

Your First Warband



THALOS

The holy paladins of the human kingdom of Thalos are leading a conquest of the humans' former lands. Combining sacred magic, military discipline, and the arcane technology of their gnome allies, the humans are a daunting force. They pray for the day that one of their paladins succeeds the fallen God of War so that chivalric combat can replace brutal warfare.

This warband is a small contingent of Her Majesty's Forces of Justice.

YOUR WARBAND

The soldiers of Thalos are versatile and brave, with tough melee troops and good ranged support. Your terrain includes the hedgerow and the quagmire. Find scores for your models on the model cards and look up their special abilities in the rulebook.

Human Paladin (Commander)

Your commander is powerful in melee combat and can heal herself or an ally. She is fearless and inspires confidence in those nearby, so keep her close to the troops.

Gnome Infiltrator

Weak in melee but deadly accurate at range, the Gnome Infiltrator is most effective standing behind protective terrain. With his Precise Shot special ability, he can shoot at enemies that are engaged in melee without the usual penalty, and his accuracy goes up if he's within 6" of his target.

Human Glaiver

With his Reach 1" special ability, the Human Glaiver can hit enemies before they hit him. Enemies have to stay well away from the Glaiver, or he gets attacks of opportunity on them as they go by.

Human Marine

This troop can use a crossbow, but (like most troops) he suffers a penalty when shooting into a melee fight. If the Marine and another troop gang up on an enemy model in melee, the Marine gets a bonus on his attack and damage.

BASIC RULES REMINDERS

Each round, players take turns activating their models until each model has had a turn. (See Activate Models, page 14.)

An attacking model rolls against a target model's armor, and a hit reduces that target model's health by an amount equal to the attacking model's listed damage. (See Model Statistics, pages 10–12.)

A model that loses half or more of its health has to succeed at a morale save or rout. (See Morale Saves, page 23.)

A model that drops to 0 health is knocked down but might be able to get back up with 1 health later. (See Get Up, page 16.)

A model that drops below 0 health is destroyed and taken off the battlefield. (See Health, page 11.)

Models that are not under command have limited options. (See Actions When out of Command, page 17.)

Because of the danger of attacks of opportunity, the only safe move for a model near an enemy is to move toward the nearest enemy. (See Movement and Attacks of Opportunity, page 22.)

A model must choose the nearest enemy model for a charge or ranged attack. (See Maneuver Full Speed toward Enemy Only, page 18.)

ACTIONS

Each round, each model gets one turn. Possible actions include the following.

Maneuver

A maneuvering model may move its speed in inches and immediately take one of the following actions:

- Attack (in melee or at range, if able),
- Cast a spell, or
- Move its speed again.

Charge

A model may move at full speed and make a melee attack with a +2 attack bonus only if

1. it starts with line of sight to the enemy,
2. it charges the nearest enemy model,
3. it moves only in a straight line, and
4. it moves over no terrain that slows it down.

Stand

A model may stand still (and attack, if possible).

Rally

A routing model may make a morale save on its turn to regain its nerve and stop routing.

Get Up

A knocked down model may get up if it makes a save against a Difficulty Class of 20.

Limited Options of Models Not under Command

When out of command, a troop (not a commander) can get up, stand, or charge. It cannot rally. If it maneuvers, it must move toward the nearest enemy model, not stopping until it is in contact with the enemy model or (for ranged attackers) in range of the enemy model. Commanders may maneuver and rally freely.



Human Sorcerer
Sculptor: Bobby Jackson

YOUR FIRST SKIRMISH

Set up your first skirmish this way:

Your warbands are fighting on a battlefield 4 feet long by 4 feet wide. Set up terrain (boxes with Xs) and your models (white circles) as shown in the diagram below. Initially, players must set up their models entirely within 8" of their edges of the battlefield, as indicated below.

Once both sides have set up, each player rolls a d20 for initiative to see which player decides who goes first. Each player activates one model at a time.

After your first skirmish, you can find rules for the Standard Skirmish scenario and other scenarios in the Starter Set rulebook.

