

# BATTLE AT HEROIC SCALE

Sometimes situation arises where the PCs command armies, but small ones. In this case the company sizes have to be scaled down from the standard 120 to around 30 soldiers. At the same time, some PCs or NPCs may have grown so individually powerful that it is believable for them to take on entire companies almost by themselves at this smaller scale.

For such cases, the Heroic Combat Scale comes into play, where an individual PC is converted into a company, with their stats greatly simplified.

**Note:** Using the Heroic Combat Scale doesn't mean all players must convert their PCs into Hero Companies – it may not be wise if a character is built more for tactics or social intrigue. It's expected that perhaps only one or a few PCs are converted into Heroes, while others continue to lead regular companies.

Alternatively, the GM may use a Hero Company solely to represent an especially powerful (enemy) NPC or a creature.

Also, much of the value of a Hero Unit may come from the various special actions and spells the Hero can use on the battlefield – individual-scale abilities and powers that, in a typical Company-Scale Battle, are of limited use, sometimes available only to special units such as Shinobi Clans.

## Scaling

The Heroic Scale is based on the company scaling rules found in the Full Book, page 369, which (rephrased for consistency) state:

*"Changing the company scale is very simple. Units can be declared to consist of any other number of soldiers. **All Defence rolls, Attack rolls, and HP remain the same.**"*

*Units of 120 soldiers are the base value. Units may be 30, 40, or even just 20 members.*

*In exceptional situations, multiple scales can be used in the same battle – for example, in sieges, where only companies fit within forts and walls, while the besieging army is so large that it makes sense to represent it at the battalion scale (600). **In this case, the HP and Damage of battalions should be multiplied by five to match companies.**"*

A similar logic applies to ships, towers, and other defensive structures – one large ship does not become five small ships when other companies are made smaller.

In Heroic Scale, companies consist of 24 soldiers, meaning that each regular **120-person company becomes five 24-person companies.**

**Other company types are also divided by five:**

- Cannon companies (10 cannons) become 5 companies of 2 cannons each.
- 20-member companies become 5 companies of 4 members each.
- And so on.

All follow the base conversion rules – their stats remain the same, but costs and resource use (for example, cannon shot expenditure) are reduced accordingly.

Ships, towers, and similar structures have their HP multiplied by 5 in this scale.

## Scaling the Battlefield

You can use the regular 50-metre hex battlefield, but smaller units should not occupy that much space, so several of them may be allowed to exist in the same hex. Alternatively, you can use a smaller 25-metre hex battlefield scale, which is more typical for units of this size.

For this reason, all subchapters list Movement Speeds and Ranges in a 25-metre scale (in brackets). The calculation is simple: x2.

## Heroic Scale and Individual-Scale Heroics

One **Battle Turn** lasts 5 minutes, which equals 30 individual-scale **Combat Rounds** – 15 rounds per **Action**. As the name suggests – **heroics** – within the Heroic Scale combat, the players and GM may choose to play out particularly important duels or battle segments on an individual combat scale. This envisions the Heroic Combat Unit, with its Retinue, as a device that helps the Hero fight their way to an enemy leader or other similarly crucial objective.

If the individual fight lasts 15 Rounds or less, it can be ruled that the Hero only gives up one of their Hero Unit Actions, meaning the decisive combat may occur during a larger battle and conclude before the opposing companies (those not directly engaged) have a chance to react.



## The Hero

The Hero in this scale is a single PC or NPC (possibly with a small retinue of maximum 8 people).

### Conditions for Hero Status

To be considered a Hero in Heroic Combat Scale, it must be determined that this individual can, in combat terms, stand roughly equal to 24 regular soldiers.

Typically, taking the role of a Hero becomes feasible with a character built at around 300 to 500 EXP, depending on how much attention has been given to developing their battle prowess.

#### The following suggested conditions should be met:

- At least **two Attacks per Full Attack** (in individual scale). Without this, the Hero would be unable to deal Damage with most weapons.
- **Median Damage of at least 8 per Attack** (in individual scale). This determines whether the Attack can be counted at all during the upcoming calculations.  
**When calculating, add the weapon's Piercing value to its median Damage.**  
*For example, a regular flintlock pistol (Damage 1d10, median 5,5) with Piercing 6 would count as 11,5 Damage.*  
This effectively rules out weapons not suited for battlefield use – at least in the hands of a lone Hero, unless they are of especially masterwork in quality.

#### Some less strict suggestions:

- At least 25 HP – this converts to 5 HP for the company. The retinue adds 4, for a total of 9. Most regular companies have 12 HP.
- Parrying at least +10 and good armour (DR 8), or high Reflexes (+9) – this converts to Defence +4, which is the median for regular companies.
- A weapon with an Attack Bonus of at least +12 and Tactics or another Weapon Skill Level of at least +6 – this converts to +6 Attack, again the median for most regular companies.
- Alternatively, the Hero may rely on special skills, abilities, or powerful damage-dealing spells with plenty of Spellpoints (for example, electric spells from Soulcraft) to make them effective even without high combat stats.

*(Players are free to ignore all these recommendations and calculate their Hero as they wish – but charging unprepared, without the ability to deal damage, into a musket line usually makes for a very short, if romantic, story.)*

## HERO'S RETINUE VS. A MILITARY COMPANY

The retinue, while typically elite warriors themselves – comprising of samurai bodyguards, shield-bearers and housecarls, priests, battlebards, squires, charioteers, and so on – takes a back seat in the context of a Hero Company. Their stats are not fully counted, only considered in general terms, although **some may have special actions within the Hero Company.**

A Hero Company is fundamentally different from a regular company. A Hero cannot simply be added to a regular company as a bonus to all its stats – this distinction is important for game balance and is also reflected in the fantasy of fighting hero.

In a regular company, the leader, while potentially a powerful warrior in their own right, primarily commands the company. They may fight alongside their troops, but the bulk of the fighting is done by the company's soldiers.

In a Hero Company, however, the Hero does most of the fighting personally. The retinue exists to provide support: covering the Hero's back, holding shields while they attack (with spells or ranged weapons), loading weapons, and performing other ancillary tasks.

If a PC wishes to lead a regular company, they cannot simultaneously serve as the fighting Hero. They cannot fully command a company at the level of a standard company leader without losing their Hero Actions and reverting to a regular legate. **This does not prevent them from acting as the army's (or a flank's) overall (field) tactician.**

**The Hero's retinue can never exceed eight people** (one-third of a standard company at this scale). Any additional members are ignored or treated as a separate unit not under the Hero's direct control. This does not mean that the separate unit cannot be considered an elite bodyguard unit following the Hero Unit on the battlefield.

Read further at ["Retinue" on page 144.](#)



## Defeat of the Hero Unit

When a regular company falls to 0 HP, it typically does not mean that every soldier and their commander are dead. There are deaths, of course, but many are “merely” crippled, severely wounded, or have privately fled the battlefield. The unit’s legate may even be quite unharmed.

It is different for a Hero Unit, as the individual Hero is the one doing the fighting. When the unit falls to 0 HP, it also means that the Hero has 0 HP at individual scale (though they may still be conscious and have taken no Damage to the Body attribute). Their retinue, however, is scattered, severely wounded, or killed.

As they are likely near an enemy company, capture is a real possibility. However, if not captured and magical healing is available, they may even return to the same battle.

If there are important NPCs in the unit, roll to determine their fate:

Roll d100	Result
1-15	Alive and well, just startled – perhaps hiding.
16-30	Injured, but not seriously. A healing spell, or patching up and rest should suffice.
31-45	Seriously injured – a broken bone or two. They need several months of rest or a powerful casting of a Bone Mending Restoration ritual.
46-60	Lost a limb or similar.
61-75	At 0 HP, their Body attribute is minus 1d8. They must make Body checks, and if no one helps immediately, they may die.
76-90	Fled the scene or captured by the enemy – they must be found or freed.
91-100	Dead.

# Calculating a Hero Unit

Calculate the Hero's base stats, then add the bonuses from the Retinue (page 144).

## Actions per Turn

Most companies of soldiers or animals have 2 Actions per Turn, and so does a Hero unit.

If the Hero uses a weapon such as a cannon – which may give a company only 1 Action per Turn – then the Hero also acts only once per Turn.

## Reaction

As with companies, Heroes have 1 Reaction per Turn.

If using a cannon (which normally provides no Reaction), the Hero cannot use the cannon for Reaction Attacks but may use a melee or other weapon if applicable.

## HP

- 1 HP per 5 individual Health Points.
- Each person in the Hero's retinue adds +0,5 HP, up to a maximum of +4 HP (8 people).

## Defence

- +1 Defence per 3 Reflexes points
- +1 Defence per 5 Parrying points
- +1 Defence per 4 Damage Reduction points

## Morale

While it is typically the player who decides when to flee in case of Hero unit, certain spells may force a Morale check.

For a PC Hero Unit, use the PC's Willpower as the Morale value, and add the bonus from the army's Tactician. If the Hero is the leader of the entire force, the Tactician bonus to all units under their command (and themselves) is as follows: **for every 5 points in Tactics and/or Social Skills, all units serving under them gain +1 Morale.**

If the unit is an NPC, use its regular Morale value and the Tactician bonus.

Apply the following modifiers:

- +4 bonus if Brave.
- Immune to Morale checks if Fearless.
- -2 penalty if Craven.

1 HP per 5 individual HP + retinue bonus

Typically 2

Typically YES

Willpower + Tactician's bonus

3 (6) on foot  
6(12) on horse  
By the slowest member of the Retinue

+1 Def per 3 Reflex  
+1 Def per 5 Parry  
+1 Def per 4 DR

(Weapon's Attack Bonus ÷ 3) + (Tactics Skill Level ÷ 3) = Attack  
Two Attacks in Full Attack = 1 Damage + retinue bonus (READ FURTHER)

Depends on the weapon (READ FURTHER)

Special Properties, Attacks and Actions depend on the skills, abilities, spells and equipment of both the Hero and the Retinue (page 154).

Retinue can consist of a maximum of 8 people: 6 fighters (Combat Retinue) and 2 specialists (page 144).

Specialists may also have their own supportive sub-actions.

Retinue Spellpoints are pooled together and can also be used by the Hero (page 144).

Click to download the Hero Company Sheets

## Company Sheet for Hero Unit

The company sheet for a Hero unit is similar to that of a regular company: simple HP, Defence, etc. The main differences are the additional space for Special Attacks, Special Actions, the Retinue, and its attributes.



## Movement Speed

Movement depends on the mount or vehicle (values in brackets refer to the battlemat scale of 25-metre hexes):

Assigned by the slowest member of the Retinue.

- On foot: 3 (6) hexes
- On horseback (most horses): 6 (12) hexes
- On Great Taurian Ibox: 5 (10) hexes
- On wyvern: 20 (40) hexes
- If the Hero operates a cannon, use the Cannon Company Movement Speed: Falconet – 2 (4), Minion & Saker – 1 (2), larger cannons – none.

For other cases, the GM decides. Inspiration can be drawn from the following table:

Movement Speed at Individual Scale	Movement Speed at Heroic Battle Scale
0-3	-
4-10	1 (2)
11-20	2 (4)
21-39	3 (6)
40-49	4 (8)
50-59	5 (10)
60-79	6 (12)
80-89	8 (16)
90-99	10 (20)
100-109	12 (24)
110-119	14 (28)
120-129	16 (32)

- +1 (+2) if without any armour and substantial heavy weaponry.
- +4 (+8) if flying, as it ignores all terrain – even simple plains have small natural features that make it more difficult for companies to hold formation and manoeuvre effectively.
- -2 (-4) if animals are pulling carriages, sleighs, (war)wagons, or similar vehicles.

In the case of very large or fierce mounts (such as wyverns), they count as a full Combat Retinue and may grant additional special bonuses. See “Retinue” on page 144 for further detail.

## Melee Attack and Damage

### Attack Bonus

- Choose one melee weapon the Hero uses as individual, and divide its Attack Bonus by three.
- +1 Attack Bonus per 3 Skill Levels in Tactics or in any melee weapon group other than the one the Hero’s main weapon belongs to.

*Example 1:* A Hero with +16 Attack Bonus with masterwork Katana (+5) and +10 Skill Level in Tactics (+3) has an Attack Bonus of +8.

*Example 2:* A Hero with +14 Attack Bonus with masterwork Katana (+4) and +7 Skill Level in Spears (+2) has an Attack Bonus of +6.

## Damage

1 point of Damage per **2 Attacks in a Full Attack** (individual scale) – but only Attacks with a median Damage of at least 8 are counted. If the Hero has fewer Attacks and/or cannot deal at least a median of 8 Damage, it is possible that the Hero unit will not be able to inflict any Damage.

This is derived from abilities such as Rapid Attack, Dual Wielding, Rapid Dual Wielding, Weapon Master, and Quick Blows. The potential maximum number of Attacks in a typical Full Attack is counted. Abilities like First Strike are not included, as they grant an extra Attack only once per battle. Similarly, abilities such as Final Attack or other Reaction-based abilities are excluded, as they do not apply to Full Attacks but instead make counterattacking during a Reaction easier.

**Full Combat Retinue** grants typically +1 bonus Damage.

If the Hero has no melee Damage, but the retinue qualifies to provide its bonus, the Hero unit’s melee Damage becomes 1.

*Achieving base melee Damage 4 or higher should be very hard.*

## Ranged Attack and Damage

### Attack Bonus

Same as for melee.

- Choose one ranged weapon and divide its Attack Bonus by three.
- +1 Attack Bonus per 3 Skill Levels in Tactics, Ballistics, or in any ranged weapon group other than the one the Hero’s main weapon belongs to.

When firing a cannon, the attack skill is already Ballistics, and other ranged weapons do not matter for cannons. Apply Tactics, or use the Ballistics skill twice in the formula (making it somewhat more Skill Level-effective).

*For example, a Hero with Ballistics +14 calculates it as follows:  $(14 \div 3 \approx 4) + (14 \div 3 \approx 4) = \text{Attack Bonus } +8$ . Note that each addition is rounded down to the lower whole number before summing.*

### Damage and Range

For ranged weapons, Damage calculation depends on the weapon used.

**For thrown weapons (Civilian Weapons, Spears),** use the same calculation as for melee Damage: 1 point of Damage per **2 Attacks in a Full Attack** (individual scale) – but only Attacks with a median Damage of at least 8 are counted.

- **Spears:** Range 2 (4), Javelin + Atlatl Range 3 (6)
- **Sling:** Range 4 (8)



After the Hero Unit's base stats are calculated, add the bonuses from the Retinue.

The Retinue consists of 6 warriors (**Combat Retinue**) and 2 specialists, who provide the specialists' bonuses. The Retinue can also be smaller if the PCs do not have as many NPCs with them, but in this case the Hero Unit does not receive the full Combat Retinue bonuses and cannot have specialists, as there are not enough fighters to protect them in the chaos of battle and allow them to perform their special actions.

Of course, there is the question of where the Retinue comes from. If the PCs have a domain, regular village samurai can serve as a basic Combat Retinue, but more often than not the Retinue consists of special NPC characters encountered during the course of adventuring or hired specialists – or simply people the PCs want with them or feel they must protect personally, even if they provide no specific bonus.

Defence Systems such as bodyguard units can also serve as a Combat Retinue – so if any sort of domain or trade game is in play, assembling a Combat Retinue should not be a problem.

## PCs as Part of Another PC's Retinue

Other PCs can be part of a Combat Retinue or fill special Retinue roles, but it is generally suggested that they do not, as their actions would be limited. They are better off controlling a regular company.

However, this may be necessary if the fight is short and the PCs only have NPCs for one company, or if they use the Hero Company as a device to fight their way to, for example, an enemy leader to engage them on an individual scale.

## RETINUE SPELLPOINTS

The Retinue specialists' (or even the Combat Retinue, if they are casters themselves) Spellpoints are pooled together into **Retinue Spellpoints**. These can then be used by Retinue specialists to cast their specialist spells, by the Combat Retinue in magical fighting (if they have spells), or by the Hero to cast their own spells.

There is a soft requirement that the casters who "donate" their Spellpoints should be able to cast spells with somewhat similar effects, since, while mechanically the Hero uses the points, in the game world they are leading the spellcasting action rather than somehow leeching their Retinue's magical energy. However, this should be interpreted broadly: for example, both **Divine Strike** and **Channelling Soul as Electricity** ultimately deal Damage.



# Combat Retinue

To gain Combat Retinue bonuses, the Combat Retinue must be full – 6 people.

The only exception is Bonus HP, which is calculated as follows: each person in the Hero's Retinue adds +0,5 HP, up to a maximum of +4 HP (8 people total) – 3 HP from the Combat Retinue and 1 HP from the specialists.

This is how the extra HP is calculated for most human-warrior (and horse) based Retinues. Special Combat Retinues may grant different Bonus HP.

## BASIC COMBAT RETINUE

Most human-based Combat Retinues give very similar bonuses; the main differences are in ranged attacks and Special Properties.

If Hero's Combat Retinue consists of a mix of different NPCs picked up from here and there, still try to place it into one of the Basic Combat Retinue categories. Consider which weapons they mostly use, whether they all have horses, and so on. If no single category fits perfectly, then combine the closest matching categories,

All warrior types that may serve the PCs in one way or another may become their Combat Retinue. Their equipment and skills set some limitations on what **Special Properties** the unit will have. It is also possible to have more special Combat Retinue that open up special actions or provide additional bonuses.

taking into account their equipment and the expanded explanations of [Special Properties on page 154](#).

Some of these NPCs may have powerful abilities or spells on the individual scale, but when they serve as part of the Combat Retinue, using those abilities does not affect the unit's overall performance. To apply such abilities on the Hero Company scale, they must instead take a specialist role.

Combat Retinue Type (Corresponding Companies and Defence Systems)	Bonus HP	Movement Speed	Melee Damage Bonus	Ranged Damage Bonus	Attack Range – Weapon	Allows Special Properties
Samurai (Samurai Cavalry Company, Basic Samurai Retinue)	+3 (+4)	3 (6) on foot 6 (12) on horse	+1	+1	4 (8) – Daikyu	On foot: Breaking the Charge Mounted: Heavy Cavalry Charge, Attack Between Movement
Elite Samurai (Samurai Elite Cavalry, Bodyguard Unit)		3 (6) on foot 6 (12) on horse	+1	+1	2 (4) – Flintlock Musketoon	On foot: Breaking the Charge Mounted: Heavy Cavalry Charge, Attack Between Movement
Heavy Cavalry (Tauric Landsknight Cavalry)		3 (6) on foot 6 (12) on horse	+1	-	-	On foot: Breaking the Charge Mounted: Heavy Cavalry Charge
Dragoons (Grassland Riders)		3 (6) on foot 6 (12) on horse	+1	+1	2 (4) – Flintlock Musketoon	On foot: Breaking the Charge Mounted: Light Cavalry Charge, Attack Between Movement
Pikemen (Ashigaru, Ronin, Pikemen, Civilian Guards)		3 (6)	+1	-	-	Breaking the Charge
Basic Warriors (Militia, Warrior Militia)		3 (6)	+1	-	-	- Warrior Militia has Shieldwall
Basic Warriors with Ranged Weapons: Asteanic Marines Arquebusiers Pirates&Bandits		3 (6)	+1	+1	2 (4): Repeating Crossbow Arquebus Assortment of ranged weapons	-
Ronin Musketeers		3 (6)	+1	+1	3 (6) – Musket	-
Musketeers		3 (6)	-	+1	3 (6) – Musket	-
Tauric Highlanders		3 (6) on foot 5 (10) on ibex	+1	+1	4 (8) – Longbow	Mountain Specialists
Longbowmen		3 (6)	-	+1	4 (8) – Longbow	-
Seeling Slingers (Seeling Slingers – page 283)		4 (8)	-	+1	4 (8) – Sling	Mountain Specialists



## SPECIAL COMBAT RETINUE

Special Combat Retinues are groups (of six NPCs) who share similar specialised combat abilities and can therefore cause a significant change in how the Retinue unit functions.

For example, a retinue made up of **Bodies of Geulades**, each capable of casting **Self-Powered Channelling spells**, strongly influencing how the unit fights. An Asteanic War Wagon operates nothing like six warriors with swords, more like a tank. A wyvern, similarly, shifts the logic of how a retinue behaves by virtue of its size and ability to fly.

The benefit is power; the cost is rarity. Such characters and creatures are far harder to find, recruit, or train than simply hiring a handful of ronin in a tavern.

These Retinue types are grouped by their source and/or special role: trained by a domain's chancellors, hired, mounts (controlled by a Beastmaster), creations of a Necromancer, and so on. Some consist of a single creature; others follow the typical six-NPC/creature retinue structure.

## Animals and Mounts as (Combat) Retinue

A Beastmaster may fill their Combat Retinue with animals, who follow commands.

Some mounts are large and fierce enough that they alone fill the Combat Retinue. Some even leave no room for specialists, but this comes from their inability to carry multiple people.

The overall rule is this: mounts and animals starting from huge size category fill the retinue alone. Large and smaller sizes appear in groups of six beasts, forming a full Combat Retinue.

See also “**Hero of a Different Size Category**” on page 163 to help assign bonuses to animals not statted here. Do not apply the full bonus to a single animal. Instead, scale the bonuses down – about half, or a similar portion, as the Hero is the main fighter, not the beast, even if the beast is very powerful. The final value is decided by the GM.

<b>Combat Retinue Type</b> (Corresponding Companies, Defence Systems, or NPCs)	<b>Bonus HP</b>	<b>Bonus Defence</b>	<b>Movement Speed</b>	<b>Melee Damage Bonus</b>	<b>Ranged Damage Bonus</b>	<b>Attack Range – Weapon</b>	<b>Allows Special Properties</b>	<b>Other Special Bonuses</b>
<b>Hired, Trained by Domain Chancellors, or Formed as Retinues from Domain Establishments</b>								
Asteanic War Wagon (Single wagon) The retinue inside: The wagon: <i>(Read further!)</i>	+3 (+4) Wagon has 10 HP	- +9 (Wagon's Defence: +4)	3 (6) or 6 (12) 4 (8)	+1	+1	2 (4) – Repeating Crossbow	Asteanic War Wagon Charge, Attack Between Movement, Remanning, Roads Requirement, Iron Plating	Ballista Attack (Damage: 2; Range: 6 (12))
Azure Warriors (6 or 8 Warriors) In Flesh and Bone: In Ethereal Form: <i>(Read further!)</i>	+3 (+4)*	- -**	3 (6) 3 (6)	+2	-	-	Immunity to Regular Weapons** (in ethereal form)	Astral Projection spells (page 161)*. Spellpoints per NPC: 10
Lightning Mages <i>(Read further!)</i>	+3 (+4)	- (Shield of Electricity)	3 (6)	+1	+1	3 (6) – Javelin + Atlatl	Shieldwall	Soulcraft spells (page 160). Spellpoints per NPC: 8
Wolfrunners ??? Elite								
Tiigrihōimu retinue ka erali Elite								
Squad of Detranic Police								
Shinobi (Shinobi Clan, trained or found shinobi)	+3 (+4)	-	3 (6)	+1	+1	4 (8) – Arbalest	Mountain Specialists	Allow Stealth Actions*** (page 156)
<b>Speciality (Warrior) Priests and Other Religiously Aligned Characters</b>								
Bodies of Geulades	+4 (+5)	+2	3 (6)	+2	-	-	Silver Weapons	Spellpoints per NPC: ??? ???
Priest Samurai of Tengu Jin								
Huntsmen of Camulos (page 678)	+3 (+4)	-	3 (6) on foot 5 (10) on ibex	+1	+2	4 (8) – Longbow	Mountain Specialists	Allow Stealth Actions*** (page 156) Spellpoints per NPC: 4
Woad Warriors (page 679)	+3 (+4)	-	4 (8)	+1	+1	2 (4) – Spear	Mountain Specialists, Attack Between Movement on Foot	





**Animal Retinue and Mounts (Beastmastery)**

Big Cats, Dire Wolves and Boars, Brown Bears, Crocodiles, etc (6 animals)	+3 (+4)	-	Crocodiles: 3 (6) Boars: 4 (8) Bears: 5 (10) Wolves, Tigers: 6 (12) Jaguar or Leopard: 8 (16)	+1	-	-	-	-
Cave or Snow Bears, Manguses, etc (6 animals)	+3 (+4)	-	Bears: 5 (10) Manguses: 6 (12)	+2	-	-	-	-
Wyvern**** (Single creature)	+5	-	Flying: 20 (40) On land: 4 (8)	+2	-	-	Flying, Flyby Attack, Attack from Above	-
King's Wyvern**** (Single creature)	+10	-	Flying: 20 (40) On land: 5 (10)	+3	-	-	Flying, Flyby Attack, Attack from Above	-
Single-Humped Steppe Unihorn (Single creature)	+5 (+6)	-	4 (8)	+1	-	-	Heavy Cavalry Charge	-

**Undead (Necromancy)**

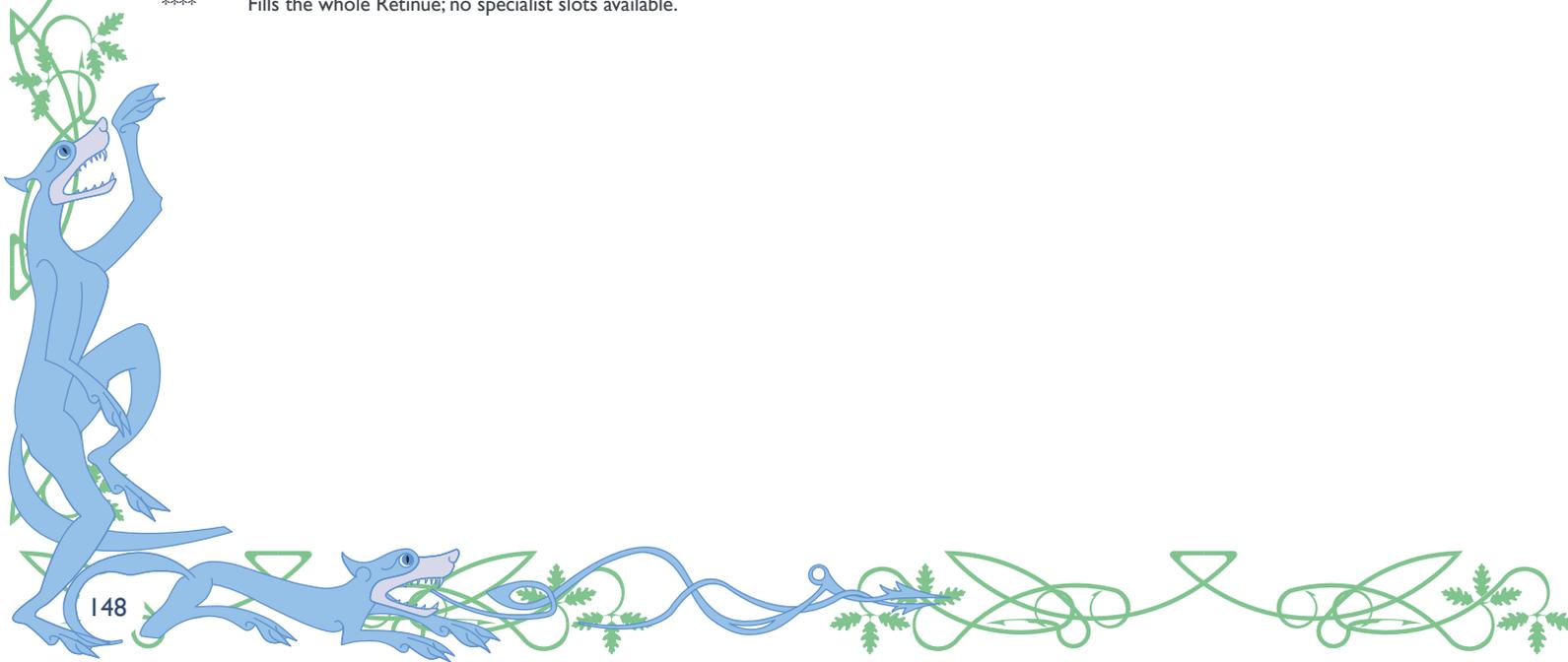
Revenants	+4 (+5)	-	3 (6)	+1	+1	2 (4) – Spears	Depends on equipment.	-
Draugr	+5 (+6)	-	4 (8)	+1	+1	2 (4) – Spears	Depends on equipment.	-
Wraith, Level 1	+4 (+5)	-**	3 (6)	+1	+1	2 (4) – Spears/Axes	Depends on equipment. Immunity to Regular Weapons**	-
Wraith, Level 2 and 3	+5 (+6)	-**	4 (8)	+1	+1	2 (4) – Spears/Axes	Depends on equipment. Immunity to Regular Weapons**	-
Wraith, Level 4 and 5	+6 (+7)	-**	4 (8)	+2	+2	2 (4) – Spears/Axes	Depends on equipment. Immunity to Regular Weapons**	-
Wraith, Level 6 and 7	+7 (+8)	-**	4 (8)	+2	+2	2 (4) – Spears/Axes	Depends on equipment. Immunity to Regular Weapons**	Entering the Otherworld

\* Some of the special spells (for example Astral Projection) or abilities the unit uses are only available if the whole unit possesses them: the Hero, and the two extra specialist characters. Unit can't turn invisible if two characters don't turn invisible, especially if the Hero can't turn invisible. For those special Actions to work the unit must have specialist NPCs that also have the abilities, not have extra NPCs (and get 1 HP less) or have just a Combat Retinue of 8 persons (to get the full Retinue HP bonus).

\*\* The hero unit is immune to damage from regular weapons if the Hero also has this property (they are astral projecting, or they are a spirit or Otherworldling). If the Hero is a flesh-and-bone character, the property instead provides +2 Defence if the Retinue has DR 10 against regular weapons (Corporal and Quasicorporeal creatures), or +4 Defence if the Retinue has DR 20 against regular weapons (Souls, Azure Warriors and Ethereal Otherworldlings).

\*\*\* This means that all Stealth Actions are possible with this Retinue. The Hero still has to meet all other requirements themselves in order to perform those Actions. Also, some other Retinues may allow **some** Stealth Actions.

\*\*\*\* Fills the whole Retinue; no specialist slots available.





BATTLE AT HEROIC SCALE

## Asteanic War Wagon Combat Retinue

The bonuses and stats of the wagon depend partly on the Riding Skill Level of the driver. The stats presented here (and the table) are based on the **Asteanic War Wagons Company** profile with the Wagon Captain's Riding +6 (page 338).

An Asteanic War Wagon used as a Combat Retinue mechanically resembles a ship in how it functions. It provides a protective outer layer for the Hero and their companions, at the cost of movement being limited to roads or flat and dry terrain.

A wagon can hold 8 people: six as its core crew, plus two specialists.

The crew of six are light-armoured and carry Repeating Crossbows (Range: 2 (4)), forming a basic Combat Retinue:

- +3 (+4) HP
- +1 melee and +1 ranged Damage.

Special Properties:

- On foot: Movement Speed 3 (6); Breaking the Charge
- Mounted Movement Speed 6 (12); Heavy Cavalry Charge

**These basic bonuses are added to the Hero Unit. The wagon itself is treated somewhat separately and has:**

**HP:** 10 (the wagon only). **The Hero and their retinue have separate HP!**

**Actions per Turn:**

- 2 movement Actions (if the wagon is only moving and the Hero inside is not the driver, they may spend their Actions separately, like on a ship. For example: casting spells or using ranged weapons that are not the mounted ballista).
- 2 Ballista Attacks (if stationary)
- Asteanic War Wagon Charge (movement + Charge + Ballista Attack)
- Attack Between Movement (movement + Ballista Attack)

**Reaction:** The mounted Ballista may be used for a Reaction Attack.

**Movement Speed:** 4 (8)

**Defence:** +4 (15). Calculated as follows:

- Wagon Base Defence: 0 (11)
- +2 if fitted with **Iron Plating**
- + **Wagon Captain's Riding** ÷ 3

**Defence Bonus applied to the unit inside:** +9.

The crew inside can be attacked separately (like on ships) but receives a Defence bonus from the wagon:

- Base: +5 (as with ships)
- +2 if fitted with **Iron Plating**
- + **Wagon Captain's Riding** ÷ 3, applied the same way a ship's Navigation affects onboard Defence.

**This bonus is added to the Hero's Defence score when they are inside the wagon!**

### Ballista Attack

The unit may fire the ballista twice per Battle Turn, but only if stationary (using 1 Action).

**Attack Bonus Formula:** (Hero's Crossbows or Ballistics ÷ 3) + (Hero's Tactics or Ballistics ÷ 3). Note: Each division is rounded down before summing.

**Damage:** 2

**Range:** 6 (12) – Asteanic Field Ballista

If performing the **Attack Between Movement manoeuvre**, the Hero may fire the ballista once during the turn.

### Asteanic War Wagon Charge

The Hero Unit may perform a **Charge Attack** using the Hero Unit's melee Attack Bonus and Damage (making it stronger than a typical Wagon Company charge).

Performing a charge takes a full Battle Turn (2 Actions), regardless of distance moved (2 to 8 hexes). To perform a charge, a wagon unit must be able to move at least 2 hexagons to gather speed. **Charge adds +2 to the Melee Attack roll and 4 points to Damage.**

But as a difference from Heavy Cavalry Charge Asteanic War Wagons have ballista mounted on them, meaning on charge they still can make one extra Ranged Attack.

Unlike a normal Cavalry Charge, Asteanic War Wagon Charge allows one ranged Ballista Attack during the charge.

## Azure Warriors Combat Retinue

Spells available and Spellpoints depend on the specific NPCs employed.

The stats presented here are based on the Trained Azure Warrior NPC from the Full Book, page XXX.

They each have 10 Spellpoints (for the pooled Retinue Spellpoints) and know the following spells:

- Sixth Sense
- Ritual: Astral Projection
- Entering the Otherworld
- Auxiliary Ability: Astral Projection with Soul-Infused Item
- Manipulation of Physical Objects
- Flying

If the Hero is also an Azure Warrior, they may add the Retinue Spellpoint pool to their own Spellpoints and use it to cast the Astral Projection spells the whole unit casts. This grants access to powerful abilities.

If the Hero is not an Azure Warrior, they only gain a **+4 Defence bonus** from the unit casting **Astral Projection + Astral Projection with Soul-Infused Item**. The NPC makes the Astral Projection roll to determine whether the projection succeeds.

## Lightning Mages Combat Retinue

Spells available and Spellpoints depend on the specific NPCs employed.

The stats presented here are based on the **Gurge Thunderhunter from the Windchaser Tribes** NPC (page 702).

They each have 8 Spellpoints (for the pooled Retinue Spellpoints) and know the following spells:

- Animal Language and Persuasion (Single-Humped Steppe Unihorn)
- Beastmastery
- Ritual: Soul Binding
- Channelling Soul as Electricity
- Shield of Electricity

If the Hero is also a Lightning Mage, they may freely use the pooled Retinue Spellpoints to cast their own electricity spells – allowing them to cast many more. As a speciality, **Shield of Electricity** becomes available for the entire unit.

If the Hero is not a Lightning Mage themselves, they only gain the bonus Damage from **Channelling Soul as Electricity** for the cost of 10 Spellpoints. The Lightning Mage NPC's Soulcraft Skill Level determines whether the Hero gains +1 or more bonus Damage (typically it will be +1).



## Specialists in the Retinue

These are the two possible support characters who perform their Actions as part of the Hero Unit's Actions. This means they also have two Actions per Battle Turn, but no separate Reaction. All of their Actions are support Actions, not Attack Actions. Some retinue roles have no Actions of their own and provide only a static bonus to the Hero Unit.

The Actions available to these special retinue characters are mostly the same as those described under the subchapters "Special Attacks and Actions from Abilities and Skills" on page 156 and "Special Attacks and Actions from Spell Casting" on page 158. Some Special Actions may have modifications – for example, a NPC battlebard in the retinue does not need the **Haunting Lyrics** ability, making the singing Difficulty Level easier and consuming fewer Spellpoints. These modified abilities are described here; unmodified ones are just named.

Of course, for a (NPC) character to use these abilities as part of the retinue, they must actually possess the relevant abilities, skills, or spells.

These NPCs may be hired from the general populace to fill a role, but this does not mean they are available in every town. They may need to be sought out or discovered through more adventurous means.

Two NPCs of the same role may also be part of the retinue.

### Pavise Carrier

+1 Defence (only one Carrier counts for bonus)

This can be practically any person carrying the large tower shield to protect the Hero's back, flank, or front as needed. If a typical NPC, their Morale should be at least **Regular**. They are often (Samurai) Esquires or similar lower-combat-ability yet personally significant individuals.

### Loader(s)

Allows Ranged Attack Damage for crossbows (1) and firearms (2) if the Hero does not have the **Rapid Reload** ability. The Loader must carry another weapon of the same type (and similar quality).

If the Hero has the **Rapid Attack** ability, the Loader(s) add +1 bonus Damage to crossbow (Arbalest) or firearm (Flintlock Musketoon, Flintlock Musket, Flintlock Carbine Rifle, Flintlock Rifle) attacks. Other weapons do not receive this bonus Damage.

To grant this bonus Damage, the Loader must either have the **Rapid Reload** ability, or there must be two Loaders in the retinue; and a total of four weapons of the same type (and similar quality).

A Loader can theoretically be anyone, but they are typically (Samurai) Esquires or similar lower-combat-ability yet personally significant individuals.

### Restoration Mage (Healer)

**Fast Healing**

### Military Engineer

**Installing a Combat Mine**

### Battlebard

Battlebard is a powerful addition to a unit – the only one that can also be added to any regular heroic-scale (24-person) company.

They also possess a few songs that can apply penalties to enemy units fighting the Hero Unit, as their songs affect anyone who hears them rather than targeting specific individuals.

### Battle Hymns

The Battlebard is simply singing and playing an instrument (+1 Morale until the next Battle Turn; Music DL 20 – no Spellpoint cost).

### Songs of Vagrant / Battlebard

**Banshee's Song of Terror**

**Prophetic Songs of Truth (Curse Songs)**

**Warsong**

Music roll DL 20. Music Skill Level ÷ 12 to one Attack (melee or ranged).

If the Hero has a Combat Retinue, the Attack bonus is doubled.

1 Spellpoint.

### Song of Heroism + Haunting Lyrics

???

### Banshee's Song of War

Music roll DL 25. All units surrounding the Hero's unit in melee range take an Attack penalty equal to the Bard's Music Skill Level ÷ 6 on their next Turn (melee and ranged).

No save for regular companies. Hero units roll Spell Resistance against the caster's Music Skill Level.

4 Spellpoints.

## Priest

### Blessing – Greater Divine Strength

(For the Hero)

Channelling DL 22. Lasts for Channelling Skill Level × 2 Battle Turns.

3 Spellpoints per attribute.

- **Body:** +1 bonus HP
- **Speed:** +1 Defence, +1 (melee) Attack if Speed weapon
- **Precision:** +1 (ranged) Attack if Precision weapon

### Blessing – Greater Divine Protection

(For the Hero)

Channelling DL 22. +1 Defence for Channelling Skill Level × 2 Battle Turns.

3 Spellpoints.

### Blessing – Herald of the God

(For the Hero)

Channelling DL 24. For Channelling Skill Level × 2 Battle Turns, the Hero's weapons are considered silver, allowing them to fight Otherworldlings and ghosts.

2 Spellpoints.

### Blessing – Reflexes of Tengu

(For the Hero)

Channelling DL 24. Channelling Skill Level ÷ 6 to Defence (minimum +2 Defence). Lasts for one Battle Turn.

6 Spellpoints.

### Blessing – Body of Geulades

(For the Hero)

Channelling DL 24. Channelling Skill Level ÷ 8 to Defence. Lasts for one Battle Turn.

6 Spellpoints.

### Blessing – Greater Divine Strength

(For the whole unit)

Casting the spell 7 times. For Channelling Skill Level × 2 Battle Turns, the entire unit gains a bonus to Body, Speed, or Precision.

- **Body:** +2 bonus HP, +1 bonus melee Damage
- **Speed:** +2 Defence, +3 (melee) Attack if Speed weapon
- **Precision:** +3 (ranged) Attack if Precision weapon

21 Spellpoints per attribute.

### Blessing – Greater Divine Protection

(For the whole unit)

Casting the spell 7 times. For Channelling Skill Level × 2 Battle Turns, the entire unit gains a bonus to their Damage Reduction, resulting in a total of +2 Defence.

21 Spellpoints.

### Blessing – Herald of the God

(For the whole unit)

Casting the spell 7 times. For Channelling Skill Level × 2 Battle Turns, the whole unit's weapons are considered silver, allowing them to fight Otherworldlings and ghosts.

14 Spellpoints.

### Dispel – Remove Curse / Remove Blessing

(For the Combat Retinue + Hero, or opposing Hero unit)

Casting the spell (7 times) takes one Action. Removes one temporary Curse placed on the Hero and the Retinue. Or removes one temporary Blessing placed on enemy Hero unit.

7 + (Spellpoint cost of the Curse/Blessing) Spellpoints.

### Greater Dispel – Remove Curse / Remove Blessing

(For the Combat Retinue + Hero, or opposing Hero unit)

Casting the spell (7 times) takes one Action. Removes all temporary Curses placed on the Hero and the Retinue. Or removes all temporary Blessings placed on enemy Hero unit.

14 + (14 per Curse/Blessing) Spellpoints.



# Special Properties, Actions, and Attacks

All standard companies have Special Properties, and so may Hero units.

However, Hero units may also possess unique Special Actions or Attacks derived from their abilities and/or spells.

## SPECIAL PROPERTIES

Theoretically, a Hero Company could have all Special Properties available to regular companies (at least at different times), so go through them and see which ones your Hero Company qualifies for, as they come with prerequisites in weaponry, skills, mounts, and abilities. Most of them require a **Combat Retinue** (e.g. 6 warriors without extra retinue roles) with specific weapons to gain the property.

The property descriptions below are shortened; full descriptions can be found in the Full Book, page 368.

### Properties Depending from the Hero

#### Castling

A unit on foot may exchange places with another adjacent unit that also has this property, using a Reaction or one Action.

**Prerequisites:** Tactics +3

#### Remanning

The Hero can shoot cannons and ballistae and take over a destroyed cannon company to use its cannons; provided they are not destroyed (cannons are usually only destroyed by other cannons).

**Prerequisites:** Ballistics +3

#### Grenade Slinging (page 334)

The company can sling Small Grenades using their regular Ranged Attack bonus and Range.

Grenades deal 4 Damage, and each grenade Attack costs 32 GD.

This Attack can also be used as a Reaction.

**Prerequisites:** Hero's ranged weapon is a sling, and grenades are pre-purchased.

#### Marines

A ship normally provides +5 to the Defence rolls of units on board, but marines can bypass this additional Defence.

**Prerequisites:** Hero has Woodwork, Navigation, and Civilian Weapons at +6.

### Properties Depending from the Hero and the Combat Retinue

#### Heavy Cavalry Charge

Performing a charge takes a whole Battle Turn (2 Actions) and adds +2 to the Melee Attack roll and +4 to Damage.

**Prerequisites:** **Combat Retinue** on mounts armed with lances or other Reach weapons. The Retinue **and** their mounts must have at least **Medium Armour**. If larger animals are used, the armour prerequisite can be overlooked.

#### Light Cavalry Charge

Performing a charge takes a whole Battle Turn (2 Actions) and adds +2 to the Melee Attack roll and +2 to Damage.

**Prerequisites:** **Combat Retinue** on mounts armed with lances or other Reach weapons.

#### Attack Between Movement

This manoeuvre takes a whole Battle Turn. During the turn, the unit can move its full Movement Speed, make one Ranged Attack, and move its full Movement Speed again.

**Prerequisites:** **Combat Retinue** on mounts armed with ranged weapons; **all must have the Mounted Archery ability**.

#### Attack Between Movement on Foot

This manoeuvre takes a whole Battle Turn. During the turn, the unit can move its full Movement Speed, make one Ranged or **Melee (!)** Attack, and move its full Movement Speed again **without provoking a melee Reaction Attack from the unit they just attacked**.

**Prerequisites:** **Combat Retinue** and Hero both must have **Attack Between Movement ability**.

#### Breaking the Charge

If a charge by a cavalry unit fails against a unit with this special property, **the cavalry unit suffers 2 points of Damage**.

**Prerequisites:** Tactics +3, **Combat Retinue** with pikes, spears, or other Reach weapons.

#### Mountain Specialists

Mountain Specialists move in mountains and hills at the same Movement Speed as on open ground.

**Prerequisites:** All members ride Great Taurian Ibexes or similar cliff-climbing animals, or, if on foot, the Retinue wears Light Armour and **all** have Climbing Claws and Athletics or Stealth Skills +6.



### Roads Requirement

This unit cannot move to locations that lack roads or other types of strong, flat terrain.

**Prerequisites:** This requirement applies if the Hero Unit intends to haul a large cannon or a war wagon.

### Flying

The unit flies, making it impossible to perform regular melee (and typically even ranged) Attacks against it.

**Prerequisites:** Hero and Retinue have flying mounts. These mounts may count as multiple Retinue members (e.g. one or two flying mounts may fill the Retinue cap – read further under the Retinue subchapter).

### Flyby Attack

Units capable of attacking from the air can perform one Melee Attack while flying over an enemy.

**Prerequisites:** Hero and Retinue have flying mounts capable of attacking, or the Hero has a pike or similar weapon suitable for use while mounted.

### Attack from Above

The unit can bypass additional Defence from walls. Refer to similar company units for possible Damage and Attack rolls.

**Prerequisites:** Hero and Retinue have flying mounts (or a mortar cannon) and appropriate means of attack – e.g. flechettes, grenades, etc.

### Silver Weapons

The unit's weapons are made of silver, allowing them to attack units with the **Immunity to Regular Weapons property** (Otherworldlings, Azure Warriors, etc).

**Prerequisites:** Unit must have silver weapons (costs start from about 50 GD per weapon).

### Asteanic War Wagon Charge (page 334)

Performing a charge takes a whole Battle Turn (2 Actions), adds +2 to the **Melee Attack roll** and +4 to **Damage**.

A War Wagon can make one extra ranged Attack with its mounted ballista when charging.

**Prerequisites:** Hero has the Asteanic War Wagon **Combat Retinue**.

### Shieldwall (page 334)

Shieldwall is an Action or Reaction that grants the company a +2 bonus to **Defence** until its next Action.

**Prerequisites:** Hero has a **Combat Retinue** equipped with full(!) shields (not arm shields or similar).

### Immunity to Regular Weapons

Units without silver weapons cannot attack or deal Damage to the unit – it is completely immune to normal Damage from regular flesh-and-bone companies. **Beings (and units) that have this property are otherworldly creatures themselves and can always attack other units with this property.**

If the Retinue has this property but the Hero does not, or if the Hero has this property but the Retinue does not, then the property instead provides +2 **Defence** if the Retinue/Hero has DR 10 against regular weapons (Corporal and Quasicorporeal creatures), or +4 **Defence** if the Retinue/Hero has DR 20 against regular weapons (Souls and Ethereal Otherworldlings).

All sorts of Azure Warrior units, Otherworldlings, and ghosts have this property.

### Iron Plating (page 334)

Iron plating protects the wagon and its crew, providing +2 **Defence** to the wagon and +2 extra **Defence** to the crew and units inside, making the base **Defence** bonus +7.

**Prerequisites:** Hero has the Asteanic War Wagon **Combat Retinue** with the Iron Plating add-on.



## SPECIAL ATTACKS AND ACTIONS FROM ABILITIES AND SKILLS

### Stealth Actions

Similar to the Shinobi Clan's Actions described in the Full Book, page 391. Read those for further information.

#### Silently Scaling Walls and Other Obstacles at Night

**Prerequisites:** Stealth Skills +6, The Hero cannot wear heavy armour.

All members of the retinue must have Stealth Skills at least +4, wear light or no armour.

Climbing Equipment for all members of the retinue.

**Action:** The Hero unit can climb into a fortress or cross heavily guarded borders at night, in heavy fog, etc.

The Hero rolls **Stealth Skills** against the **Passive Perception** (legate's **Tactics Skill Level +10**) of all enemy units that could theoretically detect their movement.

If the fortress has **Defence Systems**, use the **Assassination track** instead (example at Full Book, page 208).

If caught, a battle begins. The unit may attempt to flee but will already be under fire.

If the unit successfully sneaks over the fortress walls, they may attempt to infiltrate the fortress or perform a **Sneak Attack** against another unit within.

A (simple quick-drawn) map of the fortress would be of great help in this situation.

#### Infiltration

**Prerequisites:** Social Skills +6, Theatrical Makeup and Accessories kit.

All members of the retinue must have Social Skills at least +4.

**Cost:** 1 use from the Theatrical Makeup and Accessories kit per Hero and per member of the Retinue.

**Action:** The Hero unit can infiltrate enemy territory, camps, fortresses, etc. – assuming they can gain entry.

Once inside, the Hero rolls **Social Skills** against the **Perception** or **Tactics** check of the local commander, ruling lord, or Chief Shinobi. If there are non, roll against **DL 20**.

If the infiltration fails, the Hero is caught, and depending on the situation, a battle may ensue or they might need to flee. The next infiltration attempt against the same target within a short timeframe is rolled with a -5 penalty, or against **DL 25**, then **DL 30**, and so on.

If the check succeeds, the Hero and their retinue have safely infiltrated, with minimal chance of random discovery. They remain undiscovered until they take another action or attack.

The Infiltration Action must be taken again after attacking someone or performing any suspicious activity.

#### Hiding (or Setting an Ambush)

**Prerequisites:** Stealth Skills +6.

All units in the retinue must have Stealth Skills at least +2. Members of the retinue cannot wear heavy armour or be mounted.

**Action:** The Hero can hide themselves and their retinue. They roll a Stealth Skill check and note the result – they are considered hidden.

They can move at half Movement Speed (rounded down).

If they come within 5 hexes of any enemy company, that company's commander makes a Perception or Tactics Skill check against the recorded Stealth check to detect them. The check is repeated each Battle Turn the Hero unit remains within range.

If the Hero unit is discovered and wishes to hide again, they must move out of the 5-hex range. They can also attempt to hide again while within range, but at a -10 penalty (may be disallowed by the GM if illogical).

Hiding takes one Action.

#### Sneak Attack (Ambush)

**Prerequisites:** Sneak Attack ability, Stealth Skills +8, **Combat Retinue**.

All members of the Combat Retinue must have Stealth Skills at least +4, wear light or no armour, and wield melee weapons.

**Action:** If a sneaky Hero unit is hidden from the enemy – either through infiltration or ambush – they may launch a Sneak Attack. A Sneak Attack always takes a full Battle Turn, so no additional movement can be made during this Turn.

A Sneak Attack can only be carried out with melee weapons and grants **+2 to Attack** and **+4 to Damage**.

Conducting a Sneak Attack reveals the previously hidden company, which may then attempt to infiltrate or Hide again if logically possible.

#### Disabling Cannon Companies

**Prerequisites:** Mechanics +6

Or a **Journeyman Craftsperson** (Mechanics +6) in the Retinue.

**Action:** A Hero unit that has infiltrated enemy forces can disable 10 cannons per day (5 Heroic Scale Companies or 1 regular-scale company).

To do this, the unit must roll **Mechanics** against **DL 20** for each Heroic Scale company – each attempt takes 2 hours.

## Engineer's Actions

Similar to the Engineers' Actions described in the Full Book, page 374. Read those for further information.

A Hero unit with engineering skills (Physics and Ballistics, Metal, Stone and Woodwork, and Mechanics) can perform all these actions, even those not mentioned here. Some require a larger workforce than a single Hero unit may not have. Actions described here are doable by the Hero unit itself (or are important enough to note – e.g., Installing a Siege Mine).

### Installing a Combat Mine

**Prerequisites:** Physics and Ballistics +10. Goldsmith's (Locksmith's) Tools.

Or an **Engineer** (Physics and Ballistics +10) in the Retinue.

**Cost:** 30 GD for gunpowder and mechanical bits.

**Benefit:** A mine consists of 20 kg of gunpowder, nails, and other sharp metal debris. If a unit steps on a mined hex, it takes **6 Damage**. Mines can be searched to avoid them. **A unit searching for mines moves one hex per Battle Turn; to find the mine, the unit's legate must roll Tactics or Perception 15.**

**Damage to an individual from a mine is 6d6.** PCs or important NPCs may make a Reflexes roll: a 20 completely avoids damage, a 10 takes half damage.

**Action:** Building a Combat Mine takes two hours for a Hero Unit; planting a premade mine takes one Action.

### Searching for Enemy Tunnels

**Prerequisites:** Physics and Ballistics +10.

Or an **Engineer** (Physics and Ballistics +10) in the Retinue.

**Cost:** -

**Action:** If there is a threat that the enemy is digging tunnels under the wall or fortress, engineers can search for them. An engineer can find the tunnel under the fortress and correctly identify its location by rolling a **Physics check of 25**. A tunnel can only be detected if the engineer can search the hexagons where it is located (meaning that the tunnel has reached under the fortress).

This Action takes about an hour per 50-metre hexagon. One Physics check is rolled for the entire search.

## Converting a Building or Natural Barrier into a Small Bunker

**Prerequisites:** Metal, Stone and Woodwork +6. Stonemason's Tools, Carpenter's Tools.

Or a **Journeyman Craftsperson** (Metal, Stone and Woodwork +6) in the Retinue.

**Cost:** - (there needs to be a building or natural feature that can be improvised into a bunker)

**Benefit:** The bunker provides **+5 Defence** rolls to a unit inside. Cannon companies may be placed in it. A small bunker can house one Heroic Scale Company.

An improvised small bunker has 20 HP and Static Defence 10.

Improvising one takes a full retinue about a day.

### Dig 20 Metres of Trench

**Prerequisites:** Agriculture, Tactics, Wilderness Skills or Physics and Ballistics +1. Something to dig with.

Or someone with that Skill Level in the Retinue.

**Cost:** -

**Benefit:** A company moving or staying in the trench gets **+5 to Defence** rolls against ranged attacks. Cannons cannot be placed in the trench.

### Installing a Siege Mine

**Prerequisites:** Physics and Ballistics +10. Goldsmith's (Locksmith's) Tools.

Or an **Engineer** (Physics and Ballistics +10) in the Retinue

**Cost:** 1500 GD for gunpowder and mechanical bits.

**Benefit:** A siege mine consists of 1 ton of gunpowder and deals **500 Damage** to the fortress above it. (In the Heroic Scale, meaning the fortress HP is already multiplied by 5 – for example, a Gate Tower with 150 HP in regular scale has 750 HP in Heroic Scale, so it is not destroyed by a single mine.)

These sorts of mines are placed in caves beneath fortifications; it is not really possible to hide one on a battlefield.

**The Damage to an individual in a cave where the mine is placed is 10d6.** If any PC or important NPC is near the mine, they make a Reflexes roll. A roll of 20 completely saves the person from mine Damage. A roll over 10 means the person takes half the mine's Damage. However, the cave collapses due to the explosion.

Installing a Siege Mine takes a full retinue about a week's work; with the help of a full company, it can be done in a day.



## SPECIAL ATTACKS AND ACTIONS FROM SPELL CASTING

If the Hero is a sorcerer or priest type, they can cast spells at the Heroic Combat Scale as well. Sometimes this means casting the same spell ten or six times. However, many spells simply don't have effects that can be translated into the 24-warrior company, 5-minute Battle Turn, 50-metre-diameter hex scale. Some spells become somewhat useless when scaled up and are therefore not converted here. Some spells are objectively better than others in a mass-casting context – however, they are still converted, as they may be the only options available to the Hero.

All spells at this scale are greatly simplified, as are people and their stats.

If the Hero is considered to be casting the spell multiple times within one Battle Round, they typically don't have to roll for casting success. There are exceptions!

The rule for similar types of bonuses not stacking still applies. For example, if two spells both grant a Defence bonus in the same way: such as **Greater Divine Protection** and **Body of Geulades** (both giving a direct Damage Reduction bonus in individual scale) – they cannot be used together. However, if the Defence bonus comes from another source, such as increasing the Speed attribute with **Blessing – Greater Divine Strength**, it can be combined with the previous spells.

The sentence “Casting the spell does not take time (DL in brackets)” means that the spell's casting time is one or two regular Combat Rounds, which is only 1/15 or 1/30 of a Battle Turn – effectively meaningless in this context. The Hero is expected to fight for at least 20 of the individual combat rounds per Turn, so they have some leeway to retry or cast several spells per Turn, but not indefinitely.

The sentence “For the Combat Retinue” means that, for the spell to have any mechanical effect, the retinue must include at least six fighters wielding appropriate weapons and not performing other roles (such as bard or healer).

## Channelling Spells

### Self-Powered Spells

#### Greater Divine Strength

Casting the spell does not take time (Channelling DL 18). Lasts for Channelling Skill Level × 2 Battle Turns.

2 Spellpoints per attribute.

- **Body:** +1 bonus HP
- **Speed:** +1 Defence, +1 (melee) Attack if Speed weapon
- **Precision:** +1 (ranged) Attack if Precision weapon

#### Greater Divine Protection

Casting the spell does not take time (Channelling DL 18). +1 Defence for Channelling Skill Level × 2 Battle Turns.

2 Spellpoints.

#### Greater Divine Strike

Casting the spell is part of the melee Attack. +1 melee Damage for one melee Attack.

20 Spellpoints.

### Spells from Pacts with Lesser Gods

#### Blessing – Herald of the God

(For the Combat Retinue + Hero)

Casting the spell (7 times) takes one Action. For Channelling Skill Level × 2 Battle Turns, the whole unit's weapons are considered silver, allowing them to fight Otherworldlings and ghosts.

14 Spellpoints.

#### Blessing – Greater Divine Strength

(For the Combat Retinue + Hero)

Casting the spell (7 times) takes one Action. For Channelling Skill Level × 2 Battle Turns, the entire Retinue of the unit and the Hero gain a bonus to Body, Speed, or Precision:

- **Body:** +2 bonus HP, +1 bonus melee Damage
- **Speed:** +2 Defence, +3 (melee) Attack if Speed weapon
- **Precision:** +3 (ranged) Attack if Precision weapon

21 Spellpoints per attribute.

#### Blessing – Greater Divine Protection

(For the Combat Retinue + Hero)

Casting the spell (7 times) takes one Action. For Channelling Skill Level × 2 Battle Turns, the entire unit gains a bonus to their Damage Reduction, resulting in a total of +2 Defence.

21 Spellpoints.

#### Cursing – Divine Vision

Casting the spell (10 times) takes one Action. Character

must roll Channelling as the spell describes (but it's suggested to roll only once) – DL 22. The unit does not roll Spell Resistance, but an individual Hero will if it's a Hero unit (DL equals caster's Channelling check).

The cursed unit is partially blinded for Channelling Skill Level  $\times 2$  Battle Turns, taking **-2 to melee Attack Rolls** and **-6 to ranged Attack Rolls**.

20 Spellpoints. Range: 2

### Prophetic Curses

Casting the spell (10 times) takes one Action. Character must roll Channelling as the spell describes (but it's suggested to roll only once). The unit does not roll Spell Resistance, but an individual Hero will if it's a Hero unit.

The cursed unit permanently takes double Damage from the designated source (weapon/attack type, animal, etc. – it's best to link this with the weapon your unit uses most).

20 Spellpoints. Range: 2

### Strike of the Warrior Spirit

Casting the spell is part of the melee Attack. **+1 melee Damage per 8 points of Channelling Skill Level for one melee Attack**.

10 Spellpoints.

### Strike of Morrigan (page 366)

Casting the spell is part of the melee Attack. **Channelling Skill Level  $\div 6$  Attack bonus to one melee Attack**.

20 Spellpoints.

### Shot of the Hunter Spirit

Casting the spell is part of the ranged Attack with a bow. **+1 bow Damage per 8 points of Channelling Skill Level for one ranged Attack**.

10 Spellpoints.

### Shot of Camulos (page 366)

Casting the spell is part of the ranged Attack with a bow. **Channelling Skill Level  $\div 6$  Attack bonus to one bow Attack**.

20 Spellpoints.

### Vines of the Forest God

Casting the spell does not take time (Channelling DL 30).

**Can only be cast in thick forest, swamp, or similar terrain.**

One hexagon within 50 metres of the caster (2 hexes / 4) will be covered with entangling vines that hinder anything attempting to move through it. The vines last for one Battle Turn and prevent any movement through the hex, or remove the movement Action in the next Turn for any unit in this hexagon (they can still use ranged attacks).

4 Spellpoints.

### Whirlwind ???

### Call Lightning

Casting the spell (10 times) takes one Action. Character must roll Channelling as the spell describes (but it's suggested to roll only once for casting and once for targeting). If the lightning storm hits, it deals **3 Damage to the unit**.

20 Spellpoints. Range: the priest can call lightning anywhere within their line of sight, theoretically reaching several kilometres away.

### Reflexes of Tengu

Casting the spell does not take time (Channelling DL 20). **Channelling Skill Level  $\div 6$  to Defence (minimum +2 Defence)**. Lasts for one Battle Turn.

4 Spellpoints.

### Touch of Grybrog (page 368)

Casting the spell is part of the melee Attack. **+1 melee Damage per 12 Channelling Skill Level to one melee Attack**.

20 Spellpoints.

### Spells from Pacts with Major Deities

#### Body of Geulades

Casting the spell does not take time (Channelling DL 20). **Channelling Skill Level  $\div 8$  to Defence**. Lasts for one Battle Turn.

4 Spellpoints.

### Ritual: Summon Mist (page 367)

??????

### Vines of the Mist Forest (page 369)

Casting the spell does not take time (Channelling DL 35).

**Can only be cast in the Mist.**

One hexagon within 50 metres of the caster (Range: 2 (4)) will be covered with entangling vines that hinder anything attempting to move through it. The vines last for one Battle Turn and prevent any movement through the hex, or remove the movement Action in the next Turn for any unit in this hexagon (they can still use ranged attacks).

**Units entangled in the vines take 2 Damage.**

6 Spellpoints.

### Counterspell???





### Dispel – Remove Curse / Remove Blessing

(For the Combat Retinue + Hero, or opposing Hero unit)

Casting the spell (7 times) takes one Action. Removes one temporary Curse placed on the Hero and the Retinue. Or removes one temporary Blessing placed on enemy Hero unit.

7 + (Spellpoint cost of the Curse/Blessing) Spellpoints.

### Greater Dispel – Remove Curse / Remove Blessing

(For the Combat Retinue + Hero, or opposing Hero unit)

Casting the spell (7 times) takes one Action. Removes all temporary Curses placed on the Hero and the Retinue. Or removes all temporary Blessings placed on enemy Hero unit.

14 + (14 per Curse/Blessing) Spellpoints.

### Songs of Vagrant / Bard

#### Warsong + Haunting Lyrics

Casting the spell does not take time (Music roll DL 24). Music Skill Level ÷ 12 to one Attack (melee or ranged).

If the Hero has a Combat Retinue, the Attack bonus is doubled.

3 Spellpoints.

#### Song of Heroism + Haunting Lyrics

???

#### Banshee's Song of War (page 374) + Haunting Lyrics

Casting the spell does not take time (Music roll DL 29). All units surrounding the Hero's unit in melee range take an Attack penalty equal to the Hero's Music Skill Level ÷ 6 on their next Turn (melee and ranged).

No save for regular companies. Hero units roll Spell Resistance against the caster's Music Skill Level.

8 Spellpoints.

#### Banshee's Song of Terror (page 374)

Casting the spell does not take time (Music roll DL 25). All units surrounding the Hero's unit in melee range must roll a Morale check against the Hero's Music Skill Level. On a failed check, they flee for one Battle Turn, after which they regain formation and can resume combat.

Hero units can roll their personal Willpower (Morale) check.

PC-led Hero units take -1 Attack on the next Turn if they fail. Regular PC-led companies flee as NPC companies.

4 Spellpoints.

### Prophetic Songs of Truth (Curse Songs) (page 375)

Casting the spell does not take time (Music roll depending on the curse – see song description).

All units surrounding the Hero's unit in melee range are affected by the curse.

The units do not roll Spell Resistance, but an individual Hero will if it's a Hero unit (against the singer's Music Skill Level).

The cursed unit permanently takes double Damage from the designated source (weapon/attack type, animal, etc. – it's best to link this with the weapon your unit uses most).

4 Spellpoints.

### Restoration

#### Fast Healing

Casting the spell (10 times) takes one Action. The Hero unit (self) heals 2 HP per 10 Restoration Skill Level.

10 Spellpoints.

### Soulcraft

#### Channelling Soul as Electricity

Casting the spell is part of the melee Attack. +1 electrical melee Damage per 12 Skill Levels in Soulcraft to one melee Attack.

10 Spellpoints.

#### Channelling Soul as Electricity II

Casting the spell (10 times) takes one Action. Hero deals 1 electrical Damage per 6 Skill Levels in Soulcraft to one unit in melee range.

20 Spellpoints.

#### Chain Lighting (page 358)

Casting the spell (10 times) takes one Action. Hero deals 1 electrical Damage per 3 Skill Levels in Soulcraft to one unit in melee range.

30 Spellpoints.



### Shield of Electricity

(The Combat Retinue + Hero)

The spell can only be used if both the Hero and the Combat Retinue have, and can use, the spell.

Casting the spell does not take time (DL 20). For one Battle Turn, the spell activates Shield of Electricity on the entire Combat Retinue + Hero. Any unit that successfully makes a melee attack against the Hero Unit automatically takes 2 electric Damage.

The unit also gains immunity to electric Damage. Each successful electric attack made against them extends the shield by one Battle Turn without any Spellpoint cost.

**Cost:** 14 Spellpoints.

While the whole Combat Retinue casts the spell individually on themselves, it is easier to count it as a spell cast by the Hero and use the pooled Retinue Spellpoints.

### Astral Projection

#### Sixth Sense

Casting the spell does not take time (DL 20). Lasts for Astral Projection Skill Level × 2 Battle Turns.

The Hero Unit gains the ability to see invisible creatures, also nullifying any bonuses they would gain from the Invisibility spell.

The whole Combat Retinue must possess the spell for the invisibility bonuses to be fully negated. The Hero can cast the spell individually, in which case the invisibility bonuses are halved.

**Cost:** 1 Spellpoints if cast only on the Hero.

7 Spellpoints if cast on Hero + Combat Retinue.

**Note:** All Otherworldlings and Dead Souls automatically see invisible units.

#### Astral Projection + Astral Projection with Soul-Infused Item

Casting the spell does not take time (DL 38); if the sorcerer wishes to use drug bonuses, they must wait one Action for the drugs to take effect.

The Hero (Unit) gains the **Immunity to Regular Weapons property** (page 155) and leaves their body behind, receiving +4 Defence if their **Combat Retinue** does not have the same property.

The Hero must recalculate their Unit's statistics using their Azure Warrior stats. If the Hero has an **Azure Warrior Combat Retinue**, the Retinue's bonuses must also be updated ("Special Combat Retinue" on page 146).

**Cost:** 2 Spellpoints.

If the full Combat Retinue also knows both Astral Projection spells, the DL remains unchanged but the spell costs 14 Spellpoints, and the entire Retinue leaves their bodies behind and gains **Silver Weapons property** and full immunity (they

cannot be attacked without silver weapons). + 4 Spellpoints if the Retinue has two extra (Specialist) Azure Warriors to fill the Retinue for max HP bonus.

### Entering the Otherworld

(For the whole unit)

Works only if all members of the Hero's Unit are in astral form and can cast the spell.

Casting the spell does not take time (DL averages 30 depending on the realms involved; the GM may consult the "Otherworld Pocket Generator", Full Book, page 185).

The Hero Unit moves to the Otherworld and cannot be targeted by units unable to enter the Otherworld.

**Cost:** 1 Spellpoint if the Hero's Unit consists only of the Hero.

7 Spellpoints for a full Combat Retinue, + 2 Spellpoints if the Retinue has two extra (Specialist) Azure Warriors.

### Invisibility

(For the whole unit)

Works only if all members of the Hero Unit are in astral form and can cast the spell.

Casting the spell does not take time (DL 24) – no continuation roll is required.

The Hero Unit is invisible on the battlefield and cannot be attacked unless they attack first.

If they reveal themselves by attacking, they gain:

- +2 Defence against melee Attacks
- +6 Defence against ranged Attacks

The Hero's Unit gains **Sneak Attack (Ambush) Stealth Action** (page 156): +2 Attack and +4 Damage for their first Attack against creatures unable to see invisible units.

**Cost:** 2 Spellpoints per Battle Turn if the Hero's Unit is only the Hero.

14 Spellpoints per Battle Turn for a full Combat Retinue, + 4 Spellpoints if there are two extra (Specialist) Azure Warriors.

**Note:** All Otherworldlings and Dead Souls automatically see invisible units. Azure Warriors and some priests may also have abilities to perceive invisible opponents.



**Flying**

(For the whole unit)

Works only if all members of the Hero Unit are in astral form and can cast the spell.

Casting the spell does not take time (DL 20) – no continuation roll is required.

The Hero's Unit can fly. Their flying Movement Speed becomes their **normal Movement Speed (on foot) +4 (+8)**, as flying ignores all terrain.

**Cost:** 2 Spellpoints per Battle Turn if the Hero's Unit is only the Hero.

14 Spellpoints per Battle Turn for a full Combat Retinue, + 4 Spellpoints if there are two extra (Specialist) Azure Warriors.

If Spellpoints run out mid-air, the unit "falls" but takes no Damage.

**Fast Flying**

(For the whole unit)

Works only if all members of the Hero Unit are in astral form and can cast the spell.

Casting the spell does not take time (DL 20) – no continuation roll is required.

The Hero's Unit can fly. Their flying Movement is their normal **Movement Speed (on foot) doubled +4 (+8)**.

The unit gains +2 Defence.

**Cost:** 4 Spellpoints per Battle Turn if the Hero's Unit is only the Hero.

28 Spellpoints per Battle Turn for a full Combat Retinue, + 8 Spellpoints if there are two extra (Specialist) Azure Warriors.

**Cost:** 2 Spellpoints per Battle Turn if the Hero's Unit is only the Hero.

14 Spellpoints per Battle Turn for a full Combat Retinue, + 4 Spellpoints if there are two extra (Specialist) Azure Warriors.

If Spellpoints run out mid-air, the unit "falls" but takes no Damage.



# Hero of a Different Size Category

The GM may need to convert a huge animal or Otherworldling into a Hero Company (or a PC who takes animal form using **Astral Projection spell Animal Form**). Use the same conversion procedure as for a regular Hero Company, with the following differences and clarifications.

- HP**

When converting individual HP to Heroic-Scale HP, divide the creature's individual HP by: 5 for Tiny, Small or Medium, 10 for Large, 15 for Huge or larger.

- Defence**

Animals and many Otherworldlings do not usually have a separate Parrying score. When calculating Defence for such creatures, use their Reflexes score as the Parrying equivalent, and apply the usual Parrying to Defence conversion (divide by 5, round down) used for regular Heroes.

*Example: The animal has Reflexes +10. First, apply Reflexes ÷ 3 for the Reflexes-based part of Defence: +3. Then add the Parrying component, which for animals also comes from Reflexes: Reflexes ÷ 5 = +2. Total Defence bonus: +5.*

After the above conversions, apply the creature's size bonuses to melee and thrown weapon Damage as shown below.

Size Category	Divide Individual HP by → Unit HP	Bonus Damage for Melee and Thrown Weapons
Tiny	5	-5
Small	5	-1
Medium	5	-
Large	10	+1
Huge	15	+2
Gigantic	15	+5
Colossal	15	+10

**RED ONI (Huge)**

HP	10	
Actions per Turn	2	Reaction <input checked="" type="checkbox"/>
Movement Speed	3(6)	Morale <span style="border: 1px solid blue; border-radius: 10px; padding: 2px;">+16</span>
Defence	0	Ranged Atk&Dam
Melee Atk&Dam	+1 and 3	
	+6 and 3	
Attack Range <span style="border: 1px solid blue; border-radius: 10px; padding: 2px;">3 (6)</span>		

**Special Properties**

Silver Weapons (melee) .....

Immunity to Regular Weapons .....

Regeneration (Oni regenerates 1 HP each Battle Turn) .....

**RED ONI MINOR DEITY (Gigantic)**

HP	26	
Actions per Turn	2	Reaction <input checked="" type="checkbox"/>
Movement Speed	3(6)	Morale <span style="border: 1px solid blue; border-radius: 10px; padding: 2px;">+28</span>
Defence	0	Ranged Atk&Dam
Melee Atk&Dam	+1 and 6	
	+14 and 6	
Attack Range <span style="border: 1px solid blue; border-radius: 10px; padding: 2px;">4 (8)</span>		

**Special Properties**

Silver Weapons (melee) .....

Immunity to Regular Weapons .....

Regeneration (Oni regenerates 5 HP each Battle Turn) .....

Lesser God (Immune to fire and acid) .....

**RED ONI MINOR DEITY (Colossal)**

HP	106	
Actions per Turn	2	Reaction <input checked="" type="checkbox"/>
Movement Speed	3(6)	Morale <span style="border: 1px solid blue; border-radius: 10px; padding: 2px;">+52</span>
Defence	-2	Ranged Atk&Dam
Melee Atk&Dam	+1 and 11	
	+22 and 11	
Attack Range <span style="border: 1px solid blue; border-radius: 10px; padding: 2px;">5 (10)</span>		

**Special Properties**

Silver Weapons (melee) .....

Immunity to Regular Weapons .....

Regeneration (Oni regenerates 20 HP each Battle Turn) .....

Lesser God (Immune to fire and acid) .....

