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The Imperial Legion

Move: 2
Defense: 5
Morale: ▼

Melee: 5
Charge: 6
Missile: 3

81



2 Hits
Melee: 2
Charge: 2
Missile: 1

1 Hit
Melee: 3
Charge: 4
Missile: 2

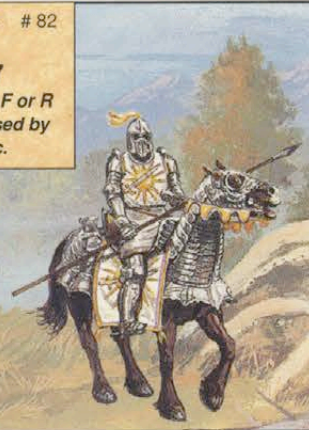
Knights of Haelyn

Move: 2
Defense: 5
Morale: ▼

Melee: 5
Charge: 7

Ignore any F or R result caused by magic.

82



2 Hits
Melee: 2
Charge: 3

1 Hit
Melee: 3
Charge: 5

Knights of Cuiraécen

Move: 2
Defense: 5
Morale: ▼

Melee: 5
Charge: 7

Ignore any F result caused by magic.

83



2 Hits
Melee: 3
Charge: 4

1 Hit
Melee: 4
Charge: 5

Stonecrown Ogres

Move: 2
Defense: 3
Morale: ▼

Melee: 7

84



2 Hits
Melee: 4

1 Hit
Melee: 5

3 Hits
Melee: 3

Warband of Markazor

Move: 2
Defense: 4
Morale: ▼

Melee: 4
Charge: 5
Missile: 3

Ignore all F and R results.

85



2 Hits
Melee: 1
Charge: 2

1 Hit
Melee: 2
Charge: 3
Missile: 2

Undead Legion

Move: 1
Defense: 7
Morale: ▼

Melee: 5

Ignore all F and R results except those caused by magical attacks.

86



2 Hits
Melee: 1

1 Hit
Melee: 3

Adventurers

Move: 4
Defense: +1
Morale: ▼

Melee: +2 Charge: +2
Missile: +2

Adventurers can stack with any unit and add to their ratings. Adventurers take damage only when the unit they're stacked with is destroyed.

87



2 Hits
Adventurers disengage and escape if they're damaged a second time.

1 Hit
Melee: +1
Charge: +1
Missile: +1

TERRAIN CARD Fortification

Placement: Must be placed in friendly lines.

Movement Effects: Friendly units are not affected. Enemy mounted units cannot enter the area. No unit can charge into the area.

Combat: All friendly units inside the fortified area replace their defense rating with the castle or holding's level, or they use their normal defense rating plus 1, whichever is higher. (Enemy artilleryists ignore these bonuses.)

Friendly units in the area ignore rout and fall back results and stand fast, although they suffer 1 hit on an R result.

If no friendly units are present to hold the fortification, the castle's intrinsic defenses count as one unit of irregulars.

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TERRAIN CARD
Cliff

Movement: Cliffs prevent movement between the area containing this card and the area pointed to by the arrow. (The defender may orient this card any direction.)

Combat: Any unit in this card's area cannot be charged or attacked with missiles, and gains a +1 to its Defense and Melee ratings.

If a unit is routed or forced to fall back toward the area next to the arrow, it is considered to be destroyed.

89

TERRAIN CARD
River

Movement: A river prevents movement between the area containing this card and the area pointed to by the arrow. (The defender may orient this card any direction.)

Combat: If a unit is routed or forced to fall back toward the area next to the arrow, it is considered to be destroyed.

90

TERRAIN CARD
Woods

Movement: Mounted units are forced to stop when they enter the area containing this card. (They may leave the area with no penalty.)

Combat: Units in this area cannot be charged. Missile attacks fired into this area suffer a -2 penalty to their attack ratings.

Elves gain a +1 bonus to their Melee and Defense ratings while in Woods.

91

TERRAIN CARD
Bog

Movement: Units must stop moving when they enter the area containing this card. (The unit can leave the bog without penalty.)

Combat: Units in this area cannot be charged. Mounted units suffer a -1 penalty to their Defense and Melee ratings while in the bog.

92

TERRAIN CARD
Hill

Movement: All units must stop when entering the area containing this card. (The unit can leave this area with no further penalty.)

Combat: Units in this area cannot be charged. Units belonging to the first side to occupy this area gain a +1 bonus to all combat ratings against enemy units that move into this area.

Dwarves who attack this area ignore defending units' terrain benefits.

93

WAR MAGIC
Transmutations

Spells Available: *transmute rock to mud, transmute water to dust, dig, move earth*

Effect: Destroys hills, cliffs, rivers, or bogs without damaging units in that area. Remove the terrain card from the map.

If any of these spells are used in an area with no terrain feature, a bog is created. Use card 92.

Duration: Permanent (until entire battle is resolved).

94

WAR MAGIC
Fogs

Spells Available: *wall of fog, fog cloud, pyrotechnics, solid fog, obscurement, control weather*

Effects: No unit may fire missiles into or out of the area affected by these spells. No unit may charge from, into, or through this area.

Duration: One round per level of caster.

95

WAR MAGIC
Massmorphs

Spells Available: *massmorph, hallucinatory forest, mass invisibility*

Effect: Any of these spells may be cast on one unit before the battle begins. The unit's location is secretly recorded during setup; it can be placed anywhere except the enemy reserve. The unit cannot be detected or attacked by the enemy. It cannot move or attack until the spell is cancelled. The player may reveal the unit at any point during the battle.

Duration: Until unit is revealed.

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WAR MAGIC
Walls

Spells Available: wall of ice, wall of fire, wall of stone, wall of force, wall of iron, wall of thorns

Effect: A magical wall prevents movement and missile fire between the area containing this card and the area pointed to by the arrow. The caster may orient this card in any direction.

Additional Effect: A wall of fire or wall of thorns spell causes an R result to one unengaged enemy unit present in this area when the spell is cast.

Duration: One round per level of caster.

97

WAR MAGIC
Hallucinatory Terrain

Spell Available: hallucinatory terrain

Effects: The area this spell is cast upon assumes the characteristics of any of the terrain cards. Place the terrain card in this area. It remains until the caster chooses to dispel the illusion. (Although the terrain is not real, troops believe it to be real and it is treated as actual terrain.)

Duration: Until caster dispels it.

99

WAR MAGIC
Priest Spells

Spells are classified as creating an F, R, or D result for the target unit. When a spell is cast, the result is automatic, but morale checks apply normally.

D: fire storm

R: call lightning, flame strike, blade barrier, fire seeds, creeping doom, symbol, earthquake, holy word

F: pyrotechnics, insect plague, sunray, illusory artillery, spike growth, spike stones

101

BATTLE CARD

		ATTACK-DEFENSE						
		♠-3	-2	-1	0	+1	+2	+3♠

Attacker's icon	Defender's icon	×	×	×	×	×	×	×
♠	♠	×	×	×	×	×	×	×
♣	♣	×	×	×	×	×	×	×
♥	♥	×	×	×	×	×	×	×
D	D	×	×	×	×	×	×	×
R	R	×	×	×	×	×	×	×
F	F	×	×	×	×	×	×	×

♠	♠	H	F	F	-	H	-	H	R	H
♣	♣	-	-	-	-	H	-	-	R	H
♥	♥	-	-	-	-	H	-	-	R	H

♠	♠	F	H	-	R	D	R	-	D	H
♣	♣	H	-	H	H	H	D	D	D	H
♥	♥	-	-	-	H	H	D	D	D	H

F Attacking unit falls back
 H Defending unit takes one hit
 R Defending unit takes one hit and is routed
 D Defending unit is destroyed

103

WAR MAGIC
Blesses

Spells Available: bless, chant, prayer

Effects: These spells may be cast on one friendly unit in the same area as the caster. The unit gains a +1 bonus to its Melee, Charge, and Missile ratings. In addition, the unit's morale is raised one level. A unit with one or two morale icons draws a random card and adds that icon to its morale rating for the duration of the spell. (Duplicate icons don't count; the player may draw until a new icon is gained.)

Duration: One round per level of caster.

98

WAR MAGIC
Wizard Spells

Spells are classified as creating an F, R, or D result for the target unit. When a spell is cast, the result is automatic, but morale checks apply normally.

D: cloudkill, death fog, prismatic spray, incendiary cloud, meteor swarm, prismatic wall, prismatic sphere

R: fireball, lightning bolt, ice storm, death spell, delayed blast fireball, symbol, power word stun, power word kill

F: phantasmal force, improved phantasmal force, spectral force, fear, advanced illusion, chaos, permanent illusion, programmed illusion

100

BATTLE CARD		ATTACK-DEFENSE						
Attacker's icon	Defender's icon	♠-3	-2	-1	0	+1	+2	+3♠
×	♠	H	-	F	-	H	-	-
×	♣	-	F	-	-	H	H	D
×	×	-	H	H	-	H	-	H
♠	♠	F	-	-	R	D	H	R
♣	♣	H	F	H	H	H	H	H
♥	×	-	H	-	H	R	R	D
D	♠	-	F	H	H	F	D	H
R	♣	-	H	-	H	-	H	R
F	×	-	F	H	F	-	H	H
F Attacking unit falls back								
R Defending unit takes one hit and is routed								
D Defending unit takes one hit								
D Defending unit is destroyed								

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BATTLE CARD		ATTACK-DEFENSE						
Attacker's icon	Defender's icon	♠-3	-2	-1	0	+1	+2	+3♠
×	♠	F	H	-	R	D	-	H
×	♣	H	-	H	H	H	R	H
×	×	-	F	-	H	R	R	H
♠	♠	-	H	H	H	F	H	-
♣	♣	F	F	-	H	-	R	D
♥	×	F	F	H	F	-	H	H
♠	♠	H	-	F	-	H	H	R
♣	♣	-	F	-	-	H	-	H
♥	×	-	H	H	-	H	R	D
F Attacking unit falls back								
H Defending unit takes one hit								
R Defending unit takes one hit and is routed								
D Defending unit is destroyed								

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War Card Checklist

70 Goblin Skirmishers

71 Goblin Guards

72 Goblin Wolfriders

73-74 Gnoll Marauders

75 Gnoll Infantry

76-77 Orog Infantry

78 Orog Cavalry

79 Guardians of Mhoried

80 Iron Guard of Ghoere

81 The Imperial Legion

82 Knights of Haelyn

83 Knights of Cuiraécen

84 Stonecrown Ogres

85 Warband of Markazor

86 Undead Legion

87 Adventurers

88-93 Terrain Cards

94-101 War Magic Cards

102-110 Battle Cards

111-112 Checklists

#112

BATTLE CARD

ATTACK-DEFENSE

Defender's icon	Attacker's icon	↖-3	-2	-1	0	+1	+2	+3
×	×	-	-	H	H	-	H	H
×	×	-	H	-	F	-	D	R
×	×	F	-	H	-	H	H	H

×	×	H	-	-	-	H	R	D
×	×	-	H	H	-	H	-	H
×	×	-	-	F	R	D	R	R

×	×	F	H	-	H	H	-	H
×	×	F	-	H	H	R	H	-
×	×	H	-	-	H	F	H	D

F Attacking unit falls back
H Defending unit takes one hit
R Defending unit takes one hit and is routed
D Defending unit is destroyed

110

BATTLE CARD

ATTACK-DEFENSE

Defender's icon	Attacker's icon	↖-3	-2	-1	0	+1	+2	+3
×	×	F	H	-	-	H	R	R
×	×	H	-	H	R	D	H	H
×	×	-	F	-	H	H	-	-

×	×	-	H	H	H	R	H	D
×	×	F	-	F	H	F	-	H
×	×	H	F	-	H	-	H	R

×	×	-	-	H	F	-	H	H
×	×	-	F	-	-	H	H	D
×	×	F	H	H	-	H	R	H

F Attacking unit falls back
H Defending unit takes one hit
R Defending unit takes one hit and is routed
D Defending unit is destroyed

108

BATTLE CARD

ATTACK-DEFENSE

Defender's icon	Attacker's icon	↖-3	-2	-1	0	+1	+2	+3
×	×	-	F	H	H	R	H	H
×	×	F	H	F	H	F	R	D
×	×	H	-	-	H	-	H	H

×	×	-	F	H	F	-	R	R
×	×	-	H	-	-	H	D	H
×	×	F	-	H	-	H	H	-

×	×	F	H	-	-	H	-	D
×	×	H	-	H	R	D	R	H
×	×	-	F	-	H	H	-	R

F Attacking unit falls back
H Defending unit takes one hit
R Defending unit takes one hit and is routed
D Defending unit is destroyed

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