

Orphans

Unit characteristics

											Equipment	Abilities	
Prankster :: hero													
12	4	4	8	-	7	4	3	-	3	2	87	2 Kingdom axes	Brave, Dodge, Nature aura
Grasshopper :: troop													
8	3	3	8	-	4	3	3	-	-	-	13	Reapers Bark helmet	Swift, Nature aura
Leader Grasshopper													
8	4	3	8	-	5	3	3	-	-	-	17		
Fly :: shooting troop													
8	2	2	8	4	4	2	3	-	-	-	10	Blowpipe (S:2, SD:6, R:20cm) Dagger	Accurate, Swarm, Nature aura
Movement	Combat Skill	Strength	Toughness	Aim	Courage	Survival	Size	Concentration	Attack Factor	Order	Cost		

Special Abilities

Nature Aura: (A.A.)

Models with Nature aura gain +1 to Toughness when they are inside wooden terrain.

Accurate: (A.A.)

Accurate models will not suffer from penalties for moving or shooting.

Swarm: (A.A.)

Swarms have a 360° field of vision.

Brave: (O.U.)

Brave models can re roll any failed Courage test that forces them to flee. The second result will be definitive.

Dodge: (O.U.)

Models with dodge can repeat two different (attack dice) rolls, when they are protecting against close combat attacks. The second result will be definitive.

Swift: (O.U.)

Swift models can double their Basic movement under any circumstance. If they had to move by a dice roll, they can roll one extra dice.



Hechizos

Aura (5+)(15cm)(C/C) (1T)

The target of the spell gains CS5 while the spells lasts.

Fallen leaves (9+)(25 cm)(1T)

The target of the spell will be hidden by a rain of dry leaves. All shots aimed at him will suffer a -1 to Aim.

Poison moss (10+)(60cm)

A single enemy model or one that forms part of a unit will suffer 1 automatic PO 12 hit, for stepping on poisoned moss.

Visual trick (12+)(30cm)(1T)

Choose a single model from the same army of the shaman, to enemy eyes he will look like a forest animal and he will not be targetable as objective of charges or shooting.

The forest grows (13+)(20cm)(P)

A forest of 10x10 cm. appears no more than 20 cm. away from the mage. The forest can't appear on top of other pieces of terrain or models.

Hidden treasure (14+)(P)

The shaman will find a Magical Stone.

Climbing ivy (15+)(15cm)(1T)

The target will not be able to move because he will be entangled in an ivy plant. The target can't be a flying model.

Swift as the wind (23+)(30cm)(3T)

The target will have MX2

Swindle of the destiny (17+)(35cm)

All the models of the same reign of the shaman at 35 cm. of distance or less will have an extra turn of shooting, after the magic turn and before the close combat turn,

Quick reference

Turn phases

- Order Roll
- Movement
- Declaration of Orders and Actions
- Magic
- Approximation
- Engaging in combat
- Shooting
- Disengaging from combat
- Combat
- Combat Results

Orders and actions

- Approximation
- Shooting
- Charges
- Reactions to charges
 - Shooting
 - Counter charge
 - Retreat
 - Hold the charge
- Disengaging from combat

Shooting Modifiers

- (+1) For each height point the target exceeds the shooter •
- (-1) For each height point the shooter exceeds the target •
- (-1) If the target is behind a miniature or piece of terrain that gives it cover •
- (-1) If the shooter has moved his basic distance or less •
- (+1) If the target is at short range •
- (-3) For shooting at an enemy unit engaged in close combat with a friendly unit •

Combat Modifiers

- (+1) If the unit is charging •
- (+1) If the unit is counter charging •
- (-1) For each additional model with whom it is engaged. (That is, one model against three models will receive a -2) •
- (+1) When an opponent is 2 or more points bigger in height •
- (-1) When an opponent is 2 or more points smaller in height •