

The Thousand Faces Cult

Unit characteristics

Equipment											Abilities		
Hermit :: Mage													
10	4	3	8	-	7	4	3	2	2	2	62	Runic bowl Magic staff	Hardened, Fanático, Hermit, Warrior mage
Morlaco :: troop													
10	4	4	8	-	5	3	4	-	-	-	16	Looted weapon Shield	Daring
Morlaco leader :: tropa													
10	5	4	8	-	6	3	4	-	-	-	20		
Archer :: shooting troop													
10	3	3	8	4	7	3	3	-	-	-	18	Long bow (S:3, SD:9, R:50cm) short sword	Scout
Movement	Combat Skill	Strength	Toughness	Alert	Courage	Survival	Size	Concentration	Attack Factor	Order	Cost		

Special Abilities

Daring: (O.U.)

Daring models can re-roll one characteristic test per turn. The second result will be definitive.

Hardened: (A.A.)

A hardened model will have an extra D10 per turn to use as he wishes. Re roll a failed roll, make an extra attack or to add to a spell roll.

Hermit: (S.A.)

the heroic or legendary heroic can not attach to any regiment.

Scout: (O.U.)

A scout can deploy at the start of the game out of his armies deployment zone, but he has to be out of the enemies field of vision and at least farther than 30cm from the enemy.

Fanatic: (A.A.)

Fanatic models are immune to fear and never flee.



Spells

Deception (5+)

If the spell is cast successfully the player will add +1 to determine the initiative in the next turn.

Burning head (7+)(40 cm.)

The Burning head will cause 1 automatic PO 11 hit.

Cloak of shadows (8+)(20 cm.)(1T)(C/C)

The target of the spell will gain +1 to T.

Sacrifice (9+)(20 cm.)(C/C)(P)

Choose a model from the army of the sorcerer not more than 20 cm. away from him. The unlucky will be removed as a casualty and the sorcerer will gain 2 Magical Stones.

Unusual courage (10+)(25 cm.)(1T)

The target of the spell will double his Courage characteristic (Cx2).

Offering to the gods of the abyss (12+)(P)

This spell can only be cast if the sorcerer kills an enemy character. If the spell is cast successfully the sorcerer will be able to choose another spell from the reigns' list, even if he exceeds the limit.

Paralyzing ice (15+)(30 cm.)(1T)

Choose a single model that can be part of a unit or be in Close Combat with the sorcerer. If the spell is cast successfully the unlucky target will not do anything (move, shoot, etc.) this turn.

Protecting shield (19+)(30 cm.)(C/C)(1T)

Choose a unit from the same reign of the sorcerer that is in close combat. If the spell is cast successfully a magic shield will appear between the models that are in close combat that will prevent the unit from receiving attacks and being pursued. The unit of the sorcerer will be able to disengage from combat automatically.

Curse (20+)(40 cm.)(2T)

Choose an enemy unit or single model that is in close combat. If the spell is cast successfully the target will suffer a -1 to S, T, CS and C. No value may be lowered below 1.

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 •