your troops and how to assemble them for battle. But any game allows for fighting individual battles. We've taken it farther, much farther.

We've provided an elegant yet simple campaign system to link all your battles together to insure that *every battle means something*. Where the chance of victory in your next battle hinges on how you did in your last. With the *Rally Round the King* campaign system you are the Commander of the Army one minute and the King, or Queen, the next.

Now you can tell the whole story, your story. Now you can build your empire with both sword and diplomacy.

The trumpets call, your horse is ready. Will you have what it takes when they *Rally Round the King*?

## INTRODUCTION

*Rally Round the King* is a set of rules that recreate battles between armies and for campaigning in the mythical land of Talomir. *For much more info on Talomir also see Warrior Heroes: Armies and Adventures*

We've designed RRtK with a few things in mind:

- The ability to play it with any figures you may already have, in any scale, and whether mounted singularly or more than one on a base.
- The ability to play solo and cooperatively (all players on the same side) as well as competitively or head-to-head against your friends.
- Tournament play. By combining your Basic Army with Recruiting Rolls and a well thought out Points System (page, 70) players can build their armies and fight against each other in organized tournaments.
- Continued support. We'll be doing some specific, low cost, add on modules that will expand *Rally Round the King*. But for now, everything you need is right here and right now to get you gaming as fast as possible.

So here we go and I hope you have fun. Remember fun? That's probably why you got into gaming in the first place!

### WORD OF ADVICE

Be sure to read all of the rules before trying to play *Rally Round the King*. And if you have a question about the rules just keep reading as the answer will come along shortly.

# THE REACTION SYSTEM

All wargames share some common rules. All tell you how to move your figures, how they melee, shoot, etc. What makes Two Hour Wargames (THW) a bit different is the Reaction System. Love it or hate it, the Reaction System makes our game unlike no other.\*

\* Except for those that have started to copy us! ☺

## IGO UGO

Most games use what is called the IGOUGO turn sequence. Here's an example of how it works.

Our figures start on opposite sides of a hill and are out of sight of each other.

- It's my turn and I move first.
- I move my unit and come into sight of your unit.
- I fire upon or melee your unit.
- You either get hit or not.
- You take a morale test and stay where you are or maybe runaway.
- Now it's your turn,
- You move your unit and then fire or melee.
- You either hit me or not.
- I take a morale test and stay where I am or maybe runaway.
- Now it's my turn again.

*The big thing is I get to move and shoot at you and your unit won't get a chance to do anything until it is your turn.*

## REACTION SYSTEM

In contrast to IGOUGO *Rally Round the King* uses the Reaction System.

- I activate and I move first.
- I move my unit to within reach of your unit.
- You take an Enemy Threat Reaction Test.
- Maybe you fire upon me or charge me.
- Maybe you await further action by my unit or are routed.
- Maybe I move closer and charge you.

- Again you may fire, counter-charge, stand or rout.
- If melee occurs perhaps there will be pursuit in the event of a rout.
- Perhaps both sides will continue to melee.
- Once my units have completed activation it's your turn.

*The big thing is that your army will react to my actions without waiting for your turn to respond.*

\*\*\*\*\*

Here's a real life example of the differences between IGOUGO and the Reaction System.

**IGOUGO** - *You're sitting in your house. A burglar climbs in the living room window. While you watch, he steals your TV. Why? Because it wasn't your turn.*

**Reaction System** - *You're sitting in your house. A burglar climbs in the living room window. You run to your room, grab a bat, and chase him away. In real life, and in THW, you can react whether it's your turn or not.*

There are a variety of Reaction Tests in *Rally Round the King* but because they all share the same mechanic they'll soon become second nature. It's that simple.

# EQUIPMENT REQUIRED

You will need a few things to play *Rally Round the King*. They are:

- At least three six-sided dice also known as d6. The more you have the better the game will play.
- A ruler marked in inches.
- Miniature figures in some consistent scale. These can be paper, plastic, or metal and in any scale.
- Some sort of markers numbered one to six for *hits* as explained later in the rules. We recommend these (page, 72).
- A flat surface of four feet by three feet is ideal if using 10/15mm figures.

All distances quoted in *Rally Round the King* are for 10/15mm figures. If playing with 25mm figures double all distances, if playing with 6mm halve them.

# RALLY ROUND THE KING

## THE DICE

During the game you will be required to roll dice in a variety of ways. They are:

### REACTION DICE

The dice are used this way when you want to resolve a Reaction Test (page, 37). Each unit is given a Reputation or Rep that represents its quality and how you can expect it to perform in battle.

- To resolve a Reaction Test roll 2d6 and compare each result *individually* to the modified Reputation of each unit taking the test.
- If the score is *equal or less* than the modified Reputation then the unit has *passed* that die.
- If the score is *higher* than the modified Reputation then the unit has *failed* that die.
- Regardless of the actual number of dice rolled, units may pass 2, 1, or 0d6 when the dice are rolled this way.

*Example – A unit of Dwarven Infantry (Rep 4) must take an Enemy Threat Test (page, 37). There are no modifiers to the Infantry's Rep. The Infantry roll 2d6 and score a 1 and a 5. As the 1 is equal or less than its modified Rep the Dwarven Infantry have passed 1d6.*

### MISSILE DICE

The dice are used this way when you wish to resolve missile combat (page, 39). Missile/Skirmish units (page, 4) will be allotted a certain number of dice that represents how effective and damaging their missile fire is.

- To resolve missile combat roll the number of dice allocated for each unit firing at the same target and total all scores.
- Each result exceeding the Armor Class or AC of the target will cause a hit (page, 39).

*Example – A Missile unit of Orc Archers rolls 2d6 and scores a 3 and a 2 for a total of five. The target is AC4. As the result exceeds the AC of the target a hit has been scored.*

### MELEE DICE

The dice are used this way when you wish to resolve melee combat (page, 40). Units will be allotted a

certain number of dice that reflect how effective and damaging they are when in melee.

- To resolve melee combat roll the number of dice allocated for all units in the same melee and total all scores.
- Each result exceeding the Armor Class or AC of the enemy in melee will cause one or more hits.

*Example – A unit of Dwarven Infantry rolls 1d6 and scores a 3. The target is AC2. As this result is higher than the AC of 2, a hit has been scored. If the Dwarves had rolled a six they would have scored two hits (three required for each hit on an AC2).*

### ADDING DICE

Sometimes you will just roll 2d6 and add them together and read the result. An example of this would be rolling on the Army Lists (page, 10).

## FIGURES AND TERRAIN

Literally hundreds of figures can be used with *Rally Round the King*. There aren't any official figures so play with what you already have.

You can choose from metal figures, plastic figures, or even paper figures. Sizes range from 6mm to 54mm and everything in between. The best part is that you can use any of it and still play *Rally Round the King*. If you don't already have figures, you can find them in gaming stores, at conventions, or online.

Finding terrain can be handled the same way or you can build it from scratch. Some very nice paper terrain is available online that will work just fine. We use eBay as one source for terrain. eBay is also a good way to find painted figures.

Perhaps the best form of guidance will come from joining the Two Hour Wargames Yahoo Group and asking your questions there.

<http://games.groups.yahoo.com/group/twohourwargames/>

### BASING FIGURES

You can play *Rally Round the King* with any figures that you have regardless of how they are based. You can mount them individually on round or square bases or you can mount one to four figures on one base. Just be sure that all the bases are the same size for similar troops.

Figures previously mounted for other rule systems will work as long as both sides are mounted for the same system.

If you choose to play in 15mm with more than one figure on a stand then we recommend the following



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basing. Note that this is a semi-universal system used by such popular games as DBA or HOTT, both great games in their own right.

For 15mm figures go 40mm wide.

For 25mm figures go 60mm wide.

Mount Heroes and Magic Users singularly on bases half the size of the above.

Leaders and Captains (page, 9) are based within the unit.

See the Army Lists (page, 10) for more info.

*Rally Round the King* may also be played with figures that are not based alike. It gives the game a different flavor but it can be done! Just be sure to match up stand to stand and count the figures on each for outnumbering.

## INDIVIDUALLY MOUNTED FIGURES

When basing your figures individually remember to count each one as if they were 1, 2, 3 or 4 figures on the base for the purpose of *outnumbering* (page, 37).

## DEFINING FACING

You should mount your figures carefully so that they are all facing in the same general direction on a given stand. This defines the unit's Front. The opposite stand edge is the Rear and the other two sides are the Flanks.



Artwork by Andrea Sfiligoi

# THE BASICS

For ease of play one stand equals one unit.

For illustration purposes whenever the word *stand* is used, it is assumed to mean *unit*. Every unit possesses the following characteristics:

- Battlefield Purpose.
- Reputation.
- Armor Class.
- Mounted or Foot.
- Special Rules.

## BATTLEFIELD PURPOSE

Battlefield Purpose represents the primary combat action a given unit is prepared to perform. This may be due to training, tradition, equipment, attitude, or various other factors. Units must have one of the following three types of Battlefield Purpose.

- Melee
- Missile
- Skirmish

## MELEE

The purposes of *Melee Units* are to close with, engage, and destroy the enemy by means of maneuver and close combat. They are armed with lethal crushing, cutting, or thrusting weapons. They may be additionally armed with weapons that kill from a distance, but this does not change their basic purpose. See *Dual Armed* (page, 6).

## MISSILE

The purpose of *Missile Units* are to damage and confuse the enemy by the use of weapons that kill from a distance, such as bows, javelins, slings, darts, etc. They may be armed with melee weapons such as swords or axes, but view close combat only as a secondary activity and not to be actively pursued. Artillery units are classified as Missile also.

*Missile units cost one point less per figure and is reflected in the Army Lists (page, 10).*

## SKIRMISH

Units designated as *Skirmish* are prepared to interfere with and harass the enemy through use of missile weapons in a manner similar to *Missile* troops. However, skirmishers have no intention of coming into contact with the enemy under any

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circumstance and view close combat as the very last resort.

*Skirmish units cost two points less per figure and is reflected in the Army Lists (page, 10).*

## REPUTATION

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Reputation represents a combination of training, experience, morale, and motivation and is a numerical expression of its overall fighting quality. There are a variety of possible Reputations:

- **REP 7 or higher**- These are troops of rare and fantastic quality. Heroes, demons, dragons, and other creatures may fall into this category.
- **REP 6** - These are troops of exceptional quality, often elite guards. Minor demons and other monstrous creatures may fall into this category.
- **REP 5** - These are veterans of long and successful service, often noble horsemen or hardened, long service, regulars. Elves, Dwarves, and some Orcs are often Rep 5 as well.
- **REP 4** - These are reliable humans and inhumans of some experience, the bulk of most forces.
- **REP 3** - These are green or poor quality troops with little motivation or desire for combat. Often peasant levies, militias, or slaves.

## ARMOR CLASS

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There are four Armor Classes:

- **AC 2** - Lightly armored or unarmored.
- **AC 4** - Heavily armored.
- **AC 6** - Very heavily armored.
- **AC 8** - Extraordinarily armored or magically assisted.

Take a look at your figure and be sure to class it as one of the four armor classes. Remember that we are dealing with large bodies of combatants and not individuals.

## MOUNTED OR FOOT

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Units are divided into two classes, mounted or foot.

- Mounted units include cavalry, camelry, chariots, flyers, or mounted infantry. Flyers may be airborne or on foot at various times but are always considered mounted. Other mounted units may be dismounted in which case they function as foot troops.
- All other troops are considered foot troops, including elephants and artillery.

*Mounted units cost one additional point per figure and is reflected in the Army Lists (page, 10).*

*Flyers cost three additional points per figure and is reflected in the Army Lists (page, 10).*

## SPECIAL RULES

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Now that you have established the basic characteristics of your units, it's time to add *Special Rules* to those units which have them. These can be weapons or characteristics as allowed per the Army Lists (page, 10).

### ARTILLERY

There are three categories of *Artillery*:

- Pre-gunpowder Engines.
- Cannon using gunpowder.
- Biological or breath weapons such as dragon fire.

*Artillery units cost one additional point per figure and is reflected in the Army Lists (page, 10).*

### ENGINES

These are catapults and the like. Here's how they are used in *Rally Round the King*.

- To fire an Engine at a target you must have a Line Of Sight or LOS (page, 39).
- Next roll 2d6 and add the scores. The total is the distance the engine's projectile has reached. (Distance is measured from the center of the firing engine, straight forward).

*Example - I decide to fire at a unit of horsemen that I have LOS to. I roll 2d6 and score a 3 and a 4 for a score of 7.*

- Any unit, of either side, that occupies the point of impact will suffer one hit, regardless of its AC. Only one unit can be hit.

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- Any unit within 2" of the point of impact which is not hit by the Engine must immediately take a Received Fire Reaction Test counting as Terror Troops within 2" (page, 9).
- Giants can hurl large rocks and debris. This is reflected as Engine in the Army Lists (page, 10).

## CANNON

These are actual cannon and the like. Here's how they are used in *Rally Round the King*.

- To fire a Cannon at a target you must have a Line Of Sight or LOS (page, 39).
- Next roll 3d6 and arrange them in descending order from score to lowest. (Distance is measured from the center of the firing engine, straight forward).
- The highest die is the first spot where the projectile will land.
- Any unit, of either side, that occupies this spot will suffer one hit, regardless of its AC.
- The second die is the second spot where the projectile will land.
- Any unit, of either side, that occupies this spot will suffer one hit, regardless of its AC.
- The third die is the final spot where the projectile will land.
- Any unit, of either side, that occupies this spot will suffer one hit, regardless of its AC.
- Only one unit will be hit at a given point of impact.
- Any unit within 2" of any point of impact which is not hit by the Cannon must immediately take a Received Fire Reaction Test counting as Terror Troops within 2" (page, 9).

Cannon are notoriously unreliable in *Rally Round the King* and you should be alert to the following dangers.

- When firing the cannon if two *ones* are rolled it has failed to fire.
- If three *ones* are rolled it has exploded and the unit is removed from the table as if it has routed (page, 36).
- Any unit within 2" of the explosion must immediately take a Received Fire Reaction Test counting as Terror Troops within 2" (page, 9).

## BIOLOGICAL OR BREATH WEAPONS

Breath is a magical characteristic used by certain remarkable creatures and monsters. It is treated in all ways as an Engine (page, 5).

## BARBARIAN FRENZY (FRENZY)

Troops like Barbarian Warriors are noted for their fierce fighting abilities...as long as things are going their way.

- Troops with *Barbarian Frenzy* will receive a +1 melee bonus in the first round of each melee but only if they are charging or countercharging.

*Barbarian Frenzy units cost one additional point per figure and is reflected in the Army Lists (page, 10).*

## COMBINATION WEAPONS (CW)

Some units carry short ranged, throwing weapons that are hurled into the enemy ranks just before contact. These weapons are intended to enhance the power of the troop's other weapons in combination with them.

- *Combo-Armed* troops receive a +1 combat bonus in the first round of each melee.

*Combo-Armed units cost one additional point per figure and is reflected in the Army Lists (page, 10).*

## DUAL-ARMED TROOPS (DUAL)

Melee troops are sometimes equipped with missile weapons in addition to their standard armament. Also, some units may be composed of mixed Melee and Missile troops. (This can be reflected on the stand by mounting one or more missile figures with one or more melee figures).

Both of these are referred to as *Dual-Armed*. They are not to be confused with units that are armed with *Combination Weapons* (page, 6).

- *Dual-Armed* troops may use their missile weapons and their melee weapons in the same turn.
- They are always considered Melee troops for Reaction Tests (page, 37).

*Dual-armed units cost one additional point per figure and is reflected in the Army Lists (page, 10).*

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## ELITE TRAINING (ET)

*Elite Training* represents extensive training a unit may have in either Melee or Missile fire.

- Those with Elite Training receive a +1 to their die each time they are in melee or are firing.

*Elite training costs one additional point per figure and is reflected in the Army Lists (page 10). Note that some units can qualify for Elite Training in both missile and melee and would pay for both.*

## FANATICS (FAN)

Units with ferocious courage regardless of the situation and have a notorious disregard for casualties are considered to be *Fanatics*.

- *Fanatics never* take Reaction Tests and may take *hits* only from melee and missile fire.
- When their *total hits exceed* their original Rep they are removed from play.

*Fanatics cost one additional point per figure and is reflected in the Army Lists (page, 10).*

## FIREARMS

Primitive firearms are available in the *Rally Round the King* world of Talomir.

- Arquebuses and similar weapons may only be used by Missile units.
- They have a range of 3".
- When targets of firearms are forced to take a Reaction Test they count as facing Terror.
- To fire roll 1d6 when the target is in range. If the score is equal to or higher than the range then a hit is scored regardless of the AC of the target.

*Firearms cost an additional one point per figure and is reflected in the Army Lists (page, #10).*

## FLYERS

Flyers are truly unique and so require equally unique rules to reflect their use and abilities.

*Flyers cost three additional points per figure and is reflected in the Army Lists (page, 10).*

## ACTIVATION

Flyers will cost one point of *Activation (page, 31)* each full or partial turn that they are in flight.

## SET UP

Flyers can either set up at ground level on the battlefield or may begin airborne, off the map or at a hovering point.

## ALTITUDES

Flyers have the ability to move on three different altitudes in relation to the table top. They are:

- **Observation Level** - The flyer is at an altitude that prohibits it from attacking or being attacked. They are not considered Threatening (page, 37). All aerial combat due to *Interception* (page, 8) takes place at this height.
- **Attack Level** - At this level the flyer may make missile attacks (i.e. Dragon breath weapon, dropping rocks, fire bows, etc.). This equates to a modern aircraft making a strafing run. The flyer may also be attacked by any missile and handheld missile weapons. Cannon and Engines may not be used to attack a flyer at this height. Flyers at this height are also considered to be a Threat (page 37) and all units it approaches or flies over within four inches must take a Enemy Threat Test (page, 37).
- **Ground Level** - The flyer has landed and is allowed to carry out melee and missile attacks as any other Melee or Missile unit. A flyer on the ground, not in physical contact with an enemy unit, may takeoff and use movement in the air instead of ground movement. In this instance the "entry point" is the location where they began the move on the ground. Ground movement and flight cannot be combined in the same activation.

## MOVEMENT ON THE GROUND

When a flyer is at ground level, it will move and follow normal movement restrictions.

## MOVEMENT IN THE AIR

When flyers are airborne at both Observation and Attack levels they move in the following ways.

When Active the flyer declares an *entry point* and also one of the following:

- An *exit point* on any table edge different than the one it enters on. *Tracing a straight line from the entry point to the exit point defines the flight pattern of the flyer.*
- A *hovering point* anywhere on the tabletop. *Tracing a straight line from the entry point to the hovering point defines the flight pattern of*

# RALLY ROUND THE KING

the flyer. Upon reaching the hovering point the flyer can be at Observation or Attack level. This ends the flyer's movement.

- A *landing point* anywhere on the table. Tracing a straight line from the entry point to the landing point defines the flight pattern of the flyer. Upon reaching the landing point the flyer must be at Ground level. This ends the flyer's movement.
- Flyers forced to Retire will rise to Observation level and exit the board directly away from the enemy.

## INTERCEPTION

Whenever a flyer is Active and flies onto the board any and all enemy fliers currently off board may check to see if they can intercept. The intercepting flyers converge to within 12" of the target and it immediately takes the Enemy Threat Test (page, 37). Note that this is at a greater distance than where the test would normally be taken.

- If the intercepting flyer is still around after the Enemy Threat test was resolved it may fire or take the Wanting To Charge Test.
- If after the interception is resolved and the intercepted flyer has not been forced to retire or change course it will continue its original move.
- After the interception is resolved all intercepting flyers will return to the spot they were prior to the interception attempt.

Players using flyers are responsible to notify other players of the peculiarities of flyers (scouting, altitudes, etc.) prior to and during the battle.

## ATTACKS

Flyers at Attack altitude may choose to fly over enemy units and just threaten them as well as attacking. It is common to threaten one unit while in route to attacking another.

*Example - A Red Dragon enters the board at Attack level. She wants to charge a cavalry unit and takes a charge test. On her way to the Cavalry unit she flies over an Archer unit who takes an Enemy Threat Test and fires. The Dragon takes a Received Fire test but continues her charge. The Cavalry unit now takes a Being Charged Test, passes, and melee occurs.*

## SCOUTING

For scouting purposes count all flying units, regardless of AC, as six units of AC2 Light Cavalry.

## PIKES (PIKE)

*Pikes* are long spears from 16 to 22 feet in length.

- Pike armed troops receive a +2 melee modifier *unless* one or more of the following circumstances apply:
  - The unit is in wooded terrain or desert (page, 30).
  - The unit is crossing a river (page, 29).
  - The unit is in contact with enemy on two or more sides.
  - The unit *gave ground* in the current melee (page, 35).
  - The unit is attacking an enemy that is behind stakes (page, 8).
  - Mounted units (including flyers) cannot melee *Pike* and instead will automatically suffer a result of *Retire and suffer one hit*.

*Pike units cost one additional point per figure and is reflected in the Army Lists (page, 10).*

## SHOCK CAVALRY

*Shock Cavalry* are Mounted Melee cavalry, chariotry, or camelry that wear heavy armor and usually carry a lance.

- *Shock Cavalry* receive a +1 bonus in melee when charging or countercharging (page, 34) over clear terrain or downhill.

*Shock Cavalry cost one additional point per figure in addition to the additional mounted cost of one additional point per figure and is reflected in the Army Lists (page, 10).*

## STAKES (STAKES)

*Stakes* are long wooden poles that are placed into the ground to provide cover and to break up charges. They can only be used as per the Army Lists (page, 10). *Stakes* are used as follows.

- Units may *drop stakes* (place them into the ground) once during the battle when they are Active (page, 31). *Stakes* are assumed to be recovered after each battle.
- Units may not move nor fire when they are dropping stakes.
- The stakes occupy the frontage of one unit.
- Once dropped stakes remain in place.



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- Only units directly behind stakes and in contact can count their advantage.
- Stakes provide Melee and Reaction Test benefits.

Stakes cost one additional point per figure and is reflected in the Army Lists (page, 10).

## TERROR TROOPS (TERROR)

Terror Troops are those creatures or weapons, which by their nature or Reputation inspire unreasoning fear in their opponents. Demons, great beasts, and Artillery are but a few types of troops that may inspire Terror. Here's how *Terror Troops* work in *Rally Round the King*.

- Units taking any Reaction Test within 2" of or being flown over by Terror troops at Attack Level suffer a -1 modifier to that Reaction Test (page, 37).
- Units fired on by Artillery suffer a -1 modifier to their Reaction Test whether or not a hit has been scored.

Terror troops cost one additional point per figure and is reflected in the Army Lists (page, 10).

## UNDISCIPLINED TROOPS (UD)

Undisciplined Troops are troops or creatures who lack the training to accomplish complex maneuvers on the battlefield under duress. Here's how *Undisciplined Troops* work in *Rally Round the King*.

- Bodies, which contain *Undisciplined Troops*, must roll 1d6 prior to attempting the following complex maneuvers.
  - A wheel (page, 32).
  - An about face (page, 32)
  - Expanding their front (page, 33).
- A result of 1 - 3 means the maneuver can be successfully carried out.
- A result of 4 - 6 means the maneuver has failed, the Body remains in place, and counts as having stopped. This ends its movement for the turn and must be Activated (page, 31) before the Body can move again.

Undisciplined troops cost one less point per figure and this is reflected in the Army Lists (page, 10).

# LEADERS

Every army receives one leader as part of its Basic Army (page 10). This is your *Commander in Chief* (CinC) and costs zero points.

## CAPTAINS

You may decide that you would like to add more Leaders to your army.

- When your army exceeds 20 units you are allowed to buy one additional Leader (called a Captain) at 20 points each or equivalent to one Recruiting Roll (page, 10).
- For each additional 10 units over the first 20 you can buy another Captain.
- You can never have more Captains than the War Rating (page, 9) of your CinC.

*Example: The Elvish Army has 21 units. The Elvish Army may now purchase a Captain as it has more than 20 units.*

## ESTABLISHING A WAR RATING

Before you start the game you must establish the War Rating of each CinC for all armies. Rolling 1d6 and consulting the War Rating Table does this.

1

### WAR RATING

Reading the score normally

#	War Rating
1	2
2	3
3	3
4	3
5	3
6	4

Each Captain on the table will add one to the War Rating of its CinC. If the Captain routs or leaves the table this benefit is removed.

## USING LEADERS

Leaders are used to set your army into motion. You may *activate* (page, 31) one *Body* (page, 26) of troops per turn for each point of War Rating your CinC has.

*Example - My CinC has a War Rating of 4. His basic rating is 3 but he receives an additional one point as he has a Captain. This allows him to activate four Bodies.*

- If you lose your CinC, you lose his points of War Rating.
- If you lose a Captain you lose one War rating point.
- Regardless of losses or other conditions, you may always *activate* one Body of troops per turn.

*Example - My CinC has a War Rating of 4. During the battle he loses his Captain so his War Rating is reduced to 3. Later he is routed from the field so his War rating is lost. I can still activate one Body.*

## BUILDING YOUR ARMY

This section will explain how to form your army as well as how to use the Army Lists (pages, 10) for *Rally Round the King*.

The first thing that has to be determined is what constitutes your army.

### BASIC ARMY

A Basic Army contains units that total roughly 200 points. The number of units making up 200 points will be different for each Army List. Note that Basic Army point totals will not be exact.

*Example - Aeja (page, 11) has a Basic Army of 199 points consisting of the following units:*

- 2 Pike.
- 2 Levy Pike.
- 1 Pirate.
- 2 Levy Archers.
- 1 Levy.
- 1 Archer.

## RECRUITING ROLLS

In addition to the Basic Army each player is allowed to raise additional units by using Recruiting Rolls. To make a Recruiting Roll, roll 2d6, add them together, and read the result on the Recruiting Rolls column found on the appropriate Army List (page, 10).

The number of rolls you get depends upon what type of game you are playing.

### STAND ALONE AND TOURNAMENT GAMES

If playing a stand alone or Tournament game you are allowed to roll as many Recruiting Rolls as needed to reach or exceed 400 total points.

Each player starts with a Basic Army and makes Recruiting Rolls immediately before the game starts.

If desired, you can start with a basic Army then buy additional units as desired until you reach 400 points. When doing it this way you cannot exceed 400 points.

*Example - Staying with the Aeja Army List I start rolling and adding units as I roll them up. I add the point cost of the rolls and keep a running total. I now have 17 units and a point total of 396 points. As this is less than 400 I can continue to roll. I roll a 7 and get a Pike unit for 36 points. This makes it 432 and therefore it's my last roll. It's okay to exceed 400 points on your last Recruiting Roll.*

## THE LISTS

Here are the Army Lists from Talomir that you can use with *Rally Round the King*. Feel free to mix and match or create your own lists as you see fit.

### MAKING YOUR OWN LISTS

You can easily build your own lists by using the ones that we've provided. Simply use similar troops from the list to create your own and where needed refer to the Special Rules (page, 5) if they apply.

### HISTORICAL LISTS

If you choose, *Rally Round the King* can be used for historical gaming. Go to the Talomir Gazetteer (page, 73) and you'll see a list of Historical Equivalents. This means you can use these fantasy armies, as listed, to recreate historical armies.

*Example - Treyine is based on the English army of the 100 Years War.*

## RALLY ROUND THE KING

Next drop the magic, flying, and whatever else that doesn't fit into historical gaming and you're ready to go!

### READING THE LISTS

We've broken down the Aeja list to explain what information each Army List includes.

Aeja (Chinese) <sup>1</sup>		Alignment <sup>2</sup>	Tech <sup>3</sup>			Mana <sup>4</sup>	Defense <sup>5</sup>	Realm <sup>6</sup>	A
		0	0			0	1	Tribal	
Motivation <sup>7</sup>		National Morale <sup>8</sup>	Battle Tactics <sup>9</sup>			War Rating <sup>10</sup>	Recruiting Rolls <sup>11</sup>		
Loot		2	A			+1	9		
# <sup>12</sup>	Unit Type <sup>13</sup>	Class <sup>14</sup>	REP <sup>15</sup>	AC <sup>16</sup>	SP <sup>17</sup>	Fgs <sup>18</sup>	Cost <sup>19</sup>	Recruiting Rolls <sup>20</sup>	Total <sup>21</sup>
2	Pike –Pike	Foot Melee	4	4	1	4	36	2, 7	72
2	Levy Pike -- Pike	Foot Melee	3	4	1	4	32	3, 6	64
1	Pirates – Frenzy	Foot Melee	4	2	1	3	21	8, 11	21
2	Levy Archers	Foot Skirmish	3	2	-2	2	6	10, 12	12
1	Levies	Foot Melee	3	2	0	3	15	9	15
1	Archers	Foot Missile	4	2	-1	3	15	4-5	15
9									199

1. **Nation Name** – Name of the army.
2. **Alignment** – Reflects how morally "Good" or "Bad" the army is. Will range from 2 to -2 and used in campaigns (page, 54).
3. **Tech** – How technologically advanced the army is. Will range from 2 to -2 and used in campaigns (page, 54).
4. **Mana** – How magic oriented the army is. Will range from 2 to -2 and used in campaigns (page, 54). Impacts Magic.
5. **Defense** – How defensible the army's homeland is based on its terrain. Will range from 1 to 4 and used in campaigns (page, 54). Impacts number of Recruiting Rolls.
6. **Government** – Type of governance. Can be Empire, Monarchy, Tribal or City States (page, 54).
7. **Motivation** – Why a realm goes to war. Can be Loot, Conquest, Colonizing or Religious (page, 55).
8. **National Morale** – A reflection of the nations will to fight. Used in campaigns (page, 59).
9. **Battle Tactics** – Used to direct army setup in solitaire battles (page, 52).
10. **War Rating** – Impacts quality of army leadership. Apply this modifier to the die score when rolling for the War Rating of the CinC (page, 9).
11. **Recruiting Rolls** – How many Recruiting Rolls that an army gets in order to generate 200 points (page, 10). Also used in campaign games (page, 56). To use the chart roll two die and add them together. On the chart above a roll of 3 and 4 totals 7 and gives you a unit of Pike.
12. **#** - Number of units of each type in a Basic Army (page, 10).
13. **Unit Type** – Identifies and names unit type.
14. **Class** – There are six classes of unit; foot melee, foot missile, foot skirmish, mounted melee, mounted missile and mounted skirmish.
15. **REP** – Reputation.
16. **AC** – Armor Class.
17. **SP** – Number of specialty points (i.e. mounted is +1, shock is +1, frenzy is +1, skirmish is -2).
18. **Fgs** – Number of figures on the unit stand. This is used to determine outnumbered status (page, 37). Use this factor when playing with individually based figures.
19. **Cost** - Point cost of the unit regardless of how based (page, 3).
20. **Recruiting Rolls** – When you make a Recruiting Roll this is the number which, if rolled, generates this unit.
21. **Total** – Total point value of this unit type.

## RALLY ROUND THE KING

# THE LISTS

Aeja (Chinese)		Alignment	Tech	Mana	Defense	Realm	<b>A</b>		
		0	0	0	1	Tribal			
Motivation		National Morale	Battle Tactics	War Rating	Recruiting Rolls				
Loot		2	A	+1	9				
#	Unit Type	Class	REP	AC	SP	Figs	Cost	Recruiting Rolls	Total
2	Pike –Pike	Foot Melee	4	4	1	4	36	2, 7	72
2	Levy Pike – Pike	Foot Melee	3	4	1	4	32	3, 6	64
1	Pirates – Frenzy, UD	Foot Melee	4	2	0	3	18	8, 11	18
3	Levy Archers	Foot Skirmish	3	2	-2	2	6	10, 12	18
1	Levies – UD	Foot Melee	3	2	-1	3	12	9	12
1	Archers	Foot Missile	4	2	-1	3	15	4-5	15
10									199

Altengard (German Imperialists)		Alignment	Tech	Mana	Defense	Realm	<b>B</b>		
		+2	+2	-2	4	Monarchy			
Motivation		National Morale	Battle Tactics	War Rating	Recruiting Rolls				
Conquest		3	A	-1	8				
#	Unit Type	Class	REP	AC	SP	Figs	Cost	Recruiting Rolls	Total
1	Knights –Elite, Shock	Mounted Melee	5	6	3	3	42	8, 12	42
2	Archers	Foot Skirmish	4	2	-2	2	8	2, 6	16
2	Infantry	Foot Melee	4	4	0	4	32	3-5, 11	64
1	Merc Arquebusiers – Terror	Foot Missile	4	4	0	3	24	7	24
1	Merc Pike – Pike	Foot Melee	4	4	2	4	40	10	40
1	Merc Horsemen	Mounted Skirmish	4	2	-1	2	10	9	10
8									196

Barylstan (Persian)		Alignment	Tech	Mana	Defense	Realm	<b>C</b>		
		0	-1	+1	1	Tribal			
Motivation		National Morale	Battle Tactics	War Rating	Recruiting Rolls				
Loot		1	C	-1	11				
#	Unit Type	Class	REP	AC	SP	Figs	Cost	Recruiting Rolls	Total
2	Cavalry – Shock	Mounted Melee	5	2	2	3	27	5	54
2	Light Cavalry – Shock	Mounted Melee	4	2	2	3	24	9	48
1	Veterans	Foot Melee	5	4	0	4	36	3, 11	36
3	Infantry – UD	Foot Melee	4	2	-1	3	15	2, 6, 8, 10, 12	45
2	Skirmishers	Foot Skirmish	4	2	-2	2	8	4, 7	16
10									199

## RALLY ROUND THE KING

Beastmen		<i>Alignment</i>	<i>Tech</i>	<i>Mana</i>	<i>Defense</i>	<i>Realm</i>	<b>D</b>		
		-1	-1	+1	0	Tribal			
<i>Motivation</i>		<i>National Morale</i>	<i>Battle Tactics</i>		<i>War Rating</i>	<i>Recruiting Rolls</i>			
Conquest		1	A		-1	9			
#	<i>Unit Type</i>	<i>Class</i>	<i>REP</i>	<i>AC</i>	<i>SP</i>	<i>Figs</i>	<i>Cost</i>	<i>Recruiting Rolls</i>	<i>Total</i>
3	Beastmen – Terror	Foot Skirmish	3	2	-1	2	8	3-4, 11	24
4	Beastmen – Terror, UD	Foot Melee	4	4	0	3	24	5-6, 8-10	81
3	Great Beastmen – Terror, UD	Foot Melee	5	4	0	3	27	2, 7, 12	90
10									201

Black Moon Incarnate		<i>Alignment</i>	<i>Tech</i>	<i>Mana</i>	<i>Defense</i>	<i>Realm</i>	<b>E</b>		
		-2	0	+2	0	Monarchy			
<i>Motivation</i>		<i>National Morale</i>	<i>Battle Tactics</i>		<i>War Rating</i>	<i>Recruiting Rolls</i>			
Religious		4	A		-1	17			
#	<i>Unit Type</i>	<i>Class</i>	<i>REP</i>	<i>AC</i>	<i>SP</i>	<i>Figs</i>	<i>Cost</i>	<i>Recruiting Rolls</i>	<i>Total</i>
1	Major Demon – Fanatic, Terror, Engine	Foot Melee	7	8	3	1	18	NA	18
1	Minor Demon – Fanatic, Terror	Foot Melee	4	4	2	1	10	NA	10
1	Winged Men – Flying, UD	Mounted Skirmish	3	2	0	2	7	NA	11
2	Gargoyles – Flying, Terror, Shock	Mounted Melee	5	6	4	1	15	NA	30
11	Horde – UD	Foot Melee	3	2	-1	3	12	NA	132
16									197

Border King (Feudal French)		<i>Alignment</i>	<i>Tech</i>	<i>Mana</i>	<i>Defense</i>	<i>Realm</i>	<b>F</b>		
		1	0	0	3	Tribal			
<i>Motivation</i>		<i>National Morale</i>	<i>Battle Tactics</i>		<i>War Rating</i>	<i>Recruiting Rolls</i>			
Colonizing		1	A		-1	11			
#	<i>Unit Type</i>	<i>Class</i>	<i>REP</i>	<i>AC</i>	<i>SP</i>	<i>Figs</i>	<i>Cost</i>	<i>Recruiting Rolls</i>	<i>Total</i>
1	Retinue Cavalry – Shock	Mounted Melee	5	6	2	3	39	5	39
2	Retinue Infantry	Foot Melee	4	4	0	4	32	9	64
6	Borderers – UD	Foot Melee	4	2	-1	3	15	2-4, 6-8, 12	90
1	Skirmishers	Foot Skirmish	4	2	-2	2	8	10-11	8
10									201



## RALLY ROUND THE KING

Brethren (Templars)		Alignment	Tech	Mana	Defense	Realm	G		
		+2	+1	-1	0	City States			
Motivation		National Morale	Battle Tactics	War Rating	Recruiting Rolls				
Religious		4	A	+1	7				
#	Unit Type	Class	REP	AC	SP	Figs	Cost	Recruiting Rolls	Total
1	Brother Knights – Elite, Shock	Mounted Melee	6	6	3	3	45	8	45
1	Brother Sergeants – Elite, Shock	Mounted Melee	5	4	3	3	36	9, 11	36
2	Heavy Spearmen	Foot Melee	4	4	0	4	32	5, 7	64
1	Peasant Foot – UD	Foot Melee	3	2	-1	3	12	6	12
2	Crossbow	Foot Missile	4	4	-1	3	21	4, 10	42
1	Peasant Archers	Foot Skirmish	3	2	-2	2	6	2-3, 12	6
8									205

Capalan League (Italian Condatta)		Alignment	Tech	Mana	Defense	Realm	H		
		0	+2	-2	3	City States			
Motivation		National Morale	Battle Tactics	War Rating	Recruiting Rolls				
Colonizing		2	C	+1	10				
#	Unit Type	Class	REP	AC	SP	Figs	Cost	Recruiting Rolls	Total
1	Knights – Shock	Mounted Melee	5	6	2	3	39	4	39
1	City Knights – Shock	Mounted Melee	4	6	2	3	36	8, 12	36
1	Guards	Foot Melee	5	4	0	4	36	NA	36
2	City Spearmen	Foot Melee	3	2	0	4	20	7, 10	40
1	City Crossbowmen	Foot Missile	3	2	-1	3	12	6	12
1	Contadini Infantry	Foot Melee	3	2	0	4	20	5	20
2	Contadini Archers	Foot Skirmish	3	2	-2	2	6	9, 11	12
0	Merc Arquebusiers – Terror	Foot Missile	4	2	0	3	18	2-3	0
9									195

Centaur		Alignment	Tech	Mana	Defense	Realm	I		
		0	-1	+1	0	Tribal			
Motivation		National Morale	Battle Tactics	War Rating	Recruiting Rolls				
Conquest		1	B	+1	11				
#	Unit Type	Class	REP	AC	SP	Figs	Cost	Recruiting Rolls	Total
1	Heavy Centaurs – Terror, Shock	Mounted Melee	5	4	3	3	36	6, 8	36
5	Centaurs – Terror, Shock	Mounted Melee	4	2	3	2	18	4-5, 9-10	90
12	Centaur Archers – Terror, Shock	Mounted Skirmish	4	2	0	1	6	2-3, 7, 11-12	72
18									198

## RALLY ROUND THE KING

Chapka (Early Indian)		Alignment	Tech	Mana	Defense	Realm	J		
		-1	-1	+1	3	Monarchy			
Motivation		National Morale	Battle Tactics	War Rating	Recruiting Rolls				
Conquest		2	C	-1	13				
#	Unit Type	Class	REP	AC	SP	Figs	Cost	Recruiting Rolls	Total
1	Heavy Chariots – Dual, Shock	Mounted Melee	5	4	3	1	12	6	12
2	Cavalry – Shock	Mounted Melee	4	2	2	3	24	8	48
2	Elephants – Terror, UD	Foot Melee	5	2	0	1	7	2-5	14
3	Infantry – UD	Foot Melee	4	2	-1	4	20	7	60
4	Archers – UD	Foot Missile	4	2	-2	4	16	9-12	64
12									198

Demeskeen (Saracen)		Alignment	Tech	Mana	Defense	Realm	K		
		-1	0	0	4	Empire			
Motivation		National Morale	Battle Tactics	War Rating	Recruiting Rolls				
Colonizing		2	B	+1	11				
#	Unit Type	Class	REP	AC	SP	Figs	Cost	Recruiting Rolls	Total
0	Black Guard – Dual, Elite, Shock	Mounted Melee	6	4	4	4	56	12	0
2	Ghulams – Dual, Shock	Mounted Melee	5	4	3	3	36	7	72
4	Turcomen	Mounted Skirmish	4	2	-1	2	10	5, 9, 11	40
2	Tribesmen – Shock, UD	Mounted Melee	4	2	1	3	21	4, 10	42
1	Infantry -- Combined	Foot Melee	4	2	1	3	21	6	21
2	Archers – UD	Foot Missile	3	2	-2	3	9	8	18
1	Skirmishers	Foot Skirmish	3	2	-2	2	6	2-3	6
12									199

Dwarves, Black Moon		Alignment	Tech	Mana	Defense	Realm	L		
		-2	+2	-1	1	Tribal			
Motivation		National Morale	Battle Tactics	War Rating	Recruiting Rolls				
Religious		4	A	-1	6				
#	Unit Type	Class	REP	AC	SP	Figs	Cost	Recruiting Rolls	Total
1	Crossbows	Foot Missile	4	2	-1	4	20	4	20
4	Soldiers – Frenzy	Foot Melee	4	4	1	4	36	6-10	144
0	Disciples of Null	Foot Melee	5	4	0	4	36	5	0
1	Servants of Null – Fanatic, Frenzy	Foot Melee	6	2	2	3	30	2-3, 12	30
0	Cannons – Artillery	Foot Missile	4	2	0	1	6	11	0
6									194

## RALLY ROUND THE KING

Dwarves, Red Sun		Alignment	Tech	Mana	Defense	Realm	M		
		+2	+2	-1	1	Monarchy			
Motivation		National Morale	Battle Tactics	War Rating	Recruiting Rolls				
Loot		4	C	+1	6				
#	Unit Type	Class	REP	AC	SP	Figs	Cost	Recruiting Rolls	Total
3	Crossbows	Foot Missile	4	4	-1	4	28	4, 10	84
3	Soldiers – Elite	Foot Melee	5	4	1	4	40	6-8	120
0	Anvil Guard – Elite	Foot Melee	6	4	1	4	44	5	0
0	Berserks – Fanatic, Frenzy	Foot Melee	6	2	2	3	30	2-3, 12	0
0	Cannons – Artillery	Foot Missile	4	2	0	1	6	9, 11	0
6									204

Ekra (French HYW)		Alignment	Tech	Mana	Defense	Realm	N		
		+1	+2	-2	3	Monarchy			
Motivation		National Morale	Battle Tactics	War Rating	Recruiting Rolls				
Conquest		2	A	-1	9				
#	Unit Type	Class	REP	AC	SP	Figs	Cost	Recruiting Rolls	Total
3	Knight – Elite, Shock	Mounted Melee	5	6	3	3	42	6, 9, 11	126
2	Infantry – UD	Foot Melee	3	4	-1	4	24	4, 8	48
2	Crossbow	Foot Skirmish	4	2	-2	2	8	7, 10	16
1	Peasant Foot – UD	Foot Melee	3	2	-1	3	12	5	12
0	Merc Arquebusiers – Terror	Foot Missile	4	2	0	3	18	2-3	0
0	Peasant Archers	Foot Skirmish	3	2	-2	2	6	12	0
8									202

Elves, Black Moon		Alignment	Tech	Mana	Defense	Realm	O		
		-2	+1	0	1	Monarchy			
Motivation		National Morale	Battle Tactics	War Rating	Recruiting Rolls				
Religious		3	C	-1	7				
#	Unit Type	Class	REP	AC	SP	Figs	Cost	Recruiting Rolls	Total
3	Hunters – Elite	Foot Skirmish	5	2	-1	2	12	12	36
2	Disciples – Frenzy, UD	Foot Melee	4	2	0	3	18	6, 10	36
0	Devotees – Fanatic	Foot Melee	5	2	1	3	24	2	0
1	Archers – Elite	Foot Missile	4	2	0	3	18	3, 7	18
2	Brethren	Foot Melee	5	4	0	4	36	4-5, 8-9	72
1	Black Brethren	Foot Melee	6	4	0	4	40	11	40
9									202

## RALLY ROUND THE KING

Elves, Silver		Alignment	Tech	Mana	Defense	Realm	P		
		0	+1	0	1	City States			
Motivation		National Morale	Battle Tactics	War Rating	Recruiting Rolls				
Colonizing		3	C	+1	6				
#	Unit Type	Class	REP	AC	SP	Figs	Cost	Recruiting Rolls	Total
2	Archers – Elite	Foot Missile	5	4	0	3	27	3-4, 7	54
1	Marines -- Dual	Foot Melee	5	4	1	3	30	5, 10	30
3	Soldiers	Foot Melee	5	4	0	4	36	6, 8-9	108
0	Guard – Elite	Foot Melee	6	4	1	4	44	2, 11-12	0
6									192

Entoich (Hittite)		Alignment	Tech	Mana	Defense	Realm	Q		
		-1	-1	+1	2	Empire			
Motivation		National Morale	Battle Tactics	War Rating	Recruiting Rolls				
Colonizing		2	C	+1	16				
#	Unit Type	Class	REP	AC	SP	Figs	Cost	Recruiting Rolls	Total
1	Heavy Chariots – Shock	Mounted Melee	5	4	2	1	11	2, 6	11
7	Light Chariots	Mounted Missile	5	2	0	1	7	3, 5, 9, 11	49
0	Guards	Foot Melee	5	2	0	4	28	10	0
4	Spearmen	Foot Melee – UD	4	2	-1	4	20	7	80
2	Archers/Javelinmen	Foot Skirmish	3	2	-2	2	6	8	12
3	Merdone Archers	Foot Missile – UD	4	2	-2	4	16	4	48
0	Tribal Cavalry	Mounted Skirmish	4	2	-1	2	10	12	0
17									200

Eskelin (Portuguese)		Alignment	Tech	Mana	Defense	Realm	R		
		0	0	0	2	Monarchy			
Motivation		National Morale	Battle Tactics	War Rating	Recruiting Rolls				
Colonizing		2	A	-1	9				
#	Unit Type	Class	REP	AC	SP	Figs	Cost	Recruiting Rolls	Total
1	Knight – Elite, Shock	Mounted Melee	5	6	3	3	42	8-9	42
2	Jinetes	Mounted Skirmish	5	2	-1	2	12	5-6	24
1	Heavy Spearmen	Foot Melee	4	4	0	4	32	4	32
3	Spearmen	Foot Melee	4	2	0	4	24	7	72
2	Crossbow	Foot Missile	4	2	-1	3	15	10	30
0	Archers	Foot Skirmish	4	2	-2	2	8	2-3	0
0	Slingers	Foot Skirmish	4	2	-2	2	8	11-12	0
9									200

## RALLY ROUND THE KING

Goblins		Alignment	Tech	Mana	Defense	Realm	S		
		-1	-1	0	2	Tribal			
Motivation		National Morale	Battle Tactics	War Rating	Recruiting Rolls				
Loot		1	A	-1	13				
#	Unit Type	Class	REP	AC	SP	Figs	Cost	Recruiting Rolls	Total
3	Archers	Foot Skirmish	3	2	-2	2	6	6, 9	18
7	Goblins – Frenzy, UD	Foot Melee	3	2	0	4	20	3, 5, 7, 11	140
0	Ogres – Terror, UD	Foot Melee	4	4	0	1	8	2, 10, 12	0
1	Wolf Riders – Terror	Mounted Skirmish	3	2	0	2	10	4	10
1	Black Moon Goblins -- Frenzy	Foot Melee	4	2	1	4	28	8	28
12									196

Hykar (Huns)		Alignment	Tech	Mana	Defense	Realm	T		
		-1	-1	+1	1	Tribal			
Motivation		National Morale	Battle Tactics	War Rating	Recruiting Rolls				
Loot		1	B	-1	15				
#	Unit Type	Class	REP	AC	SP	Figs	Cost	Recruiting Rolls	Total
1	Noble Cavalry – Dual, Shock	Mounted Melee	5	4	3	3	36	2, 12	36
17	Cavalry	Mounted Skirmish	4	2	-1	2	10	4, 6-9	170
0	Jurgen – UD	Foot Melee	3	2	-1	4	16	10-11	0
0	Jurgen Nobles	Mounted Melee	3	4	2	3	27	3	0
0	Jurgen Archers	Foot Skirmish	3	2	-2	2	6	5	0
18									206

Kjoth (Chinese)		Alignment	Tech	Mana	Defense	Realm	U		
		+1	+1	-1	2	Empire			
Motivation		National Morale	Battle Tactics	War Rating	Recruiting Rolls				
Colonizing		2	C	+1	8				
#	Unit Type	Class	REP	AC	SP	Figs	Cost	Recruiting Rolls	Total
1	Ballistae – Engines	Foot Missile	4	4	0	1	8	5	8
1	Veteran Pike – CW, Pike	Foot Melee	5	4	2	4	44	7	44
2	Pike – CW Pike	Foot Melee	4	4	2	4	40	2, 8, 12	80
2	Archers/Crossbowmen	Foot Missile	4	2	-1	3	15	6, 9	30
1	Skirmishers	Foot Skirmish	4	2	-2	2	8	3, 11	8
1	Heavy Cavalry – Shock	Mounted Melee	5	4	2	3	33	4, 10	33
8									203



## RALLY ROUND THE KING

Kurinthia (West African)		Alignment	Tech	Mana	Defense	Realm	V		
		-1	-1	+1	1	Tribal			
Motivation		National Morale	Battle Tactics	War Rating	Recruiting Rolls				
Loot		1	A	-1	12				
#	Unit Type	Class	REP	AC	SP	Figs	Cost	Recruiting Rolls	Total
3	Veterans – UD	Foot Melee	5	2	-1	3	18	3, 6	54
8	Warbands – CW, UD	Foot Melee	4	2	0	3	18	2, 4-5, 7, 9-10, 12	144
1	Skirmishers	Foot Skirmish	4	2	-2	2	8	8, 11	8
12									206

Malohades (Berbers)		Alignment	Tech	Mana	Defense	Realm	W		
		-2	0	0	2	Tribal			
Motivation		National Morale	Battle Tactics	War Rating	Recruiting Rolls				
Religious		2	B	+1	11				
#	Unit Type	Class	REP	AC	SP	Figs	Cost	Recruiting Rolls	Total
1	Mamelukes – Elite, Shock	Mounted Melee	6	4	3	3	39	2	39
2	Ghulams – Dual, Shock, UD	Mounted Melee	4	4	2	3	30	7	60
4	Turcomen	Mounted Skirmish	4	2	-1	2	10	8-9	40
0	Guards – CW, Elite	Foot Melee	6	4	2	4	48	12	0
2	Infantry – UD	Foot Melee	4	2	-1	4	20	5-6, 10	40
1	Archers – UD	Foot Missile	3	2	-2	3	9	3, 11	9
2	Skirmishers	Foot Skirmish	3	2	-2	2	6	4	12
12									200

Mangu (Mongol)		Alignment	Tech	Mana	Defense	Realm	X		
		0	-1	+1	1	Tribal			
Motivation		National Morale	Battle Tactics	War Rating	Recruiting Rolls				
Conquest		4	B	+1	9				
#	Unit Type	Class	REP	AC	SP	Figs	Cost	Recruiting Rolls	Total
1	Lancers – Dual, Elite, Shock	Mounted Melee	5	4	4	3	39	7	39
1	Mangu Cavalry – Dual, Elite, Shock	Mounted Melee	5	2	4	3	33	3-5	33
9	Mangu Skirmishers – Elite	Mounted Skirmish	5	2	0	2	14	2, 6, 8-9	126
0	Merchen Levies	Foot Skirmish	3	2	-2	2	6	10	0
0	Yen Yen Cannons – Artillery	Foot Missile	4	2	0	1	6	11-12	0
11									198

## RALLY ROUND THE KING

Merchen (Chinese)		Alignment	Tech	Mana	Defense	Realm	Y		
		-1	+1	-1	4	Empire			
Motivation		National Morale	Battle Tactics	War Rating	Recruiting Rolls				
Conquest		2	C	+1	9				
#	Unit Type	Class	REP	AC	SP	Figs	Cost	Recruiting Rolls	Total
0	Chariots – Dual, Shock	Mounted Melee	5	4	3	1	12	4	0
2	Cavalry – Shock	Mounted Melee	4	4	2	3	30	3, 5	60
2	Horse Archers	Mounted Skirmish	4	2	-1	2	10	9, 11	20
4	Levies – Dual, UD	Foot Melee	3	4	0	4	28	2, 6-8, 12	112
1	Skirmishers	Foot Skirmish	3	2	-2	2	6	10	6
9									198

Mirholme (Viking)		Alignment	Tech	Mana	Defense	Realm	Z		
		0	-1	+1	1	Tribal			
Motivation		National Morale	Battle Tactics	War Rating	Recruiting Rolls				
Loot		1	A	-1	11				
#	Unit Type	Class	REP	AC	SP	Figs	Cost	Recruiting Rolls	Total
1	Death Dealers – Fanatic, Frenzy, UD	Foot Melee	6	2	1	3	30	11	27
2	Veteran Warriors – UD	Foot Melee	5	4	-1	4	36	5, 9	64
7	Warriors – UD	Foot Melee	4	2	-1	3	18	2, 4, 7-8, 10, 12	105
1	Skirmishers	Foot Skirmish	4	2	-2	2	8	3, 6,	8
11									204

Mirish (Sassanid Persian)		Alignment	Tech	Mana	Defense	Realm	A A		
		-1	+1	-1	2	Monarchy			
Motivation		National Morale	Battle Tactics	War Rating	Recruiting Rolls				
Conquest		2	B	-1	8				
#	Unit Type	Class	REP	AC	SP	Figs	Cost	Recruiting Rolls	Total
3	Clibinarii – Dual, Shock	Mounted Melee	5	4	3	3	36	2-3, 5, 9, 11, 12	108
1	Cataphracts – Shock	Mounted Melee	5	6	2	3	39	7	39
1	Chionite Cavalry	Mounted Skirmish	4	2	-1	2	10	6	10
2	Elephants – Terror, UD	Foot Melee	4	2	0	1	6	10	12
1	Levies – UD	Foot Melee	3	2	-1	4	16	8	16
2	Skirmishers	Foot Skirmish	4	2	-2	2	8	4	16
10									201

## RALLY ROUND THE KING

Mountain Giants*		Alignment	Tech	Mana	Defense	Realm	B		
		-1	-1	0	0	Monarchy	B		
Motivation		National Morale	Battle Tactics	War Rating	Recruiting Rolls				
Loot		1	A	-1	6				
#	Unit Type	Class	REP	AC	SP	Figs	Cost	Recruiting Rolls	Total
3	Hill Giants – Terror, Engine, UD	Foot Melee	4	6	1	4	44	5-6, 8-9	132
1	Mountain Giants – Terror, Engine, UD	Foot Melee	7	6	1	4	56	7	56
0	Trolls – Terror, Frenzy, UD	Foot Melee	5	4	1	1	10	2-3, 12	0
1	Ogres – Terror, UD	Foot Melee	4	4	0	1	8	4, 10-11	8
5									196

\*Giant figure counts as four figures in all aspects.

Orcs		Alignment	Tech	Mana	Defense	Realm	C		
		-2	0	+1	2	Tribal	C		
Motivation		National Morale	Battle Tactics	War Rating	Recruiting Rolls				
Conquest		2	A	-1	9				
#	Unit Type	Class	REP	AC	SP	Figs	Cost	Recruiting Rolls	Total
0	Bug Bears – Frenzy, UD	Foot Melee	5	2	0	2	14	9	0
5	Orcs – Frenzy, UD	Foot Melee	4	2	0	4	24	3, 5, 7, 11	120
0	Trolls – Frenzy, Terror, UD	Foot Melee	5	4	1	1	10	10	0
1	Dire Wolf Riders – Terror, Shock, UD	Mounted Melee	5	2	2	4	36	4	36
1	Archers	Foot Skirmish	4	2	-2	2	8	8	8
0	Ogres – Terror, UD	Foot Melee	4	4	0	1	8	2, 12	0
1	Black Moon Orcs – Frenzy, UD	Foot Melee	5	4	0	4	36	6	36
8									200

Riata (Celts)		Alignment	Tech	Mana	Defense	Realm	D		
		0	-1	+1	1	Tribal	D		
Motivation		National Morale	Battle Tactics	War Rating	Recruiting Rolls				
Loot		1	A	-1	10				
#	Unit Type	Class	REP	AC	SP	Figs	Cost	Recruiting Rolls	Total
1	Noblemen Cavalry – Shock	Mounted Melee	5	4	2	3	33	5	33
1	Cavalry – Shock	Mounted Melee	5	2	2	3	27	2, 8	27
1	Archers	Foot Skirmish	4	2	-2	2	8	3, 11	8
2	Javelineers	Foot Skirmish	4	2	-2	2	8	4, 12	16
4	Warriors – Frenzy, UD	Foot Melee	4	2	0	3	18	6, 9-10	72
2	Veteran Warriors – Frenzy, UD	Foot Melee	5	2	0	3	21	7	42
10									198

## RALLY ROUND THE KING

Rodentmen		Alignment	Tech	Mana	Defense	Realm	E E		
		-2	+1	0	0	Monarchy			
Motivation		National Morale	Battle Tactics	War Rating	Recruiting Rolls				
Colonizing		1	A	-1	11				
#	Unit Type	Class	REP	AC	SP	Figs	Cost	Recruiting Rolls	Total
1	Armored – Terror, Frenzy, UD	Foot Melee	4	4	1	3	27	3, 6	27
8	Pack – Terror, Frenzy, UD	Foot Melee	3	2	1	3	18	2, 4-5, 7, 9-10, 12	144
2	Skirmishers – Terror	Foot Skirmish	3	2	-1	2	8	8	16
1	Giant Rats – Terror, Frenzy, UD	Foot Melee	3	2	1	2	12	11	12
12									199

Seniira (Roman Client State)		Alignment	Tech	Mana	Defense	Realm	F F		
		+1	+1	-1	2	City States			
Motivation		National Morale	Battle Tactics	War Rating	Recruiting Rolls				
Conquest		2	C	-1	10				
#	Unit Type	Class	REP	AC	SP	Figs	Cost	Recruiting Rolls	Total
2	Veterans	Foot Melee	5	4	0	4	36	5	72
3	Infantry – CW	Foot Melee	4	2	1	3	21	7-8	63
3	Auxiliaries	Foot Melee	4	2	0	3	18	2, 4, 9-12	54
1	Skirmishers	Foot Skirmish	4	2	-2	2	8	3, 6	8
9									197

Sortium (Byzantine)		Alignment	Tech	Mana	Defense	Realm	G G		
		+1	+1	-1	4	Empire			
Motivation		National Morale	Battle Tactics	War Rating	Recruiting Rolls				
Colonizing		2	B	+1	10				
#	Unit Type	Class	REP	AC	SP	Figs	Cost	Recruiting Rolls	Total
1	Clininarii – Shock	Mounted Melee	5	6	2	3	39	11	39
2	Kataphractoi – Dual, Shock	Mounted Melee	4	4	3	3	33	6	66
2	Hykranian Mercenaries	Mounted Skirmish	4	2	-1	2	10	2, 7, 10	20
1	Scutatoii	Foot Melee	4	4	0	4	32	8	32
2	Pelatstoi	Foot Missile	4	2	-1	3	15	5, 12	30
2	Psiloi	Foot Skirmish	4	2	-2	2	8	3-4	16
0	Riata Mercenaries – UD	Foot Melee	4	2	-1	3	15	9	0
10									203

## RALLY ROUND THE KING

Stygustan (Egyptian)		<i>Alignment</i>	<i>Tech</i>	<i>Mana</i>	<i>Defense</i>	<i>Realm</i>	<b>H</b> <b>H</b>		
		-1	-1	+1	4	Empire			
<i>Motivation</i>		<i>National Morale</i>	<i>Battle Tactics</i>	<i>War Rating</i>	<i>Recruiting Rolls</i>				
Religious		3	C	+1	12				
#	<i>Unit Type</i>	<i>Class</i>	<i>REP</i>	<i>AC</i>	<i>SP</i>	<i>Figs</i>	<i>Cost</i>	<i>Recruiting Rolls</i>	<i>Total</i>
4	Light Chariot	Mounted Missile	5	2	0	1	7	3, 6	28
2	Infantry – UD	Foot Melee	4	2	0	4	20	8, 11	40
1	Axeman – UD	Foot Melee	5	4	0	4	32	5	32
6	Archers	Foot Missile	3	2	-1	4	16	2, 4, 7, 9-10, 12	96
13									196

Tereken (Irish)		<i>Alignment</i>	<i>Tech</i>	<i>Mana</i>	<i>Defense</i>	<i>Realm</i>	<b>I</b> <b>I</b>		
		0	-1	+1	1	Tribal			
<i>Motivation</i>		<i>National Morale</i>	<i>Battle Tactics</i>	<i>War Rating</i>	<i>Recruiting Rolls</i>				
Loot		1	A	-1	12				
#	<i>Unit Type</i>	<i>Class</i>	<i>REP</i>	<i>AC</i>	<i>SP</i>	<i>Figs</i>	<i>Cost</i>	<i>Recruiting Rolls</i>	<i>Total</i>
2	Pirate Veterans – Frenzy, UD	Foot Melee	5	2	0	3	21	6-7	42
3	Warbands – CW, UD	Foot Melee	4	2	0	3	18	2, 8-9, 12	54
6	Buccans – UD	Foot Melee	4	2	-1	3	15	3-5, 11	90
2	Skirmish	Foot Skirmish	4	2	-2	2	8	10	16
13									196

Torem (Persian)		<i>Alignment</i>	<i>Tech</i>	<i>Mana</i>	<i>Defense</i>	<i>Realm</i>	<b>J</b> <b>J</b>		
		-1	-1	+1	2	City States			
<i>Motivation</i>		<i>National Morale</i>	<i>Battle Tactics</i>	<i>War Rating</i>	<i>Recruiting Rolls</i>				
Colonizing		3	B	+1	13				
#	<i>Unit Type</i>	<i>Class</i>	<i>REP</i>	<i>AC</i>	<i>SP</i>	<i>Figs</i>	<i>Cost</i>	<i>Recruiting Rolls</i>	<i>Total</i>
2	Elephant – Terror, UD	Foot Melee	4	2	0	1	6	5	12
1	Skirmishers	Foot Skirmish	4	2	-2	2	8	9	8
2	Cavalry – Shock	Mounted Melee	4	4	2	3	30	3, 8	60
3	Light Cavalry	Mounted Skirmish	4	2	-1	2	10	2, 7	30
3	Infantry – CW, UD	Foot Melee	4	2	0	3	18	6, 11	54
3	Levies – UD	Foot Melee	3	2	-1	3	12	4, 10, 12	36
14									200

## RALLY ROUND THE KING

Treyine (English HYW)		Alignment	Tech	Mana	Defense	Realm	K K		
		+1	+2	-2	3	Monarchy			
Motivation		National Morale	Battle Tactics	War Rating	Recruiting Rolls				
Colonizing		3	C	-1	10				
#	Unit Type	Class	REP	AC	SP	Figs	Cost	Recruiting Rolls	Total
1	Foot Knight – Elite	Foot Melee	5	6	1	3	36	12	36
2	Infantry	Foot Melee	4	4	0	4	32	4, 10	64
6	Archers – Stakes	Foot Missile	4	2	0	3	18	5-9	108
0	Borderers – Frenzy, UD	Foot Melee	4	2	0	3	18	11	0
0	Merc Arquebusiers – Terror	Foot Missile	4	2	0	3	18	2-3	0
9									208

Tropilium (Later Roman)		Alignment	Tech	Mana	Defense	Realm	L L		
		+1	+1	-1	4	Empire			
Motivation		National Morale	Battle Tactics	War Rating	Recruiting Rolls				
Conquest		3	A	+1	8				
#	Unit Type	Class	REP	AC	SP	Figs	Cost	Recruiting Rolls	Total
1	Equites – Shock	Mounted Melee	4	4	2	3	30	6	30
3	Legionaries – CW, Elite	Foot Melee	3	4	2	4	36	7, 10	108
1	Auxiliaries – CW	Foot Melee	3	4	1	4	32	8-9	32
1	Auxiliary Archers	Foot Missile	3	4	-1	3	18	4	18
1	Archers	Foot Skirmish	4	2	-2	2	8	11	8
1	Slingers	Foot Skirmish	4	2	-2	2	8	2, 12	8
0	Auxiliaries Cavalry	Mounted Skirmish	4	2	-1	2	10	3	0
0	Ballistae – Engine	Foot Missile	4	2	0	1	6	5	0
8									204

Tropilium Northern Marches (Later Western Rome)		Alignment	Tech	Mana	Defense	Realm	M M		
		+1	+1	-1	2	Empire			
Motivation		National Morale	Battle Tactics	War Rating	Recruiting Rolls				
Colonizing		2	C	+1	9				
#	Unit Type	Class	REP	AC	SP	Figs	Cost	Recruiting Rolls	Total
2	Clibinarius – Dual, Shock	Mounted Melee	4	4	3	3	33	6	66
2	Legionaries – CW, Elite	Foot Melee	4	2	2	4	32	7-8	64
2	Auxiliaries – CW	Foot Melee	3	2	1	4	24	9-11	48
1	Archers	Foot Skirmish	3	2	-2	2	6	2, 4, 12	6
1	Ballistae – Engine	Foot Missile	4	2	0	1	6	5	6
1	Auxiliaries Cavalry	Mounted Skirmish	4	2	-1	2	10	3	10
9									200

## RALLY ROUND THE KING

Tropilium Southern Marches (Barbarian Rome)		Alignment	Tech	Mana	Defense	Realm	N N		
		0	+1	-1	3	Empire			
Motivation		National Morale	Battle Tactics		War Rating	Recruiting Rolls			
Colonizing		2	A		-1	8			
#	Unit Type	Class	REP	AC	SP	Figs	Cost	Recruiting Rolls	Total
2	Equites – Shock	Mounted Melee	4	4	2	3	30	6, 9	60
1	Legionaries – CW, Elite	Foot Melee	4	4	2	4	40	7	40
1	Auxiliaries – CW	Foot Melee	3	4	1	4	32	10	32
0	Auxiliary Archers	Foot Missile	3	4	-1	3	18	2, 12	0
2	Isle Archers	Foot Skirmish	4	2	-2	2	8	4	16
0	Isle Cavalry – Shock, UD	Mounted Melee	5	2	1	3	24	3, 11	0
3	Isle Warriors – Frenzy, UD	Foot Melee	4	2	0	3	18	5, 8	54
9									202

Undead		Alignment	Tech	Mana	Defense	Realm	O O		
		-2	-1	+2	1	Monarchy			
Motivation		National Morale	Battle Tactics		War Rating	Recruiting Rolls			
Conquest		1	A		-1	9			
#	Unit Type	Class	REP	AC	SP	Figs	Cost	Recruiting Rolls	Total
1	Cavalry – Fanatic, Terror	Mounted Melee	3	2	3	3	24	2, 12	24
1	Archers – Fanatic, Terror	Foot Skirmish	3	2	0	2	10	3-5	10
6	Infantry – Fanatic, Terror	Foot Melee	3	2	2	4	28	6-11	168
8									202

Valkae (Greek)		Alignment	Tech	Mana	Defense	Realm	P P		
		+1	0	0	2	City States			
Motivation		National Morale	Battle Tactics		War Rating	Recruiting Rolls			
Colonizing		3	A		+1	9			
#	Unit Type	Class	REP	AC	SP	Figs	Cost	Recruiting Rolls	Total
2	Nobles – ET	Foot Melee	5	4	1	3	30	7	60
2	Archers	Foot Skirmish	4	2	-2	2	8	8	16
0	Slingers	Foot Skirmish	4	2	-2	2	8	11	0
3	Warriors – Frenzy	Foot Melee	4	2	1	3	21	6, 9-10	63
1	Sword Maidens – Frenzy, Elite	Foot Melee	6	2	2	3	30	2, 12	30
0	Noble Cavalry – Shock	Mounted Melee	5	4	2	3	33	3	0
0	Cavalry	Mounted Skirmish	5	2	-1	2	12	4	0
1	Marines – Dual	Foot Melee	5	4	1	3	30	5	30
9									199

## RALLY ROUND THE KING

Zamba (Blemy)		<i>Alignment</i>	<i>Tech</i>	<i>Mana</i>	<i>Defense</i>	<i>Realm</i>	Q Q		
		+1	-1	+1	1	Tribal			
<i>Motivation</i>		<i>National Morale</i>	<i>Battle Tactics</i>	<i>War Rating</i>	<i>Recruiting Rolls</i>				
Loot		1	A	-1	13				
<b>#</b>	<b>Unit Type</b>	<b>Class</b>	<b>REP</b>	<b>AC</b>	<b>SP</b>	<b>Figs</b>	<b>Cost</b>	<b>Recruiting Rolls</b>	<b>Total</b>
11	Archers	Foot Skirmish	4	2	-2	2	8	2, 4-5, 7, 9-10, 12	88
4	Cavalry – Frenzy, Shock, UD	Mounted Melee	5	2	2	3	27	3, 6, 8, 11	108
15									196

Zheman (Assyrian)		<i>Alignment</i>	<i>Tech</i>	<i>Mana</i>	<i>Defense</i>	<i>Realm</i>	R R		
		-1	0	0	3	Monarchy			
<i>Motivation</i>		<i>National Morale</i>	<i>Battle Tactics</i>	<i>War Rating</i>	<i>Recruiting Rolls</i>				
Conquest		3	A	+1	8				
<b>#</b>	<b>Unit Type</b>	<b>Class</b>	<b>REP</b>	<b>AC</b>	<b>SP</b>	<b>Figs</b>	<b>Cost</b>	<b>Recruiting Rolls</b>	<b>Total</b>
2	Heavy Chariot – Dual, Shock	Mounted Melee	5	4	3	1	12	5	24
2	Cavalry – Shock	Mounted Melee	5	4	2	3	33	9	66
1	Veteran Infantry – CW	Foot Melee	5	4	1	4	40	3-4	40
1	Infantry – CW, UD	Foot Melee	4	2	0	4	24	7-8, 10	24
2	Archers – UD	Foot Missile	4	4	-2	3	18	2, 6	36
1	Skirmishers	Foot Skirmish	4	2	-2	3	12	11-12	12
9									202

### FORMING BODIES

After you have recruited your army you must organize it into *Bodies*. A *Body* consists of one or more units, of any type or combination of types, in base-to-base contact. This means the units are touching at least one other unit in the *Body*, in any way at all, even corner-to-corner.

Armies move by *Bodies* and all the units in the same *Body* will activate at the same time (page, 31).

Keep this in mind when you deploy your army!



Artwork by Andrea Sfiligoi



# SETTING UP THE BATTLE

Now that you have chosen your army it's time to set up your first battle. Here's how you do it.

- 1 - Determine the Scouting Value of each army (page, 27).
- 2 - Determine who the attacker is (page, 27).
- 3 - Set up the battlefield terrain (page, 27).
- 4 - Determine each player's Baseline (page, 30).
- 5 - Determine if the attacker will exercise its Right of Refusal (page, 30).
- 6 - Place the troops (page, 30).
- 7 - Begin the battle (page, 31).

## SCOUTING

Before the battle each side must total up the number of units they have that have a *scouting value*. This is done by consulting the Scouting Table (page, 27).

### X SCOUTING TABLE

Unit Type	Scouting Value
AC2 Mounted units	2
AC4 Mounted units	1
AC2 Skirmish units	1
Flyer units	6
All other units	0

The *Scouting Value* of the army will come into play when determining who is the *attacker* (page, 27) and how troops are deployed (page, 30).

## WHO'S ATTACKING

Which side is attacking can be dictated by playing a campaign (page, 56) or by the scenario.

If neither applies then use the following procedure.

Each side starts with its total War Rating (page, 9). Modify this by any of the following circumstances that apply.

- +1 if your army is invading.
- +1 if your Scouting Total (page, 27) is twice or more, but less than three times, that of your opponent.
- +2 if your Scouting Total (page, 27) is three times or more than your opponent or if he does not have any units capable of scouting.

Next each side rolls 1d6, add the result to your modified War Rating. The side with the higher total is the *attacker*. Re-roll any ties.

Here's how this affects the battle.

## ATTACKING AND DEFENDING

The defender is the first to place a Body (page, 26) on the table after terrain has been determined.

The *attacker* will move first. If the *attacker's* total score from the Who's Attacking section (page, 27) was twice that of the *defender* then the attacker is allowed to add 50% to the movement of all its Bodies on the first turn.

## SETTING UP TERRAIN

Unless previously determined by the scenario, players will use the following system to generate terrain for the battlefield.

1 - Divide the table into nine roughly equal sections. See the following illustration that shows the corresponding number for each section of terrain. In this case the board is square but you may be using a rectangle. It doesn't matter just be sure and divide the table into nine equal sections.

1	2	3
4	5	6
7	8	9

# RALLY ROUND THE KING

2 – Determine the overall terrain type of the battlefield. This is done by first rolling 1d6 and modifying the total by the Battle Tactics (page, 52) of the defending army. Read the result on the on the General Terrain Table (page, 28).

## 1 GENERAL TERRAIN TABLE (Reading the result as rolled)

BATTLE TACTICS	MODIFIER
A	0
B	-1
C	+1

#	Result
0	<i>Open</i> - The terrain is mostly clear.
1	<i>Open</i> - The terrain is mostly clear.
2	<i>Open</i> - The terrain is mostly clear.
3	<i>Open</i> - The terrain is mostly clear.
4	<i>Hilly</i> - The terrain is mostly clear with hills dotting the field.
5	<i>Hilly</i> - The terrain is mostly clear with hills dotting the field.
6	<i>Rough</i> - The terrain is thick with woods, rough areas, or other obstructing features.
7	<i>Rough</i> - The terrain is thick with woods, rough areas, or other obstructing features.

## TABLETOP TERRAIN

After you have determined the general type of terrain of the battlefield it's time to see what the table will look like. Start from section number one and work your way to section number nine.

Roll 2d6 for each section on the Terrain Generator Table. This tells you the terrain that occupies each section. Physical placement of terrain within the section is done by the defender. Be sure to use the appropriate column based on the general terrain found on the General Terrain Table (page, 28).

## 2 TERRAIN GENERATOR TABLE (Adding the scores together)

#	Open	Hilly	Rough
2	Hill*	Impassable*	Clear*
3	Clear	Clear	Hill
4	Hill	Clear	Woods
5	Clear	Woods	Clear
6	Clear	Hill	Clear
7	Clear	Clear	Gully
8	Clear	Woods	Clear
9	Clear	Rocky	Clear
10	Clear	Clear	Impassable
11	Hill	Impassable	Hill
12	Woods	Rocky	Clear

\*There will be water somewhere on the table, not necessarily in that section. See *Water* under *Terrain Type*.

*Example – I rolled on the General Terrain Table and it was determined that the terrain would be open.*

*I then roll 2d6 on the Terrain Generator Table for section one and score a 6. This means I have a Clear section. This means that section one will be empty. I next roll for section two and score a hill. This means that section two will have a hill in it. I continue until all nine sections have been rolled for.*

## TERRAIN TYPE

This section describes the types of terrain found on the Terrain Generator Table (page, 28) and what effects it may have on your troops. For ideas on terrain and buildings I suggest watching movies of the appropriate genre.

Each terrain piece should be large enough to occupy the whole section of the table that it is in. If needed, instead of one large piece of terrain, multiple smaller pieces of the same type can be used instead.

The important thing is to understand that the whole section is composed of that type of terrain.

No matter what, make the terrain work for you with whatever you have. The types of terrain are as follows:

### CLEAR

Open, flat, area without cover or concealment. Regardless of the actual ground cover, it's flat with wide open fire lanes.

# RALLY ROUND THE KING

## DESERT

Flat, clear, areas of sand without cover or concealment. If Sand is rolled once then *replace all* clear, on the table, with sand. Moving in sand is at half speed.

## GULLY

Shallow folds in the ground, that prevent any units inside from seeing out or being seen from outside the gully. Units within 1" of the edge of the gully can see and be seen and will count as being in cover.

## HILL

Elevation of ground where the ridgeline, or highest point of the feature, blocks LOS to those units behind it. Units within 1" of the ridgeline can see and be seen and will count as being in cover. Units closer to the ridgeline are considered uphill of those that are farther away.

## IMPASSABLE

Impassable is rocky and inhospitable terrain that reduces movement in the following ways. Only Skirmish infantry can move through it and then only at 1/4 normal speed.

## POPULATED

This represents a village or similar populated area. Infantry can move into buildings at half its move and will count as in cover.

## ROCKY

Movement is reduced to half speed through these areas for infantry and mounted troops may only move through it on a road. Those in the feature can see and be seen normally anywhere in the feature. Units inside are considered to be in cover.

## WATER

If you've generated water for the table roll 2d6, add the results together, and consult the Water Generator Table (page, 29).

## 2

### WATER GENERATOR TABLE

(Adding the scores together)

#	Water
2	Lake/Sea – Water covers part of the right edge of sections three and nine and the entirety of right edge of section six. Water extends at least six inches onto the table.
3	Pond – Water is roughly 9" x 9" and is located in the section that generated the water result.
4	River – Water runs from the top edge of section one to the bottom edge of section seven. Water is two inches wide.
5	River – Water runs from the left edge of section seven to the right edge of section nine. Water is two inches wide. Automatic bridge
6	River – Water runs from the left edge of section four to the right edge of section six. Water is two inches wide.
7	Pond – Water is roughly 9" x 9" is located in the section that generated the water result.
8	River – Water runs from the left edge of section four to the right edge of section six. Water is two inches wide.
9	River – Water runs from the left edge of section one to the right edge of section three. Water is two inches wide. Automatic bridge
10	River – Water runs from the top edge of section one to the bottom edge of section seven. Water is two inches wide.
11	Pond – Water is roughly 9" x 9" and is located in the section that generated the water result.
12	Lake/Sea – Water covers part of the left edge of sections one and seven and the entirety of left edge of section four. Water extends at least six inches onto the table.

### LAKE / SEA/POND

Lake/Sea/Pond terrain features are impassable to all units, except for flyers.

### RIVER

After placing a river roll 1D6. On a roll of 1 the river is not fordable and a bridge one-stand-wide must be placed across it at some point. On a roll of 2 or 3 the river is fordable for up to half its length. (Fords should be marked.) On a roll of 4 through 6 the river is fordable it's entire length. Forging is performed as follows:

The Body must stop at the river's edge and forfeits any remaining movement.

Next turn, the Body moves to the opposite edge and stops inside the river.

# RALLY ROUND THE KING

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On subsequent turns, the Body moves out of the river at the normal rate minus 1d6 until no units of that Body remain in the river.

Units in rivers are considered “downhill” of units on the river’s bank and no unit may ever fire while in a river.

## WOODS

Either wooded areas or jungles. Movement is reduced to half speed through these areas for infantry and mounted may only move through it on a road. Those at the edge of the woods count as in cover and can see and be seen by those outside the feature. Those outside 1" of the edge cannot. Visibility inside these terrain features is limited to 6".

## ADMINISTERING TERRAIN EFFECTS

All terrain effects are administered by “Body” not “unit.” Terrain penalties are in effect until all units of a given Body clear the terrain in question.

## PLAYER BASELINES

---

*Rally Round the King* is generally played on a 4' X 3' surface. After the defender has determined what the tabletop terrain will be, the defender is allowed to choose a baseline. This is the table edge where the defender’s troops will set up on. The opposite table edge is the attacker's baseline, the edge from where the attacker will come from.

## RIGHT OF REFUSAL

---

Once the defender has placed the terrain and has chosen its baseline (page, 30), the attacker is permitted the right to refuse combat. The attacker decides he does not like the terrain and refuses to fight.

The defender must then go through the terrain selection process again. The attacker is allowed to refuse combat for a second time.

After two refusals the attacker must accept the third time, or if refusing for a third time, one campaign season is advanced.

Please note that in a campaign game whoever is the attacker, as used here, will suffer a -1 modifier for National Morale. This is cumulative for each season applicable. Once the army fights a battle the modifiers no longer apply until they’ve refused battle, as above, at which point they start accumulating again from zero.

Not fighting a campaign? Then the attacker is allowed to right of refusal only once and must accept the terrain as rolled the second time.

## PLACEMENT

---

Once the attacker has accepted the terrain for the battle the troops can be placed. Here's how it's done.

## DEPLOYMENT RESTRICTIONS

The following restrictions apply to deployment

- All units must be placed between 3” and 12” from their respective baselines (page, 30).
- No unit may be placed less than 12” from either sideline.
- No “Melee” Foot unit or dismounted Cavalry unit may be placed less than 18” from either sideline.

## SCOUTING EFFECTS ON PLACEMENT

Compare the Scouting Value of each side.

- If your opponent has tripled your Scouting Value, you must place nine units on the table for every three units your opponent places until all of one side has been deployed. The remainder of the units is then deployed.
- If your opponent has doubled your Scouting Value, you must place six units on the table for every three units your opponent places until all of one side has been deployed. The remainder of the units is then deployed.
- In all other circumstances both sides will place three units at a time.

## PLACING THE UNITS

The first three units, or more if the defender has been out scouted, will be deployed by the defender, following the restrictions as laid out previously. One of the first units placed *must* be its CinC.

After the defender has placed its first units the attacker must then place its units. One of the first units placed *must* be its CinC.

Placement continues until one side has placed all their units. When this occurs the other side will place the rest of its units.

# RALLY ROUND THE KING

---

**Word of Advice:** Now the battle may begin. It is during deployment and the first turn of the battle that you, as Commander in Chief, have the most control. After that, events may start to run along out of your hands. That is one of the entertaining aspects of Rally Round the King. In the Ancient and Medieval worlds, leaders started the battle rolling and then things pretty much went their own way. But all is not lost if you have a good deployment, reserves, and a great sense of timing!

## RULES OF WAR

You've finally gotten your troops to the table. Now what?

Let's go over the rules for fighting your battles as you will use them during the game.

### PLAYING THE GAME

---

Rally Round the King is played in turns and each turn follows a strict sequence.

*The turn sequence always goes from right to left.*

This means that the active player starts on the far right of its army and finishes on the far left. Once finished the turn goes over to the other player, who is now active, and the player now follows the turn sequence. Play continues until the battle is over.

### TURN SEQUENCE

---

The attacker activates first

- The active player starts with its first Body, on its right flank.
- If the active player wants the player can spend one point of War Rating (page, 9) to activate that Body.
- If the Body is already active it will move (page, 26).
- If the Body is within missile range of an enemy it will automatically fire.
- If the Body is currently in melee with an enemy it will be resolved.
- If any movement, charge, melee, fire, done by the Body causes Reaction Tests, the tests are taken.
- After ALL actions and reactions caused by the first Body are resolved the player moves to the next Body to the *left* of the first Body and the process is repeated.

- After all Bodies in the player's army have finished their turn it becomes the other player's turn.
- The other player now becomes the *active player* and does the same thing that the previous player did. Note that by each player starting from their right and finishing with their left the play will move in a circular motion.

The turns continue until one of two things happen.

- One player's army has been forced from or voluntarily left the field.
- The players decide to end the battle by mutual consent.

### ACTIVATION

---

Each turn, the *active player* may *activate* as many *Bodies* as available War Rating points. There are two important things to remember about *active Bodies*.

- Bodies must be activated to begin moving.
- Once activated, Bodies must continue moving at least half speed until forced to stop (page, 35).

### MOVEMENT

---

There are two types of movement, voluntary, when the group is *active*, and involuntary when caused by a caused Reaction Test (page, 37).

#### VOLUNTARY MOVEMENT

When active a Body can move as the player desires with the following restrictions.

- *Bodies* of troops with varying speeds may only move as fast as the slowest unit in the Body. If troops wish to move faster than the slowest unit permits, the Body must be broken up (page, 34).
- Units may use their full movement allowance only if they do not change direction either before or during their movement (page, 32).

Oblique movement is not allowed.

Backward movement is only allowed when *giving ground* or by *Skirmish* units.

#### MOVEMENT RATES

Movement rates reflect the formation and order that troops actually used. Troops in looser formation (represented by fewer figures per stand) moved quicker than those in close formation.

# RALLY ROUND THE KING

For movement purposes only:

- **Missile chariots** count as two figures.
- **Melee chariots** count as three figures.
- **Elephants and other large beasts/monsters** count as three figures.
- **Artillery** count as four AC6 figures regardless of actual AC.



This picture is an example of the two armies moving towards each other. The Orc army to the top also had a plan to Penetrate the Center. As they had more units they have bulked up their center with a screen of archers protecting the first rank of the main body. The player decided to hold back a reserve of his heaviest and best troops to the rear but left his left flank vulnerable.

## FOOT MOVEMENT RATES

Normal move (retire/pursue\*)

# of Figs	AC 2	AC 4	AC 6
2	8" (4")	8" (4")	6" (3")
3	8" (3")	8" (3")	6" (2")
4	6" (2")	6" (2")	4" (1")

## MOUNTED MOVEMENT RATES

Normal move (retire/pursue\*)

# of Figs	AC 2	AC 4	AC 6
2	16" (8")	14" (8")	10" (4")
3	12" (6")	12" (6")	8" (3")
4	10" (4")	8" (4")	6" (3")

\* Units forced to pursue will roll 1d6 and move either one inch less than the listed distance (1-2), the listed distance (3-4), or 1 inch more than the listed distance (5-6).

## CHANGING DIRECTION

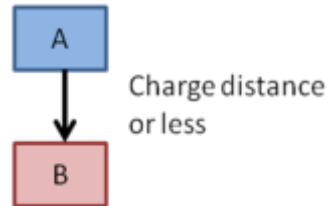
In this section we will explain how your bodies can change the directions that they are facing during the battle.

### FACING THE ENEMY

Units *facing* an enemy, which is facing them and in that enemy's charge reach, may only move forward or remain stationary.

Units *not facing* an enemy, which is facing them and in that enemy's charge reach, may move as desired.

Unit A may move forward or remain stationary

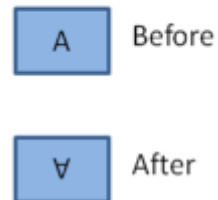


### ABOUT FACE

Foot units may *about face* (change facing 180 degrees) at a cost of half their movement. This can be done at the start or end of their turn.

Mounted and Artillery units may *about face* (change facing 180 degrees) at a cost of their full movement.

Unit A performs an about face turning on its center



### WHEELING

Wheels take place at the start or end of the turn.

Bodies may wheel into melee.

Foot units will forfeit their whole move when wheeling.

Mounted units will forfeit half their move when wheeling and can move the remainder of its move before or after the wheel.

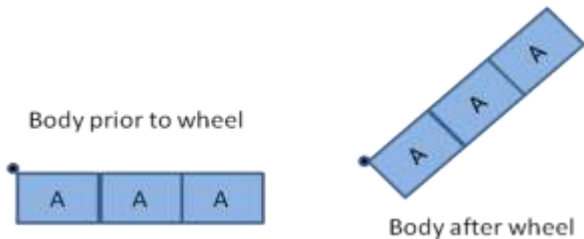
# RALLY ROUND THE KING

## WHEELING - HOW TO

Bodies may wheel to the right or left as desired.

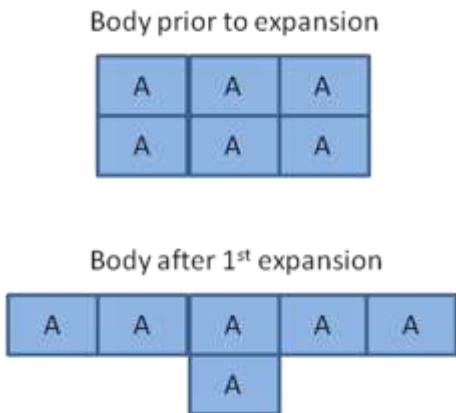
- **In a right wheel**, the *right* front unit's right front corner is the *pivot point* and remains stationary. The unit now moves forward in an arc toward the right.
- When it has finished moving, the other units of the *Body* move to conform to this arc.
- A *unit* may not exceed its normal movement allowance.
- A *Body* may not wheel over 45 degrees in one turn\*.
- In a left wheel all *rights* become *lefts*.

\*Exception: A *Body* of one unit wide may wheel up to 90 degrees per turn.



## EXPANDING

Bodies with more than one rank may expand the front rank of Bodies by one unit on each end. This also allows for those units to enter an existing melee that the *Body* is in without any Wanting To Charge or Being Charged test being taken by either side. When doing this ensure that no unit winds up further from its starting position than its movement allowance permits.



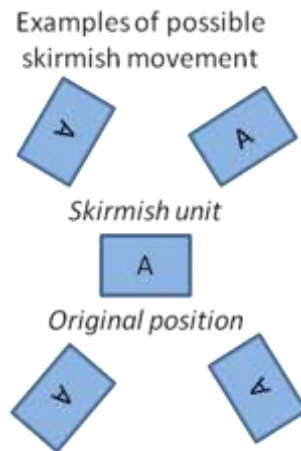
## DISMOUNTING

You may choose to dismount any mounted troops at anytime during the battle.

- Dismounting is done in lieu of moving.
- Once dismounted the troops may not re-mount. Their mounts are reclaimed after the battle.

## SKIRMISH MOVEMENT

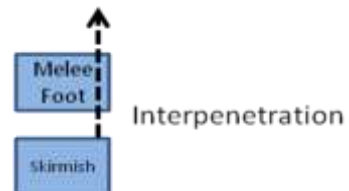
*Skirmish* units move differently from other troops. They are allowed to move in any direction, up to their full movement allowance. They may then be faced in whatever direction you desire.



## INTERPENETRATING

Interpenetrating is when one unit physically moves through another unit.

- *Skirmishers* may pass through any friendly unit that does not move or fire on the turn it is being passed through.
- *Skirmishers* may be passed through by any friendly unit if the *skirmishers* do not move or fire while it is being passed through.
- *Skirmishers* that are contacted with *retiring* friends are routed instead.



# RALLY ROUND THE KING

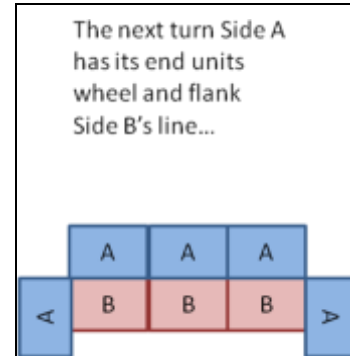
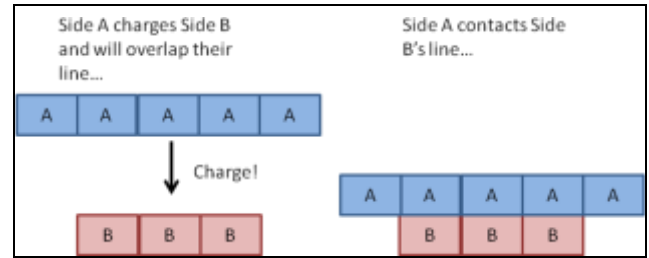
## CHARGING

Charging can be both voluntary and involuntary movement.

Charging is done by units. Units of the same Body and directly behind a charging unit may be pulled along in the charge.

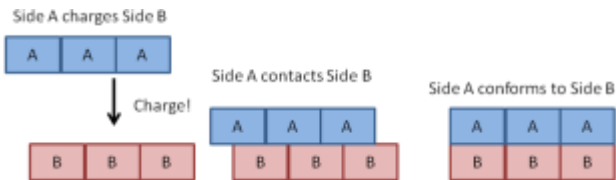
- If the charging unit, to the front of the following unit, has an equal or higher Rep the following unit *will* be pulled along in the charge.
- If the charging unit, to the front of the following unit, has a lower Rep the following unit *will not* be pulled along in the charge. However, if the player desires, the unit may voluntarily follow into the charge.

If a unit belonging to a charging Body is forced to halt, retire, or routs all units of the same Body which are directly behind it will also do so.



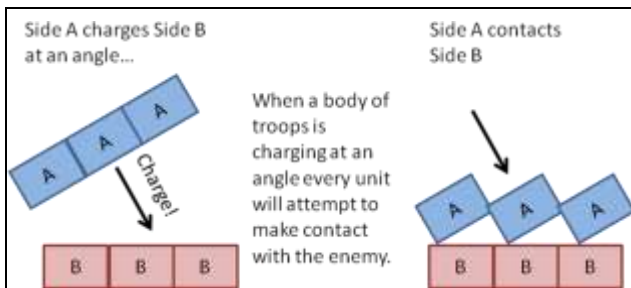
## CONFORMING TO THE CHARGE

Units that charge will always try and match up to the target of the charge. This means that if needed, the charging unit will be shifted left or right up to 1/2 the base width to conform.



## ANGLED CHARGES

When a body of troops is charging at an angle every unit will attempt to make contact with the enemy.



Charging units that overlap the enemy line may wheel the following turn to flank the enemy line.

## FORMING & BREAKING UP BODIES

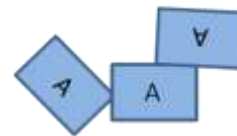
Bodies can be formed or broken up when *active* as the player desires.

Bodies can be broken up by a failed Reaction Test at *anytime*.

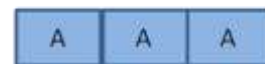
## REFORMING BODIES

When units facing different directions, and are not in contact with the enemy, come into contact and form one *Body* you must spend the following turn reforming into a coherent group. The reformed group should be based on the center of the different units that came together.

Units come into contact



Units take one turn to reform



Reforming can also be used to bring troops back into line that have remained in contact but changed facing based on combat, etc.



# RALLY ROUND THE KING

## STOPPING BODIES

Bodies are stopped by any of the following conditions:

- As the result of a Reaction Test (page, 37).
- Coming within 1" of other friendly Bodies blocking their way.
- Impassable terrain.
- Reaching a terrain feature you wish to occupy (must be identified when the unit is activated).
- After a *pursuit* (page, 36).
- Coming into an eligible position to fire at an enemy.

Once stopped, a Body must be reactivated to resume movement. An exception is that an inactive unit can be *swept along* by the remaining units in the Body.

*Example - A Body of six Elvish Spearmen, three wide and two deep are active. The outside unit takes a Reaction Test and the result causes it to halt. It is now inactive.*

*Next turn the remaining units of the Body which are still active continues to move with the inactive unit now "swept along" without having to spend an activation point.*

## INVOLUNTARY MOVEMENT

This section covers movement that is involuntary and may occur whether active or not.

### ADVANCE

A unit called upon to advance moves directly forward at half speed. If this would result in contact with the enemy then the unit must take the Wanting to Charge Test. If the Reaction Test that caused the advance was due to an enemy action to the flank or rear, it is allowed to turn to face this enemy before advancing.

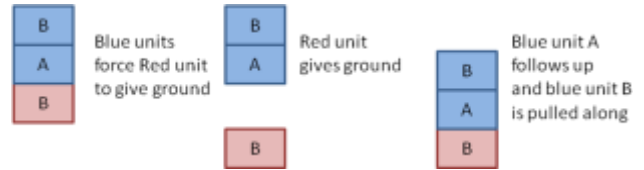
A unit that has been fired upon or threatened from flanks or rear *and* is within an enemy unit's charge reach and already facing them will *halt* in place instead counting as facing all directions.

### CONTINUOUS MOVEMENT

Once a Body has begun to move it must continue at half speed or faster until forced to stop.

## FOLLOWING UP

Units that cause enemies to *give ground* and are not in contact with another enemy unit must *follow up* 1" and remain in contact. Units of the same Body in contact behind the following up unit may be pulled along as if in a charge (page, 34).

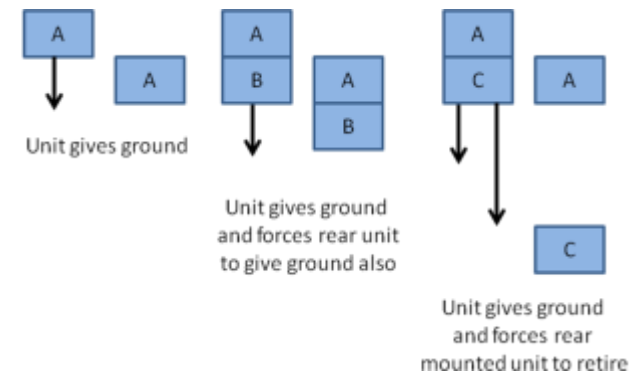


## GIVING GROUND

When a unit is forced to *give ground* it moves directly backwards 1". This unit ends this move facing the unit that forced it to *give ground* and takes one hit. *Taking this hit does not cause a Reaction Test* (page, 37).

- Units giving ground will force back other foot units in contact behind them. These units that are forced back do not take one hit.
- Mounted units contacted in this way will retire instead causing them to take one hit.
- If the enemy unit that caused the result of *giving ground* cannot *follow up* the unit forced to *give ground* remains in place but still takes one hit.

*Example: An Elven unit is forced to give ground by an Orc unit. However, the Orc unit is still in contact with another Elven unit, although only by tip-to-tip contact, and may not follow up. The Elven unit will remain in place instead of moving backwards 1" but still takes the hit.*



# RALLY ROUND THE KING

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## **HALT**

Once a unit halts, it is no longer *active*.

When one unit in a *Body halts*, any units directly behind it will also halt.

Units that are forced to *halt* by units they are not facing will turn to face them, unless they are already in an enemy unit's charge reach and already facing that unit. In this case they will halt and count as facing all directions.

Units called upon to fire but have turned to face may not fire.

If one unit of a *Body* halts the other units in the *Body* may also halt or continue to move. If they choose to halt they are still considered to be active and on the next turn can sweep away the halted unit (page, 36).

## **PURSUE**

Any unit that causes an enemy to *retire* or *rout* must roll 1d6 to see if it will *pursue*.

- Units that were defending in the first round of melee will pursue the enemy on a roll greater than their original Reputation.
- Units that were *continuing a previous melee* will pursue the enemy on a roll greater than their original Reputation.
- Units that were *charging* will pursue on a roll equal to or less than their original Reputation.

If a leader is with a unit, you may alter the die result by one number up or down at your discretion.

## **PULLED ALONG IN PURSUIT**

Units directly behind and in base contact with units that are to *pursue* may be pulled along with them.

- If the pursuing unit, to the front of the following unit, has an equal or higher Rep the following unit *will* be pulled along in the charge.
- If the pursuing unit, to the front of the following unit, has a lower Rep the following unit *will not* be pulled along in the charge. However, if the player desires, the unit may voluntarily follow in *pursue*.

When making *pursuit* moves, measure the distance from the point of contact or point where the charge move ended if no contact occurred.

Flyers will pursue at Attack Level.

## **LEAVING THE BATTLEFIELD**

Any units *pursuing* an enemy off the board may return on the following turn or later if the player desires. These are the only units that may ever return from off the battlefield. Units that leave the battlefield voluntarily may not return.

Pursuing units will return to the table as follows.

- They must be *activated* in order to do so.
- They return at the spot that they left.
- If units leave as a *Body* they may return as a *Body*.

## **RETIRE**

*During the battle units may be called on to Retire.*

They will move directly away from the unit that caused it to retire, ends its move facing that unit, and take one hit. *Taking this hit does not cause a Reaction Test (page, 37).*

- If during their move they contact a friendly non-skirmish unit, they halt 1" from contact and receive one additional hit.
- If during their move they contact friendly *Skirmish* units they will interpenetrate them (page, 33) causing the Skirmishers to rout.
- If pursuing enemies re-contact them, or if they collide with another enemy, or if they collide with impassable terrain, they will rout.

## **ROUT**

When a unit routs it is immediately removed from the table.

They now are assumed to have taken hits equal to their original Rep.

## **SIMULTANEOUS ROUTS**

When two opposing units rout at the same time due to melee the unit with the higher modified current Rep will continue melee while the other will rout. This surviving unit will also receive one hit. If both units have the same modified current Rep then they both receive a hit and the melee continues.

# RALLY ROUND THE KING



Artwork by Andrea Sfiligoi

## REACTION TESTS

The Reaction Test is the core of *Rally Round the King* and all Two Hour Wargames products. Players will do well to study this section.

The Reaction Test represents the effect of various stressful situations on a unit's ability to perform tasks as ordered. The consequences of Reaction Test dice rolls can often change defeat into victory, or vice-versa!

### HOW TO TEST REACTION

To take a Reaction Test the player rolls 2d6 and compares the result to the modified Rep of each unit taking the test. This will result in the unit passing 2d6, 1d6, or 0d6 (page, 3). See page, 76 for the complete list of modifiers that are applied when taking a Reaction Test.

Note that one set of d6 are tossed for each Body and the results applied to its units individually. This means that units in the same Body taking the same test may behave differently!

As soon as the test is taken be sure to immediately carry out the subsequent results. Results will be applied from right to left of the player in question.

The Reaction Test used is based on the Army Type of the army in question (i.e. A, B, or C).

### OUTNUMBERED

One of the Reaction Test modifiers is *outnumbered*. This applies if the unit is in melee with a unit or combined units that have more figures than the testing unit.

It also applies when there are combined units that have more figures than the testing unit(s).

When using individually based figures be sure to consult the appropriate Army List (page, 10) to determine when a unit is outnumbered.

*Example - I am playing with individually based figures. I have a Skirmisher Foot figure. It represents two figures on the actual Army List. I attack with a Mounted Knight unit. It represents three figures on the actual Army List. Therefore, when the two enter melee the Skirmisher (two figures) is outnumbered by the Knight (three figures).*

### WHEN TO TAKE A REACTION TEST

Here's a list of the various Reaction Tests taken by units in *Rally Round the King*.

- Enemy Threat
- Received Fire
- Wanting to Charge
- Being Charged
- Involved In Melee
- Leader Lost

### ENEMY THREAT TEST

When a melee unit begins its move outside of 4" from an enemy unit and ends its move facing and 4" or less from that unit, the stationary unit will take the Enemy Threat Test.

Only one test is taken whether threatened by one or more units.

# RALLY ROUND THE KING

*Example - An Orc Infantry Melee unit starts its move 10" from a Riata Warrior Melee unit. The Orc is active and moves 6" stopping 4" away and facing the Warrior unit.*

*The Warrior unit must now take the Enemy Threat Test. The Warrior rolls 2d6 and scores a 1 and a 5. Comparing the results to the Warrior's Rep of 4 it has passed 1d6. Looking at the pass 1d6 column it says the Warrior will halt in place.*

## RECEIVED FIRE TEST

When a unit is fired upon it must take the Received Fire Test whether or not any hits are taken.

Only one test is taken whether fired up on by one or more units.

*Example - A Riata Archer unit fires 1d6 at the Orc Infantry unit. It does not cause a casualty to the Orcs but it does cause a Received Fire Test.*

*The Orcs have a Rep of 4. I roll 2d6 and score a 2 and a 4, passing 2d6. This causes them to advance forward 1/2 their normal move. This will result in contact with the Archer unit so the Orc unit must now take a Wanting to Charge Test.*

## WANTING TO CHARGE TEST

When a unit wants to enter melee (page, 40) or hand-to-hand combat the Wanting To Charge Test is taken.

*Example - The Orc unit has a Rep 4. It has the following modifier +1 for being in contact with a friendly unit for a modified Rep of 5.*

*I roll 2d6 and score a 3 and 5, pass 2d6, and charge forward. The Orc unit is stopped 1" from contact with the archers.*

## BEING CHARGED TEST

When a unit is being charged it will take the Being Charge Test when the charger reaches 1" from contact. If this test results in the target unit countercharging, move it into contact with the original charger.

*Example - A Riata Warrior unit is being charged and must now take a Being Charged Reaction Test. Their base Rep is a 4 with no modifiers. The dice score a 5 and a 4 passing 1d6. Referring to the passed 1d6 column the Warrior unit will halt. The Orc unit is moved into contact.*

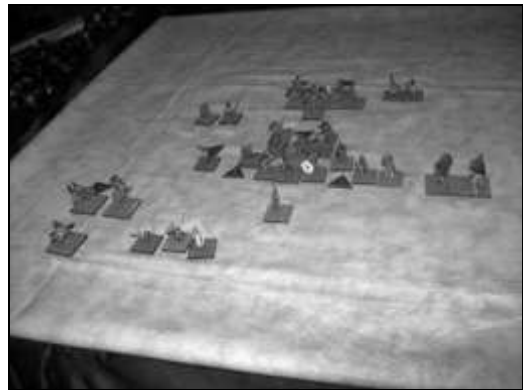
## INVOLVED IN MELEE TEST

After each round of melee has been completed (hits given out) every unit in melee must take the Involved In Melee Test.

*Example - The results of the melee between the Warrior and Orc units saw the Warrior taking two hits and the Orc one. Both units now must take an Involved in Melee Test. They do so whether they had received hits or not.*

*The Warrior has a modified Rep of 2 (4 - 1 for each hit) and the die score is 3 and 4. They have Passed 0 dice and score a rout. They are immediately removed from play.*

*The Orc unit has a modified Rep of 3 (4 - 1 for the hit). They roll a 4 and a 1, passing 1d6. This is a result of Other Foot Give Ground. The Orc unit is pushed back 1" and receives an additional hit. But because the Warrior unit routed, the Orc does not Give Ground but still takes the hit.*



*In this picture we can see that the armies are mixing it up quite well. The Empire cavalry has routed on the left flank as have the Empire infantry on the left. But in the center the heavier infantry are pushing back the Orc center. Note the triangle markers on the table. These are color coded and numbered to keep track of casualties at a glance.*

# RALLY ROUND THE KING

## LEADER LOST TEST

When the Commander in Chief is lost due to rout, wounds, or death, the whole army must immediately take a Leader Lost Test.

If a Captain is lost, only the units within two inches of the Captain's base must take this test.

*Example - A Warrior unit receives news that its Leader has fled the field. It must immediately take a Leader Loss Test. The Warrior unit has a modified Rep of 3 (4 -1 for a hit) and scores a 1 and a 5, passing 1d6. Looking on the passed 1d6 column of the test and score a result of retire. They immediately move away from the enemy and take one hit.*

## HITS

Hits represent actual casualties and a slow erosion of the units will to fight. As a unit takes a hit it is tracked by placing a marker next to it. Each hit taken will count against the Rep of the unit when they take a Reaction Test.

It is possible for a unit to take more hits than Rep and still function on the table until they fail a Reaction Test.

## SHOOTING

There are two ways to inflict damage in *Rally Round the King*. In this section we cover missile fire or shooting for short. But before you can shoot at something you have to see it. That means a Line of Sight or LOS has to be established.

### LINE OF SIGHT

A straight line from the shooter to the target is called a Line of Sight or LOS. Line of Sight extends across the whole table and is affected by the following.

- Units may not fire through other units, friendly or otherwise.
- Units may not fire through buildings or blocking terrain.
- Units on the crest of a hill cannot fire at units on the opposite side unless at a distance of 1".
- Units may, however, *always* fire at 1".

### MANDATORY FIRE

Missile fire is mandatory for all Missile and Skirmish units with LOS who are active and are in range of enemy units. Because of this a unit may sometimes fire several times in the same turn.

Missile and Skirmish units may attempt to charge in lieu of mandatory fire.

Mandatory Fire takes place when a Missile or Skirmish unit *begins* the turn in range of an enemy, does not move, and does not contact the target.

### HOW TO FIRE

To fire you must have all of the following apply.

- You must have LOS to the target.
- The target must be within range.
- The target must be within the firing arc of the shooter. The firing arc is normally straight ahead of the firing unit, the width of the base. In addition all Skirmishers, Chariots, and Elephants may also fire to their direct rear, the width of the base.

### MISSILE RANGES

Missile ranges are as follows:

MISSILE RANGES	
Unit Type	Range
Foot Missile units	6"
All skirmish, dual armed, Mounted and Firearm units	3"
Engines	12"
Cannons	18"

### MISSILE MODIFIERS

Here are the modifiers that are applied to each d6 rolled by the shooter when firing.

MISSILE MODIFIERS	
Circumstance	Modifier
Target is mounted	+1
Target is in cover	-1
Shooting unit has Elite Training	+1
Shooting unit has 3 figures	+1
Shooting unit has 4 figures.	+2

### CASUALTIES FROM MISSILE FIRE

Missile units will use 2d6 and modify each die by any applicable modifiers.

Skirmish units will use 1d6 and modify each die by any applicable modifiers.

*All units* firing at the same target must combine their modified die-roll totals together into one grand total.

Each time your score exceed one over the AC of the target you score a hit.

# RALLY ROUND THE KING

The number of hits taken by missile fire cannot exceed the number of units firing at the target.

*Example – An archer unit fires at an AC4 target. The archer unit rolls 1d6 and scores a 5. This causes one hit (so would a result of 6).*

*Two archers fire at an AC2 target. Both roll 1d6 and score a 4 and a 6 for a total of 10. They have scored one over the target AC three times (9) but as they can never exceed the number of units firing at the target only two hits are taken.*

## FIRING AT MULTIPLE TARGETS

Multiple targets in the same arc of fire must be fired upon. The hit would be applied to the lower AC target, but both targets will have to take a Received Fire Test.

*Example - Two units of Orcs, one AC4 and one AC2, are side-by-side and in the firing arc of an Elven Missile unit. The Elves roll 2d6 and score a 4 and a 6 for a total of 10. Although this would be enough for more than one hit only one hit is delivered. The hit has to go on the lower AC unit.*

## SUBSEQUENT FIRING AT MULTIPLE TARGETS

If you can fire at the same multiple targets in consecutive turns the second casualty, if there is one, can be applied to the higher AC unit if possible. If not it will be taken by the lower AC unit.

*Example - Continuing the previous example, the Elves fire in a consecutive turn and score a result of 8. As only one unit can cause one hit only one hit is applied to the AC 4 unit. If the score would have been 2 or 4 the hit would have been applied to the lower AC unit.*



Artwork Donna Faye Nail

## MELEE

This is the second way to inflict damage in *Rally Round the King*. Here's an overview of how melee works.

- You can only enter melee via a successfully wanting To Charge or Being Charged Test.
- Whenever opposing units come into base-to-base contact melee occurs. Base contact need not be complete and may be corner-to-side, side-to-side.
- If a unit finishes its move 1" or less from an enemy unit and not in contact it can be *drawn* into melee. It still must take the Wanting To Charge Test.
- A moving unit always contacts the enemy with its front side. The non-moving unit may be contacted on any facing side.
- It may be that more than one moving unit contacts a single enemy. This is also valid and constitutes a multi-unit melee. When a multi-unit melee occurs all melee dice are combined and modified, totaled and applied to all eligible targets.

## HOW TO MELEE

Units in melee will roll 1d6 each. To this add applicable modifiers. We have grouped them together on page, 74.

Each time you exceed the AC of the target by one you will score a hit. Unlike missile fire where each unit can only cause one hit, there isn't a limit on how many hits one unit can inflict in melee.

*Example – A Warrior unit attacks an AC2 target. The Warrior unit rolls a 6. For each 3 scored a hit is scored. The target takes two hits.*

## MULTIPLE UNIT MELEES

Often you will have more than one unit in melee at the same time with more than one enemy unit. When this occurs all units in melee with the same enemy unit will combine melee dice.

*Example - One Warrior unit, AC4, comes into melee with two Orc Infantry units, AC2, (one in direct base-to-base, the other corner-to-corner). The Warrior rolls 1d6 and scores a 4. This scores one hit on one of the Orc units. The two Orcs roll 1d6 each and score a 4 and 5 for a total of 9. This results in one hit on the Warrior. Note that to score two hits they would have to exceed the AC of the Warrior (5) twice.*

## RALLY ROUND THE KING

Hits may be distributed as the rolling player sees fit except the lowest AC unit will receive hits first. Remaining scores are applied to the other units. (Check versus their AC individually).

*Example - One Warrior unit, AC4, comes into melee with two Orc infantry units, AC2 and AC 4, (one in direct base-to-base, the other corner-to-corner). The Warrior rolls 1d6 and scores a 5. This would score one hit on either of the Orc units. But because it cannot cause two the lower AC unit takes the hit.*

### CONSECUTIVE MULTIPLE UNIT MELEES

As we've noted hits are given out from the lowest AC to highest AC when there is more than one target unit.

But what if the melee continues? Easy, the first casualty will go to the lower AC unit. The second must go to the higher AC unit. Basically no unit in a multiple unit melee may receive a second hit until all friendly unit involved have suffered one.

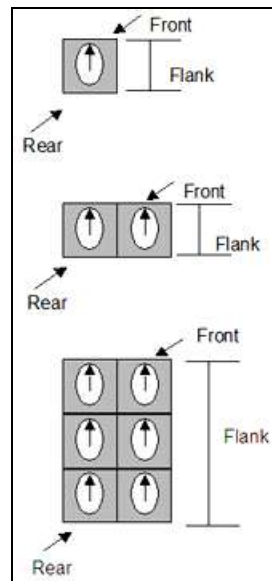
*Example - Three units, AC2, AC4 and AC6 are in the same body and receive casualties. Turn one - The enemy scores a combined melee total of 12. This equals one to the AC2 (3) and 1 to the AC4 (5) with 4 going unused and lost. The next turn the enemy score is a total of 15. The first hit must go on the AC 6 target (7), then goes to the lowest AC2 (3) and the last on the AC4 (5) target. None of the total goes unused.*

### FLANK OR REAR ATTACKS

Flank or rear attacks can be devastating when carried out. To qualify as a flank or rear attack the moving unit must start and end its movement behind the front facing of the target and end its move in contact.

*Bodies* have their facings defined by the front units. Units directly behind the front unit do not have a front facing.

Units charged to the flank or rear must pass a Receive Charge Reaction Test on both dice, otherwise they will rout. If they do pass then they are considered to have faced the enemy and are no longer considered to have flanks or rear presented. The stands are not actually turned unless required to pursue after melee.



### SKIRMISHERS ATTEMPTING TO CHARGE

Skirmishers can charge non-skirmishers only after those units have received hits equal or greater than their original Reputation.

Otherwise, *Skirmishers* that come into contact with non-skirmishers will rout immediately!

### ARTILLERISTS IN MELEE

Artillerists are considered *missile* units for melee purposes.

### ELEPHANTS

Any Elephant unit which receives a *rout* result does not leave the table but instead will charge (no test necessary) maximum move in a direction determined by rolling 1d6.

- A result of 1 to 4 means it will move directly away from the cause of the rout.
- A result of 5 means it will move 45 degrees to the left and away from the cause of the rout.
- A result of 6 means it will move 45 degrees to the right and away from the cause of the rout.

If the Elephant unit makes base contact during that charge, it automatically melees that unit, regardless of whether it is friend or foe. Although the Elephant did not need to take the Wanting To Charge test the target must take the Being Charged Test.

It will continue in this direction until it departs the table or receives a second rout result which will require it to be removed from the map.

# RALLY ROUND THE KING

This rule can also be adapted to fit other unreasoning monstrous creatures.

## RISK TO LEADERS AND CAPTAINS

All Leaders and Captains must be *attached* to a friendly unit, unless playing with individually based figures. That is, they must be mounted on a stand with other figures. If a Leader or Captain unit suffers a hit in melee or from missile fire the player must roll 1d6 per each hit scored. If the result is a 6, the leader is at risk.

Roll 2d6 and consult the Leader At Risk Table.

<b>2</b>	<b>LEADER AT RISK</b>
	<i>Taken versus the Rep of the Leader</i>
	<i>A result of "6" is always a failure.</i>

# D6 Passed	Result
2	Carry on.
1	Out of the Fight.
0	Obviously dead.

**Carry on** - Leader recovers and returns to fight next turn.

**Out of the Fight** - Leader cannot function anymore and is removed from the table. If unit was routed then Leader is captured.

**Obviously Dead** - Leader is dead.

## TRACKING HITS

During the battle units may take hits in the following ways.

- From *retiring* (one hit).
- From routing (hits to bring the Rep down to zero).
- From *missile fire* (one hit per each hit).
- From *melee* (one hit per each hit).

When a unit takes a *hit* a marker is placed next to the unit. As the number of *hits* increase change the marker to reflect this.

You can choose to use small colored dice, card board counters or use the ones we have available for purchase on our website. These markers are color coded and marked on both sides to easily see the status of the unit involved.



*The battle is now in full swing. The Empire cavalry on the right has been dispatched to protect the left flank. The infantry in the center are holding their own, having eliminated both the Orc archers and the first rank of the main body. The Orc player has now committed his reserve and CinC to bolster his attack.*

## AFTER THE BATTLE

After the battle has ended, depending upon what type of game you are playing, here's how you handle the result.

### STAND ALONE GAME

The game was a pickup game for fun and who won or lost is easily determined.

### TOURNAMENT GAME

In this game, the players count points to field their army. To see who the winner is do the following procedure.

- Start with number of points you played with.
- Subtract from this the point value of any unit that routed or voluntarily left the table.
- Add to this total the point value of any enemy unit that routed or voluntarily left the table.
- The higher total has won.
- If the modified point total is equal then the battle was a draw.

*Example - I started the game with 400 points. I lost 125 points in routs. I gained 100 points in enemy routs. My total for the battle is 375 (400-125+100).*



# RALLY ROUND THE KING

## CAMPAIGN GAME

When playing in a campaign (page, 56) use the following Major Pursuit rules.

## MAJOR PURSUIT

In real battles most of the casualties were inflicted after the battle was over and the pursuit was started. Here's how we reflect this.

- The loser places his *routed units* or those *that left the field voluntarily* back on the table in a single line from right to left.
- The winner then places one of his non-routed units opposite one of the losing units. *This is called being pursued.* The winner must start with the opposing unit worth the least points and continues to the unit that is worth the most points.
- If all losing units are occupied *pursued* any remaining winner units are removed from the table.
- Any losing unit not being pursued is removed from the table and automatically recovered.
- Now it is time to see if any of the losing units that are being pursued are recovered.

## CASUALTY RECOVERY

Not all battlefield casualties are permanent. Men who have lost their way, lightly wounded men, scattered men, and *temporary* deserters often wander back to the *standard* to fight, or run away, another day.

- The winner removes all of its hits from all of its units.
- The winner recovers all of the units that routed or voluntarily left the battle. These can fight in the next battle.
- The loser removes all of its hits from all of its units.
- The loser recovers all the units that are not being pursued as outlined in the Major Pursuit section (page, 43).
- All pursued losing units must take this test.
- Roll 2d6 and determine how many d6 are passed, a score equal or less than the Rep of the unit, and consult the Casualty Recovery Table (page, 43).
- Carry out the results.

**2**

## CASUALTY RECOVERY

*(Taken versus the Rep of the unit)*

*A result of "6" is always a failure.*

# D6 Passed	Result
2	The unit returns and can fight in the next battle.
1	If the unit is being pursued by an enemy with an equal or slower movement rate then count as if passed 2d6.  If the unit is being pursued by an enemy with a higher movement rate then count as if passed 0d6.
0	The unit leaves and cannot fight in the next battle.

*Example - The Orc has lost three infantry units. The Warriors has two units available for Major Pursuit.*

*The Orc lays out all three units.*

*The Warrior places the two units in Major Pursuit, adjacent to two of the Orc units, the ones with the lowest point values.*

*The Orc unit not being pursued is recovered.*

*The first Orc unit is being pursued by a Warrior cavalry unit with a higher movement rate. He rolls 2d6 versus his Rep of 4 and scores a 5 and 2, passing 1d6. The unit is removed.*

*The second Orc unit is being pursued by a Warrior infantry unit with an equal movement rate. He rolls 2d6 versus his Rep of 4 and scores a 1 and 5, passing 1d6. The unit is returned to play and can be used in the next battle.*

# RALLY ROUND THE KING



Artwork by Andrea Sfiligoi

## MAGIC

The following sections describe the use of Magic in *Rally Round the King*. Add this section whenever you are comfortable with the Basic Rules. Use as much or as little of it as you like. After all, it is your game!

### MAGIC USERS

Magic Users have been called by many names such as Wizard, Witch, or Sorcerer to name a few. Call them what you will, but these wielders of *Battle Magic* can decide the fate of nations with the cast of one spell. We're talking about Battle Magic not parlor card tricks. This type of magic is powerful and can affect armies not a group of farm boys on their first time into town. So pay attention to how it can make or break your army.

#### LEVELS OF MAGIC USERS

Every Magic User will belong to one of three levels that rate them by how powerful they are. Refer to the Magic User Table for basic info.

### MAGIC USERS

Level	Rep	Range	Area of Effect	Magic Pts	Cost
3	5	24"	5	40	80
2	4	12"	3	20	40
1	3	6"	1	10	20

**Level 1 Magic Users** are pretty common and of average ability.

- Rep 3
- Casting range of 6"
- Affect one unit
- 10 Magic Points
- Cost 20 points

**Level 2 Magic Users** are powerful and few in numbers. Do not be mistaken, they are *not* simply twice as powerful as a level 1 MU.

- Rep 4
- Casting range of 12"
- Affect up to three units
- 20 Magic Points
- Cost 40 points

**Level 3 Magic Users** possess almost limitless power. If they are not the King himself they definitely have his ear. It is indeed very rare to find a level 3 Magic User.

- Rep 5
- 40 Magic Points
- Affect up to five units
- Cost 80 points

### HIRING MAGIC USERS

Magic users are not listed on any of the Army Lists (page, 10). However they can be purchased like any other unit. They have a point cost just like other units and will cost one Recruiting Roll.

But there may not always be Magic users available for hire. To determine if there is roll 1d6 and modify it if circumstances apply and read the total on the Magic For Hire Table. This will tell you if there are any Magic Users available and what levels they are.

# RALLY ROUND THE KING

**1**

## MAGIC FOR HIRE

*Read the result for what it is*

*May never have more than 1 Level 3 MU in the army*

Circumstance	Modifier
Mana level of army	+/- up to 2
Each level 1 MU in army	+1
Each level 2 MU in army	-2

#	Available Magic Users
2 or lower	No Magic Users.
3	One level one Magic User.
4	Up to two level one Magic Users.
5	One level one and one level two Magic Users.
6	Two level one and one level two Magic Users.
7 or higher	Two level one, one level two and one level three Magic Users.

## ARMOR CLASS

All Magic Users are considered to be AC 4 regardless of what the figure is wearing. If a Magic User is attacked by missile fire or melee it will use the Leader at Risk Table found on page, 42. If more than one Magic User is at risk then each one must be rolled for separately.

## REACTION TESTS

Magic Users will test as missile troops for Reaction Tests.

## REVEALING MAGIC USERS

All Magic Users of the same side are grouped together when on the table. You cannot *sprinkle* Magic Users all over the battlefield.

A single figure represents all of the Magic Users used by an army.

When units are deployed for battle, the Magic User is *not* placed on the table. Instead prior to deployment her location must be written down. When the Magic Users cast its first spell she is said to *be revealed* and placed adjacent to the unit that is her bodyguard. The Magic User is considered to be with that unit at all times.

## CHANNELED MAGIC

Because Battle Magic is so powerful and volatile as well, all Magic Users on the same side are grouped together.

### THE CHANNELER

The highest level Magic User currently in the group is the one that all the Battle Magic is *channeled* through. Picture a stadium of people emptying out through one door. The channeler is that door. If there is more than one Magic User with the highest level then roll off to determine who will be the channeler. Note that channelers may be replaced for one reason or another during the battle.

### COMBINING MAGIC

Once the group is formed add all the Magic Points from each Magic User. This total is the number of points available for casting spells during the game. As spells are cast its points are used and removed from the total. As the number of points used equals the starting Magic Points of a Magic User she is removed from the group and assumed to have been taken off board to a safe place until after the battle is over.

*Example - One level two Magic User is grouped with three level one Magic Users. Combined they have 50 Magic Points. During the battle I use 10 points. One level one Magic User is removed.*

Units may be broken as desired, but once broken from the channeler the Magic User must leave the table as he had expended all his Magic Points. Once having left the table he may not rejoin the group.

## SPELLS

Spells in *Rally Round the King* are pretty powerful. Even a level one magic user can cast (think fire off) a spell that can affect a whole unit.

### DEFINING SPELLS

Here's what you need to know about spells.

- Spells can only be cast when the Magic User's army is active but does not require the use of a War Rating point (page, 9).
- Only one spell can be attempted per turn.
- The range that a spell may be cast is based on the level of the Magic User (page, 44). The range will be the distance for the level of the channeling Magic User and an additional

# RALLY ROUND THE KING

1" per level of the other magic Users in the group.

*Example - A level three MU (24") with three level one MUs would have its range extended to 27".*

- The target of the spell must be in LOS of the caster unless specified differently in the spell description.
- Spells will usually last for one turn unless specified differently in the spell description.
- Any level Magic User may attempt any spell regardless of the Difficulty Factor.

## SPELL TYPES

For simplicity sake we have grouped spells into three types.

**Attack spells** - These spells directly attack an enemy unit.

**Defense spells** - These spells are used to defend friendly units.

**Summon Spells** - This is the catch all type that includes spells that can summon units to the battlefield or influence the battle before it begins.

## HOW TO CAST A SPELL

Here's how a spell is cast.

- The casting player must be active to attempt to cast a spell.
- Roll 1d6 for each point of Difficulty Factor of the spell being casted and the number of units to be affected.
- Roll 1d6 for each point of level that the casting group has.
- Count any result of 1, 2, or 3 that was rolled. This is called a success.
- Compare the number of successes each side rolled against each other and consult the Spell Casting Table for the results.

<b>LEVEL</b>	<b>SPELL CASTING</b>
<b>DF</b>	(Looking for successes)
	Each die roll of 1, 2, or 3 = Success
	Each die roll of 4, 5, or 6 = Failure

Circumstance	Modifier
Per point of combined level of Magic Users	+1d6
Per point of Difficulty Factor of the spell	+1d6
Add to DF for each unit targeted	+1d6

# Successes	Caster	Spell
Score 2 or more successes than opponent.	Spell is successfully cast - subtract Magic Points used from the group total.	Spell fails horribly - subtract the Magic Points used from the group total. All Magic Users are now At Risk.
Score 1 more success than opponent.	Spell is successfully cast but subject to Magic Intervention - subtract Magic Points used from the group total. Resolve any Magic Interventions.	Spell fails - subtract half of the Magic Points used from the group total.
Both score same number of successes	Spell is successfully cast but subject to Magic Intervention - subtract Magic Points used from the group total. Resolve any Magic Interventions.	Spell is successfully cast but subject to Magic Intervention - subtract Magic Points used from the group total. Resolve any Magic Interventions.

*Example - I decide to attempt a Steel Wind Spell (DF 1). My channeler is level three and I have two level one Magic Users in the group. This gives me a casting group magic level of five and area of effect of seven units.*

- The DF of the spell is 1.
- I want to cast it on three units. This means the spell will roll 4d6.
- I roll 5d6, 1d6 per level of magic in the group.

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- The spell rolls 4d6 and scores a 1, 2, 4 and 5 for two successes.
- I roll 5d6 and score a 1, 2, 2, 4, and 6 for three successes.
- I have scored one success more than the spell. Looking on the Spell Casting Table I see that the spell was a success but that opposing casters may attempt a Magic Intervention.
- The Magic Points cost is the DF (1) times the number of units affected (3) plus 1d6. I score a 5 so the final magic point cost is 8 (page, 47).

## MAGIC INTERVENTION

When Magic Intervention occurs it means the enemy Magic Users have discovered that you are trying to cast a spell and are attempting to intervene. Magic Intervention can only occur if called for by the Spell Casting Table when one side is attempting to cast a spell. To conduct a Magic Intervention we use the following procedure:

- Roll 1d6 for each point of level that the casting group has.
- Roll 1d6 for each point of level that the attacking casting group has.
- Count any result of 1, 2, or 3 that was rolled. This is called a success.
- Compare the number of successes each side rolled against each other.
- If the attacking casting group scores more successes than the original casting group then the spell instead failed. Any other result means the spell went off normally. In either case the Magic Points are subtracted.
- The original casting group has already had their Magic Points subtracted. The attacking casting group will have 1/4 of the Spell Cost subtracted, rounding up.

*Example - In the previous example my spell resulted in possible Magical Intervention by the enemy.*

- I roll 5d6 for my group magic level.
- The opposing casters will roll 3d6 for their group magic level.
- I score a 1, 2, 3, 5, and 6 for three successes.
- He scores a 1, 2 and 5 for two successes.
- The attacking magic users scored fewer successes so the spell was successful.

- The attacking Magic User must now subtract 1/4 the spell cost (8) or two points.

## MAGIC USERS AT RISK

When a Magic User is *at risk*, due to a spell casting failure, use the following procedure. Roll 2d6 versus the Rep of each Magic User in the group.

### 2

#### MAGIC USER AT RISK

*Taken versus the Rep of the Magic User*

*A result of "6" is always a failure.*

# D6 Passed	Result
2	Carry on.
1	Out of the Fight.
0	Obviously dead.

## MAGIC POINT COST PER SPELL

The cost to cast a spell is equal to the Difficulty Factor multiplied by the number of units the spell is affecting +1d6.

*Example - I cast a spell at five units. The Difficulty Factor is 3. Multiplying the two means the spell would cost 15 Magic Points. I then roll 1d6 and score a 3 to make the final cost 18 points.*

## RECOVERING MAGIC POINTS

Magic Points cannot be recovered during a game but are recovered after the battle.

# RALLY ROUND THE KING



Artwork by Andrea Sfiligoi

## NPC SPELL CASTING

When playing solo there may be times when you are facing a channeler controlled by a player. This is called a Non-Player Character or NPC. When a NPC channeler activates it may attempt to cast a spell. Or it may not, depending upon its confidence level as represented by its Rep. Rolling 2d6 versus the Rep of the channeler and consulting the NPC Spell Cast Table does this.

<b>2</b>	<b>NPC SPELL CAST</b>
<i>Taken versus the Rep of the channeler when active</i>	
<i>A result of "6" is always a failure.</i>	

#D6 Passed	Results
2	Will attempt to cast spell. Roll on NPC Spell Table.
1	If have more than half its Magic Points remaining then will attempt to cast. Roll on NPC Spell Table. If half or less Magic Points remaining will not attempt to cast.
0	Will not attempt to cast.

## NPC Spell Table

#	Level 3	Level 2	Level 1
2	Defend	Defend	Defend
3	Defend	Defend	Defend
4	Defend	Defend	Defend
5	Defend	Defend	Defend
6	Attack	Defend	Defend
7	Attack	Attack	Defend
8	Attack	Attack	Attack
9	Attack	Attack	Attack
10	Summon	Attack	Attack
11	Summon	Summon	Attack
12	Summon	Summon	Summon

Once the type of spell is determined, roll 1d6 and see which spell is attempted.

*If a spell is called for that does not apply, like a Seek spell after the battle has started, then re-roll. Targets of spells are always the closest applicable unit. When multiple units can be affected then roll 1/2d6 to see how many are actually targeted.*

## ATTACK SPELLS

Attack spells are used to inflict damage upon the enemy.

### 1 - ICY FINGER OF DEATH DF = 3

Use this spell when you wish to attack a Leader, Captain, Hero or other Magic User. If successfully cast roll 1d6. On a result of 6 the target is At Risk and rolls on the appropriate At Risk Table (Leader & Hero page, 42 and MU page, 47).

### 2 - TREMBLING HAND DF = 3

Use this spell when you wish to disrupt an enemy body. If successfully cast all target units are shifted sideways or backwards 1/2" apart from each other becoming separate bodies.

### 3 - BLAST DF = 2

Use this spell to bombard an enemy unit. If successfully cast the target unit takes one hit and takes the Received Fire Test counting Terror.

### 4 - DESPAIR DF = 2

Use this spell when you wish to demoralize the enemy. If successfully cast the target unit has its Rep reduced by one point until the target next activates.

# RALLY ROUND THE KING

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## 5 - SLOWNESS

**DF = 1**

Use this spell when you wish to slow the movement of enemy units. If successfully cast all target units will have their movement reduced by 1/2d6".

## 6 - STEEL WIND

**DF = 1**

Use this spell when you wish to attack the enemy. If successfully cast the caster is allowed to attack the target unit as if firing at it with one skirmisher unit.

## DEFEND SPELLS

---

Defend spells are used to protect your forces.

### 1 - MAGICAL SHIELD

**DF = 3**

Use this spell when you wish to protect a friendly unit. If successfully cast, the target cannot be hurt by any magic based attacks, until the target is no longer active.

### 2 - HEALING HANDS

**DF = 3**

Use this spell when you want a unit to recover losses. If successfully cast the target will remove one hit.

### 3 - DEATH RAGE

**DF = 2**

Use this spell when you wish to inspire friendly units. If successfully cast all target units will count as a fanatic until the target is no longer active.

### 4 - INSPIRE

**DF = 2**

Use this spell when you wish to raise the morale of your troops. If successfully cast the target unit raises its Rep by one point. Spell remains until the target is no longer active.

### 5 - FOG OF WAR

**DF = 2**

Use this spell when you wish to hide the presence of your troops. If successfully cast, the target unit is covered in fog and cannot be fired on by non-magical attacks. Enemy units that are charged will take the Being Charged Test at -1 for *uncertainty*. Spell remains until the target is no longer active.

### 6 - SHIELD WALL

**DF = 1**

Use this spell when you wish to protect a friendly unit. If successfully cast, the target cannot be hurt by any non-magical missile attacks, until the target is no longer active.

## SUMMONING SPELLS

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Summon spells are used to bring someone or something to the battlefield, help in pre-battle scouting, or inspire the troops before the battle.

### 1 - GATE

**DF = 10**

(Only negatively aligned armies may attempt this spell.)

Use this spell when you wish to summon a Major Demon. If successfully cast one Major Demon (based as a Hero), with the following statistics, will appear 1" from the Magic User.

- Rep 6
- AC 6
- Terror that extends out to 6" instead of 2".
- Fanatic
- May be mounted melee (1) or foot melee (2-5), or players choice (6).

Will fight as the player desires only if the Magic User has a LOS and remains within 6" of the Demon. If the LOS is broken or the Demon moves away farther than 6" the Demon goes out of control. Once out of control the Demon will begin attacking the closest units at random regardless of side.

The unit remains on the table until it receives hits equal to its Rep.

### 2 - HALL OF HEROES

**DF = 7**

Use this spell when you wish to raise mystical allies. If successfully cast one unit of ghostlike troops, with the following statistics, will appear 1" from the Magic User.

- Rep 5
- AC 4
- Terror
- Fanatic
- May be mounted melee (1-2) or foot melee (3-5), or players choice (6).

The unit remains on the table until it receives hits equal to its Rep.

## RALLY ROUND THE KING

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### 3 - SUMMON

**DF = 5**

*(Only negatively aligned armies may attempt this spell.)*

Use this spell when you wish to summon a Minor Demon. If successfully cast one Minor Demon (based as a Hero), with the following statistics, will appear 1" from the Magic User.

- Rep 4
- AC 4
- Terror
- Fanatic
- Will be foot melee

Will fight as the player desires only if the Magic User has a LOS and remains within 6" of the Demon. If the LOS is broken or the Demon moves away farther than 6" the Demon goes out of control. Once out of control the Demon will begin attacking the closest units at random regardless of side.

The unit remains on the table until it receives hits equal to its Rep.

### 4 - SEEK

**DF = 3**

Use this spell when you wish to increase your Scouting Level. When the spell is successfully cast the player is allowed to add six points to his Scouting Value (page, 27).

### 5 - SACRIFICIAL LAMB

**DF = 2**

Use this spell when you wish to increase (hopefully) the morale of your army. After deployment but before the battle begins the spell is cast. Roll 1d6 and add the level of the channeler. Consult the Divination Table for the results.

<b>1</b>	<b>DIVINATION</b>
<i>Read the result for what it is and add to level of MU</i>	

Total	Results
3 or less	Omens are bad! All units will take their first Reaction Test at -1 to Rep.
4 to 6	Nothing divined. No effect on the army.
7 or higher	Omens are favorable! All units will take their first Reaction Test at +1 to Rep.

### 6 - DEATH RATTLE

**DF = 3**

Use this spell when you wish to summon undead allies. If successfully cast one unit of skeletal infantry, with the following statistics, will appear 1" from the Magic User.

- Rep 3
- AC 3
- Terror
- Fanatic
- Will be foot melee

The unit remains on the table until it receives hits equal to its Rep.

## HEROES

Conan. He's a Hero. Kind of explains what we're talking about here. But just in case...

*Heroes are mighty humans and non-humans of great renown. They come and go as they please. Every army can have a Hero...if they can find him*

### FINDING A HERO

Heroes are not listed on any of the Army Lists (page, 10). However they can be purchased like any other unit but you may only have one per nation. They have a point cost equal to the 10 points more than highest point cost unit the army can have and will cost two Recruiting Rolls.

But there may not always be a Hero available for hire. To determine if there is roll 1d6 and if a "6" is scored there's a Hero to be hired. Now try and keep him.

### KEEPING THE HERO HAPPY

After each battle roll 1d6 to see if the Hero remains in your employ. If the Hero leaves you do not get to re-roll the lost Recruiting Roll or recover the points. Modify the score and consult the Keeping the Hero Happy Table.



# RALLY ROUND THE KING

## REP KEEPING THE HERO HAPPY

(Looking for successes)  
Each die roll of 1, 2, or 3 = Success  
Each die roll of 4, 5, or 6 = Failure

Circumstance	Modifier
Give the Hero an additional Recruiting Roll	+2d6
Won last two battles	+2d6
Won the last battle	+1d6
Lost last two battles	-2d6
Lost the last battle	=1d6

# of Successes	Result
3 or more	Hero remains in your employ
2 or less	Hero leaves your employ

## HOW HEROES WORK

Here's what so good about having a Hero.

- Heroes automatically count as a Captain (page, 9) and you do not have to pay the normal Captain purchasing point cost.
- A Hero's Rep will always be two points higher than the highest Rep the army could have.
- A Hero's AC will always be two classes higher than the highest AC the army could have, up to a maximum of 8. *It does not matter what the actual figure looks like!*
- A Hero may be mounted if desired and always counts as Shock Cavalry (page, 8).
- A Hero is always Elite Trained for Melee (page, 7).
- A Hero counts as a Terror Troop (page, 9).
- A Hero never counts as outnumbered (page, 37).
- A Hero may count as Barbarian Frenzy (page, 6) anytime during the battle if the player desires.
- A Hero has a War Rating of 1 (page, 9) for being a Captain.
- A Hero counts as a Leader for Reaction Tests (page, 37) and in Melee (page, 40).

## HEROES IN BATTLE

When a Hero is present in an army, everybody knows. The Hero is deployed last with much fanfare, i.e., "This is my Hero."

- Heroes always are deployed in the first rank of the army.
- Heroes function as normal units in regards to movement, wheeling, etc.
- When a Hero is hit by missile fire the Hero receives a *hit* as normal but is not a potential casualty unless a "6" is rolled similar to a Risk to Leader situation (page, 42).
- Heroes count and give support as normal.
- Heroes are immune to Terror.
- Heroes are subject to all Reaction Tests.

## HEROIC COMBAT

Heroes will *always* seek out their opposite number in a battlefield. If a Hero moves to within 12" and in sight of an enemy Hero both will move towards each other into combat by the most direct route and as quickly as allowed.

Here's how Heroic combat works.

- Once a Heroic combat starts no other units are allowed to enter the melee, not even other Heroes!
- Each Hero receives 1d6 for each point of Rep and for AC.
- Each Hero rolls its total d6.
- Determine how many successes, a score of 1, 2, or 3, each hero has rolled.
- Discard any results of 4, 5, or 6.
- Each Hero now re-rolls its successes.
- Repeat the process until only one side has any successes or both sides have zero successes.
- Carry out the results on the Heroic Combat Table.

# RALLY ROUND THE KING

## REP + AC HEROIC COMBAT

(Looking for successes)

Each die roll of 1, 2, or 3 = Success  
Each die roll of 4, 5, or 6 = Failure

Re-roll successes until either one side has any successes or both sides have zero successes.

# Successes	Result
Score 2 or more successes more than opponent.	Losing Hero is killed outright. Whole army takes Leader Lost Test. Those within 3" and sight of Heroic combat will do so at -1 to Rep.
Score 1 more success than opponent.	Losing Hero takes punishing blow. Roll on Leader At Risk Table (page, 42). If Hero carries on, immediately refight with loser at -2d6.
Both sides score zero successes	Evenly matched. Combat continues, immediately refight.

## SOLO GAMING

*Rally Round the King* is ideal for *solo* and *same side* gaming. In both of these types of games the players fight *game driven* foes in campaigns and battles. Game driven means that the enemy is controlled by pre-programmed game mechanics. While many games say that they can be played in this manner only THW games actually can. That's because we've designed games with the solo and same side gamer in mind.

The Reaction System that you've learned handled solo and same side gaming on the table top. What we need to do is show you how to set up your game driven opponents.

## GAME DRIVEN BASICS

In each Army List there is an entry called Battle Tactics. The letters A, B, or C will tell you the type of deployment that army will use when setting up its troops as well as the tactics it will use during the battle. Here's a brief description of each type.

### BATTLE TACTICS "A"

This army is heavily dependent on its melee troops. This army will try to close ground as fast as possible, coming to grips with the center of the enemy army, in

hopes of crushing it. The flanks are lightly held and purely defensive.

### BATTLE TACTICS "B"

This army is mounted and very fast. The "B" type army will seek to surround the enemy and blanket them with missile fire until they can make a decisive charge against the now weakened army. The flanks are essential in surrounding their enemy and eventually trapping them inside.

### BATTLE TACTICS "C"

These armies are usually defensive in nature and try to weaken the enemy from afar with missile fire. They seek to absorb all attacks and counter attack after the enemy has been broken. Flanks are protected and held in reserve.

*Example - The Riata army uses Battle Tactics A. I now roll 1d6 on the Army Type Table to see how the army will deploy and what tactics it will use. I roll a 3 which means the army will attempt to Pierce the Center of my force.*

## 1

### ARMY TYPE

Read the result as rolled

#	Type A	Type B	Type C
1	PC	DE	PC
2	PC	DE	SD
3	PC	DE	SD
4	PC	FF	HA
5	HA	EF	EF
6	EF	EF	CA

All other rules in *Rally Round the King* for setup and deployment (page, 30) apply.

### CA - COUNTERATTACK

The army will assume a defensive posture absorbing enemy attacks. As the enemy attacks falter a counterattack is launched by a large reserve containing their best troops.

- 60% of the units in the center (up to 30% held in Reserve).
- 20% of the units on the left flank.
- 20% of the units on the right flank.

# RALLY ROUND THE KING

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## **DE - DOUBLE ENVELOPMENT**

The center is held by heavier and slower troops, while the faster moving units on the flanks attempt to surround both flanks of the enemy army.

- 40% of the units in the center (up to 10% held in Reserve).
- 30% of the units on the left flank.
- 30% of the units on the right flank.

## **EF - ENCIRCLE FLANK**

Attempt to slowly push through the center as one wing made up of the fastest units attempts to turn one flank of the enemy. The other flank is defensive and tries to prevent the center from being encircled.

- 60% of the units in the center (up to 10% held in Reserve).
- 30% of the units on the right flank.
- 10% of the units on the left flank.

## **FF - FEIGNED FLIGHT**

Lighter units attack enemy in hopes of drawing them out into open when they retire. Pursuing enemy is then surrounded.

- 40% of the units in the center (up to 10% held in Reserve).
- 30% of the units on the left flank.
- 30% of the units on the right flank.

## **HA - HAMMER AND ANVIL**

One wing is oversize while the other is weak. Advance the center and one oversized wing to a crush the enemy force between the two. The other wing is lightly held and used to protect the center from being encircled.

- 50% of the units in the center (up to 10% held in Reserve).
- 40% of the units on right flank.
- 10% of the units on the left flank.

## **PC - PENETRATE CENTER**

Heaviest melee units are placed in the center with a light screen of skirmish types in front, while the wings hold back to prevent being encircled. Objective is to push through the enemy center.

- 60% of the units in the center (up to 10% held in Reserve).
- 20% of the units on the left flank.

- 20% of the units on the right flank.

## **SD - STATIC DEFENSE**

The army assumes a defensive posture with missile units in direct contact with a second line of melee units. Cavalry is held in reserve to defend either flank.

- 80% of the units in the center (all cavalry is held in Reserve).
- 10% of the units held close to the center on the left flank.
- 10% of the units held close to the center on the right flank.

## **DEPLOYMENT AREAS**

The areas listed for the units to be deployed are defined as follows.

- **The Center** - Section 2 if on defense or section 8 if attacking.
- **The Left Flank** - Section 3 if on defense or section 7 if attacking.
- **Right Flank** - Section 1 if on defense or section 9 if attacking.
- **Held In Reserve** - Forming a second line at least 6" behind the first line in section 2 if on defense or section 8 if attacking.

## NATIONAL INFO

Now that you understand how to fight battles we will provide a campaign system. This is a simple system that allows all the battles to be linked together with the results of one battle influencing the result of subsequent battles. There is little, if any, book keeping.

In this campaign system, called the *Hands of Fate*, you are the Commander in Chief of the Army but do not make the policy. Who goes to war is determined by the campaign system. Of all the campaign systems out there, this is the one that will generate the most battles. This system also allows players to control different armies in the same campaign. Please note that armies may move over water between provinces connected by a line with a double arrow.

## NATIONAL MODIFIERS

Each nation in *Rally Round the King* has specific National Information that defines who they are. The Campaign section shows how this information affects each Nation. The National Information is as follows:

- Alignment.
- Tech Level.
- Mana Level.
- Defense.
- Government.
- National Motivator.

### ALIGNMENT

Alignment defines how "Good" or "Evil" a Nation is. Of course, these are relative terms but a good way to see how far apart in thinking one nation is from another.

Each Nation is given a number defining their Alignment. These range from a high of "2" to a low of "-2".

In simplistic terms, "0" is a neutral stance. An alignment of "2" is given to the ultimate forces of good, known in Talomir as the Red Sun. By the same token an alignment of "-2" is given to the ultimate forces of evil, known in Talomir as the Black Moon.

Alignment comes into play when determining who goes to war with whom.

### TECH LEVEL

This is a number assigned to the level of technology that the Nation has. This comes into play when determining how many Recruiting Rolls (page, 10) the Nation receives per year. Usually Nations high in Tech are low in Mana.

### MANA LEVEL

This is a number assigned to the level of magic that the Nation has. This comes into play when attempting to hire Magic Users. Usually Nations high in Mana are low in Tech.

### DEFENSE

An overall rating of how defensible the Nation's terrain is. It also factors in how adept its army is at waging a guerilla war. This comes into play when determining how many Recruiting Rolls (page, 10) the Nation received per year.

### GOVERNMENT

In *Rally Round the King* there are four types of governments that help to differentiate each Nation. The types and quirks of each are as follows.

#### MONARCHY

A *King or Queen* rules a Monarchy. A *Duke or Duchess* that owes allegiance to the Crown rules each province in a Monarchy. Rule is by *Divine Right* and hereditary. Monarchs all believe that there is only one *True King* and because of this the chances of monarchies Going to War is increased by one (page, 57).

#### EMPIRE

An *Emperor or Empress* rules an Empire. In some Nations the *Emperor* is called a *Sultan* and there is no *Empress* but often a harem instead. Opposing Empires that come into contact will often clash in bitter struggles to the death. This increases the chance of Empires Going to War with each other (page, 57).

- The Tropilium Empire is unique in that it consists of three regions. The main region is directly ruled by the Emperor. The Northern Marches and Southern Marches are ruled by Imperial Governors. These Governors have a fair degree of autonomy and wage war independently. The only limit on them is they will not attack each other or the Emperor. The exception to this is civil war under the rules for Succession (page, 55).

# RALLY ROUND THE KING

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## TRIBAL

A *Chief or Jarl* rules a Tribe. At the start of the campaign, all Tribal Nations are united. When a Tribal Nation loses a war, each province in the Nation will break off into separate tribes, ruled by their own Chiefs. Tribal based Nations may not attack any other Nation until they have fought a *war of unification*. This is carried out as follows.

- Each province is treated as a separate Nation with a separate Leader.
- When armies are raised in Spring as normal, the Recruiting Rolls (page, 10) of the Nation, is divided between the provinces Going to War. To determine which unit will fight for which Leader roll 1d6 for each unit and add the score to the War Rating of the Leader. High total gets that unit.
- Tribal Nations attacked prior to unification will combine and field an army like any other Nation. Once the enemy has been defeated it will return back to its fragmented state.

## CITY STATES

A *Prince or Family* rules a City-State. Each province in the Nation is considered a separate entity. Rule of the *League or Confederation* is by vote.

- Each province has a separate Leader that is allowed one vote.
- At the start of the year roll 1d6 for each Prince/Family and add their War Rating to it.
- The high score is the *Primera Familia* or *First Family*. They are the Leaders of the City-State. If a City-State scores a result of Go to War, as the attacker, they must vote to confirm this result.
- Each province rolls 1d6 with the *Primera Familia* counting their vote twice. Even results are a yes and odd results are a no. There must be more yes votes than no votes to approve the attack.
- City-State Nations attacked will always field an army as normal and need not vote to defend themselves.

## SUCCESSION

After a Leader dies a new one must be elected, appointed, etc. *The King is dead. Long live the King!*

- After a Leader dies, roll 1d6.
- On a score of 1-5 power has been transferred to an heir.

- On a roll of 6 there is civil war instead.
- Roll 1d6 for each province.
- The two highest scores will produce the Leaders of the opposing factions and their home province. Roll the War Rating for the Leader of each faction.

If the previous Leader has died in the Summer, Fall, or Winter the Nation stays unified to the Faction Leader with the highest War Rating. If there is a tie it will not matter as when Spring rolls around there will be a rebellion.

In the Spring, when that Nation's army is recruited, the allegiance of the army must be determined.

- For each Recruiting Roll, the Leader of each Faction will roll 1d6 and add its War Rating to it.
- The higher total receives the Recruiting Roll. Ties are re-rolled.
- Do this until all Recruiting Rolls are accounted for.
- After this is done the Nation will fight a civil war until one side or the other is defeated. The Nation is then unified under one Leader again.

## TROPILIUM SUCCESSION

The Tropilium Empire is handled slightly differently from the previous procedure. It is assumed that the Emperor has declared his successor prior to his death. This is the "rightful" heir but there is a chance that there is another claimant to the throne.

- Upon the death of the Emperor, roll 1d6 for each of the Imperial Governors (the Northern Marches and Southern Marches).
- If a "6" is rolled by either or both, they are assumed to have declared themselves Emperor and the Empire will plunge into civil war.
- The "rightful" heir will always use the Tropilium Imperial army with the Rebel Emperor using their respective army, North or South.

## NATIONAL MOTIVATORS

All Nations have one of four characteristics called *National Motivators*. These *National Motivators* dictate the Nation's manner of making war. The four National Motivators are as follows:

## CONQUEST

The sole rationale for war is conquest and victory at any cost. Nations with this Motivator will not hesitate to Go to War (page, 57) with any Nation regardless of similarities or differences.

- Because of this, count this Nation's Leader's War Rating at one higher than it really is, when determining if they will Go to War (page, 57).

## COLONIZING

The Nation is more concerned with gradual, managed, expansion. These Nations will target lower Tech countries.

- If the target Nation has a Tech Level lower than the Colonizing Nation will add "2" to any die roll to see who they attack when they Go To War (page, 57).

## RELIGIOUS FERVOR

Jihad or Holy War is the engine that drives these Nations. It is their goal to spread their beliefs and this is reflected in their choice of targets.

- Add the difference in Alignment to the target number when determining who they will attack when they Go to War (page, 57).

## LOOT

War for profit. These Nations are out to make a buck. They typically will raid countries that are weak or at times when response is unlikely to occur. Loot driven Nations are usually jackals and seldom lions. This is reflected as follows.

- Count the Leader of this type of Nation at one less War Rating for going to war in the Spring and Summer seasons, but as two higher in the Fall.
- In addition, after they have decided to go to war, add two to any target Nation that is already at war with another Nation.

# CAMPAIGNS

A campaign is where the results of one battle affect the results of the next battle. In *Rally Round the King* we provide rules to play campaigns that will take all the book work and politics out of your games, allowing you to play more battles.

## HOW BIG A CAMPAIGN

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The first question that needs to be answered is "how big of a campaign do you want to play?"

This can be as small as one player versus one player or as large as using the complete map provided later in the book.

What happens when you choose to have more Nations involved than players?

## NON-PLAYER NATIONS

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Nations that are chosen by players are called Player Nations.

Nation not chosen by players can still be played and are called Non-Player Nations.

Non-Player Nations will behave as a Player Nation in all ways. They go to war, make peace, fight battles, and have a National Morale (page, 59). This is all done through the game mechanics.

When they are called upon to fight a battle, players decide who will command their army. Remember that commanding one of these NPC armies is a great way to beat up on other players.

If playing solo the Non-Player Nation can be played using Battle Tactics (page, 52) as outlined in the Solo Gaming Section (page, 52).

## TIME PASSAGE

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The campaign is played in yearly turns. Each campaign season consists of four seasons, Spring, Summer, Fall and Winter. Each campaign season starts in the Spring.

# RALLY ROUND THE KING

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## CAMPAIGN TURN SEQUENCE - SPRING

Use this Campaign Turn Sequence at the start of each Spring.

- Nations receive Recruiting Rolls for the provinces they currently hold.
- Nations pay out one Recruiting Roll, to the winning Nation, if they lost a war and are now in an enforced peace.
- Nations receive one Recruiting Roll if they won a war and are now in an enforced peace.
- Check for Magic User availability (page, 44).
- Check for Hero availability and status (page, 50).
- Check for Mercenary availability (page, 64).
- Each Nation recruits its army for the upcoming year with any Recruiting Rolls (page, 10).
- Each Nation now places its units in *any* province or provinces that it owns.
- Nations that are not currently at war will now roll to determine if they are Going to War (page, 57).
- Nations Going to War will now determine what Nation is to be invaded (page, 58).
- Aggressors invade and targets respond (page, 58).
- Battles are fought and retreats made.
- National Morale adjustments are made (page, 59).
- National Morale is checked (page, 59).

## CAMPAIGN TURN SEQUENCE - SUMMER AND FALL

Use this Campaign Turn Sequence at the start of each Summer or Fall.

- Each Nation recruits new units for its army with any Recruiting Rolls that went unspent during the Spring season.
- Newly recruited units are placed in the capital of the Nation.
- Nations, that are not currently at war, will now roll to determine if they are Going to War (page, 57).
- Nations Going to War will now determine which Nation is to be invaded (page, 58).

- Aggressors invade and targets respond (page, 58).
- Battles are fought and retreats made.
- National Morale adjustments are made (page, 59).
- National Morale is checked (page, 59).

## CAMPAIGN TURN SEQUENCE - WINTER

Winter turns are handled differently.

- All units are removed from play.
- Leader Death Checks are made (page, 60).
- National Morale is checked (page, 59).
- Magic Items are placed (page, 61).
- Artifacts are placed (page, 63).
- Holy Relics are placed (page, 64).

This completes one Campaign season.

## RECRUITING YOUR ARMY

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Each Nation receives one Basic Army from the corresponding Army List in the spring. Each Nation is also entitled to purchase additional units by using its Recruiting Rolls (page, 10).

### RECRUITING ROLLS

A Nation receives Recruiting Rolls equal to the value of the *provinces occupied* + the *defense rating* of the country + the *tech level* of the country.

### PROVINCE VALUE

Each Nation is composed of Provinces, or sections, as shown on the map in the rear of the book.

Each province is worth one Recruiting Roll.

## GOING TO WAR

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At the start of the Spring, Summer, and Fall, they must determine which Nations are *Going to War*. Here's how it's done.

- Start with the War Rating of the Leader of each Nation.
- Modify the War Rating by any applicable circumstances.
- Roll 2d6 versus the modified War Rating.

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- Determine how many d6 were passed, a score equal or lower than the modified War Rating.
- Consult the Going to War Table (page, 57).

## 2 GOING TO WAR

(Taken versus the War Rating of the Leader)

A result of "6" is always a failure

Circumstance	Modifier
If the tester has an Artifact in its possession or a possible opponent nation has revealed an Artifact to be in its possession	+3
If Loot National Motivator in the Fall	+2
If the tester has Brethren in their employ	+1
If the Nation has a Level 3 Magic User	+1
If Conquest National Motivator	+1
If Loot National Motivator in the Spring or Summer	-1

# D6 Passed	Result
2	The Nation is going to war. Go to the Who Fights Whom section (page, 58).
1	If there is a <i>hated enemy</i> (page, 60) adjacent to the tester then the nation will automatically go to war with it. If there is not, then the Nation is not going to war
0	The Nation is not going to war

### WHO FIGHTS WHOM

Once it has been determined that a Nation is going to war we must see who they will fight. Nations can only go to war with an adjacent Nation. Here's how it is done.

- The Nation that scored a result of "going to war" is called the *aggressor*.
- If an aggressor has only one possible opponent, then it will attack that opponent.
- If an aggressor has two or more possible opponents, then each possible opponent will roll 1d6 and modify the score by any applicable circumstances found on the Who's At War Table (page, 58).
- The highest total, re-rolling any ties, is the Nation that will be attacked.

## 1 WHO'S AT WAR

(Read the result as rolled)

Circumstance	Modifier
Religious Fervor aggressor.	+ the difference in alignments
If the tester has Brethren in their employ and the possible opponent Nation has an alignment of -1 or -2	+2
If a possible opponent Nation has revealed an Artifact to be in its possession	+2
Colonizing aggressor and possible opponent Nation has a lower Tech Level	+2
Loot motivated aggressor and the possible opponent Nation is already at war	+2
Monarchy aggressor and possible opponent Nation is a Monarchy.	+1
Empire aggressor and possible opponent Nation is an Empire	+1

### SIMULTANEOUS WARS

These rules cover what to do if a Nation is at war and is attacked by another Nation, resulting in two simultaneous wars.

If a Nation has aggressor status towards another Nation it may pursue one of three possible courses.

- Send their entire army to attack an enemy province in the Nation towards which it has aggressor status. This concedes the loss of a province to the other Nation attacking it.
- Send their entire army to defend against the attacking Nation.
- Split the army to fight in two battles, defending against the attacking Nation and attacking the defending Nation.

If a Nation is defending in both wars it may pursue one of two possible courses.

- They may split their army to defend both attacked provinces.
- They may concede the loss of one province and defend the other with their full army.



# RALLY ROUND THE KING

## AGGRESSOR/DEFENDERS

The first season of a war the *aggressor* is the Nation that rolled a result of Go to War. If both Nations scored a result of Go to War, then roll 1d6 for each Nation and add the result to the current National Morale (page, 59) of each Nation. High total is the aggressor and ties are re-rolled.

The target is the Nation that scored the lower result and is being attacked.

- At the start of each season the *aggressor* will enter and attempt to conquer an enemy province.
- If the aggressor wins the battle it remains the aggressor and takes over the province. The defender is forced out of the province. If the war continues, the aggressor remains the aggressor.
- If the aggressor loses it is forced back into the province left. The defender remains in the province. If the war continues, the defender now becomes the aggressor.
- If the war is still going then the target Nation is now the aggressor and will invade its enemy.

## WHERE TO ATTACK

The aggressor determines what province to attack in the following way.

- Roll 1d6 for each enemy province that is adjacent to the aggressor's Nation. The high score is the area that is invaded, ties being re-rolled.
- After the aggressor enters the area the target is allowed to move its force into the same area regardless of the distance traveled as long as it moves through friendly controlled areas.

## LOSING A PROVINCE

*Aggressor armies never lose provinces.*

Defending armies lose provinces as follows:

- If a defending army loses a battle it will lose the province where the battle was held.

## NATIONAL MORALE

All Nations have a National Morale or NM for short.

National Morale is checked at the end of every season that the Nation is at war. If the Leader has been wounded or killed that season, do not count its War Rating when testing for morale.

Here's how a Nation checks its National Morale.

- Start with the current National Morale of the Nation. Add the War Rating of the Leader.
- Modify the NM by any applicable circumstances.
- Roll 2d6 versus the modified National Morale and consult the Will To Fight Table and immediately carry out the results.

### 2 WILL TO FIGHT (Taken versus the National Morale)

Circumstance	Modifier
If won a battle this season	+1
If lost a battles this season	-1
If refused battle this season <sup>(1)</sup>	-1
Each province lost this season	-1

# D6	Result
Passed	
2	Carry on the war as the people support the government.
1	National Morale is shaken. Reduce the current National Morale by one.
0	Disaster! Unrest at home as the people do not support the war. The Nation has lost the war and a period of enforced peace now occurs!

*(1) Please note that if a Nation must have refused battle three times to receive this modifier.*

## LOSING A WAR

When a Nation loses a war, its National Morale reduced to zero. There is a period of *enforced peace* where the Nations involved cannot go to war with each other.

- Peace will last based on the difference in National Morale between the winner and loser.
- If the winner has a higher National Morale than the loser, then the peace will last a number of *years* equal to the difference.
- If the loser has a higher National Morale than the winner, then the peace will last a number of *Campaign seasons* equal to the difference.
- If the National Morales are the same then the peace will last one *Campaign season*.
- The winner now controls any provinces captured from the loser.
- Any provinces previously captured by the loser are returned to the winner.
- The loser immediately gives the winner one Recruiting Roll.
- Each Spring, during the enforced peace, the loser will give the winner one Recruiting Roll.
- War between the two Nations may not reoccur until the end of peace and then will be generated in the normal way.
- The winner will become the *hated enemy* of the loser.  
Note that the National Morales return to normal.

## LEADER DEATH CHECK

During the Winter season all countries must check to see if any Leaders, Heroes, or Magic Users have died. Here's how it's done.

- Each Leader, Captain, Magic User, or Hero in the Campaign, rolls 2d6.
- If the result is a 10 or 11 that person has died.
- Any other result means that the person lives on.

## WINNING THE CAMPAIGN

It is best to play the campaign in full years. Three years at least is the shortest recommended time period and it can last as long as interest continues. In any case the length of the campaign should be agreed upon prior to the start. As for determining a winner, that is pretty much decided by the players.

And of course the campaign system is perfect for solo play.

Who wins?

- Count the number of Recruiting Rolls that the Nation has at the end of the Campaign.
- Subtract the number of Recruiting Rolls that the Nation started with.
- The Nation with the higher total is the winner.



Artwork by Andrea Sfiligoi

# CAMPAIGNING IN TALOMIR

Talomir is a unique setting with an extensive background. In Talomir you will find the following.

- Magical Items
- Artifacts
- Holy Relics
- Wind Ships
- The Brethren
- Mercenaries
- Special Peoples at Special Times

Feel free to use as much or as little of this section as desired.

# MAGICAL ITEMS

There are two types of Magical Items, banners and others. Note figures with Magical Items are based separately and attached to a unit at the start of the battle just like a Leader.

## PERSONAL BANNER

This banner draws attention to a Leader and is used in the following ways.

- All friendly units within 12" are affected and are always considered to be in sight.
- Affected units will count a +1 when checking Reaction as long as the banner is not retiring away from the front lines.
- Affected units will count a -1 when checking Reaction if the banner is lost or seen to be retiring from the front lines.
- Personal Banners cost 20 points or one Recruiting Roll.

## BANE BANNER

This banner draws attention to a Leader and is used in the following ways.

- All enemy units within 6" are affected and are always considered to be in sight.

- Affected units will count as facing Terror Troops as long as the banner is not retiring away from the front lines.
- Affected units will count a +1 when checking Reaction if the banner is lost or seen to be retiring from the front lines.
- Available only to Black Moon factions.
- Personal Banners cost 20 points or one Recruiting Roll.

## MAGIC ITEM DISCOVERY

The following Magical Items are available.

- Pipes of the Dead
- Drums of Doom
- Harlapane of Heroes
- Fiddle of Calling

At the start of each Winter season, roll 2d6, add the results, and consult the Magical Item Discovery Table (page, 61) to see which item is found.

### 2 MAGICAL ITEM DISCOVERY (Read the results and add them together)

#	Magical Item
2	Pipes of the Dead
3	Drums of Doom
4	Harlapane of Heroes
5	Drums of Doom
6	Fiddle of Calling
7	Drums of Doom
8	Fiddle of Calling
9	Harlapane of Heroes
10	Harlapane of Heroes
11	Harlapane of Heroes
12	Pipes of the Dead

## MAGICAL ITEM LOCATION

After you have determined what item was found, roll 3d6 for each Nation in the campaign. The highest total is the Nation that possesses the item. All ties are re-rolled.

Anyone can find a Magical Item but only certain Alignments (page, 54) can use them. But remember, if you cannot use them neither can their enemies!

If desired the item can be sold to any adjacent Nation for 1+ 1/2d6 Recruiting Rolls.

## PIPES OF THE DEAD

Also known as the infamous "Bag o' Bones," these bagpipes may only be played by a Black Moon Magic User. When played during the battle they will summon skeletal units as a Death Rattle spell. Spell Break will not affect the pipes when played. The player can only be stopped by routing, being wounded or killed. Pipes will raise one unit per turn and costs 100 points or one Recruiting Roll each year.

## DRUMS OF DOOM

These drums, when played by a Black Moon Magic User, will project an ominous rhythm that causes all non-Black Moon units within 12" to check Reactions at a -1. The Drums cost 30 points or one Recruiting Roll each year.

## HARLAPANE OF HEROES

This instrument, when played by a Red Sun Magic User, will project inspiring music that will cause all Red Sun units within 12" to check their Reactions at a +1. The Harlapane costs 30 points or one Recruiting Roll each year.

## FIDDLE OF CALLING

This gold fiddle, (or other musical item of choice if you prefer), when played by a Black Moon Magic User, performs in a random manner summoning creatures to do the players bidding. Here's how it's done.

- Roll 1d6 and consult the Summoned Table (page, 62) to see what appears.
- Whatever appears will remain in the fiddlers control only if it stays within 12". Outside of that range they will function randomly unless returned to within 12".

<b>1</b>	<b>SUMMONED</b> <i>(Read the result as rolled)</i>
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#	Magical Item
1	Treat as a Death Rattle Spell
2	Treat as a Death Rattle Spell
3	Treat as a Death Rattle Spell
4	Treat as a Summon Spell
5	Treat as a Summon Spell
6	Treat as a Gate Spell

- Next roll 2d6 and add the results together.
- If this total is less than the original die score the fiddler and the fiddle disappear into a Gate, never to appear again. At least the fiddler won't... the fiddle might... The Fiddle costs 50 points or one Recruiting Roll each year.

## ARTIFACTS

Legend has it that long ago Sorbrowane, one of the Old Ones, crafted three artifacts, that when used together would, summon the Creators back to Talomir. They were an *Amulet*, a *Brazier*, and a *War Horn*.

After the three were completed they were taken from the forests of what is now Altengard to Crag Drum, the highest spot known at that time. But before they could be assembled together the Old Ones were ambushed by descendants of the present day Orcs. Sorbrowane was killed and the Artifacts lost.

Over the years, the Artifacts have been lost and at the beginning of the campaign their whereabouts are unknown.

## HOW ARTIFACTS WORK

In this section we go into more detail about how each artifact works. Note that an Artifact is always attached to a unit when on the battlefield.

Whenever an Artifact is used, or *revealed*, news of it travels throughout Talomir. Possession of an Artifact is a major influence in determining if a Nation will Go to War (page, 57).

## AMULET OF SORBROWANE

The Amulet has the following powers, affects only Red Sun alignments, and can only be used by Red Sun Magic Users.

- When the Amulet is on the battlefield, or said to be *revealed*, all affected units will count a +1 when checking Reaction.
- If the Amulet is lost during the battle all affected units will immediately take a Leader Lost Test on the Army QRS (page, 76) counting a -2, instead.

In addition, the Amulet allows the Magic User to cast the following spells without any risk:

- Inspire

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- Healing Hands
- Shield Wall

Each spell may be cast once per day and at up to five targets. The Amulet also counts as a Level 1 Magic User for purposes of Channeling Magic (page, 45).

## BRAZIER OF DURMUN

Named after the legendary Durmun Dwarf Clan, the Brazier has the following powers, affects Dwarves of any alignment, and can only be used by Dwarven Magic Users.

- When the Brazier is on the battlefield, or said to be *revealed*, all affected units on the side that has possession of the Brazier, will count a +1 when checking Reaction.
- If the Brazier is lost during the battle all affected units will immediately take a Leader Lost Test on the Army QRS (page, 76) counting a -2, instead.

In addition, the Brazier allows the Magic User to cast the following spells without any risk:

- Blast
- Fog of War
- Despair

Each spell may be cast once per day and at up to five targets. The Brazier also counts as a Level 1 Magic User for purposes of Channeling Magic (page, 45).

## WAR HORN OF NAZ-GOTH

The War Horn, named after the Orc Leader Grim-Naz-Goth has the following powers, affects all alignments, and can only be used by Heroes of any alignment. Consequently it is considered to be the most powerful of the three Artifacts.

- When the War Horn is sounded on the battlefield, or said to be *revealed*, all affected units on the side possessing the War Horn, will count a +1 when checking Reaction.
- All affected units on the opposing side will count a -1 when checking Reaction.
- If the Amulet is lost during the battle all affected units will immediately take a Leader Lost Test on the Army QRS (page, 76) counting a -2, instead.
- Blowing the War Horn, for the first time, immediately causes all opposing units within 12" and LOS to the user, to suffer an attack equal to the Steel Wind spell (page, 49).

## ARTIFACT DISCOVERY

At the start of each Winter season, roll 3d6. If three ones are rolled, a previously unrevealed Artifact is discovered. Roll 2d6, add the results, and consult the Artifact Discovery Table to determine which Artifact has been *revealed*.

**2**

### ARTIFACT DISCOVERY

(Read the results and add them together)

#	Artifact
2	War Horn of Naz-Goth
3	Amulet of Sorbrowane
4	Brazier of Durmun
5	Amulet of Sorbrowane
6	Brazier of Durmun
7	Amulet of Sorbrowane
8	Brazier of Durmun
9	Amulet of Sorbrowane
10	Brazier of Durmun
11	Amulet of Sorbrowane
12	War Horn of Naz-Goth

### ARTIFACT LOCATION

After you have determined what item was found, roll 3d6 for each Nation in the campaign. The highest total is the Nation that possesses the item. All ties are re-rolled.

Anyone can find a Magical Item but only certain Alignments (page, 54) can use them. But remember, if you cannot use them neither can their enemies!

If desired the item can be sold to any adjacent Nation for 3+ 1/2d6 Recruiting Rolls.

## END OF DAYS

It is believed that the assembling of all three Artifacts at the same time, on the peaks of Gorath will signal the final battle between the forces of the Red Sun and the Black Moon. In this final battle the Creators themselves will wage war.

If the same Nation possesses all three Artifacts, then the campaign has ended and that Nation has won. Note that this could be a Player or Non-Player Nation!

# HOLY RELICS

Holy Relics are items that hold immense religious meaning for the peoples that believe in them. Holy Relics come in many shapes and forms.

There are three Holy Relics in *Rally Round the King*. They are:

- The Spear of Saint Lindorf
- The Crystal Light of Yaqub
- The Book of the Hungry Moon

## HOLY RELIC LOCATIONS

At the beginning of the campaign we must determine where the Holy Relics are located. This is done by rolling 1d6 on the Holy Relic Location Table for the appropriate Relic.

The Holy Relic is always assumed to be in the home province, the one where the name of the Nation appears. If it is taken out of the province and into the battlefield it must be *revealed* as if it were an Artifact.

A Relic will only affect the Nations that are listed under its column on the Holy Relic Location Table and in the following ways.

- When the Relic is on the battlefield, or said to be *revealed*, all affected units will count a +1 when checking Reaction.
- If the Relic is lost during the battle all affected units will immediately take a Leader Lost Test on the Army QRS (page, 76) counting a -2, instead.

### 1 HOLY RELIC LOCATION (Read the result as rolled)

#	Spear	Crystal	Book
1	Ekra	Demeskeen	Orcs
2	Treyine	Entoich	Goblins
3	Altengard	Mirish	Malohades
4	Sortium	Zheman	Black Moon Elves
5	Brethren	Zamba	Black Moon Dwarves
6	Border Kingdom	Stygustan	

## LOSING RELICS, ARTIFACTS, AND MAGICAL ITEMS

Artifacts, Magical Items, and Holy Relics appear, at times, to have a mind of their own. Consequently, when a unit that is carrying one of these mystical entities is routed in battle, roll d6 and consult the Lost Treasures Table to determine what has happened to the item.

### 1 LOST TREASURE (Read the results and add them together)

#	Result
1	The item is retained by the routing side but may not be used until next season.
2	The item is retained by the routing side but may not be used until next season.
3	The item is lost to the enemy but may not be used by them until next season.
4	The item is lost to the enemy but may not be used by them until next season.
5	The item has disappeared from the battlefield and will reappear in 2d6 seasons. Use the appropriate procedure to determine the location of the item when it returns.
6	The item has disappeared from the battlefield and will reappear in 2d6 seasons. Use the appropriate procedure to determine the location of the item when it returns.

# MERCENARIES

Due to Talomir's volatile political climate, there has developed a strong mercenary tradition amongst its inhabitants.

## MERCENARY TYPES

Here is a list of all the types of mercenaries found in Talomir. For more info see the section for each mercenary type.

- Black Company (page, 66)
- Brethren (page, 66)
- Drum Dwarven Artillery (page, 66)
- Eskelin Knights (page, 66)
- Hykar Horsemen (page, 66)
- Riata Warriors (page, 67)
- White Company (page, 67)

# RALLY ROUND THE KING

- Wind Maidens (page, 67)

## HIRING MERCENARIES

Some Nations have mercenaries included in the Army List and are assumed to have a constant supply of them as part of their army. Most nations do not but may attempt to hire mercenaries in the following way.

- In the Spring season roll on the Mercenary For Hire Table to see the types that are available.
- Each Player Nation may attempt to hire mercenaries.
- Each Non-Player Nation involved in a war will attempt to hire mercenaries.
- Players may hire all or part of any mercenaries that are available.
- Once hired, mercenaries are treated as part of the buyer's army.
- Mercenaries with a different alignment than their employers must be given one Recruiting Roll in addition to the normal wages of one Recruiting Roll per unit.
- Brethren will *never* work for Black Moon aligned Nations.

Here's how it's done.

- Each Nation rolls 3d6, adds the scores together, and arrives at a grand total.
- Mercenaries are then purchased from the highest total to the lowest.
- When it is time for Non-Player Nations to hire mercenaries roll 2d6, add the scores together, and consult the # column of the Mercenary For Hire Table to see which group is hired. If the group rolled is already hired then simply re-roll.

## 2

### MERCENARY FOR HIRE

(Read the results and add them together)

#	Mercenary Type Available
2	Riata Warriors
3	Riata Warriors
4	Brethren
5	Eskelin Knights
6	The Black Company
7	Hykar Horsemen
8	The White Company
9	Riata Warriors
10	Wind Maidens
11	Drum Dwarven Artillery
12	Riata Warriors

### LENGTH OF SERVICE

Mercenaries that survive the full campaign year can be retained for next year's service at normal cost. Mercenaries retained do not count against the number of new mercenaries available at the start of each year.

### THE DANGER OF MERCENARIES

If a Nation has half or more of its total army composed of mercenaries, at any time, even after a battle, it run the risk of an attempted coup. At the end of any season that this occurs roll 2d6 versus the War Rating of the Leader of the employing Nation and consult the Mutiny Table and immediately carry out the results.

## 2

### MUTINY

(Taken versus the War Rating of the Leader)

# D6 Passed	Result
2	Mercenaries carry on normally.
1	If the employer has lost a battle this season then count as if passed 0d6. Otherwise count as if passed 2d6.
0	Disaster! The mercenaries are rebelling! <ul style="list-style-type: none"> <li>• If the mercenaries are outside of the original provinces of the employing Nation they will leave and are removed from the army.</li> <li>• If the mercenaries are inside of the original provinces of the employing Nation they will demand 1/2d6 recruiting Rolls to be paid immediately. If payment is or cannot be met they will leave and are removed from the army.</li> </ul>

# RALLY ROUND THE KING

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## THE BLACK COMPANY

---

The Black Company is one of the oldest mercenary companies in Talomir. Their legendary fighting ability is only surpassed by their reputation for having no qualms about fighting their former employers.

The cost of recruiting the Black Company is three Recruiting Rolls. The Black Company consists of the following forces.

- Captain Alfred Badenhorst - WR 3. Badenhorst can command non-mercenary units in addition to the Black Company.
- One unit of Infantry - Melee Pike Rep 5 AC4 - four figures.
- One unit of Arquebusiers - Missile Rep 5 AC4 - three figures.

The White Company is the hated enemy of the Black Company with the following circumstances.

- The two companies will not fight on the same side.
- If the White Company is employed by the enemy side then the Black Company can be recruited for two Recruiting Rolls instead of three.
- When the companies meet on the battlefield, count each melee unit as Frenzy for all Reaction Tests caused by their rivals.

## BRETHREN

---

The Brethren is the most well known Religious Military Order in Talomir. Directed by Brother Knights, the Order are devoted followers of the Red Sun and totally intolerant of any others who may oppose their beliefs. The Brethren have numerous holdings in Talomir called Red Castles and are found in Ekra, Altengard, and Treyine. Reputed to be immensely wealthy, the Brethren have a hand in most monetary dealings in the Western countries.

The number of actual Brother Knights is unknown. Although their avowed mission is the complete destruction of all Black Moon believers, the Brethren have been known to make strange alliances for money and holdings. There are rumors that they have a holding in the mountains of Gorath, called Fireklen's Tower, although this has been vehemently denied. Their main Red Castle is in Ekra.

The Brethren have a hand in deciding who Goes to War (page, 57) and where this will occur.

The cost for recruiting the Brethren is five Recruiting Rolls and consists of the following forces.

- Brother Knight Commander - WR 3. The BKC can command non-mercenary units in addition to the Brethren.
- One unit of Brother Knights - Mtd Melee ET Rep 6 AC4 - three figures.
- Two additional units rolled up from the Brethren Army List (page, 66).

## DRUM DWARVEN ARTILLERY

---

The Drum Dwarves are well known for their artillery and are highly prized as mercenaries. Once employed, they rarely are allowed to leave. There is more than one group of Drum artillery and more than one can be recruited at the same time.

The cost for recruiting the Drum Dwarven Artillery is two Recruiting Rolls and consists of the following forces.

- Artillery Commander - WR 3. The commander is only allowed to command the artillery unit.
- One unit of Artillery - Foot Missile Artillery Rep 4 AC2 - one figure.

## ESKELIN KNIGHTS

---

Mercenary companies of Eskelin Knights are usually composed of the second or higher sons of the land owners of Eskelin. These knight *errants* are tough fighters and there are plenty of them to be hired. Unfortunately they are very independent so must be hired in smaller groups.

The cost of recruiting a company of Eskelin Knights is one Recruiting Roll. Each company consists of the following force.

- One unit of Knights - Mtd Melee ET Rep 5 AC4 - three figures.

## HYKAR HORSEMEN

---

The Hykar Horsemen are tough little men on wiry horses. Excellent for scouting and when used in pursuit you can find Hykar Horsemen almost everywhere. If you have pay, they will play.

The cost of recruiting a company of Hykar Horsemen is one Recruiting Roll. Each company consists of the following force.

- One unit of Cavalry - Mtd Skirmish Rep 4 AC2 - two figures.



# RALLY ROUND THE KING

## RIATA WARRIORS

Riata Warriors are born to fight and to die in battle is okay by them. Don't get it wrong. They'd like to live to fight (and get paid) another day, but they realize that may not happen as the Riata are usually in the midst of the fight. Riata Warriors make up a large percentage of mercenaries and can be found all over Talomir.

The cost of recruiting a company of Riata Warriors is one Recruiting Roll. Each company consists of the following force.

- One unit of Warriors - Foot Melee - Frenzy - Rep 4 AC2 - three figures.

Unlike other mercenaries, there can be more than one company available for hire each time they are rolled. To determine the number of companies available for hire roll 1/2d6.

*Example - I score a result of Riata Warriors on the Mercenary For Hire Table. I then roll 1d6, and score a 3. This means that there are two companies available for hire.*

## THE WHITE COMPANY

Like the Black Company, the White Company is one of the oldest mercenary companies in Talomir. Their legendary fighting ability is only surpassed by their reputation for loyalty and they will never fight against any Nation that has previously employed them, as long as they left on good terms.

The cost of recruiting the White Company is three Recruiting Rolls. The White Company consists of the following forces.

- Sir Geoffrey Chambers WR 3. Chambers can command non-mercenary units in addition to the White Company.
- One unit of Knights - Mtd Melee ET Rep 5 AC6 - three figures.
- One unit of Archers - Missile ET Stakes Rep 5 AC2 - three figures.

The Black Company is the hated enemy of the White Company with the following circumstances.

- The two companies will not fight on the same side.
- If the Black Company is employed by the enemy side then the White Company can be recruited for two Recruiting Rolls instead of three.

- When the companies meet on the battlefield, count each melee unit as Frenzy for all Reaction Tests caused by their rivals.

## WIND MAIDENS

Wind maidens are born, not trained. Their silken voice acts as the wind, to lightweight ships, allowing them to rise into the air carrying their occupants. Here's how they work.

- Wind Maidens can power up to three ships.
- Each ship counts as an AC4 Flyer with the altitude abilities of a normal Flyer (page, 7).
- The ships can move up to 8" per turn.
- Each ship can carry up to one (three figure) infantry unit.
- Missile range to and from the ship will be measured as if on the land even when airborne.
- Missile fire from the ship is 360 degrees.
- The infantry unit may only melee if boarded in air or if the ship is on the ground.
- The unit may remain in the ship and count in cover or may exit and fight normally.
- When fired upon, the Wind Maiden counts as a Leader and is subject to the Leader At Risk (page, 42). If disabled, all ships in the air will plummet to the ground and will count as if routed.

The cost of recruiting a Wind Maiden and three ships is two Recruiting Rolls.

Wind Maidens are available as Mercenaries to all Alignment types. However, if it is determined that they are working for Nations with an Alignment of -1 or -2, the Wind Maidens are being held against their will. Whenever the ship is on land, during a battle, they will escape on a roll of 5 or 6. If the unit is in melee then add one to the die roll.

# SPECIAL TIMES SPECIAL PEOPLES

The following peoples and creatures can be added to the campaign whenever you feel comfortable with the rules.

These are previously undiscovered or wandering forces that will appear at specific times during the campaign. When these units appear they will attack the Nation that they start in.

## CENTAURS

Centaur are only found in specific lands. Here's how it's done.

- Each Spring roll 2d6, add the totals, and if a "10" occurs, the Centaurs have arrived.
- Next roll 1d6 and consult the Centaurs Appear Table to see where they appear. The centaurs are placed in a non-capital province of the specified Nation, if one is available.
- Their goal is to carve out their own empire and, if lucky, will establish themselves as a new Non-Player Nation.
- The Centaurs are dying off and this is their one chance to establish their own land. If they are defeated and subject to an enforced peace, passing 0d6 on the Will to Fight Table (page, 59) they will disappear from Talomir.

### 1 CENTAURS APPEAR (Read the result as rolled)

#	Nation
1	Silver Elves
2	Dark Elves
3	Orcs
4	Goblins
5	Red Moon Dwarves
6	Black Moon Dwarves

## BLACK MOON INCARNATE

This represents the coming of a Major Black Moon Demon to the world. When it appears the Demon will take over the host Nation and remain until it is destroyed or cast away from the material plane. Here are the specifics of how it works.

- Each Spring roll 2d6, add the totals, and if a "12" occurs, the Demon has entered the world.
- Next roll 2d6, add the results, and consult the Demon Arrives Table to see which Nation has been corrupted and is now under the Demon's control.

### 2 THE DEMON ARRIVES (Read the results and add them together)

#	Nation
2	Hykar
3	Barylistan
4	Hykar
5	Entoich
6	Torem
7	Orcs
8	Stygustan
9	Chapka
10	Kurinthia
11	Mangu
12	Kurinthia

- The forces of the occupied host Nation will be recruited normally but at one Rep lower than listed.
- In addition, the Black Moon Incarnate Army will also be raised.
- Once the Demon has appeared it will always Go to War. It's just a matter of determining who it will go to war with.
- If the Major Demon is eliminated it may appear again as outlined above.

## BEASTMEN

Beastmen are exactly what they sound like, part beast, part man. This category includes all types except for Centaurs (page, 68). Here are the specifics of how it works.

- If the Beastmen are defeated and subject to an enforced peace, they will disappear but can return as outlined below.
- Each Spring roll 2d6, add the totals, and if a "7" occurs, the Beastmen have arrived.
- Next roll 1d6 and consult the Beastmen Appear Table to see where they appear. The Beastmen are placed in a non-capital

## RALLY ROUND THE KING

province of the specified Nation, if one is available.

- Their goal is to carve out their own empire and, if lucky, will establish themselves as a new Non-Player Nation.

### 1 BEASTMEN APPEAR (Read the result as rolled)

#	Nation
1	Barylstan
2	Kurinthia
3	Merchen
4	Red Sun Dwarves
5	Dark Elves
6	Black Moon Dwarves

## RODENT MEN

Also referred to as Ratmen, these creatures want to establish their own Nation. Here are the specifics of how it works.

- If the Rodent men are defeated and subject to an enforced peace, they will disappear but can return as outlined below.
- Each Spring roll 2d6, add the totals, and if an "11" occurs, the Rodent men have arrived.
- Next roll 1d6 and consult the Rodent Men Appear Table to see where they appear. The Rodent men are placed in a non-capital province of the specified Nation, if one is available.
- Their goal is to carve out their own empire and, if lucky, will establish themselves as a new Non-Player Nation.

### 1 RODENT MEN APPEAR (Read the result as rolled)

#	Nation
1	Altengard
2	Treyine
3	Stygustan
4	Tropilium
5	Demeskeen
6	Ekra

## MOUNTAIN GIANTS

These terrifying creatures want to establish their own Nation and this is their last chance. Here are the specifics of how it works.

- If the Mountain Giants are defeated and subject to an enforced peace, they will disappear never to return.
- Each Spring roll 2d6, add the totals, and if a "3" occurs, the Mountain Giants have arrived.
- Next roll 1d6 and consult the Mountain Giants Appear Table to see where they appear. The Mountain Giants are placed in a non-capital province of the specified Nation, if one is available.
- Their goal is to carve out their own empire and, if lucky, will establish themselves as a new Non-Player Nation.

### 1 MOUNTAIN GIANTS APPEAR (Read the result as rolled)

#	Nation
1	Orcs
2	Goblins
3	Red Moon Dwarves
4	Black Moon Dwarves
5	Tereken
6	Mirholme

## ROGUE DRAGONS

Rogue Dragons live to destroy and terrify. Whenever an Artifact is found a Rogue Dragon will appear. Here's how it's done.

- Every Nation rolls 3d6, adds the results, and the highest total gets a visit from a Rogue Dragon.
- The Dragon is placed in the capital province of the Nation.
- The invaded army will fight a battle versus the Dragon.
- If the Dragon is defeated it will leave and never return to that Nation.
- If the Dragon wins it will remain in the Nation for one complete Campaign year.
- It will leave in the Winter, having devastated the countryside, and the Nation is not allowed to count any of their provinces for recruiting Rolls the following Spring.

# RALLY ROUND THE KING

- The Rogue Dragon is Rep 8, AC 8, Flying Melee Terror with Biological Breath Weapon (page, 6). Dragons count as four figures for all purposes and should be mounted on the smallest base possible.

## THE MAPS

We've included two maps in *RRtK*. One is blank, showing only the capital provinces of each Nation. This is noted by the name of the Nation.

The second map notes the provinces controlled by each Nation at the start of the campaign.

## MAP MOVEMENT

Movement on the map is virtually unlimited and handled as follows.

- Armies can move from one province to any *friendly* province as many times as desired. Think of a chain of friendly provinces that can be traveled through as desired.
- Movement by sea, is from province to province, noted with two headed arrows, and is treated as if the provinces are physically adjacent.
- Movement by seas and land can be combined as desired.
- Once an army enters an enemy controlled province, its movement immediately stops and a battle may, or may not be fought.
- Attacking armies move first.
- Defending armies then may move into the invaded province causing a battle to be fought or they may ignore and concede the province to the enemy.

## MAKING LISTS

If you absolutely, positively, want to build your own armies from scratch, here's how you do it.

Here's the official way they were done and you can easily duplicate the process.

**1** - Create any army list you want and count the total number of units on the list.

**2** - Next find out the percentage of the list each troop type is. Example - 4 Knights of 12 units would be 33%.

**3** - After the percentage is calculated, apply that to 2d6 combinations. Example - 33% would be 12 possible combinations so you could use a 7 (6 occurrences) and 10 (3 occurrences) and 4 (3 occurrences).

**4** - Now for base armies and rolls. Figure the unit cost for each army. The unit cost is:

(Reputation + Armor Class + Modifiers) \* Number of figures on the base

Multiply this number for each unit times the number of possible rolls. Example - 36 pt knights x 12 combos or 432 points.

**5** - After all the units are figured as outlined above total up the sums for one large number. Divide that number by 36 (number of 2d6 combinations) for the average unit cost.

**6** - Take 200 and divide by the average unit cost, round to nearest whole number, and that's the number of recruiting rolls.

The base army is figured on 200 points. Adding the number of recruiting rolls will produce, on average, a 400 point army.

Modifier	Cost
Artillery	+1
Combination Weapons	+1
Dual Armed	+1
Elite Training	+1
Fanatics	+1
Firearms	+1
Flyer	+3
Frenzy	+1
Missile	-1
Mounted	+1
Pikes	+1
Shock Cavalry	+1
Skirmish	-2
Stakes	+1
Terror	+1
Undisciplined	-1

# FINAL WORDS

**Why 10/15mm figures?** Although playable in 25mm we personally like 10mm and 15mm scale. The amount of cost and time involved in buying and painting an army is pretty low. Instead of having one army you can field two or three.

**Why the choice of one stand per unit?** Currently they are loads of rule using a similar basing system. We say why should you rebase figures? Besides, it is the number of units in the army that is important, not the number of figures in the unit.

**Why such small armies?** Armies in *Rally Round the King* are actually quite large. Each list has between 15 and 30 units to control.

**What exactly does a hit represent?** Each hit represents a combination of things including wounded, dead, individuals sneaking off to the rear, loss of command, confusion, to name just a few. A hit is a measurement in the reduction in the ability and desire of the unit to continue to fight.

**Why can't Skirmishers melee?** This comes back to their Battlefield Purpose. They were trained to harass and disrupt from afar. They did not play a major role in hand-to-hand combat and at this level having them melee would encourage players to use them in ways they were never actually used. Remember, most fantasy is based on historical precedent.

**Why is cavalry so weak?** If you are asking this question then you haven't been using your cavalry right. Historically, cavalry that charged fresh, steady infantry standing shoulder-to-shoulder did not have a chance of beating them. Cavalry charges were effective only against disordered and weakened infantry or those in loose formation. We reflect this in the rules by forcing infantry units charged by cavalry to pass their reaction with both dice. Other results cause them to rout! Cavalry charges were pretty much a one-time deal during the battle and had to be set up correctly. If you set up your charge against weakened units it will be very successful, perhaps devastating. If not, you will only succeed in wearing out and ruining your own cavalry. They are men and animals of flesh and blood not modern day tanks!

**Why do you play on such a small table?** Using a three-by-three table allows for quicker games and is plenty of space. Mongols and other fast moving missile armies have enough room to maneuver but they must get within range quickly.

**Why won't the rules allow me to do what I want with my troops?** It is the level of command that *Rally Round the King* used. You are the Commander in Chief, not the sergeant of a squad. At this level you are responsible for the forming of bodies,

deployment, reserves, and selecting terrain. It is your job to deploy your forces to give them the best chance of winning. The Reaction Test will allow your units to behave as they would in real life and also in the situations your deployment has put them in. We cannot stress how important deployment is. Many battles have been lost due to the horrible deployment of the player.

**Why is the attacker allowed to refuse battle after terrain is set?** Battles were normally fought when *both sides believed that they had a reasonable chance for victory*. No general would fight in prohibitive terrain unless forced to. When playing a campaign this is reflected by the fact that the National Morale goes down if the attacker does not accept battle after the third terrain roll.

**Why the difference in missile ranges between foot missile units and foot skirmishers?**

Skirmishers are individuals taking deliberate aim on individual targets. As such the effective range (range with a reasonable chance to hit the target) would be the same for mounted and dismounted units. Foot missile units, however, were trained to engage at a longer range, sometimes with a higher trajectory, and typically with volley fire.

**Why isn't there an Army Breakpoint or something that causes an army to leave the field and stop fighting?** We have a strong dislike for artificial rules to force one side or the other to lose the battle. Instead we believe an army should be allowed to fight until the player believes it is beaten or it really is.

**In your campaign system it seems that there is no diplomacy. Why is that?** Have you noticed that when people are allowed to control everything they spend most of their time on the phone or in person negotiating elaborate treaties and alliances while doing all they can to avoid pitched battles? Although this in itself can be fun, the object of wargaming and probably why you bought this book is to fight battles. That is why we decided to write campaign rules that *encourage* battles and not *discourage* them as diplomacy tends to do. Having said that we must admit that some diplomacy and role-playing can enhance a campaign (a Crusader campaign we ran comes to mind).

**Why isn't my favorite army included in the book?**

It is impossible to include every fantasy army. If you have specific armies you would like to see or questions in general you can usually make them by taking similar troop types from the lists. Also post to the Two Hour Wargames Yahoo Group and ask around there.

**If I don't like a rule can I just throw it out?** You can do anything you want. BUT altering the rules in any manner can potentially alter the game in other

unforeseen ways. Ask our play testers. Changes made in some rules forced problems in other aspects we hadn't even considered.

### **Why can't I make my army the way I want and what is the deal with recruiting rolls anyway?**

First of all, you can build your army anyway that you want. Just use the point system. Commanders in real life never had absolute control over the composition of their army. The lists in *Rally Round the King* recreate that. By playing the recommended Basic Army with the total number of Recruiting Rolls you will be assured of having a typical yet unique version of the army you chose. Personally, nothing is more boring than playing the same army over and over. This is true whether it is your army or the one that you are fighting against. By using the Recruiting Rolls you should become a better player because you will be forced to adjust your tactics to your army composition. Also having some variety to your armies will generate more interest in your campaigns.

### **Why did you make Magic so weak, or so strong?**

Magic is neither weak nor strong. It is balanced, but unpredictable. One day your level three Sorcerer fires off a spell against your opponent, and *bada-bing bada-boom* your enemy disappears and the battles over. Next time, the old guy couldn't pull a rabbit out of a hat. We wanted a magic system that could produce dramatic results and it can do just that. Anyone who has ever read fantasy knows that Battle Magic can be devastating. But at the same time we didn't want Magic to be all-powerful where everyone would spend all their time raising Magic Users. This balance has been achieved by three rules. First, Magic Users are scarce. Second, and more importantly, one battle lost to Magic is just that, one battle in a campaign. There are no Magic Users on any army lists because Magic is to be used in a campaign, not in one up battles. And finally, there's Magic Intervention. It can stop any spell dead in its tracks. Just think of Magic as an extension of your army. So keep some in reserve!

Dave and Ed

## BIG BATTLE MARKERS

There will be times when you need to track casualties in *Rally Round the King*. We've made these casualty markers to make your job easier. Little numbered triangles to place next to each unit to track casualties yet not clutter your table.

Molded in three different colors you can easily see the how good or bad your units are doing just by the color of the marker.

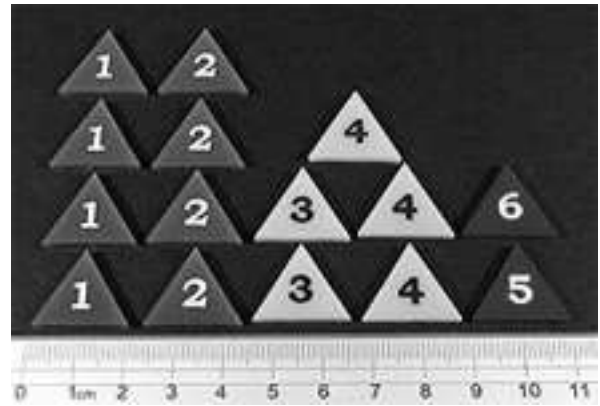
Each Big Battle Pack contains the following 15 double sided markers:

- 8 One/Two Green Casualty Markers
- 5 Three/Four Yellow Casualty Markers
- 3 Five/Six Red Casualty Markers

Everything you need to track your casualties.

For more info check out this link

[www.angelfire.com/az3/twohourwargames/BigBattleMarkers.htm](http://www.angelfire.com/az3/twohourwargames/BigBattleMarkers.htm)



## RALLY ROUND THE KING

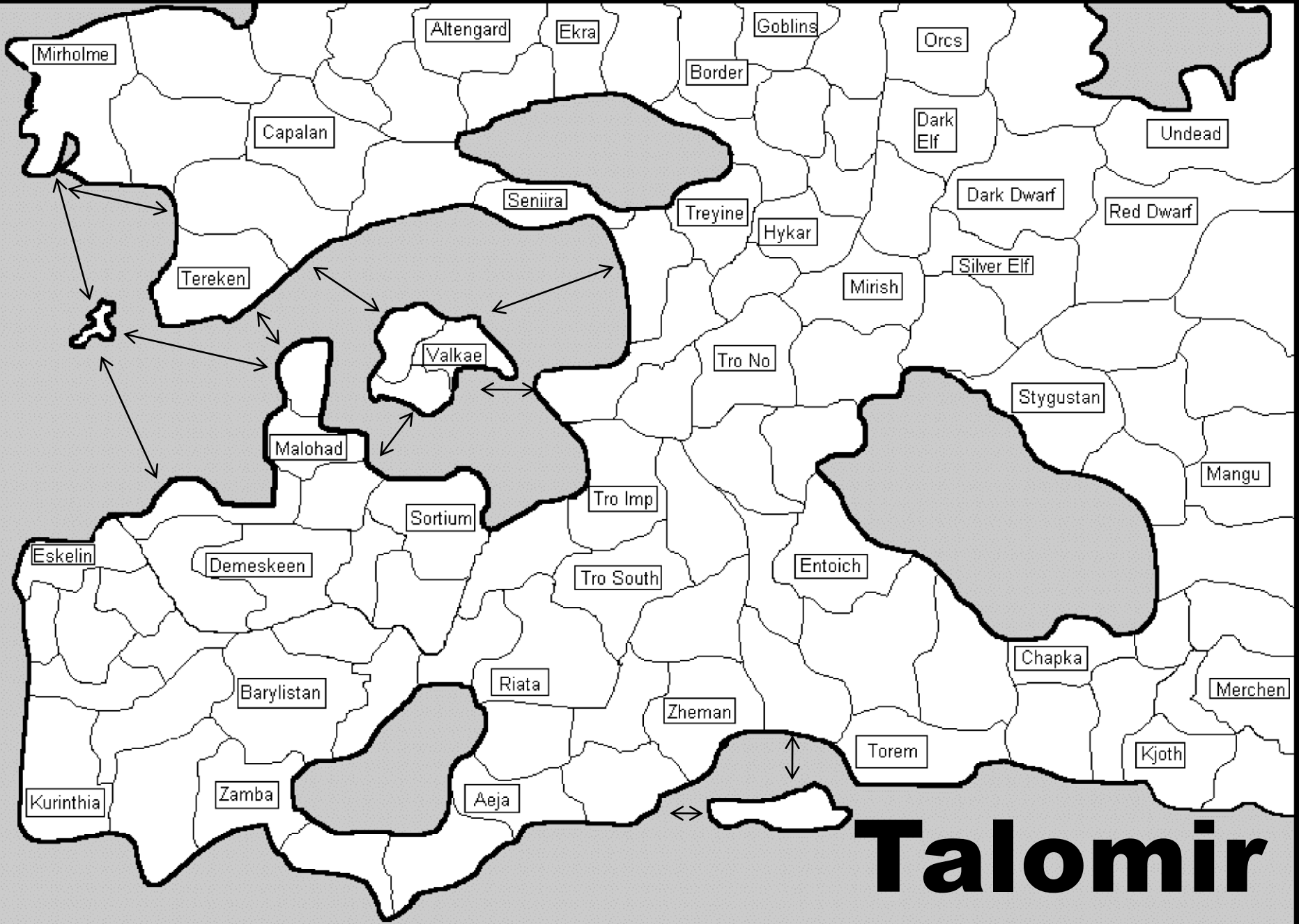
# TALOMIR GAZETTEER

WHO	ALIGN	TECH	MANA	PROV	DEF	ROLLS*	HIST EQUIV
Aeja	0	0	0	2	1	3	Chinese
Altengard	2	2	-2	4	4	10	German Imperialists
Barylistan	0	-1	1	3	1	3	Persian
Border Kingdom	1	0	0	3	1	4	Feudal French
Brethren	2	1	-1	0	0	1	Templars
Capalan League	0	2	-2	5	3	10	Italian Condotta
Chapka	-1	-1	1	4	3	6	Early Indian
Demeskeen	-1	0	0	5	4	9	Saracen
Dwarves - Black Moon	-2	2	-1	1	1	4	Dwarves
Dwarves - Red Sun	2	2	-1	1	1	4	Dwarves
Ekra	1	2	-2	3	3	8	French HYW
Elf - Black Moon	-2	1	0	1	1	3	Elf
Elf - Silver	0	1	0	1	1	3	Elf
Entoich	-1	-1	1	3	2	4	Hittite
Eskelin	0	0	0	3	2	5	Med Portuguese
Goblins	-1	-1	0	2	2	3	Goblins
Hykar	-1	-1	1	3	1	3	Huns
Kjothei	1	1	-1	2	2	5	Chinese
Kurinthia	-1	-1	1	2	1	2	West African
Malohades	-2	0	0	2	2	4	Berbers
Mangu	0	-1	1	3	1	3	Mongol
Merchen	-1	1	-1	5	4	10	Chinese
Mirholme	0	-1	1	2	1	2	Viking
Mirish	-1	1	-1	2	2	5	Sassanid Persian
Orcs	-2	0	1	2	2	4	Orcs
Riata	0	-1	1	3	1	3	Celts
Seniira	1	-1	1	2	2	3	Roman Client State
Sortium	1	1	-1	5	4	10	Byzantine
Stygustan	-1	-1	1	5	4	8	Egyptian
Tereken	0	-1	1	2	1	2	Irish
Torem	-1	-1	1	2	2	3	Persian
Treyine	1	2	-2	2	3	7	HYW English
Tropilium	1	1	-1	6	4	11	Later Roman
Tropilium Northern Marches	1	1	-1	2	2	5	Later W Rome
Tropilium Southern Marches	0	1	-1	3	3	7	Barbarian Rome
Undead	-2	-1	2	1	1	1	Skeleton
Valkae Amazon	1	0	0	3	2	5	Greek
Zamba	1	-1	1	3	1	3	Blemy
Zheman	-1	0	0	4	3	7	Assyrian

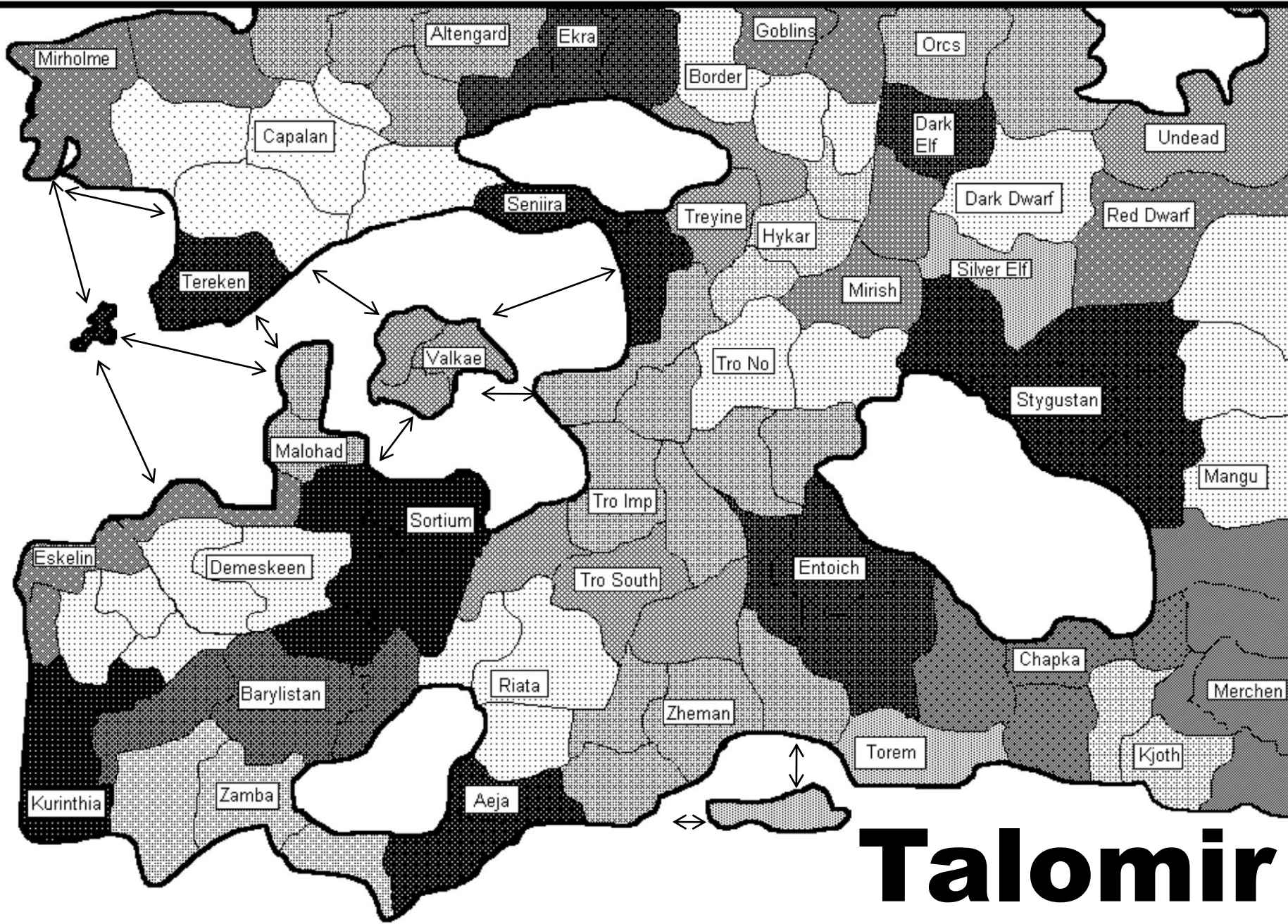
\* Recruiting rolls = TECH + DEF + PROV







# Talomir



# Talomir

# RALLY ROUND THE KING

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# RALLY ROUND THE KING

## FOOT MOVEMENT RATES

Normal move (retire/pursue\*)

# of Figs	AC 2	AC 4	AC 6
2	8" (4")	8" (4")	6" (3")
3	8" (3")	8" (3")	6" (2")
4	6" (2")	6" (2")	4" (1")

## MOUNTED MOVEMENT RATES

Normal move (retire/pursue\*)

# of Figs	AC 2	AC 4	AC 6
2	16" (8")	14" (8")	10" (4")
3	12" (6")	12" (6")	8" (3")
4	10" (4")	8" (4")	6" (3")

\* Units forced to pursue will roll 1d6 and move either one inch less than the listed distance (1-2), the listed distance (3-4), or 1 inch more than the listed distance (5-6).

## MISSILE RANGES

Unit Type	Range
Foot Missile units	6"
All Skirmish, Dual-Armed, Mounted and Firearm units	3"
Engines	12"
Cannons	18"

## MISSILE MODIFIERS

Circumstance	Modifier
Target is mounted	+1
Target is in cover	-1
Shooting unit has Elite Training	+1
Shooting unit has 3 figures	+1
Shooting unit has 4 figures.	+2

## MELEE MODIFIERS

Circumstance	Modifier	Circumstance	Modifier
Pike bonus	+2	Fighting mounted enemy	+1
Elite Training	+1	Leader unit or Hero	+1
Shock cavalry charging over clear	+1	Uphill of all enemies	+1
Combo armed first round of melee	+1	Enemy in fieldworks or behind stakes	-1
Elephant first round of melee	+1	Missile or Skirmish troops in melee	-1
Barbarian Frenzy first round of melee	+1	Horse in melee with Elephants	-2

## MELEE

### REP + AC HEROIC COMBAT

(Looking for successes)

Each die roll of 1, 2, or 3 = Success  
Each die roll of 4, 5, or 6 = Failure

Re-roll successes until either one side has any successes or both sides have zero successes.

# Successes	Result
Score 2 or more successes more than opponent.	Losing Hero is killed outright. Whole army takes Leader Lost Test. Those within 3" and sight of Heroic combat will do so at -1 to Rep.
Score 1 more success than opponent.	Losing Hero takes punishing blow. Roll on Leader At Risk Table (page, 42). If Hero carries on, immediately refight with loser at -2d6.
Both sides score zero successes	Evenly matched. Combat continues, immediately refight.

# COMBAT QRS

# RALLY ROUND THE KING

## MAGIC USERS

Level	Rep	Range	Area of Effect	Magic Pts	Cost
3	5	24"	5	40	80
2	4	12"	3	20	40
1	3	6"	1	10	20

<b>2</b>	<b>NPC SPELL CAST</b>
<i>Taken versus the Rep of the channeler when active</i>	
<i>A result of "6" is always a failure.</i>	

#D6 Passed	Results
2	Will attempt to cast spell. Roll on NPC Spell Table.
1	If have more than half their Magic Points remaining then will attempt to cast. Roll on NPC Spell Table. If half or less Magic Points remaining will not attempt to cast.
0	Will not attempt to cast.

## NPC SPELL TABLE

#	Level 3	Level 2	Level 1
2	Defend	Defend	Defend
3	Defend	Defend	Defend
4	Defend	Defend	Defend
5	Defend	Defend	Defend
6	Attack	Defend	Defend
7	Attack	Attack	Defend
8	Attack	Attack	Attack
9	Attack	Attack	Attack
10	Summon	Attack	Attack
11	Summon	Summon	Attack
12	Summon	Summon	Summon

# MAGIC QRS

<b>LEVEL</b>	<b>SPELL CASTING</b>
<b>DF</b>	<i>(Looking for successes)</i>
	<i>Each die roll of 1, 2, or 3 = Success</i>
	<i>Each die roll of 4, 5, or 6 = Failure</i>

Circumstance	Modifier
Per point of combined level of Magic Users	+1d6
Per point of Difficulty Factor of the spell	+1d6
Add to DF for each unit targeted	+1d6

# Successes	Caster	Spell
Score 2 or more successes than opponent.	Spell is successfully cast - subtract Magic Points used from the group total.	Spell fails horribly - subtract the Magic Points used from the group total. All Magic Users are now At Risk.
Score 1 more success than opponent.	Spell is successfully cast but subject to Magic Intervention - subtract Magic Points used from the group total. Resolve any Magic Interventions.	Spell fails - subtract half of the Magic Points used from the group total.
Both score same number of successes	Spell is successfully cast but subject to Magic Intervention - subtract Magic Points used from the group total. Resolve any Magic Interventions.	Spell is successfully cast but subject to Magic Intervention - subtract Magic Points used from the group total. Resolve any Magic Interventions.

# RALLY ROUND THE KING

## MELEE REACTION TESTS

### SITUATIONAL MODIFIERS TO REPUTATION

<b>Circumstance</b>	<b>Modifier</b>	<b>Circumstance</b>	<b>Modifier</b>
Leader unit or Hero	+2	Each hit suffered	-1
In contact with Leader unit or Hero	+1	Missile or Skirmish in melee	-1
Each friendly unit in contact up to 3	+1	If outnumbered in melee or when fired on	-1
Uphill of all enemy	+1	Terror Troops within 2" or flying over	-1
In fieldworks, camp, or similar	+1		

<b>Reason</b>	<b>Pass 2d6</b>	<b>Pass 1d6</b>	<b>Pass 0d6</b>
<b>Enemy Threat</b>	<b>Non-Dual Mounted</b> will charge. <b>Frenzy</b> will charge. <b>All Dual-Armed</b> will fire. <b>Others</b> will halt.	<b>All</b> will halt, <b>dual armed</b> may not fire.	<b>All</b> will retire and take 1 hit.
<b>Received Fire</b>	<b>Chargers</b> will continue the charge. <b>Frenzy</b> will charge. <b>Non-charging dual armed</b> will fire. <b>Others</b> advance 1/2 normal move.	<b>Chargers</b> will continue the charge but suffer 1 hit. <b>Non-charging mounted</b> will retire and take 1 hit. <b>Others</b> halt, <b>dual armed</b> may not fire.	<b>All</b> will retire and take 1 hit. Those with hits equal or greater than reputation will rout instead.
<b>Wanting To Charge</b>	<b>All</b> will charge into melee.	<b>Non-Dual Mounted</b> will charge. <b>Frenzy</b> will charge. <b>All Dual-Armed</b> will halt and may not fire. <b>Others</b> will halt.	<b>All</b> will halt, <b>dual armed</b> may not fire.
<b>Being Charged</b>	<b>Non-Dual Mounted</b> will charge. <b>Frenzy</b> will charge. <b>All Dual-Armed</b> will return fire. <b>Others</b> will halt.	<b>All mounted</b> will retire and take 1 hit. <b>Foot</b> charged by mounted will rout. <b>Units already in melee</b> will rout. <b>Units charged to flank or rear</b> will rout. <b>Others</b> will halt, <b>dual armed</b> may not fire.	<b>All</b> will rout.
<b>Involved In Melee</b>	<b>Mounted</b> that did not rout enemy foot will retire and take 1 hit. <b>Others</b> will remain in melee.	<b>Mounted</b> will retire and take 1 hit. <b>Foot</b> in melee with mounted will rout. <b>Other foot</b> will give ground.	<b>All</b> will rout.
<b>Leader Lost</b>	<b>All</b> carry on.	<b>All</b> will retire and take 1 hit.	<b>All</b> will rout.

# RALLY ROUND THE KING

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## MISSILE REACTION TESTS

### SITUATIONAL MODIFIERS TO REPUTATION

<i>Situation</i>	<i>Modifier</i>	<i>Situation</i>	<i>Modifier</i>
Leader unit or Hero	+2	Each hit suffered	-1
In contact with Leader unit or Hero	+1	Missile or Skirmish in melee	-1
Each friendly unit in contact up to 3	+1	If outnumbered in melee or when fired on	-1
Uphill of all enemy	+1	Terror Troops within 2" or flying over	-1
In fieldworks, camp, or similar	+1		

<i>Reason</i>	<i>Pass 2d6</i>	<i>Pass 1d6</i>	<i>Pass 0d6</i>
<b>Enemy Threat</b>	<i>All</i> will fire.	<i>All</i> will retire and take 1 hit.	<i>All</i> will rout.
<b>Received Fire</b>	<i>Chargers</i> will continue the charge. <i>Others</i> will return fire.	<i>All</i> will retire and take 1 hit.	<i>All</i> will rout.
<b>Wanting To Charge</b>	<i>All</i> will charge into melee.	<i>All</i> will halt and may not fire.	<i>All</i> will rout.
<b>Being Charged</b>	<i>Missile troops</i> will stand and fire. <i>Skirmishers</i> will fire and retire and take 1 hit.	<i>All mounted</i> will retire and take 1 hit. <i>Foot</i> charged by mounted will rout. <i>Units already in melee</i> will rout. <i>Units charged to flank or rear</i> will rout. <i>Foot missile troops</i> will stand and fire but with only 1d6. <i>Foot Skirmishers</i> will fire and rout.	<i>All</i> will rout.
<b>Involved In Melee</b>	<i>Mounted</i> that did not rout enemy foot will retire and take 1 hit. <i>Others</i> will remain in melee.	<i>All</i> will rout.	<i>All</i> will rout.
<b>Leader Lost</b>	<i>All</i> carry on.	<i>All</i> will rout.	<i>All</i> will rout.



# RALLY ROUND THE KING

## MELEE REACTION TESTS

### SITUATIONAL MODIFIERS TO REPUTATION

<b>Circumstance</b>	<b>Modifier</b>	<b>Circumstance</b>	<b>Modifier</b>
Leader unit or Hero	+2	Each hit suffered	-1
In contact with Leader unit or Hero	+1	Missile or Skirmish in melee	-1
Each friendly unit in contact up to 3	+1	If outnumbered in melee or when fired on	-1
Uphill of all enemy	+1	Terror Troops within 2" or flying over	-1
In fieldworks, camp, or similar	+1		

<b>Reason</b>	<b>Pass 2d6</b>	<b>Pass 1d6</b>	<b>Pass 0d6</b>
<b>Enemy Threat</b>	<b>Non-Dual Mounted</b> will charge. <b>Frenzy</b> will charge. <b>All Dual-Armed</b> will fire. <b>Others</b> will halt.	<b>All</b> will halt, <b>dual armed</b> may not fire.	<b>All</b> will retire and take 1 hit.
<b>Received Fire</b>	<b>Chargers</b> will continue the charge. <b>Frenzy</b> will charge. <b>Non-charging dual armed</b> will fire. <b>Others</b> advance 1/2 normal move.	<b>Chargers</b> will continue the charge but suffer 1 hit. <b>Non-charging mounted</b> will retire and take 1 hit. <b>Others</b> halt, dual armed may not fire.	<b>All</b> will retire and take 1 hit. Those with hits equal or greater than reputation will rout instead.
<b>Wanting To Charge</b>	<b>All</b> will charge into melee.	<b>Non-Dual Mounted</b> will charge. <b>Frenzy</b> will charge. <b>All Dual-Armed</b> will halt and may not fire. <b>Others</b> will halt.	<b>All</b> will halt, <b>dual armed</b> may not fire.
<b>Being Charged</b>	<b>Non-Dual Mounted</b> will charge. <b>Frenzy</b> will charge. <b>All Dual-Armed</b> will return fire. <b>Others</b> will halt.	<b>All mounted</b> will retire and take 1 hit. <b>Foot</b> charged by mounted will rout. <b>Units already in melee</b> will rout. <b>Units charged to flank or rear</b> will rout. <b>Others</b> will halt, <b>dual armed</b> may not fire.	<b>All</b> will rout.
<b>Involved In Melee</b>	<b>Mounted</b> that did not rout enemy foot will retire and take 1 hit. <b>Others</b> will remain in melee.	<b>Mounted</b> will retire and take 1 hit. <b>Foot</b> in melee with mounted will rout. <b>Other foot</b> will give ground.	<b>All</b> will rout.
<b>Leader Lost</b>	<b>All</b> carry on.	<b>All</b> will retire and take 1 hit.	<b>All</b> will rout.

# RALLY ROUND THE KING

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## MISSILE REACTION TESTS

### SITUATIONAL MODIFIERS TO REPUTATION

<i>Situation</i>	<i>Modifier</i>	<i>Situation</i>	<i>Modifier</i>
Leader unit or Hero	+2	Each hit suffered	-1
In contact with Leader unit or Hero	+1	Missile or Skirmish in melee	-1
Each friendly unit in contact up to 3	+1	If outnumbered in melee or when fired on	-1
Uphill of all enemy	+1	Terror Troops within 2" or flying over	-1
In fieldworks, camp, or similar	+1		

<i>Reason</i>	<i>Pass 2d6</i>	<i>Pass 1d6</i>	<i>Pass 0d6</i>
<b>Enemy Threat</b>	<i>All</i> will fire.	<i>All</i> will retire and take 1 hit.	<i>All</i> will rout.
<b>Received Fire</b>	<b>Chargers</b> will continue the charge. <b>Others</b> will return fire.	<i>All</i> will retire and take 1 hit.	<i>All</i> will rout.
<b>Wanting To Charge</b>	<i>All</i> will charge into melee.	<i>All</i> will halt and may not fire.	<i>All</i> will rout.
<b>Being Charged</b>	<b>Missile troops</b> will stand and fire. <b>Skirmishers</b> will fire and retire and take 1 hit.	<i>All mounted</i> will retire and take 1 hit. <b>Foot</b> charged by mounted will rout. <b>Units already in melee</b> will rout. <b>Units charged to flank or rear</b> will rout. <b>Foot missile troops</b> will stand and fire but with only 1d6. <b>Foot Skirmishers</b> will fire and rout.	<i>All</i> will rout.
<b>Involved In Melee</b>	<b>Mounted</b> that did not rout enemy foot will retire and take 1 hit. <b>Others</b> will remain in melee.	<i>All</i> will rout.	<i>All</i> will rout.
<b>Leader Lost</b>	<i>All</i> carry on.	<i>All</i> will rout.	<i>All</i> will rout.