

The Free & United Republic of Herlanceia

Three Plains Army List for

THE FREE & UNITED REPUBLIC OF HERLANCEIA

V.3.3.1.

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The Great Ile of Herlanceia

Ronnic

It is said that Ronnic is one of the greater angels from the Higher Plain and the keeper of knowledge, truth, justice and understanding, and his followers mirror these attributes, if not a little extremely these days. The core value of Ronnic is a quest for greater understanding and the followers of this faith will go to the ends of the Middle Plain if needed, just for enlightenment. It is said that in the great texts, the more understanding one has, a step closer he moves to the creator.

So some monks of Ronnic will often spend many years contemplating life, locked away in their monasteries, whilst never living life themselves. Other monks have been known to climb mountains bare footed, iust to be closer to

It is easy to see why the Elves claimed Herlanceia for themselves, as many would describe Herlanceia as a green jewel that hangs in the middle of the great ocean of Shegarner. She has fertile lands for farming in the south. Her min lands has numerous and well developed cities for trade and commerce most other nations would envy. In the north, in the region called the Crack & Corn Mountains there are rich mineral deposits for mining, even the Dwarfs wouldn't mind having a claim on.

However, after the Elvin occupation, Herlanceia's lands were left exhausted, leaving them bare and wasted. The Imperial Elves had used all of Herlanceia's resources and men to fuel their campaigns of war against the Dwarves, Orcs and all the others the Empire considers lesser races.

This dark and bloody chapter of Herlanceia's

reconstruction of Sissilk. Sissilk was the lost former capital of Herlanceia, which was completely raised to the ground by the Elves nearly one thousand high moons since. Hadrian never lived long enough to see Sissilk finally finished, but his extremely long live brother Lysander did. Lysander then ruled over the rest of Herlanceia for another six hundred high moons before finally stepping down.

The truth is Sissilk was more build to spite the Elves, as they warn the Men of Herlanceia after their expulsion that they would return to their savage ways once again without their divine guidance, as they called it. However, thanks to the Dwarfs' records, which clearly proved the Herlanceian people were nothing like the primitives the Elves described, their lies were exposed and silenced forever.

Now Sissilk stands as one of the great marvels of the known world as a beautiful pearly white city of high walls and towers that reach high up into the heavens. Even the Elves have problems finding a bad word to say about it, apart from the humans living there, of course.

Many call Sissilk the White Rose of Herlanceia, as this is no ordinary capital city, but more a pearly white fortress. The Herlanceians rebuilt the entire city with the Rose Bush in mind, as it is spectacularly beautiful, but if you come to do it harm, its high walls and its many other fortifications will make you bleed.

Under the mindful rule of Arcmerit Moonhand, Herlanceia's current leader, this great new island republic is now blooming once more with trade, commerce, culture, religion and its influence extends right across Many. Though the Arcmerit knows all too well that the Elf Emperor and a few others would take Herlanceia by force if she even showed any signs of weakness or grew complacent again.

Because of these threats, Arcmerit Moonhand is constantly investing in upgrading Herlanceia's defences and her armies receive the best equipment and training

history exhausted her almost completely, but now after many high moons of rebuilding she has been returned to her former glory and is once again one the great envies of this Plain.

Once the Elves had been cast out, Hadrian and Lysander, Herlanceia's greatest sons, ordered the

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possible. He also personally sees to it that all the magic guilds collect regular donations from the state, ensuring a good supply of battle mages at times of war.

In the world of Many, Herlanceia may stand alone, but she stands firm, united and ready for any new challenges lying ahead of her.

Before the Elves Arrive to Herlanceia

When the first of the Elves landed on Herlanceia's fair shores, they discovered a huge beautiful island, which was plentiful in valuable resources. There were masses of gold, iron, tin and timber, and for the first time they encountered the Men of Herlanceia.

The Elves first thought Men to be a primitive race, but not totally unintelligent or beyond reason, and anatomically they seemed not to be too dissimilar to themselves.

Usually, the Imperials would just rid this valuable piece of land by exterminating this vermin from this huge island. However, the Great All Father, the Supreme Emperor of the Elves decreed that they would become their students instead.

The Elves convinced the primitive humans they could be bred and groomed to become their brothers, who would then join them on their quest in restoring perfection to the Middle Plain. Perhaps, the people of Herlanceia were seduced by the lofty dreams of becoming as influential as the Old Powers so long ago, which was an alliance between the Elves and Dwarfs.

Whatever the Herlanceians' true motivations was in the past, they opened their hearts and homes to the Elves, who promptly embraced this naive race, and the Age of Enlightenment for the Humans began.

The Age of Enlightenment

The Elves say that before they arrived on Herlanceia's shores, its Men folk were a war-like race and largely driven by their base instincts, which seemed simply to be, to mate and acquire materialistic shiny things.

This disgusted most of the Elves; however, some Men did show some potential to move beyond their base instincts and on to a higher and deeper plain of existence.

The Humans on the other hand saw the Elves as divine beings, almost god like, and so they greatly respected and even worshiped them.

The Elves told the men that with the right guidance and

Winsill & Noteus

The Elves believe that Winsill and Noteus are the Creator's sons. Winsill is a being of order, which Noteus is foul and twisted and only seeks to undo his brother's fine works upon this world.

One of his finest works was to bring the Elves into existence, a perfect race of beings, who love and revered their creator Winsill, and this is why he is their prime god, even before the Creator himself.

good breeding, man could eventually rid themselves from Noteus' foul blemish and be re-created into divine creatures like themselves, second only to them of course.

So at first, the race of men were treated as students, with respect and decency by the Elves, as they slowly gained more and more influence in Herlanceia.

However, in spite of the Elves best efforts, man would always succumb to their animalistic instincts in the end. To

the Elves, this meant they would never be free of Noteus' foul tint, which meant they would never reach divine perfection like themselves. Now the Elves viewed the Humans as hopeless vermin, rather than sentient beings like themselves, and they gave up on mankind.

Despite the Elf's failure, they had conveniently taken over every one of Herlanceia's royal courts. Thus, it was easy to take total control of her when they reconsidered their relationship with the Humans. In fact, the passing over of power was so gradual and painless, that the Divinely Enlighten One of the day did not notice it before it was too late. It was almost as if the Herlanceians handed over their freedom to the Elves willingly.

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The Golden Masters (The Modern Elves)

An Elf is very similar to a Man anatomically in nearly every way. Like Men, Elves stand upright on two legs and have two arms left idle for other more complex tasks. Furthermore, an Elf's face is said to be much like a Human's, just far more beautiful. However, that is where the similarities end and the differences between the two races begin.

Elves have glowing golden skin and shiny pure white and long hair. They have tall and thin bodies, which are more slender and lighter than a Human's. In addition, their wits and agility are much higher than most other races. However, all these attributes depend on how near their bloodline is to their All-father, the Emperor who was created by Winsill himself. Because the purer their bloodline is, the more elegant and refine an Elf will be. This is because with the passing of each generation their blood thins, and the duller they become, in both body and mind.

Imperial Elves believe themselves to be divine creatures of Winsill, and so are above all others on the Middle Plain, and will not tolerate other lesser beings looking at them directly. Consequently, all Elves wear masks, which they will only take off in private or when in the presence of a higher being than themselves as a mark of respect, which would most likely be another Elf who has a purer bloodline than their own. However, as Elves are nearly always in the presence of their slaves and their other subordinates, they hardly reveal their naked faces to others. Thus, very few have seen an Elf without their masks on, but for those who live to talk about it, say their beauty is unbelievable.

However, this had taken a good number of high moons to come-to-pass, and by now, the Elves had learned to tolerate and see the value in having Humans as their lowly servants. Therefore, instead of totally annihilating Herlanceia's people, they enslave all of them instead, and even imported their new livestock to every corner of their empire as their slave labour force.

So finally, the dark age of slavery for Herlanceia had begun, and it was her people's blind greed, which had betrayed her in the end.

Despite this, some hope did remain. The men of Crack & Corn Mountains who had resisted the Elves' influence from the start, refused to believe they were divine creations of Winsill, an Elvin God, who meant nothing to them.

These hardy mountain people would fight on, for one thousand more high moons to keep their independence free from the Elves' tyranny.

In power now, the Elves set to work eradicating the Herlanceia peoples' history and culture, but their faith in Ronnic never died, as they believed their beloved God would not abandon them.

Man's Liberation

Although the Imperial Elves have little regard for all life that had dragged itself out of the mire, stinking of Noteus' foul touch, they did not cleanse Herlanceia of its Human vermin, because this particular scum was very useful to them as slaves.

To the Elves, the Humans of Herlanceia were little better than livestock, to be bought and sold at the markets at the whims of their masters. As a slave, they could only look forward to a life of bitter forced labour, either as a soldier, farmer, miner or as a gallows row-man, aboard the merchant ships. Whatever a slave's plight, they would most likely be worked to death before they saw their fiftieth high moon, and then their carcasses would be fed back to those slaves still alive.

Despite all Man's hardships, they did not forget their so-called primitive God Ronnic, and even under the unforgiving eyes of the harsh Elf Imperial Empire, the Herlanceians' faith somehow endured.

It is said that because Man kept their faith true to Ronnic, he sent the great Slave Prophet Alond, who preached in secret the word and truth about Ronnic. However, eventually Alond was captured and burnt alive at a stake for his heresy.

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From the Words of Scholar Joomar Jix

Much of our ancient history was purged by the Elves, thus it is hard to piece together our real past before their first landings on our fair island. I can say however, from my research over the last sixty high moons into our early beginnings, we were nothing like the mindless savages before our old masters arrival, as they would have us believe.

In fact Herlanceia was divided up into many different counties, each one with its own king ruling over it. They were all in turn 'ruled' or kept in check by the faith of Ronnic's Divinely Enlighten One, Moffma, who were much like they are today, but with far more political power.

Our ancestors' system of government proved to be a stable and prosperous one, with only the odd miner disputes breaking out between the County Kings from time to time. Otherwise, Herlanceia thrived, both economically and culturally. The old people of Herlanceia, traded even as far as Karraff Mountains with the Dwarfs. It was not until the Elves arrival, all that ended and the bad times began.

Tied to the stake and as the flames rows up around Alond's feet, he wisely chose this moment to deliver his greatest sermon yet to all the thousands of slaves who were forced there to watch him burn, as a warning to the rest of them.

Remarkably, Alond seemed unaffected by the inferno rising up around him and his holy words rang out from the flames. There was nothing the Elves could do about this unexpected sermon, because the fire rolling up against him prevented them from stopping him delivering his greatest message to his people yet.

Alond's prophecy told of the arrival of Herlanceia's greatest sons. They would be sent by Ronnic himself to save the Herlanceian people from their cold masters' harsh rule over them. Their coming would be marked out by the appearance of two bright stars travelling together over the night sky. Alond went on to say that when they finally fade, the great sons of Ronnic will have been born, which will mark the beginning of the end of the Elf's tyranny and

Herlanceia's people will be free again!

As soon as Alond had delivered his great prophecy of hope to his people, the flames raging up around him instantly engulfed him and took him from this world.

This was a spectacle, and word of it spread throughout Herlanceia faster than the wind could blow. Alond's sacrifice was his master stroke, as he had found a way to restore hope to the Herlanceian people once again! This would give them the strength to hold on, until their divine saviours came to liberate them.

Many high moons passed, as all slaves watched the night skies and waited for the twin stars to appear. Then one night they came, as promised so long ago by Alond.

So afraid of this omen were the Elves, that they ordered all the Human newborn boys to be killed until the next two full moons had passed.

Despite the Elves' best efforts, the Herlanceians' knew that their cruel masters would most likely put their newborns to the sword as soon as the new twin stars appeared in the night sky. So, the wiser and bolder pregnant slave women went into hiding as soon as they saw the stars up above them.

Despite these brave women's best efforts, all of them were eventually captured and killed along with their newborns.

However, Herlanceia's saviours were born, just not in Herlanceia....

Alond's last gift to his people was to miss leave the Elves that the location of the birth of the coming heroes would be in Herlanceia.

Elves had spread their Human livestock throughout their empire, and what concerned one province was of no concern to the others. Therefore, only the Herlanceian newborn slaves were slaughtered, and no others were wasted.

Herlanceia's saviours were born in a simple slave's quarters, in the region of Slaal, in the Black Lands at an Imperial Elf outpost, which is many leagues away from Herlanceia.

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Before their adventure would begin, their mother had one chance to hold them close to her heart, and give them one gift each, their names; Hadrian and Lysander. Soon afterwards, they were taken from her and sold back to Herlanceia, because of the unsurprising slave shortage at that time.

As they were so different, when they arrived at Mere's docks in Herlanceia, they had to be sold separately. Hadrian was the much bigger and stronger one of the two, while Lysander was very small and weak. Hadrian broke the slave market's record for the highest price of gold a slave had ever been sold for. He was bought by an Arena Master called Coln who was a renowned Elf gladiator trainer for the Gladiator School Mobein.

Whilst Lysander nearly didn't sell at all, because of how puny he seemed, and was in danger of being put to the sword.

Lysander may have seemed feeble, but he had a very strong magical aura about him. This was luckily missed by the very lowly and dull Elves selling him, as the Empire killed all magically gifted children as soon as they discovered them.

However, a passing Imperial Princess of the name of Zerra, who was a very powerful Elf Sorceress was instantly drawn to the magical little infant. She soon purchased him and had her servants take him to her Royal Palace.

Princess Zerra did not make known her reasons for unlawfully buying little Lysander, but whatever she wanted with him, his fate was now in her hands.

Hadrian grew in size and strength quickly and showed extreme promise as a fighter in the arenas around Herlanceia.

Despite his undeniable talent, he had a strange or even supernatural advantage over all of his opponents. When Hadrian was in trouble, he noticed that odd events would suddenly happen, which would always give him some advantage in the ring. It was hard to shrug off these strange things, as just being merely lucky... For many moons they would go on to baffle him, as he climb through the bloody ranks of his gladiator school.

As part of Hadrian's conditioning as a gladiator, he was forced to beat to death animals and other young children his own age with this bare hands. In spite of his trainers' best efforts, with each life he claimed he never found it easier to kill his own kind. He would only learn to live with the pain. Instead, his intense hatred of his golden masters grew, until his heart was only full of anger and true loathing for all Elf kind.

Hadrian knew he was destined to fight in the arenas across Herlanceia for the rest of his life, and he would have to kill thousands of this own kind just to satisfy the Elves' lust for blood. Hadrian refused to be used in this way any longer, but he knew escape was impossible, as he had tried that before and failed every time. If it was not for his promise as a fighter in the ring, he should have been executed many times for his insolence.

A plan of escape came to Hadrian in a vision one night. It was just another one of those peculiar things he could not explain, but he had learned to trust them over the passing of time, even if it did not make total sense to him at that moment.

He would insight a rebellion from inside the arena itself when he was taking part in the re-enactment of the Battle of Toovic, where his people desperately fought against the Elves, but lost.

The Elves liked to remind their slaves of their superiority as often as they could, to keep the people of Herlanceia in their place.

At the Battle of Toovic, the Herlancians had fought alongside their Jigors, which are massive half Lion and Ogre like beasts who were once loyal to his people. So they would no doubt be a pack of these monstrous creatures in chains there, and if Hadrian could free them they might join the humans again, or they could kill him and his band of rebels... In any case, it was a risk Hadrian had to take, as only the Jigors would have the strength to break down the arena's gates.

Many of Hadrian's peers also had to participate in the mock battle; it would be easy to persuade them to join him in his bid for freedom, as he had their respect and trust, and they all loathed the Elves as much as he did.

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Somehow, Hadrian knew it would work, and did not waste any time drawing others into his scheme.

Before the re-enactment, Hadrian and his fellow gladiators would be tasked with clearing out the arena from all its blood and guts from the last show; most of which would be the remains of his friends. He ensured that plenty of rope, large poles, a steal wedge, a long hammer and real weapons were hidden beneath the ring's sand. His plan was to quickly build a crude battering ram in the ring and have the Jigors use it to bash down the door, and then they would fight their way out with the weapons he had hidden there in the ring.

When the day came for the re-enactment, Hadrian had all his plans in place and was about as ready as he would ever be to make his bid for freedom. The plan was for him and his young followers to play along with the show's script at first. Yet, when it came to the make believe dying at the hands of the Elf warriors, who were really artists, they would cast away their prop swords and dig up their hidden real ones and kill them instead.

Pre-gladiator boys where often used for re-enactments of this sort, as they had the training needed to simulate a battle, but they were never killed, as they were too valuable to slaughter on a large scale.

As the show battle raged on, the Elf audience cheered on their forces crushing the much larger Human army, which meant they did not suspect a thing.

The Elves complacency would cost them dearly. Hadrian blew on his horn to give the signal for his men to dig up their weapons and really begin to fight. The Elf pretenders were no match for the young gladiators who quickly hacked them to pieces in front of a horrified Elf audience. There golden blood mixed well into the sands, Hadrian thought to himself.

Hadrian ordered arrows to be shot up into the Elf audience to so more panic in the arena, which scattered them like scared cattle. The havoc brought on by this attack bought some more precious time for Hadrian to release the Jigors, which was the most dangerous part of his plan so far.

Hadrian dropped his sword and approached the largest Jigor of the pact with his steel wedge and hammer. They all glared at him intensely, but none of the beasts threatened him in anyway.

Hadrian calmly placed the steel wedged between the Jigors' chains and began to smash down on it hard with his hammer, but the metal was just too strong to break through. Then all of a sudden, Hadrian felt an intense heat coming from the segment of the chain he was trying to break through, which soon turned it red and then to molten yellow. Amazed, but Hadrian was not going to waste this opportunity to ponder about it, so he once more smashed his hammer into the chain, that instantly broke this time, and the monsters where now free!

The Jigors slowly stood up and approached Hadrian, where he stood firm and beckoned them to follow him, and they did. He quickly led them over to where the large poles and rope were buried. How they knew what to do next puzzled Hadrian, but they somehow knew to dig them up and bind them together, and start ramming the giant arena door.

Jigors were known for being very intelligent beasts, but this was more like they could read Hadrian's mind, or someone else's...

Against the combined might of the Jigors the huge arena door soon came crashing down.

A small unit of Elf Imperial Watch had formed up to block Hadrian and his groups escape. Nevertheless, they were no match for the vengeful Jigors raff, who on seeing the Elves smashed into them, ripping and tearing them to bits in a matter of seconds! The Elf guards' blood was splattered all over the walls of the passage, painting a golden pathway out of the arena to freedom.

The Jigors stormed out of the arena and into the city. Yet there surly could be no hope of escape for them, as they could not melt into the background of the city like their human slave comrades could. They must have known this, and so chose to rampage across the city instead of fleeing. They killed every Elf they could find and smashed down every building that stood in their way. In the end, they were all finally put down by the

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Elf re-enforcements, but they fought to the last and with great honour and bravery.

In the mayhem created by the Jigors, Hadrian and his followers bade each other farewell quickly, and all split up, so they could slip away into the cities' dark back streets more easily.

As Hadrian move quickly and quietly away from the fighting, from out of the shadows he heard a voice, "Come quickly if you want to live". The voice came from a small-cloaked figure in the darkness. Hadrian could not see the small boy's face, as he had a hood on that totally hid it.

The boy led Hadrian down deep into the sewers of the city, until they reached a large dark space. There, the boy quickly lit half a dozen hanging lanterns with his torch and the hall lit up, revealing a shrine and many other holy artefacts to Ronnic.

The boy told Hadrian; "this is one of the secret places our people can still worship Ronnic our lord, in relative safety from the Elves. So it is only fitting I tell you who I am and the truth of our birth here".

The very young looking boy took off this hood and softly, but firmly said; "my name is Lysander, and I was once the secret High Magic Hand to Princess Zerra of the Royal House of Oplez. However, I have no second name, as I was a slave, the same as you, but if I did have a last name, it would be the same as yours, as you Hadrian are my true, one and only blood brother on this Plain".

Hadrian immediately knew this to be the truth, as every fibre of his being could feel a kinship with this boy. Despite this, Hadrian looked nothing like his smaller brother; he was short and fin, but his eyes' and the way he held himself had an unspoken strength about him, which he recognised and respected.

"We must now go; Mother is still looking for me, and now you have some new friends who will be looking for you too" Lysander said as he put on his hood again.

"Our Mother is dead, is she not?" Hadrian replies a little shocked.

Lysander pauses, and ponders for a moment and response to his brother's question by saying, "I had a very different upbringing from you brother...". Lysander then goes on to explain...

When the boys were infants, they was sold separately at Mere's slave market. Lysander would not have sold at all and would have surely been fed to the dogs, had it not been for Princess Zerra's intervention.

This Elf Princess of the Royal Palace of Oplez could feel little Lysander's power and she was drawn to him, like a moth to a flame. On finding him, she immediately claimed him for herself and secretly took him back to her royal residence.

"Hold on little man, but you cannot be my twin brother, as you are many moons younger than me" Hadrian said interrupting his brother's tale.

Lysander explained that he was soon schooled in the arts of magic, and that all magic casters age much slower than other mortals do. In fact, the greater the mage, the slower they age, and Lysander modestly explained that he was very gifted in the arts of magic.

Even as an infant Lysander could manipulate matter, space and even time, by his tenth moon, he had mastered mannerquill, by his twentieth moon he completely learn the discipline of white magic, all of which was unheard of by human children.

However, despite Lysander's extraordinary talents, Zerra kept her prize hidden away from the world because of the Slave Prophecy. If any other Elf highborn or even the Emperor discovered him, they would surely kill him, and maybe even her highness too.

It was not compassion why Zerra kept Lysander safe from the sword. As he grew in power with the passing moons, she used his power to complement her own considerable abilities to better her rivals at court, abroad and even to win her father's, the

Long lived Wizards

The use of magic can extend one's lifespan many times over. Therefore, very powerful wizards such as Lysander can live far longer than other ordinary mortals do.

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Emperor's approval.

Unlike his brother, Lysander wanted for nothing in his childhood, as his every whim was catered for. Zerra even insisted on that he should call her Mother, to build up a bond between them.

However, Lysander was no fool, he knew he was a prisoner in his own home, and he longed to be free of the Palace of Oplez to explore the real world around him.

Lysander then went on to tell his brother of his very vivid dreams of a young strong boy, who was training to fight in the arena.

"Was that me Brother", Hadrian asked?

"It was", Lysander answered, and he went on to explain how he knew the dreams were somehow real and not just from his imagination. After some research, he learned of deep magical links that can exist between twins, even if they had been separated at birth.

As Lysander's magical power grew in strength, he found he could see through his brother's eyes, and feel what he felt too. Later Lysander could even help his brother if he was in danger with magic manipulation spells.

Astonished Hadrian said, "So it was you all this time, helping me". "I knew I was not that lucky", he said smiling.

Even though Princess Zerra forbid Lysander to be influenced by the outside world, Dava, the Head Slave of the House was really a secret Monk of Ronnic, and he told the young boy the truth of his people's plight, but more importantly, his place within it in regards to Alond's prophecy.

The kind monks teaching slowly drove a wedge between Lysander and 'Mother'. Eventually Zerra uncovered what the monk was doing, and so she blasted him with burning magic in front of little Lysander to teach him her own lesson about what happens to traitors. Nevertheless, by then the heart broken Lysander knew the truth, and had to escape to find his brother, so that together they could fulfil their destiny.

What prevented Lysander from escaping was his own personal prison that was a high tower with deeply enchanted walls, all of which were too strong for his magic to break through. However, Mother's magic could bring them tumbling down if she used all of her power.

Lysander had to arouse mother's raff again, but much more than before to harness her full power, and have it all directed at him this time. Lysander hoped that in her furious rage she would destroy the tower around her, and whilst the tower collapsed he could escape, or be killed.

It was a bold plan; it was not the collapsing building which worried Lysander, but his Mother's awesome power. How could he hope to survive that; his own magical skills were gaining in strength each day, but his power still paled in comparison to her devastating abilities as a mage.

There was only one way Lysander's plan could work, and that was to learn and master a spell called 'The of Amour or Energy' (see page 128 in the Three Plains Rulebook).

Even though Lysander's only true friend, the good monk was gone, he ensure that little Lysander had plenty of spell books to read, which should have been forbidden to him. Moreover, one did indeed have that spell within its pages. Thus, it was not long before he mastered that spell, and he could put his plans into motion.

Mother's great rival was her sister Ezeeny, of the Royal Palace of Trazzic to the East at Highnerea, who she desperately hated, but with Lysander's help she had managed to best her magic and influence in the realm for many moons now. However, the next time Mother would use Lysander to enhance her own magic, he would refuse to help her, which would undoubtedly stir up her raff upon him.

It was not long before Drontus, mother's New Head Slave of the House of Ople called Lysander for his duties in aiding her magic casting.

"Excellent you have arrived, Mother has much work for us to do. We need to undo a very powerful spell my

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good sister Ezeeny cast recently, and we must hurry, before it is too late". Zerra commandingly told little Lysander.

"No" Lysander firmly responded back to the Princess.

"How dare you say NO to me boy slave! I will burn you again if you say that one more time" Zerra scowled at Lysander.

Again, Lysander calmly said "NO".

Though Lysander could not see her face because of her mask all Elves wear in front of humans, he could see her glowing white eyes burn more intensely and feel her rage building.

Suddenly without warning, lightening boiled up out of her fingers and she blasted it at him.

Ready for her wrathful response, Lysander focused his mind and conjured up an energy field to protect him from her attack, which absorbed her blast of energy.

"I am no mere defenceless slave Mother, like Dava", Lysander defiantly said to Zerra.

Even though Lysander was immune to Zerra's first few attacks no matter how strong they were, he did not want her figuring out his plan, or he would be surely done for. This meant Lysander had to use his own magic skills to defend against Zerra's attacks, until she unleashed her full power against him.

"Under my kind and very forgiving guidance your mastery of magic has grown strong, but it's nothing compared to my own power boy", Zerra boasted back at Lysander.

Lysander, summoned up a ball of blue energy and threw it at Mother. It would be enough to kill an average man, but it was nothing against her magical protection. Yet, Lysander knew it would break her temper.

"How dare you strike a Royal Elf Princess with magic. Boy I will do more than burn you now, I will end you for this wicked act of insubordination", Zerra screamed at Lysander.

Fire rapidly erupted out of her body and she rose up off the floor, and magical energy began to encircle her. It was clear to Lysander now that Mother was truly enraged, and would not hesitate to use her full power against him.

Lysander's magic would be no match for her full strength, thus he had no option but to take cover behind thick stone wall partitions around the circular room of the palace tower. Otherwise, she would have surely discovered that he was wearing the Armour of Energy and the game would be up.

Enraged, Zerra kept on frantically blasting fire magic at Lysander, but each time she attacked him, he would escape her by scurrying away and hiding like a little mouse around another corner of the grant room. When Lysander could manage it, he would harass her with little bolts of offensive magic, which only incensed her more with anger.

"Mother, if I am just mortal vermin, human scum of this Plain, how is that you need my help to beat your rivals, me, just a boy", Lysander called out from a hidden place somewhere in the room.

"Enough of this! You really think you can hide from my power! You Fool, I will show you what it means to be a true master of destruction", the furious princess threatened the hidden Lysander.

The Princess levitated up even higher and the fire surrounding her body built up into a perfect sphere around her, and this is exactly what Lysander was waiting for. First, there was a flash of brilliant white light and the Tower of Ople exploded in a huge ball of fire, that could be seen and heard from many leagues away!

"And the Armour of Energy, that spell really saved you from that", Hadrian asked in disbelief.

"Well it must have... I must have been flung for at least 10 leagues. I was lucky to not have landed in the sea", Lysander answers with a chuckle. "But I do not remember that part of my... 'journey'. I only recall waking up in a barn, and then of course, making my way to you", Lysander continues.

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"Anyway, this city is no longer safe for slaves, and they will turn this city upside down looking for us, and they may even discover this place, so we must go now", Lysander said, hurrying his brother along.

Lysander and Hadrian escaped the city, but for those innocent slaves who remained all would suffer the wrath of the Imperial Elf's retribution, which was devastatingly cruel.

To teach the humans a lesson, all slave children from the city were crucified and their line of little helpless bodies stretched for here to the Coast of Senneff Fall.

Word of this punishment reached the two slave runaways, Hadrian and Lysander. They wondered if their freedom was worth that heavy toll in life... However, nothing could be done about this now, so they pressed on and headed to the only free place left in Herlanceia, which were The Crack & Corn Mountains.

This journey would be long, hard and dangerous, as they could not take the main roads that the Elves used. Instead, the brothers would have to travel on the rough paths that cut through the countryside and thick woodlands, which blanketed Herlanceia.

The countryside would be relatively safe, apart from the odd Elf patrol, which was easy enough to avoid. The brothers were far more worried about the woods. There were tales of evil fairies, child eating witches, big hairy wild men, lions, and other bloodthirsty beasts who all made their homes in there. Even the Elves did not dare to venture too deeply into them. In spite of all of the woods' dangers, they could not be avoided forever if the brothers were to make it to the Mountains of Crack & Corn.

For two high moons the Brothers followed the Navigation Star of the North, otherwise known as the Eye of Zereener, a kind and just goddess who watched over travellers.

They had avoided all imperial Elf patrols and they had even kept away from each large wood they had encountered, but the great and huge Wood of Askendown now stood in their way, and there was no way round it.

Even though they were extremely different people, Lysander and Hadrian became very close indeed, and the special psychic link they shared had also grown in strength too. Now, Hadrian could sense Lysander's feelings, and even sometimes what he was thinking too. Therefore, it did not take too much debate on how to cross the Great Wood of Askendown. There was nothing else for it, as they had to travel through it on foot.

With each day the brothers travelled deeper into the huge wood, they could both feel themselves being watched closely, by unseen creepy things hiding in the darkness of the forest.

One night, as they gathered wood for a fire, suddenly from out of the darkness the animals gathered around them. There were foxes, mice, wild horses, birds of all types and even the mythical large Hairy Forest Men too. The Hadrian drew this sword and Lysander readied his magic for battle.

"Calm yourselves young Firemakers", a sweet soft voice came from seemingly out of nowhere.

"Who are you?" Lysander asked.

A shimmering orb of light floated towards them, and in a brilliant flash of light, a beautiful woman with butterfly wings appeared in front of the brothers. She was an actual fairy, which most common folk did not believe in.

"I am Astorle, Fairy Queen and the Lord of Askendown Woods, and these are all of my loyal subjects" she states.

In a respectful manner, Lysander replies to the queen, "we are honoured to meet with you your highness. My name is Lysander and this is my brother, Hadrian. May I ask, what would someone such as your royal self want with two boys travelling through your fine woods, meaning to do no one no harm might I add."

"You are no mere boys, you are the Children of Ronnic, and you have been sent to cast out the Elves from our fair isle", Astorle proclaimed.

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The boys remain quiet, not really knowing how to reply.

"I am here to grant you safe passage through my woods, and to introduce you to Princes Strike and Sharp." Astorle states.

A small crowd of horses bowed their heads and made way for two Unicorns, who calmly trotted up to the boys, and then they too bowed their own heads to greet Queen Astorle.

"This is Prince Strike and Prince Sharp" Queen Astorle announced to the brothers.

Both of the unicorns were golden brown in colour, but Prince Strike was clearly the largest one of the two, whilst Prince Sharp had a more thoughtful look about him.

"The Golden Brown Princes of Askendown would like to join you on your quest" the Queen informed the Brothers.

"We would be honoured your highness, but may I ask why?" Lysander asked.

The Queen smiled and replied, "Unicorns have always been drawn to those who have been blessed with greatness by the Gods, as you brothers have been".

More relaxed and confident now Hadrian speaks for the first time and says, "We would be honour to have them join us on our quest, your highness".

"So be it", the Queen gladly says to the Brothers.

Prince Strike trotted towards Hadrian and he easily jumped on to strike's back with just one attempt, even though he had never mounted a steed before.

Prince Sharp moved slowly over to Lysander, who clearly was too small to mount the Prince. However, Sharp suddenly picked the little boy up and tossed him on to his back, which left Lysander a little startled.

"Looks like I will have to get used to that..." Lysander says whilst regaining his composure.

"Your first 'Run' with them will seal the bond between you all forever. Beware, though I give you free passage through my domain, we only have one sacred law; 'Never Take More Than You Need'. If you do, I can no longer protect you whilst you are within my domain. Now be on your way." These were Queen Astorle's last words to the boys before she and her beastly subjects quickly vanished back into the darkness of the woods as quickly as they came.

It did not take long to depart from the Forest of Askendown on the backs of their new steeds, who must have been the fastest and sure-footed beasts in all of Herlanceia.

Soon, they found themselves at the Great Wall of High Prince Zeckat, the Warden of Herlanceia. Zeckat had the wall built to keep out the giant marauding men from the Crack & Corn Mountains, which lay just beyond the wall.

All slaves knew and feared the dreaded Prince Zeckat and his loyal companion Ammoutius, who was a terrifying Golden Dragon he rode into battle. The pair was responsible for single handily putting down many slave revolts by putting all of the usurpers down with Dragon Fire. They thought nothing of burning entire villages or even towns down to the ground with their inhabitants still within them if they met any resistance.

Spying out from a small wood near the wall, they could see it was guarded by a good number of the Devoted, who were brain washed human slave warriors. So there could be no reasoning with them to pass them without a fight.

"Brother, there is too many to fight our way through, and that's to say nothing about their re-enforcements they will surely send for if we attack them." Hadrian says with a small sae.

"Your right brother, but I think our answer lies in a bit of cunning and magic here, something I'm particularly good at, but what..." Lysander replies with a sly smirk.

Together, in that little outcrop of woodland outside the great wall, they hatched a plan and waited quietly until nightfall to put it into action.

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Under the cover of darkness, Lysander crept out to a nearby storehouse, where the guardsmen of the wall kept their supplies. Using his magic he started a tiny fire upon its thatch roof and then slipped away quickly. By the time Lysander had sneaked back to the wood, the fire had taken hold and the storehouse was a blaze. As all the guards left their posts on the wall to rush over to save their supplies, Lysander cast an invisibility spell on himself, his brother and their two steeds.

"I can see now why you waited until nightfall, this bloody spell hardly works". A partly transparent Hadrian comments with a touch of sarcasm.

"Shush, it will be no good at all if they can hear us... and it's the first time I have ever cast it, most wizards fail on their first attempt with that 'difficult' spell. Now come on". Lysander was quick to reply back.

They all made their way to the wall's massive gate, which after unbolting could be push open with some considerable force.

Wasting no time Hadrian singlehandedly lifted the massive wooden bolt off its latches, and began to push one of the huge gate doors open.

Lysander was truly astonished with his brother's terrific strength, as five good men would have had trouble accomplishing that same feat his brother had just achieved.

As the door slowly gave way to Hadrian's might to open up just enough for everyone to fit through, a voice from



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one of the guards rang out from the darkness, "The gate is being opened, come quickly".

However, by the time the guards got there, Lysander, Hadrian Prince Strike and Prince Sharp were all long gone, leaving nothing but an open gate behind them.

Soon the small group made their way to the High Lands of Crack & Corn, where they met with High Priestess Rodhera, the ruler of all of the remaining free lands of Herlanceia.

The men from these rocky lands were a warrior like race, who had stubbornly resisted the Elves' rule for one thousand high moons, keeping their mountains safe from their tyranny.

The average Man from the Mountains stood a foot taller than their enslaved southern brothers, and they were so tough and rugged that they looked like they had been chiselled out of granite.

Because of the prophecy of the Coming of Ronnic's Sons, she gave the brothers refuge within her own mountain fortress city at Vok, but her wisdom did not allow her to trust them just on their words and looks alone.

It was not long before the High Priestess of the Mountains summoned the brothers to her court, to tell them of what shall be done with them. "You may be Ronnic's Sons, as all the omens indicate, but you are not ready to face the Elves in open battle, and I simply do not trust you yet. Each of my men you see around you I would trust with my life, but this only comes after high moons of loyal service to me, and I will not throw their lives away on two young frauds sent by the Elves to fool us. Lord Uric", the Queen calls out. "Yes my queen", a giant grey old mountain of a man replies and then steps forward.

"Lord Uric is my High General and my most trusted servant. Hadrian you can fight, but you know nothing of war making, so Lord Uric will continue your training and teach you how to be a true leader of men". Queen Rodhera told Hadrian, who bowed his head to her.

High Priestess Rodhera turned to Lysander who was waiting patiently for his turn to hear what was to

become of him. "As for you little Lysander, you will stay with me and become my apprentice, and learn to master your gift from Ronnic. It is true you are a very talented boy, but you still have a great deal to learn of the arts, and you must pick your discipline, only then will you become a true master of the highest and most powerful magics on this plain.

"As you wish your highness" Lysander replies, and he also bows his head in compliance with the Queen.

"But be warned, at any sign of tertiary, your heads will be cut off and sent back rolling down the mountains from whence they came, back to those bloody Elves!" The queen warns the boys.

After ten high moons of intense learning and training, Hadrian had mastered all the aspects of war making Lord Uric could teach him and Lysander had surpassed even High Priestess Rodhera's skills in magic. However, what was more important than this was the boys had gained the people of Crack & Corn and their Queen's trust. So finally, they were ready to take the fight back down from the mountains to the Elves.

The brothers started their campaign against the Elves by raiding the Imperial supply caravans beyond the Great Wall of Zeckat. They did this by circumventing the wall altogether by sea with the aid of local pirates. These outlaws were tired of the Imperial Elves' harsh rule and they also got a handsome share of the booty too upon the raiding parties' 'safe' return to the mountains.

This enraged the Elves, as they could not apprehend these vile raiders, as the brothers and their band of fighters would always be long gone before the Elves could arrive to catch them.

Outraged and incensed, the Imperial Elves launched legion after legion of warriors against the Men of Crack & Corn in response, but all were utterly crushed. The men from the highlands always had the upper hand in battle against the attacking Elves, because they were totally adapted to fighting in these bitterly cold mountains, which they called home.

Word spread of the Mountain Men's victories against the Empire, which encouraged small uprisings to start springing up all over Herlanceia. The Empire could

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control this unrest for now, but the human slaves outnumber their master's many times over. Thus, the Empire had to crush the Men of Crack & Corn, and quickly. Otherwise, the whole of Herlanceia could slip into open rebellion against their Golden Masters.

The Empire's chance to finish off the Men of Crack & Corn once and for all came after a small group of Elvin prisoners who had escaped from High Priestess Rodhera's Stronghold.

The prisoners had broken free because of an unexpected plague that struck the fortress city, which hit Queen Rodhera's people so hard they were nearly left defenceless against an attack.

This was the chance the Empire was waiting for, as they knew this could be the turning point of the whole war! Thus, they ordered their whole north garrison to march on the defenceless mountain fortress city.

Despite the plague, as the Elf garrison approached Vok they were ambushed by thousands of very vigorous and healthy Crack & Corn warriors. Leading the men into battle was the brothers of prophecy, Hadrian and Lysander.

All the odds were stacked against the Elves in this battle, as they were not expecting this attack. Hence, the Elves were completely crushed and their golden blood streamed back down the mountainside.

The brothers had deceived their Elf prisoners. They had led them to believe that their captors, the Men of Crack & Corn were all dying of the plague. When the Elves were convinced of this, they were allowed to escape and bring back their false news to their masters, who were bowing to take the bait and march on the City Fortress of Vok.

With the main northern elfin garrison out of the way, the brother's path was clear to smash through the Wall of Zeckat and go on to liberate many of the northern cities of Herlanceia.

Time was of the essence, as soon the Elves would know of their defeat and send up reinforcements from the midlands, which would stop the brothers from taking the Wall of Zeckat.

The brothers had hired a group of dwarf engineers for their war machines, which would be crucial for capturing enemy fortified positions quickly and dealing with Prince Zeckat and his Dragon. However, the war machines and their crews moved very slowly, and setting them up also took a good while. So, the brothers had them all travel by cart, which the Dwarfs were not too keen on, but for the amount of gold they were being paid, they didn't grumble too much.

At the crack of dawn, the brothers attacked the lightly defended wall of Zeckat, which fell quickly. However, the Empire would undoubtedly realise that they had an army from the north marching against them now, and would start to rally their defences against the north.

During the short and successful siege of Zeckat's wall, the brothers did not use their Dwarfs or their war machines, as they did not want to reveal that they had such things with them. Instead, they just relied on basic siege ladders to take the lightly defended wall, which did the job nicely.

The brothers did not waste any time on celebrating their victory. Instead, after passing the wall, the brothers immediately marched on Fairbeck, the first northern enslaved city of Herlanceia, and reached it by the following night's high moon.

The Elves had already begun to fortify Fairbeck, but it would not be enough to resist the brother's force, which immediately besieged the city on arrival. By first light, the battle for Fairbeck would begin.

The brothers ordered the Dwarfs to deploy out all of their war machines, which they called Bolt Throwers. Oddly, they had the Bolt Throwers point south away from Fairbeck, which was to the east of their position. Also, they have been lightly hidden, with bits of shrubbery and bushes thrown over them, and the machines themselves have been painted green.

At first light, there was a call from a lookout who was perched up a lone tree, "Prince Zeckat and his Dragon has arrived and is coming from the south".

Every pair of eyes in the camp immediately turned to the south and saw a large golden dot taking shape on the horizon. This could only be a Prince Zeckat and his

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dreaded Dragon flying straight toward the brothers' encamped army.

If Zeckat and his Dragon Ammoutius reached the brother's camp, they would decimate their army with fire and the war would be lost.

Immediately, the Dwarf engineers set to work taking aim with their bolt throwers at the huge flying beast approaching them.

"Don't worried lads, we've dealt with these beasties before", the leader of the Dwarfs cried out, to calm the nerves of the anxious men around them.

Before shooting, the Dwarfs had to wait for the Dragon to come within a good range. However, they could not afford for the beast to get too close, or Prince Zeckat would spot the bolt throwers and take evasive manoeuvres to avoid their bolts, which would make them near impossible to hit.

"Hold, hold, steady lads", the Dwarf leader cried out to his fellow engineers, as the full terror of Ammoutius came into clear view.

"Release Bolts", the Dwarf leader shouted out at the top of his voice.

Six bolts from the machines when flying out towards Ammoutius at terrific speeds.

Four bolts missed, but two smashed into Ammoutius, which brought him and Prince Zeckat crashing down to the ground with an almighty thud and the earth shuck.

Wounded, but not slain, Ammoutius rose up again, and let out a furious and terrifying roar, which bellowed across the battlefield and sent chills down every men and dwarf's spine.

"Blast! The bloody thing lives! Make ready for a second volley boys!" The dwarf leader cried out to his crew. "Don't worry young sirs, he'll be dead in a jiffy" the dwarf reassured the brothers.

Enraged, Ammoutius stomped forward towards the human army, bellowing fire in anger, as he moved.

Frantically, the Dwarf crews reloaded their war machines again for a second volley of shots at the Dragon who was coming at them at speed now.

"Alright then boys, prepare for a second volley, or we'll all burn with dragon fire" the head of the Dwarf engineers shouted at his fellows.

"Ready" one after the other crew shouted back to their leader.

"Right then, what are you waiting for then lads, let him have it, shoot!" The Dwarf leader cry out at the top of his voice.

All the mighty bolt throwers shot at once, and every one of them hit their mark!

Ammoutius suddenly stud up on his hind legs and wailed out in pain, releasing a plume of fairy breath into the sky. This through Prince Zeckat off the back of his dragon's neck and down to his death. Then the beast collapsed flat on the ground and died there.

"Fantastic job" Hadrian said thanking the Dwarf engineers.

"Let's go and get Prince Zeckat's head, follow me men", Hadrian ordered a group of his horsemen.

It was not long before Hadrian returned with a head of an Elf prince dripping with golden blood.

In front of all his men, Hadrian unmasked the severed head and yelled, "Prince Zeckat, look at the beginnings of death too all Elves upon our lands. Now let's start taking back what you stole from us", and the entire army cheer in sheer jubilation.

Hadrian had Prince Zeckat's severed head mounted upon a pole, and from that day forth it became their battle standard.

When the brothers turned their attention to Fairbeck, it had already started to fall into full revolt with the spectacle of the death of High Prince Zeckat and Ammoutius. Thus, the city fell quickly and with hardly any losses.

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From here onwards, city after city would easily fall to the brothers' army and each liberation swelled the army's ranks with new men eager to take their revenge on their old golden masters.

The north and middle lands of Herlanceia were taken far too quickly for the Elf Empire to mount an adequate defence. Furthermore, the entire country's slave population was now in open revolt against the Empire, which affectively tied down all the Elves forces, who were trying to restore order. By the time quarter of a moon had past, only two southern cities stood in the way of Herlanceia's total liberation, Gallar and Meer.

Both were major port cities, and there was no doubt the Elf's re-enforcements would most certainly land there. So the cities had to fall, and quickly.

With time being of the essence, the brothers divided their army. Hadrian hit Meer and Lysander struck Gallar, which fell after only two days siege. However, Meer could prove to be a much tougher and bloodier target to take.

The trouble was the 'Immortals', who were rumoured to be stationed at Meer. These were a band of ancient supreme and nearly mythical like warriors who had served their own kind since the beginning of time, and some even believed that they had been given life by Winsill himself.

The stories, tales and legends about the Immortals, told of warriors who could not be matched in combat by any others; and being divine creations, who would dare strike down a god?

Yet no living creature had seen one for thousands of high moons. In fact, they were much more common in tall tales and songs found in taverns. So most believed they were just a myth, created to scare children at their bedtime.

But alas, Lysander knew differently... They just could not be a myth, as there was simply too much evidence to the contrary. Lysander had always been a keen study of history and he had read too many accounts of handfuls of them devastating entire armies on their own for them to be just a fairy tale.

Hadrian however was far more sceptical of the Immortals existence, and he thought that the Elves had dreamed them up to scare their slave subjects into submission.

In truth, Lysander could have marched on Meer with his brother and left the city of Gallar until later. This is because Gallar was an un-walled city and in open revolt now, so would have fell quickly when put under siege, as it did, but he knew that one of the Emperor's Eyes was there. These artefacts are objects of extreme magical power, which the Emperor used to communicate and relay all of his commands to his subjects instantly across his vast empire.

If Lysander were right about the Immortals, he would need its power to combat them. Otherwise, Hadrian's army would not stand a chance in open battle against these supreme warriors.

Hadrian's army gathered around the Walls of Meer, and immediately put it under siege. He expected the city would fall quickly like all others did in his and his brother's lightening fast campaign across the island, but the signs were very different here. There was no fires burning over Meer, and no sounds of rebelling slaves were coming from the city, instead its quiet walls' were fully garrisoned with warriors, and war machines. Meer would not fall without a fight it would seem...

No matter, Hadrian's forces were ready for a siege battle; they had ladders, and had quickly created siege towers and even trebuchets to subdue Meer's wall. What's more, his army outnumber the Elves twenty to one and he had a full week before the Emperor's reinforcements would come.

However, as Hadrian lined up his forces to begin the assault on Meer, the guards manning the city's walls began to make way for fifty other warriors. These magnificent looking fighters were all case from head to toe in white shining armour, which glittered in the sun, and carried a staff with two curved blades on both ends of the weapon.

Remarkably, all fifty of these warriors leaped off the five-story walls of the city and landed perfectly outside it to face Hadrian's bedazzled army.

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These fearless warriors stood in front of Hadrian's army like proud timeless statues. They could only be the legendarily Immortals from old his brother had warned him about.

Hadrian first ordered his archers to fire a volley of arrows to pick them off, but each Immortal simply plucked them out of the air with their bare hands, as if they were harmless leaves floating down on a breeze. Then Hadrian ordered his catapults into action, but they simply dodged their missiles.

It was clear to Hadrian if he was to take Meer, he had to fight and defeat them in hand-to-hand combat.

Having no choice, Hadrian ordered five thousand of his good fighting men to charge at the Immortals.

When they clashed, Hadrian looked on in horror how the Immortals simply hacked his men to pieces in a matter of minutes.

Each Immortal began to spin round with their bladed staffs at a tremendous speed, and when Hadrian's men fell upon them, they were cut to ribbons, dozens at a time. Hadrian felt like he had just thrown away five thousand lives for nothing.

After the short skirmish was over, each Immortal was totally covered in their victim's blood, which gave them all a deep crimson colour. Then they calmly moved back into formation again, ready for their next bout of combat.

Hadrian could feel his army's will to fight begin to wane, as even he was unnerved by the swiftness and ease of his men's slaughter at the hands of the blood red Immortals.

Meanwhile, Lysander had successfully stormed Gallar with little losses and was heading to the city's town hall, where word had it that the Eleventh Eye of the Emperor could be found.

Lysander fought his way down to a vault under the Town Hall where the Eye was. As he approached it, not only could he feel its awesome power, but he could also feel a familiar presence...

After blasting the vault's heavy doors down with his magic, Lysander entered a large room, which was full of gold and gems. At its centre stood the Eye of the Emperor, which was guarded by Princess Zerra and her personal bodyguards.

"Greetings Lysander. You have grown so strong my little boy, I can FEEL your power, I'm almost proud of you... But I made an error taking you as my personal magic hand all those high moons ago, but no matter, I have come to correct that mistake now". Zerra furiously said to Lysander.

Readying herself for battle, Princess Zerra suddenly rose off the floor and a fire sprang up around her.

Fuelled by her rage, Zerra blasted Lysander and his men with magical fire with her full power.

Lysander blocked her magic and protected his loyal men with his own magic.

"I equal your skills in magic now, and soon I will surpass even you, and for the crimes against my people you must die, and you will", Lysander declared to the rage-filled Princess.

"Kill them, kill them all", the Princess screamed to her bodyguards.

Both sides clashed, but in the princess' blinding rage, she killed nearly all of Lysander's men and even her own bodyguards.

"LEAVE US, for your own sakes, leave us now and this hall, or you will all perish needlessly", Lysander ordered his men, who all complied and immediately left them to fight it out.

"The Amour of Energy was the only way you could have survived my little boy in the tower, very clever", the Princess scowled at Lysander.

"Yes, but this time I do not need it Mother to defeat you", Lysander snapped back at the Princess.

Princess Zerra blasted Lysander again and again with her fiery magic, but each time she did, he used his own equally powerful magic to counter hers.

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Lysander began taunting the princess, which only enraged her further, and made her draw upon her own magic more and more, but despite this, she could not pierce his magical protection spells.

After much of the town hall had been destroyed by the princess' rage, she began to weaken and her magic started to falter.

With exhaustion, the Princess Zerra's magic began to fail her. She could no longer levitate, and her fiery magical shroud, which protected her from Lysander's magical attacks started to fade. On seeing this, Lysander drew his knife and calmly approached her, to do what must be done.

Lysander easily dispelled what remained of her magical protection, and moved within striking distance of the now broken Princess. She was so weak now that she had collapsed on the floor, but was still desperately zapping Lysander with peony scarps of magic she could manage to muster.

Lysander knelt down and held her to his chest, and said "Stop now, it's over (Lysander paused for a moment). I love you, as you are the only mother I have ever known, and I have always wanted you to just hold me, just once".

At that moment, the rage and anger left from Zerra's eyes, and was replaced by a deep empathetic look at Lysander.

Lysander gently removed her mask, and then with a great sadness he took his knife and plunged it straight into her heart. As the light faded from Princess Zerra's eyes, they remained locked upon his. With her last dying breath, she smiled up at Lysander and managed to rap one arm around him, and then she left this plain.

The battle for Gallar was over; however, if Meer would fall or not still hung by a thread.

Back on Meer's battlefield; Hadrian prayed to his God to give him strength, "Ronnic, my lord, my keeper, we all have come so far and never asked for your aide, not once before, but now I need you, my father". Suddenly one of the Immortals dropped to his knees and fell down dead and then another followed.

The passing of those five thousand men's lives had not been in vain after all, as a few swords had found their mark.

Hadrian felt his men's spirits lift and called out, "There you see, they are no Gods, and if they are, you have just slain two of them", and all the men cheered. Hadrian bellowed out, "Who's with me to spill more godly blood on this day, and free Herlanceia FOREVER!?" The men released another almighty cheer and with that, Hadrian and the rest of his army charged at the Immortals.

As Hadrian charged into battle riding upon Strike, he was first into fight, and instead of cutting a few Immortals down as he expected too, he missed every blow he made against them.

Strike kept him safe from the first few Immortals' attacks, but soon Hadrian was struck off his gallant steed. As he lay on the ground, he could see his men run into battle and clash with the Immortals. Hadrian's brave men were being slaughtered by the hundreds, whilst the Immortals seemed untouchable in combat.

Hadrian could see that the Immortals were supreme and brutal warriors with skills in battle that clearly out matched his men and even his own.

In those early moments of battle, there was so much blood letting of Hadrian's men that the ground swelled with red filled puddles everywhere. Soon, there was not a patch of land upon the entire battlefield that had not been stained red with Hadrian's men's blood.

From out of the chaos of battle, Hadrian could see an approaching blood stained Immortal, who was clearly coming in to finish him off. He knew if he fell in battle, his men would lose the will to fight on and the rebellion would be over. He simply could not die here and now, but he was wounded, and could hardly defend himself.

As the Immortal loomed over Hadrian, the red warrior raised his bladed staff to deliver his killing blow, and down it came at an awesome speed.

As the Immortal's blade hit Hadrian, there was a brilliant flash of white light, which through back his

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attacker. Hadrian could feel a massive surge of energy coerce through his body, which instantly healed his wound. As Hadrian stood up, the world around him had somehow slowed down to a snail's pace. He could feel his men's fear all around him, but more amazingly, he could sense the Immortals communicating their thoughts to each other, and even understand them.

A hazy vision of his brother Lysander appeared in front of Hadrian. He was holding a bright white crystal ball, which had a line of brilliant white energy surging up skywards.

Staggering his words in pain, Lysander spoke. "I have the Eye of the Emperor Brother and I am using its power to make you a match for any Immortal, but at this rate it won't last long. I can already feel the spell taking its toll on the eye. So go and slay as many as you can before its power fades for good".

Hadrian looked up. He could see a beam of light flowing down on him, which came arcing over the horizon from Meer, where his brother was.

"I will never doubt your wisdom again brother, thank you", replied Hadrian totally amazed,

By now, it seemed that every Immortal on the battlefield had noticed the miraculous events surrounding Hadrian and were all closing in on him.

As each Immortal came into attack him, he found he could react so fast that he could dodge most of their blows. Immortals who actually managed to strike Hadrian smashed against a magical energy field protecting him. This would send them flying back into the hordes of human warriors, who would then hack them to pieces. However, with each successful blow made against Hadrian, he could feel the spell that protected him weaken, so he knew he could not afford to be too careless.

As the battle raged on, back in Gallar, Lysander had almost drained the Eye of the Emperor's power completely. Nevertheless, instead of ending the spell when the eye's power had gone, Lysander drew from his own life force to maintain the magic for a few precious moments more.

As the spell began to feed of Lysander's life force, his hair first turned white and then eventually fell out to the floor. Then an intense pain burned throughout his body, which brought him to his knees, but he would not let go of the Eye.

The spell's power proved too much for the Eye and it exploded into pure magical energy. The blast threw Lysander away from the Eye and saved him from the spell taking his life, but ended the spell once and for all.

When the spell ended back at Meer, the battle tipped back into the Immortals' favour again, but on that day, man's hearts did not falter, and they held their ground and they bravely fought on.

The day was drawing to a close, but still fifteen Immortals remained, and they showed no signs of fatigue. The losses on Hadrian's side had been great, and his men were clearly exhausted. Furthermore, Elves could see as well in the dark as they could in the light of day, which would put Hadrian's men at a major disadvantage fighting at night. Hadrian had to face up to the unfolding reality that for the first time in his campaign, he was about to lose a battle. However, if he called for a retreat the Immortals would easily run his entire army down, and his people's bid for freedom would be over.

Then an unexpected thing happened. Off in the distance, at the edge of the forest of Missing Wood, every beast there ever was in Herlanceia seemed to spring out and gather into a mighty horde of animals and other things... There were Lions, Tigers, Wild Jiggers, countless swarms of little things, Forest Men, Giant Rocks and even the mythical Tree Shepherds. At the head of this great host of beasts and other things was Queen Astorle, who was leading them all in a charge directly towards the battle!

The mad torrent of animals and other things instantly swept over the battlefield, attacking and completely overwhelming the Immortals, but leaving the humans untouched.

Despite the heavy odds stacked against the Immortals now, the epic warriors gallantly fought on.

The Immortals' supreme skills, speed and agility were all trumped by the horde's massive numbers, as they

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just could not avoid their numerous and relentless attacks in battle.

One by one, the ancient warriors began to fall, but they never faltered in battle nor did a single one surrender. Seeing the Immortals fight to the death Hadrian could not help but feel an admiration for them, especially when only moments ago, he considered retreating himself...

After the last Immortal fell in battle, a loud cheer rang out across the battlefield, which came from the besieged city of Mere. Then the sounds of rioting breaking out in the city followed.

Night had fallen, but Hadrian knew that did not matter now, as the city would soon overthrow itself. Hadrian pressed his forces on to break down the gates of the city. Yet, as soon as he reached the city's gates, they swung open for him and the siege was over.

This marked the end of the war, and a new beginning for the Men of Herlanceia, who with the help of nature had just won back the right to rule themselves.

The Arcmerit

When Hadrian passed away, Lysander ruled Herlanceia fairly and justly for six hundred high moons, and for that, he will be loved and remembered by his people for all time.

As Lysander neared the end of his rule, he had the wisdom to set up a new system of government to rule in his absence. He had seen the follies of rule by Divine Right and he wanted this new government to care about its people, which he had done for so long now. However, the common man knew nothing of politics, diplomacy or commerce, so could not be relied upon to choose their leaders wisely. Therefore, Lysander created Ombudsmanship, which would hopefully address all of his concerns after he had gone.

Ombudsmanship

At the end of Lysander's rule, he declared Herlanceia as a New and United Republic, and set out his plans for its government, one that would safe guard its people.

The people from a province of Herlanceian would choose by way of casting one vote each, three Peoples Ombudsmen. The Ombudsmen would in turn choose a regent to rule over that province. Once selected, the regents would form their own council and appoint a representative to speak for them at Sissulk, the capital of Herlanceia.

All the Ombudsmen from each of Herlanceian's provinces would then vote for five Master Ombudsmen from one of their own, who would then choose an Arcmerit to rule over all Herlanceia. The Arcmerit once appointed would then form a government to aid them with their rule.

Both regents and the Arcmerit would have total control over their areas, but at any time, their respective Ombudsmen would have the power to remove them.

As a safeguard, the army would always swear an allegiance to the Ombudsmen first and then their Archmerit and lastly their respective Regents. This way, Herlanceia's armies could never be ordered to march on the People's Ombudsmen to have them removed. Furthermore, in case of a rogue Grand General, the Ombudsmen had their own special branch of military, and these warriors would insure that their master's 'will' was always respected.

When Lysander eventually stepped down, he left Herlanceia a constitution, which among setting out certain rights for all men, also included his framework for Ombudsmanship.

After the Master Ombudsmen were finally appointed, they selected Moonhand to lead the whole of Herlanceia and awarded him the title of Arcmerit, which simply means 'Best Men' for the role.

To this day Arcmerit Moonhand rules over all Herlanceia, and it would seem that the Master Ombudsmen made the right choice, as under his rule Herlanceia continues to prosper. However, this system of government is new and untested and could yet lead the Herlanceian people to disaster, as the Grand High Ronnic's Dispidious predicts...

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The Following of Ronnic

How the followers of the faith of Ronnic ever survived the occupation, no one will ever know, as the Elves did their very best to wipe out all Herlanceia's culture and her people's religions.

For at least one hundred high moons, the Elves obsessively hunted each and every Ronnic Monk down, or so they thought. The believers were burnt at the stake to deter others from following the faith. Nevertheless, the followers of Ronnic were not wiped out; in fact, as soon as the Elves were banished from Herlanceia's shores, the Ronnic Monks came out of hiding and wasted no time in recruiting new followers and re-establishing churches across Herlanceia.

Now Herlanceia has a Divinely Enlighten One again, who is the leader of the faith, and his holiest Dispidious is perhaps second to or equal to the Arcmerit in power. This arrangement is a little too close for Arcmerit Moonhand's liking, making relations between the two difficult, even at the best of times.

Before the Elf occupation, Herlanceia was divided up into counties and each one was ruled by a 'County King' and they in turn were all loyal to the Divinely Enlighten One of the time. In other words, the Enlighten One was the true leader of Herlanceia and the kings were just his puppets. The Divinely Enlighten Dispidious would very much like for things to return to the old ways, but Arcmerit Moonhand opposes this, as he knows a divided Herlanceia would fall very quickly if invaded again.

Furthermore, the Divinely Enlighten Ones of the past were known to think nothing of burning non-believers and ordering bloody crusades against faction County Kings, who the Great High Ronnic disapproved of.

It is true that neither Arcmerit Moonhand nor Divinely Enlighten Dispidious like one another, but the people love them both equally, it would seem. This means they must both endure each other until one falls out of favour with the people and only then may one make a move for total power.

The Dark Interpretation

The highest religious text for all the believers of this religion is known as the Book of Ronnic, but sadly, only one copy exists. This, the most holy of all the books of the faith is in the possession of the Divinely Enlighten One, and only he is permitted to read it. So, it is solely the right and responsibility of the Divinely Enlighten One of the day to interpret what the secret text means and lead his followers accordingly. Dispidious is one of many Divinely Enlighten Ones appointed after the Elf occupation, but he is by far the most radical of them all. Dispidious introduced his monks to the 'Trials', which are intended to clear one's mind of all feelings. Whether the trials work or not is a matter for debate, but what they do, is leave the monks hideously scarred and disfigured for life. The monk's appearance is so ruined by the trials, that they wear robes covering them completely from head to toe, hiding their disfigurements away from the prying eyes of the public. Also, Dispidious is the first Grand High Ronnic to openly challenge Moonhand's authority, arguing that he alone should rule Herlanceia and he quotes the texts of the holy book to back his claim.

Under Dispidious's rule, the Ronnic Monks seem to have abandoned their passive nature and adopted a much more aggressive stance, even turning up to the battlefield to fight infidels. In the past, it would have been unthinkable that the Monks of Ronnic would fight in a battle, as they use to be pacifists. In fact, instead of fighting in a war, they often cared for the victims of them. However, these days during every war, the monks appear at nearly every battle ready to fight, and fight hard. Though some generals would rather the monks stayed at home locked away in their churches, but others thank Ronnic they have arrived, as they always fight to the bitter end!

As the monk's numbers swell in their tens of thousands under the Divinely Enlighten Dispidious' guiding hand, Arcmerit Moonhand knows Herlanceia will be eventually plunged into a very bloody civil war.

What Moonhand does not know, is when this war will come, as the scales of power are evenly balanced at the moment. When the scales tip, the fighting will begin and Arcmerit Moonhand hopes they will be in his favour when they do.

The Herlanceians' Army Layout

Points

Three Plains, like most tabletop war games has a 'Points' (or pts for short) system, which acts like currency for buying gaming pieces to add into your army's ranks. Points reflect a piece's ability to fight, shoot and cast magic, etc. So, the more costly a piece is in points, the more powerful it will be in battle, whereas the cheaper pieces tend to be much weaker.

Army Sizes

To ensure a fair play in a standard game, both sides must spend the same amount of points on their armies. A good starting game size, especially for beginners, is 500pts to 1000pts each side, which would give you a short game only lasting for about an hour or two. Otherwise there is **NO LIMIT** to how big your game size can be, but be warned the bigger the game is, the longer it will take to play. For instance, a game size of 10,000pts, 5,000pts each side will easily take a whole day to play through in a standard game.

Army Special Allowances

(■▼◆★)

Other than keeping your army size within your points limit, you need to keep within your army's shapes allowances too (■▼◆★). Each one of these shapes have a different meaning and value in relation just what piece you are allowed to have within your army's ranks, which is explain below.

Note: Because of the Herlanceian Army's flexibility, they have their own special shapes allowances and this is set out in the '**Herlanceian Special Allowances Chart**', which can be found on page 24.

■ Blocks ■

The '**Block ■**' represents core or basic backbone units all armies need to fill out their ranks. Normally these can be archers, infantry and even some weaker forms of cavalry.

All armies must include a certain amount of block worth pieces within ranks. The amount of blocks in an army has to use is determined by using the '**Herlanceian Special Allowances Chart**', which can be found on page 24. To use the chart relate your army size in points to the chart. For instance, a 1500pts army must contain at least 2 block worth of gaming pieces within it.

▼ Triangles ▼

The '**Triangles ▼**' represent greatness or the ability to lead an individual may have, so the number of triangles allowed within an army is limited because these pieces are much rarer than a block worthy piece.

Using the '**Herlanceian Special Allowances Chart**', which can be found on page 24, find your army size in points on the chart and depending on its size it will indicated just how many triangles your army is entitled to use up too. For instance, a 2000pts army can use up to 5 triangles, but cannot go over that limit.

◆Diamonds ◆

'**Diamonds ◆**' represent rarity or uniqueness a piece could have. So the more diamonds a piece has the rarer and more unlikely it is going to make an appearance on the battlefield.

'**Herlanceian Special Allowances Chart**', which can be found on page 24, find your army size in points on the chart and depending on its size it will indicated just how many diamonds your army is entitled to use up too. For instance, a 3000pts army can use up to 7 triangles, but cannot go over that limit.

★ Stars ★

A '**Star ★**' is always attached to the most rarest and special of gaming pieces.

All armies start off with one star. However, each time an army grows past 4000pts; it may use an additional star.

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An army may have more than one start worthy piece within its point limits, providing they are not the same kind of piece. For instance, if an army totalling in size of 6000pts, that army could contain two of one kind of star worthy piece within it and two of another kind.

Mixing Allowance Shapes

Some piece's profiles will allow you to mount a character on a beast and if both have a certain cost in allowance shapes, both the beast's and character's Allowance Shapes values must be added together. For instance, a General costing 1 triangle and 1 diamond mounted on a beast that costs you a further 2 diamonds, the total cost of that piece (the general mounted on a beast) would cost you 1 triangle and 3 diamonds.

Putting an Army Together

Before playing a game, a player must write-up an Army's 'List'. An army's list contains all the different types of gaming pieces they have, how many models are contained in a unit and most importantly, how much each regiment, hero and beast cost in points.

As long as these key points are in a list, how it is written up and presented is up to the writer (or the controlling player of that side). For instance, a player could add additional information, like a rough battle plan or notes about each piece's weapons, armour and any magic item's abilities.

The main reason why army lists are so important is because it makes it possible or much easier to award Victory Points to an opposing player at the end of the game, which is explained in full on page 21 in the Three Plains Rulebook. But it is also good practice to have a well written army list, as they can give a player instant information on their own gaming pieces without sifting through a rulebook, and if one side accuses the other of over spending on certain pieces in an army, then the accused side can instantly prove they have kept within their point and shapes limits.

Number of Players & Allies

The typical number of players to take part in a game of Three Plains is just 2 (one side each), but any number

of players may take part in a game of Three Plains. Often if there are more than 2 players in a game, the extra player becomes an ally with one side, sharing points with them. However, a group of people can decide to play the game with as many sides and allies as they like, as long as all agree before the game starts.

Hiring Mercenaries from the Mercenaries of Many Army List

A Black Land Orcs Army may hire and fill out its ranks with gaming pieces from the Mercenaries of Many Army List. Any Mercenary of Many gaming pieces or number of them may be included in a Black Land Orcs army as long as the army still keeps within the agreed game size in points.

However, for each Mercenary of Many piece added to a Black Land Orcs army's ranks, it takes up an additional half a diamond (0.5♦), on top of any stars the Mercenary of Many piece may cost in the first place. For instance, an Mercenary of Many Slave Giant already costs two diamonds (2♦), in their own Mercenaries of Many army list, but when hired by a Black Land Orcs army to fight alongside them, this will boost the Giant's cost in diamonds, to two and a half (2.5♦), instead of just two.



Army Special Rules

In this book, from this point on, some rules will differ from the normal rules found in the Three Plains Rulebook 3V~ and all other army lists. All the unique Herlanceia rules (where different) replace the rules found in the Three Plains Rulebook V3~, which is the main rulebook for Three Plains the game. Otherwise, the Herlanceia gaming pieces follow all the rules laid out in the Three Plains Rulebook V3~ as normal, as long as they do not conflict with ones throughout this book.

Herlanceian Special Allowances

The mistakes of the old Herlanceian people were to rely on the protection and good will of the Elves, but that mistake cost them one thousand high moons of slavery. If Herlanceia is to remain free, it will have to be prepared to fight off invaders. Arcmerit Moonhand knows this all too well and so always pours plenty of resources into Herlanceia's armed forces, much more than other races tend to do for this very reason.

A Herlanceian army uses the normal rules for an '**Army Special Allowances** ■▼◆★', as described between page 18 in the Three Plains Rulebook. However, the Herlanceians have their own unique 'Army Special Allowances Chart', which is demonstrated underneath.

Herlanceian Special Allowances Chart

Army Size	■	▼	◆	★
1 to 500 points	+1	0-3	0-2.5	1 ★ within 1pt to 4,000pts
501 to 1,000 points	+1.5	0-4	0-3.5	2 ★ within 1pt to 8,000pts
1,001 to 1,500 points	+2	0-4.5	0-4	3 ★ within 1pt to 12,000pts
1,501 to 2,000 points	+2.5	0-5	0-5	4 ★ within 1pt to 16,000pts
2,001 to 2,500 points	+3	0-5.5	0-6	
2,501 to 3,000 points	+3.5	0-6	0-7	
3,001 to 3,500 points	+4	0-6.5	0-8	
3,501 to 4,000 points	+4.5	0-7	0-9	
+500 points	+0.5 ■	+0.5 ▼	+0.75 ◆	

As the Herlanceian chart demonstrates they are allowed to take an extra 0.5◆ for 1 to 1000 points played and 0.25◆ for every 500 points afterwards than any other race can.

The Herlanceian Deviancy Rating of 3

The Herlanceian military is well trained and very capable of carrying out any task their general commands them to do. However, all humans are far from infallible creatures, because they are still largely driven by their animal instincts. Therefore, all Herlanceian pieces have a '**Deviancy**' rating of 3. To learn more about '**Deviancy Checks**' refer to page 12 in the Three Plains Rulebook.

Number of Players & Allies

The typical number of players to take part in a game of Three Plains is just 2, one side each, but any number of players may take part in a game of Three Plains. Often if there are more than 2 players in a game, the extra player becomes an ally with one side, sharing points with them, although a group of people can decide to play the game with as many sides and allies as they like, but they must all agree before the game starts.

A Herlanceian Army may hire and fill out its ranks with gaming pieces from the Mercenaries of Many Army List. Any Mercenaries of Many gaming pieces or number of them may be included in a Herlanceian army as long as the army still keeps within the agreed game size in points and shapes allowances.

However, for each Mercenary of Many piece added to a Herlanceian army's ranks will costs that force an additional 0.25◆. This is on top of any shapes the Mercenary of Many piece may cost in the first place. For instance, an Mercenary of Many Slave Giant already costs 2◆, but when hired by a Herlanceian army to fight alongside them, this will boost the Giant's cost up to 2.25◆.

Herlanceian Characters

Grand Generals

A Grand General's learning is said to be equal to that of the finest scholars of Sissilk. This is because these tactically minded warriors are chosen as young men to be sent off to the War Academies of Herlanceia, where they are schooled in the arts of warfare and nothing else.

A Grand General's might lies within their mind, as by the time they leave their academy, their cunning and understanding of the battlefield, will surpass most other warriors. However, they often falter in combat, as they only undergo the most basic of melee training, which just allows them to fight themselves out of the odd sticky situation.

	M	A	CR	D	Save	LP	S
Grand General	7	1	4	1	2	2	5 +1 for Scholars of War
War Horse	14	1	3	1	-	+1	-
Red Griffin	12 Ground Move 22 Fly Move	6	5	1-2D -1 -2	2 (2) 1	8	2

Points: 55

Shapes: 1 ▼ & 1 ★

Basic Weapons & Armour: Sword & Shield

Additional Options & Extras

- Crossbow at 6 points
- Light Armour (+1) at 6 points or +2 Heavy Armour (+2) at 12 points
- Warhorse at 20 points or Griffin at 1 ♦, 1 ★ and 280 points
- If mounted, Horse Barding (+1) at 15 points
Griffin Armour (+1) 35 points
- 0 – 3 Magic Items

Special Attributes

Total Control

Only 1 Grand General piece is permitted in a Herlanceian army and no more. Furthermore, the Grand

General must always be the army's general, as he or she is best suited to command and is not much good at anything else.

Scholars of War

A Grand General's learning is said to be equal to that of the finest scholars of Sissilk, as they spend many high moons at special war academies schooled in the arts of warfare and nothing else. This gives these refined leaders the edge in tactical planning on the battlefield over most of their opponents.

If a Grand General leads a Herlanceian army, they receive +1 soldiering until one side starts their first turn, just after the deployment stage. This means they will get +1 die for testing which side sets out first and who decides who takes the first turn of the game.

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[General mounted on a Red Griffin \(Patron Only\)](#)

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Crack & Corn War Lords (Crackens)

The days of the warlord may be lingering for this style of generalship, well... some say anyway, but what is true is that they are not over yet.

The Cracken is a title awarded to the leaders of the war bands of Crack & Corn Warriors who value strength and skill with a blade above all else. Crackens are the finest examples of their kind, and are unmatched in combat, proving themselves many times over in battle.

These battle harden veterans can boast of many victories under their belts, all won by busting skulls down on the front lines and mucking in with the rest of their men.

Although, sadly times are changing and many of these head strong warrior leaders have found themselves being out-witted, even by an infestation of Groggs from time to time.

	M	A	CR	D	Save	LP	S
Cracken	8	3 +1Sp Attack	6	-3 1-3D Great Blade	2 ② ③	4	4 +2 Bravery

Points: 150

Shapes: 1 ▼ & 1 ★

Basic Weapons & Armour: Sword, Magic War paint, & Broadsword (Great Blade)

Additional Options & Extras

- Long Bow at 6 points
- 0 – 3 Magic Items

Special Attributes

Bravery of 2

Crackens are head strong fighters and totally fearless. Across Herlanceia they are known as extremely brave warriors, as they are always the first to rush into a battle and are always last ones to leave.

Crackens have a '**Bravery**' rating of 2, as described in the Three Plains Rulebook on page 66.

Light Fighters

Despite their huge size and bulk the warriors of Crack and Corn mountains are quite agile and nibble fighters, and would never trade this in for wearing heavy armour, which would slow them down in battle.

A Cracken cannot wear any kind of magical or none magical '**Body Armour**'. However, these mighty heroes can carry any other kind of magical protection they wish, such as magical shields, helmets, etc.

Great Swordsman

The Men of Crack and Corn Mountains learn how to wheel a broad sword well before they can walk, well... that's what said anyway. In any case what is true, in individual combat, armed with one of these great weapons they seem to be unbeatable!

If a Cracken uses any kind of magical or none magical '**Great Blade**' or '**Great Sword**' in combat, they gain +1 attack, which would bring their total number of attacks up to 4.

Great Strength

The Men of Crack & Corn are known for their size and their sheer unbelievable strength. Each highlander stands at nearly 7 feet tall and their sheer physical strength is legendarily!

They say, though many a wench from the lowlands would gladly take a highlander as a lover, these giant men would never have them, for fear of breaking them!

Due to the Men of Crack & Corn's great strength in combat, when they attack an enemy, their will deduct

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- ❶ to their toughness save and do 1-2 damage instead of just 1 like a normal Human. Their immense attack is combined with their great blades they carry into battle,

which in total allows them to deduct - ❸ to an enemy's toughness save and do 1-3 damage upon their target.

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Garrison Masters

Across the length and breadth of Herlanceia are well placed, and well managed garrisons and at the helm of each one is a battle harden Garrison Master.

Experienced soldiers and natural leaders, it is these men's job to train the new generations of Herlanceian Guards for tomorrow's wars and their bloody battles.

In smaller battles, often a Garrison Master will be sent by a Grand General alone, accompanied by their garrison to crush an outpost of pirates or bandits or to exterminate a small infestation of Groggs, which have taken hold. But whatever their orders may be, Garrison Masters are dependable and strong leaders, quite able to lead a unit or even a small army to victory.

	M	A	CR	D	Save	LP	S
Garrison Master	7	2	5	1	②	3	5
War Horse	14	1	3	1	-	+1	-
Red Griffin	12 Ground Move 22 Fly Move	6	5	1-2D -① -②	② ②①	8	2

Points: 75

Shapes: 1▼ & 0.5★

Basic Weapons & Armour: Sword & Shield

Additional Options & Extras

- Crossbow at 6 points
- Spear at 5 points, Lance at 8 points, Halberd at 6 points, Flail at 10 points, Great Blade at 10 points or Great Hammer at 10 points

- Light Armour (+①) at 7 points or Heavy Armour (+②) at 13 points
- Warhorse at 20 points or Griffin at 1 1♦, 1★ and 280 points
- If mounted, Horse Barding (+①) at 15 points
- Griffin Armour (+①) 35 points
- 0 – 3 Magic Items

Special Attributes

One of the Boys

All Garrison Masters were once guardsmen themselves, who have risen up through the ranks. This makes them quite at home amongst a regiment of infantry. Thus, they have their men's respect and can easily motivate them to fight for longer and harder than anyone else on the front lines.

When a Garrison Master accompanies an infantry unit of Marshals, Iron Fists, Grand Guard or Herlanceian Guard (and no others), that entire piece rerolls all its failed hits it makes in combat once more. All models in the unit benefit from this bonus, including the Garrison Master himself and any other characters that might be

included in the unit piece. However, if a Garrison Master is killed or leaves the unit they were accompanying, both the Garrison Master and the unit lose this special bonus.

The Garrison Master's special bonus can only be used once per unit. Therefore, if another Garrison Master is part of or joins a unit with another Garrison Master in it, that group of models does not gain a further reroll in combat.

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The Free & United Republic of Herlanceia

People's Champions

Herlanceia's taverns are always humming with the latest deeds of their champions' adventures, such as victories from the battlefield, slaying some great beast or the newest king of the arena.

In times of war, these great Heroes of the people are called to the battlefield, by their lords or masters bidding, or just because they fancy a change of scene, but in any case, they are always welcome.

	M	A	CR	D	Save	LP	S
People's Champion	7	2	6	1	②	3	4
War Horse	14	1	3	1	-	+1	-
Red Griffin	12 Ground Move 22 Fly Move	6	5	1-2D -① -②	② ②①	8	2

Points: 55

Shapes: 0.75 ▼

Basic Weapons & Armour: Sword

Additional Options & Extras

- Crossbow at 8 points, Short bow at 3 points or Bow at 5 points
- Spear at 6 points, Lance at 9 points, Halberd at 7 points, Flail at 12 points, Great Blade at 12 points or Great Hammer at 12 points

- Light Armour (+①) at 9 points or Heavy Armour (+②) at 15 points
- Warhorse at 20 points or Griffin at 1 ♦, 1 ★ and 280 points
- If mounted, Horse Barding (+①) at 15 points Griffin Armour (+①) 35 points
- 0 – 3 Magic Items

Special Attributes

Champion's Traits

Underneath are 5 supplementary traits, which give a People's Champion additional abilities in battle. 1 trait must be used in battle, and no more. The additional points or shapes for the trait are always added on top of the base value of the piece. Whichever trait is chosen, all the trait's special rules must be followed, which are laid out underneath each one.

Master Marksman at +35 points

One of the greatest sports in Herlanceia is Archery, and truly anyone can rise up from the humblest of backgrounds and become a champion of Herlanceia. From the wealthy, to the poor, skill knows no class. However, many of these great marksmen turn down the fortunes of fame for a life of adventure and service to

their country instead. These fine marksmen can be very useful to a general who needs to kill an enemy target without too much effort, which is often an opposing general or hero on the battlefield.

A '**Master Marksman**' receives +1 to hit when shooting.

Battle Mage at +50 points & +0.25 ▼

Not all mages learn their craft at the magic schools and colleges in Herlanceia, as the gift of magic is a blessing from the Gods themselves. So it cannot be taught, only given. Instead, these places of high arcane learning can only enhance ones' natural talent in the art. Those who sip through the net of this special education or abandon it can often end up as great heroes who use their natural

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gifts to enhance their own and their comrades fighting abilities on the battlefield. Though their abilities in magic are no match for a true master of the arts, when they combine their skills with a blade and their working knowledge of battle magic, they can become a deadly adversary in combat.

Herlanceian '**Battle Mages**' follow all the rules for '**Magic Casters**', as described on page 49 in the Three Plains Rulebook. However, unlike all other Herlanceian Wizards, Battle Mages can only use '**Base Magic**' and '**Battle Magic**' in the Three Plains Rulebook on page 110 and 112.

Furthermore, as a Battle Wizard is a magical being, the People's champion adds +2 magic to their save when they have his trait. However, Battle Wizards cannot wear heavy armour, but can wear light armour as normal.

Great Warrior at +15 points

The truly great warriors seem to have the ability to hack their way through regiments of fighters as easily as if they were walking through thin air, cutting their enemies down, leaving a wake of dead as they go.

In combat against Infantry and Cavalry models only, never other Characters, a '**Great Warrior**' receives +1 Combat Rating and +1 extra Attack. This bonus can never be applied when attacking characters, beasts or war machine pieces.

King of the Arena at +15 points

There are always some new heroes rising up through the bloody ranks of the arena, eventually to be crowned king of it, and the supreme champion of all Herlanceia. However, once at the top, these champions soon grow tiresome of just killing mere humans, so with each new war Herlanceia embarks on, these great warriors throw themselves on the battlefield, seeking out some new equal to pit themselves against.

When a '**King of the Arena**' fights another enemy character in combat, mounted on a beast or not, they receive +1 Attack and inflict '**Fatal Blows**' upon their target, as described in the Three Plains Rulebook on page 68. This special bonus only comes into effect during this time and no other instance during the game.

Beast Slayer at +15 points

Beast Slayers love to be down some deep dark (and often smelly) lair hunting a foul and terrifying beast, which has been plaguing some poor village or town nearby. So, as enemy generals often employ many monsters on the field of battle, Beast Slayers are useful to have around and are quite happy to swap their beasts' smelly lairs for the battlefield, for the chance to hunt new prey.

When a '**Beast Slayer**' attacks a beast of any kind, they deduct -2 off their toughness and agility saves in combat. For instance, a Beast Slayer assaults a beast with a toughness save of 2, which would be completely cancelled out by the hero's attack. Furthermore, because of the Beast Slayer's knowledge of their prey's anatomy, they add +2 on to their damage range when rolling to overcome a beast's save in combat.

If a Beast Slayer carries a magic weapon that already modifies their attack in combat, then both bonuses are added together.

Lastly, an individual Beast Slayer never counts battle stress caused by fear and never take '**Bravery Checks**', as described in the Three Plains Rulebook on page 66. However, if a Beast Slayer is accompanying a group or mounted upon a beast, bravery checks and any battle stress dice caused by fear must be taken as normal.

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Battle Standard Bearer

Carrying an army's standard into battle is a great honour indeed and only bestowed upon the army's best fighter. If the army's standard were to fall into the enemy's hands, this would not only bring great shame and dishonour to all who follow it, but also Herlanceia herself.

Therefore, the warrior charged with this special honour can be no one less than the army's champion. These extraordinary men have for many high moons demonstrated a selfless and unwavering loyalty to Herlanceia and her people, and have bested all who have opposed them in battle. So, it can only be them, who can be trusted to carry and protect the army's pride and safeguard the honour of Herlanceia.

	M	A	CR	D	Save	LP	S
Battle Standard Bearer	7	2	5	1	②	2	4
War Horse	14	1	3	1	-	+1	-

Points: 75

Shapes: 1 ▼ & 1 ★

Basic Weapons & Armour: Sword & Shield

Additional Options & Extras

- Crossbow at 7 points, Short bow at 3 points or Bow at 5 points
- Spear at 5 points, Lance at 7 points, Halberd at 5 points, Flail at 10 points, Great Blade at 10 points or Great Hammer at 10 points
- Light Armour (+①) at 6 points or Heavy Armour (+②) at 12points
- Warhorse at 20 points and Horse Barding (+①) at 15 points
- 0 – 2 Magic Items, one of which can be a Magical Command item

Special Rules

The Battle Standard Bearer

The Herlanceian Battle Standard Bearer always carries their army's '**Battle Standard**' into battle. The benefits for carrying a Battle Standard into battle is described in the Three Plains rulebook on page 59.

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Herlanceian Wizards

Oh, what a waste of great potential and magical talent in the dark times of the occupation, where the gifted were all put to the sword by the Imperial Elves. Scores of young boys and girls were slain because of the Elf's feared their magical gifts might be used against them. However, after the curse of the Elves had been cast out from Herlanceia, Hadrian and Lysander soon made sure that humanities gift of magic would no longer be squander. They re-established magic guilds throughout Herlanceia and now there are many wizards eager to prove themselves and put their talents to good use on the battlefield in defense of their beloved country.

Magically gifted Humans are amongst the greatest living mages around today. They might not be able to match an Elf Sorceress in their mastery of the arcane, but what they lack in ability, they make up in numbers, as Human Wizards are plentiful now.

On the battlefield as the fight rages, Human Wizards prefer to move themselves away from the combat, as most make poor warriors. If they do find themselves confronted by the enemy, their magic will often protect them for a little while, until help comes.

	M	A	CR	D	Save	LP	S
Wizard	7	1	3	1	2 3	3	3
War Horse	14	1	3	1	-	+1	-
Red Griffin	12 Ground Move 22 Fly Move	6	5	1-2D -1 -2	2 2 1	8	2

Points: 50

Shapes: 1 ▼

Basic Weapons & Armour: Staff (Hand Weapon)

Additional Options & Extras

- Bow at 3 points
- Spear at 3 points

- Warhorse at 20 points or Griffin at 1♦, 1★ and 280 points
- Upgrade to a Master Wizard for 50 points and a 0.5▼
- 0 – 4 Magic Items

Special Attributes

Magic Casters

Herlanceian Wizards follow all the rules for 'Magic Casters' laid out on page 59 in the Three Plains Rulebook.

discipline out of all disciplines found near the back of the Three Plains Rulebook, from page 105 to 113.

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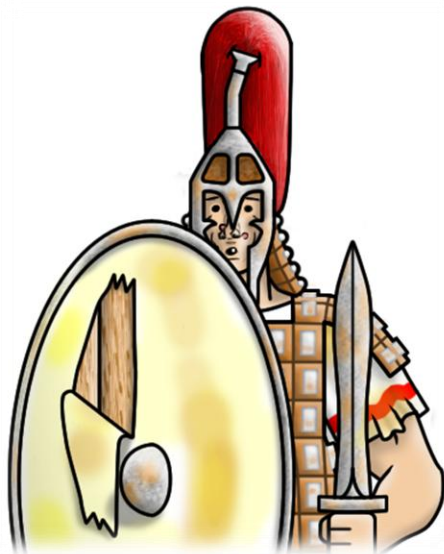
Herlanceia's Battle Wizards have a wide choice of disciplines to choose from and so may choose any

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The Numpty (Halfwits)

“Send me the Numpty” says the general, “you know, the one everyone hates and can’t understand why he’s even here, I’ve got a special job for him!”

There are always those who are just not up to the job of soldiering, who would have been better off staying at home under their mother's skirts. However, there here now and find themselves in a game of juggling numbers and resources, a value has to be put on these men's lives, as this is the true nature of war. Unfortunately, for these poor fighters, their commander's deem their lives as expendable compared to the rest of their peers. Thus these Numpties as the rest of the men call them are given 'special' duties, by their commanders, which will made the best use of their lack of talents on the battlefield.



	M	A	CR	D	Save	LP	S
Numpty	7	1	3	1	①	1	2
War Horse	14	1	3	1	-	+1	-

Points: 3

Shapes: 1 ★

Basic Weapons & Armour: Rusty Old Sword

Additional Options & Extras

- Bow at 3 points
- Spear at 3 points
- Light Armour (+① Save) at 3 points
- Warhorse at 20 points
- 0 – 2 Magic Items

Special Attributes

Halfwit Piece

The Numpty is a '**Halfwit**' piece and follows all the rules for Halfwit pieces as described on page 59 in the Three Plains Rulebook.

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Herlanceian Units

Herlanceian Guard

The Herlanceian Guard makes up the backbone of any Herlanceian legion. They are light, versatile and very capable infantry, and are charged with protecting Herlanceia's realms and her interests across Many.

Herlanceia is one of the few nations who invests in a professional standing army, which comes at a great expense to her economy. Therefore, the Herlanceian Guard is never left idle. They can be found fighting all

across the world of Many, safeguarding Herlanceia's interests and expanding her influence. At other times they can be found keeping the peace and guarding her shores from any invaders who dare to set foot on Herlanceian soil.

The Herlanceian Guards are good, reliable and professional troops that the Arcmerit can always count on in times of need.

	M	A	CR	D	Save	LP	S
Herlanceian Guardsmen	7	1	4	1	3	1	3

Points: 6 per model

Shapes: 1 ■ per unit

Unit size: 10 -50

Basic Weapons & Armour: Swords, Light Armour & Shields

Additional Options & Extras

- Each model may also take Halberds at 0.5 points
- Each model may also take Spears at 1 points
- Each model may also take Pikes at 2 points
- Each model may also take a Flails at 2 points
- One model may be upgraded become Command Piece at 14 points
- One Herlanceian Guard unit may take a Magical Command item

Special Attributes

Infantry Wedge

The hundreds of high moons of slavery the Elves inflicted upon Herlanceians were hard and brutal. One of the many hardships the People of Herlanceia endured was their forced military service to the Elf Empire, where many fought and died.

Though the Herlanceian People suffered greatly at this time, they did not forget the lessons their Elf masters taught them about waging war, such as advanced tactics and unit formations.

To this day, the Herlanceians still use the Elf methods of war making, but this time they fight and die for their own causes.

When a Herlanceian Guard unit is only armed with swords and shields, they can form an '**Infantry Wedge**' formation and fight as such on the battlefield. The 'Infantry Wedge' rules are located in the Three Plains rulebook on page 55.

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The Free & United Republic of Herlanceia

Archers of Herlanceia

After the Elf occupation, the hunters and other folk who live in the woods used to make up all of the archers for Herlanceia's first professional armies.

They had their advantages, as these commoners are cheap to hire and always looking for work. However, time and time again they would flee the battlefield then things looked like they could get a little risky for them. Entire divisions of archers just use to run away when the enemy merely approached them, which often left their foes laughing at their shameful cowardice.

It was clear what was needed was a professional core of archers, who could be relied upon to follow orders and fight if necessary.

The Grand Generals banded together and lobbied for professional archers at high ruler Lysander's counsel in

Sissilk. The Arcmerit eventually took notice and ordered the forming of the first of the professional Herlanceian Archers. For the first time, Herlanceian Archers training was to be as good as the Herlanceian Guards and to be taken just as seriously.

Into day's professional Herlanceian army, the woods men are rarely used in battle, as most generals prefer to have their own Herlanceian Archer units in their ranks.

The Herlanceian Archers are good and reliable long bowmen, who can also mass volley shoot hordes of arrows at the enemy. They can also fight and hold their ground in combat, as each Herlanceian Bowmen is given basic melee training with a short sword. In short, they are a vast improvement on the Woods Men, who will no longer embarrass Herlanceia's armed forces in battle again.

	M	A	CR	D	Save	LP	S
Herlanceia Archers	7	1	3	1	3	1	3

Points: 6 per model

Shapes: 1 ■ & 0.5 ◆ per unit

Unit size: 10 - 25

Basic Weapons & Armour: Swords, Bows & Light Armour

Additional Options & Extras

- A Unit can upgrade their Bows to Long Bows at a cost of 2 points per model and 1 ◆ per unit.
- Upgrade one model to a Command Piece at 14 points

Special Attributes

Mass Volley Shooting

Thanks to the specialist training that the Herlanceian Archers receive; they can release massive volleys of arrows at will, off into the skies, raining death down upon their foes.

The Archers of Herlanceia have the '**Mass Volley Shooting**' special attribute, as described on page 37 in the Three Plains Rulebook.

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People's Guard

During their youth, all Herlanceian boys are required by law to join a state sponsored youth movement, which is called the Young Herlanceian Guard. This organisation is nearly always run by ex-soldiers, who teach the boys how to be a worrier and fight as part of a team.

Most boys really enjoy their time at the Young Herlanceian Guard, because they learn how to fight in melee combat and are taught the other fundamentals of warfare. Through furiously fun activities and adventurous fieldtrips, real friendships are forged between the boys, which will last over a lifetime.

There is no class divisions at the Young Herlanceian Guard, as all who attend are treated equally, from the richest to the poorest.

When the boys become men and it is time to leave the Young Herlanceian Guard, they are given each a red robe, light armour, a shield and a spear, which they are expected to look after for the rest of their lifetime. By law, they are also required to swear an oath of loyalty to the legion of the People's Guard, who have the power to call them back into military service in times of war or great unrest at anytime. If these men had not had this basic training in their youth, they would need to be trained and armed up from scratch, or fight as an unorganised rabble on the battlefield.

The People's Guard are no match for the professional soldiers in the Herlanceian Guard, as lots of them have



fallen out of shape or have not held a spear or shield in many high moons now. However, they can still fight much better and any rabble of commoners who have been through together and ordered to fight on the battlefield for their masters. That said, the People's Guard have fought for many reasons and all over the world, and have always proudly answered Herlanceia's call to arms in her defence.

	M	A	CR	D	Save	LP	S
People's Guardsmen	7	1	3	1	3	1	2

Points: 4 per model

Shapes: 1 ■ & 0.5 ◆ per unit

Unit size: 10 - 60

Basic Weapons & Armour: Swords, Spears, Light Armour & Shields

Additional Options & Extras

- Upgrade one model to a Command Piece at 10 points

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Herlanceian Old Guard

After twenty two moons of service, all Herlanceian soldiers have the option of leaving the army and taking their state job, or they can continue serving in the country as part of the Old Guard.

As many Herlanceians joined the army as young men, and have only known the life of a soldier ever since, many choose to stay on and become a veteran of the Old Guard.

With their battle harden hearts and the many high moons of experience under their belts, the Old Guard make a formidable group of warriors upon the

battlefield, who are far more capable than their younger counterparts.

Amongst the younger ranks, the Old Guardsmen are greatly respected and revered. This is because they have survived and won countless battles to reach their good age. However, these veterans also take the time to often mentor the new recruits through their first few months of military service. This builds up a bond between the young and old and shows on the battlefield, as a well placed unit of Old Guard can steady the nerves of the younger warriors around them.

	M	A	CR	D	Save	LP	S
Old Guardsmen	7	1	5	1	3 1	1	4 +1 Bravery

Points: 9 per model

Shapes: 1 ■ & 1 ★ per unit

Unit size: 10 - 40

Basic Weapons & Armour: Swords, Light Armour & Shields

Additional Options & Extras

- Upgrade one model to a Command Piece at 16 points
- An Old Guard unit may take a Magical Command item

Special Attributes

Infantry Wedge

The countless high moons of slavery the Elves inflicted upon Herlanceians were hard and brutal. One of the many hardships the People of Herlanceia endured was their forced military service to the Elf Empire, where many fought and died.

Though the Herlanceian People suffered greatly at this time, they did not forget the lessons their Elf masters taught them about waging war, such as advanced tactics and unit formations.

To this day, the Herlanceians still use the Elf methods of war making, but this time they fight and die for their own causes.

An Old Guard unit can form an '**Infantry Wedge**' formation and fight as such on the battlefield. The 'Infantry Wedge' rules are located in the Three Plains Rulebook on page 56.

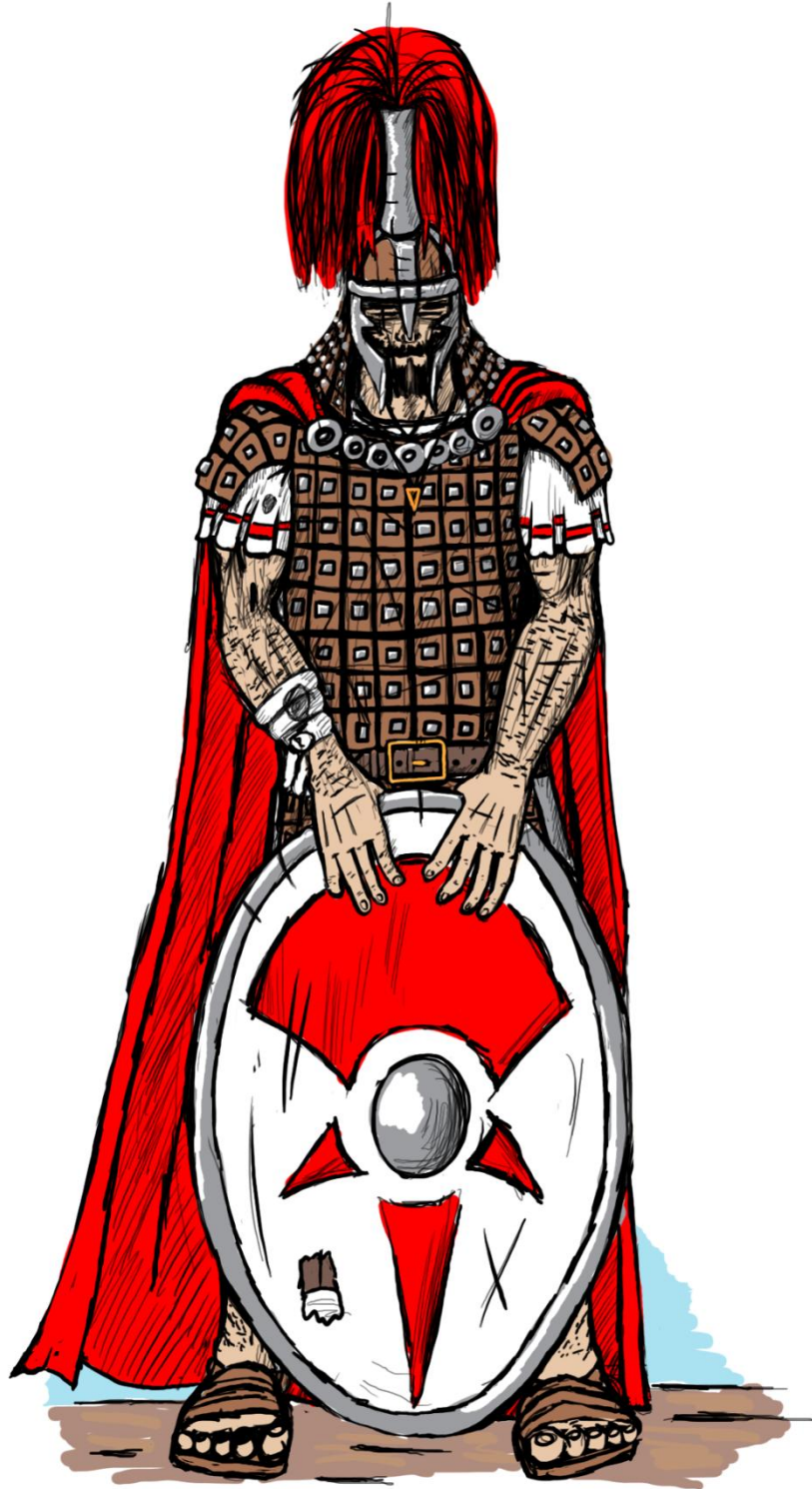
Living Legends (+1 Bravery)

Amongst the younger ranks, the Old Guardsmen are greatly respected and revered. This is because they have survived and won countless battles to reach their good old age. However, these veterans also take the time to often mentor the new recruits through their first few months of military service. This builds up a bond between the young and old and shows on the battlefield, as a well placed unit of Old Guard can steady the nerves of the younger warriors around them.

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An Old Guard piece has '**Bravery**' rating of 1, as described in the Three Plains Rulebook on page 66. Furthermore, all other friendly Herlanceian Guard pieces within 8 inches of an Old Guard unit will also gain +1 bravery for as long as they are within this radius.

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The Grand Guard

Far and wide across Herlanceia, the best and most talented warriors are handpicked from each of her garrisons and legions to form the Grand Guard.

The Grand Guard is the elite of Herlanceia's regular armed forces. These men are the best because they are natural born soldiers; they have great skills with a blade, follow orders to the letter and are fearless in battle.

Each Grand Guardsman is well armed. They are given a golden Halberd, which is a long pole with an axe like head upon it, which can outreach the majority of other weapons in combat and cut apart most other warriors on foot with ease. In the hands of a skilled fighter, the halberd can even be used to hook and pull down mounted riders from off their steeds and be dispatched down on the ground. They are also well protected by their renowned golden shining heavy armour each Grand Guardsman wears into battle. This well crafted armour not only looks first-rate, but also is very good at protecting them against most of their enemy's heavy attacks on the battlefield.

The Men of the Grand Guard have fought and won battles all over Many, all in the name of furthering

and expanding Herlanceia's influence in the world. They have always fought with honour and distinction amongst their own kind and continue to do Herlanceia proud and serve her to this day.



	M	A	CR	D	Save	LP	S
Grand Guard	8 -1 movement for wearing Heavy Armour	2	5	1D -1 Halberds	4	1	4

Points: 12 per model

Shapes: 1 ♦ & 1 ★ per unit

Unit size: 10 - 40

Basic Weapons & Armour: Swords, Halberds & Heavy Armour

Additional Options & Extras

- Upgrade one model to a Command Piece at 18 points, which may be a Magical Command Piece

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The Marshals

The Ombudsmen who oversee the fair and just rule of Herlanceia, have their own private army of defenders to ensure they are protected and their wishes are carried out. These men are known as the Marshals of the Ombudsmen, and are hand pick by the order from the regular Herlanceian military for their outstanding dedication and loyalty.

It is a great honour to become a Marshal, because they are only chosen for their loyalty and good conscience, and because they always put their duties first, above all other things. When the ordinary soldiers can be found gambling and hoarding their gold away on their leave, you will never find a Marshal partaking in such lowly activities in their spare time.

Once a Marshal has been selected, they are relocated to a secret training camp for the next one full high moon. After their special training has been completed, they are sent back to their legion to form their own special unit apart from the regular Herlanceian Guardsmen.

The Marshals are expected to fight alongside the rest of the regular Herlanceian army and they will even take the majority of their orders from their local Garrison Master or Grand General as the other soldiers do. However, from time to time they will receive secret orders from their true masters, the Ombudsmen and be sent off on their own special missions. These special duties always take priority over all other orders from their Garrison Master and even their Grand General.

In battle, the Marshals wear light armour and carry great war hammers, which can smash through even the thickest of shields with a single blow. Their great war hammers also serve as their symbol for their units of infantry on the battlefield.

Other than being good warriors in battle, what most commanders' note about the Marshals is their supreme discipline, which goes far and above the ordinary soldiers. This makes these infantrymen particularly good at following orders and pulling off the trickier manoeuvres during a battle, when other lesser fighters would falter.

	M	A	CR	D	Save	LP	S
Marshals	7	1	4	1-2D - ② Great Hammers	③	1	3 +1 v DC

Points: 7 per model

Shapes: 0.75■, 0.25◆ & 0.5★ per unit

Unit size: 10 - 35

Basic Weapons & Armour: Swords, Great Hammers & Light Armour

Additional Options & Extras

- Upgrade one model to a Command Piece at 15 points.

Special Attributes

Supremely Disciplined

Marshals and Iron Fists are chosen from out of the ranks of the regular Herlanceian military for their dedication, loyalty and good conscience. This makes these infantrymen particularly good at following orders and pulling off the trickier manoeuvres during a battle.

Because of the Marshals and Iron Fists supreme discipline, whenever they take a '**Deviancy Check**' they always receive +1 soldiering die to their pool. 'Deviancy Checks' are fully explained in the Three Plains Rulebook on page 12.

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The Iron Fists

The Iron Fists are the elite task force of the Master Ombudsmen and can only be selected from out of their army of loyal Marshals who serve all this governmental order.

These elite and mysterious warriors' training, skills in battle and bravery rival that of the Grand Guard. They are also as well known as their counterparts, as the Iron Fists have fought and won battles across the length and breadth of Many alongside their golden comrades.

These great warriors are also known as the Stumpsmen, as only they are authorised to carry out executions for the Ombudsmen. Many a corrupt regent have been dragged out to the stump, where their head is placed

down upon an old tree base and smashed utterly by an Iron Fist's mighty war hammer. Thus, the Iron Fists are both loved and respected by the people of Herlanceia, as they are the guardians of their liberty. It is only the corrupt and deviant who have anything to fear from these warrior lawgivers.

The Iron Fists wear tough heavy armour to defend themselves against most dangers on the battlefield. They also carry a huge war hammer to crush their enemies who foolishly stand against them in battle. However, it is their supreme discipline which most commanders respect, as like the Marshals, they are particularly good at following orders and pulling off the trickier manoeuvres during a battle.

	M	A	CR	D	Save	LP	S
Iron Fists	8 -1 movement for wearing Heavy Armour	2	5	1-2D -2 Great Hammers	4	1	4 +1 v DC

Points: 14 per model

Shapes: 1♦ & 1★ per unit

Unit size: 10 - 30

Basic Weapons & Armour: Swords, Great Hammers & Heavy Armour

Additional Options & Extras

- Upgrade one model to a Command Piece at 19 points, which may be a Magical Command Piece

Special Attributes

Supremely Disciplined

Marshals and Iron Fists are chosen from out of the ranks of the regular Herlanceian military for their dedication, loyalty and good conscience. This makes these infantrymen particularly good at following orders and pulling off the trickier manoeuvres during a battle.

Because of the Marshals and Iron Fists supreme discipline, whenever they take a '**Deviancy Check**' they always receive +1 soldiering die to their pool. 'Deviancy Checks' are fully explained in the Three Plains Rulebook on page 12.

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The Free & United Republic of Herlanceia

Men of Crack & Corn Mountains

There is Herlanceia, and then at its northern tip, there is a massive region of Mountains called Crack & Corn. This is where a hardy breed of huge men carve out their existence in the harsh terrain.

They see themselves as their own nation who work alongside the rest of Herlanceia. Though they abide by their Arcmerit's wishes and believe in Ombudsmanship, they still have their own unique traditions and ultimately answer to their High Priestess Queen Omarra.

The Men of Crack & Corn Mountains have a very proud history of war making. They were the only ones to hold out against the Elf invaders, and did so for one thousand high moons. They also led the first push against them in the rebellion, which led to the total freedom of Herlanceia.

The people of Herlanceia owe the Men of the Mountains everything, but sadly they suffered the most

casualties in the rebellion and now only a handful of this proud race remains. However, for those who do remain, are just as tough and hardy as their forefathers were so long ago.

In times of war, the Men of the Crack & Corn Mountains are never idle and instead are always the first to arrive at Arcmerit Moonhand's side in battle. They will often fight to the bitter end, which sadly does not help their numbers recover.

They are natural born fighters, and always carry huge broad swords into battle, where they can cut most foes into two with a single swing of their mighty blade. However, they care little for ranks and file and pride themselves instead on individual combat with the enemy. They paint themselves with a magic paint called Ro, which is painted all around their bodies, because they believe it gives them the blessing of their god Ronnic.

	M	A	CR	D	Save	LP	S
Crack & Corn Warrior	8	2	5	1-3D - 3 Great Swords	2 ① ③	2	2 +3 Bravery

Points: 30 per model

Shapes: 1 ♦ & 1 ★ per unit

Unit size: 4 - 10

Basic Weapons & Armour: Starts with Swords, Magic War Paint & Great Swords (Great Blades)

Special Attributes

Bravery of 3

The Men of Crack & Corn have a '**Bravery**' rating of 3, as described in the Three Plains Rulebook on page 66.

Bar... to Rank and Files

The men of the mountains pride themselves on individual combat and have no time for ranks and files, which only lessens the honour of the kill - plus there's more room for their giant swords to take a few heads off. Therefore, a gaming piece of the Men of the Mountains is classed as a '**Loose Moving**' group of

warriors, which suffer from '**Flimsy Ranks**'. These rules are explained in the Three Plains Rulebook, 'Loose Moving' Pieces are explained on page 26 and 'Flimsy Ranks' are on page 44.

Great Strength

The Men of Crack & Corn are known for their size and their sheer unbelievable strength. Each highlander stands at nearly 7 feet tall and their sheer physical strength is legendarily!

The Free & United Republic of Herlanceia

They say, though many a wench from the lowlands would gladly take a highlander as a lover, these giant men would never have them, for fear of breaking them!

Due to the Men of Crack & Corn's great strength in combat, when they attack an enemy, their will deduct - **1** to their toughness save and do 1-2 damage instead

of just 1 like a normal Human. Their immense attack is combined with their great blades they carry into battle, which in total allows them to deduct - **3** to an enemy's toughness save and do 1-3 damage upon their target.

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The Free & United Republic of Herlanceia

The Righteous

Dispidious' the Enlighten One Aniffotical was far more extreme in its nature than any other which came before it. It was full of self-sacrifice, hatred, fear, violence, war and domination.

So where once the Monks of Ronnic used to care for the wounded from the battlefield. Soon after the re-interpretation of the Aniffotical, the younger followers started turning up to actually fight the enemy instead.

Under the new Aniffotical's teachings, each monk of Ronnic is expected to undergo horrendous painful trials, which leaves them disfigured and scarred from head to toe for the rest of their lives. At the end of their trials, they either are dead or have learnt to master the pain, freeing up the rest of their mortal minds for the contemplation of Ronnic, or so they believe...

To many of the common people of Herlanceia, the monks of Ronnic extreme behaviour can seem a little crazy. Though, most have learned now not to speak about their thoughts to others, as many a loudmouth have been dragged off in the middle of the night and found the next day, beaten to death, with the mark of Ronnic upon their corpse.

Often nicknamed 'The Righteous', the monks of Ronnic are known to turn up unannounced just before a battle begins to fight the enemy heathens. Why they turn up at all, only the Enlighten One knows why, but they always fight hard and to the death. So most generals are quite happy to have them fight alongside their army, even if they are a little undisciplined and unruly at times.

	M	A	CR	D	Save	LP	S
Righteous Monks	4 +D3 Mob Movement	1 +1 Attack Two Hand Weapons	3 +1 to hit for Hatred	1D - 2	3 1 1	2	2 Unbreakable

Points: 18 per model

Shapes: 1 ♦ & 1 ★ per unit

Unit size: 10 - 25

Basic Weapons & Armour: Hooks and Talons (all counted as Two Hand Weapons) & Light Armour

Special Attributes

Righteous Rabble

These monks will often spend many high moons contemplating life, whilst never breathing a word to anyone or at other times they will climb mountains, bare foot, just to be closer to Ronnic, in the hope that some divine enlightenment will be cast down on to them from above. However, the monks do not care for ranks and file, marching or other disciplines of war and so fight and move as a mob rather than a disciplined unit.

A unit piece of the Righteous has no sense of rank and file, therefore they must move and fight as a 'Mob' formation as described on page 58 in the Three Plain Rulebook.

Pain is only in the Mind

The monks are so taken with their religion, they undergo many extremely harmful and painful trials, with the end goal being to purify their own thoughts, through the numbing of their own senses.

If however the enemy captures a monk of Ronnic, then the general knows he has nothing to fear, as his secrets are safe, because a monk of Ronnic has never given in to torture yet!

As nothing fazes these monks, neither pain nor the fear of death itself, the Righteous have the special attribute of 'Unbreakable', as described on page 67. Therefore, they automatically pass all break tests and bravery

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tests. Thus, a mob of the Righteous will never break and flee for any reason.

Hatred

In the 'Great Purge of the Old Ways', the new generation of Ronnic Monks wiped out all of their elders, who as they believed had a distorted view of their faith. If the Monks would do this to their own kind and brothers in the faith, what would they do to the none believers on the battlefield...

Because of the Monks of Ronnic extreme intolerance to all those outside their faith, all Righteous suffer from '**Hatred**' in combat, as described in the Three Plains Rulebook on page 65.

Holy Warriors

The blessing of Ronnic can only be bestowed upon those who give their lives freely to the service of this god and survive his demanding and deadly trials. Only then, can an initiate of the faith become a monk and smite all heretics in the name of Ronnic.

Thanks to the Righteous' blessing they received from Ronnic, their attacks' deduct - **2** Magic to an enemy's save.

Furthermore, Because of Ronnic's blessing the Righteous are '**Holy Warriors**', which is explained in the Three Plains Rulebook on page 70.

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The Free & United Republic of Herlanceia

Free Riders

The Free Riders were the first of Herlanceia's military cavalry. However, they are not particularly well disciplined and are too lightly armed to fight off most foes in combat.

Thus, the Heavy Riders of Herlanceia had to be formed, to counter other races' units of heavy cavalry. Although, this did not mean the end of the Free Riders, as they are still a good mobile force of lightly armed spear and javelin-wielding cavalry.

In today's modern Herlanceian army the Free Riders are used for scouting, for ambushes, for cutting down fleeing enemy troops, and sometimes even for applying unexpected pressure on an enemy's flanks. They may not be great in melee combat, but their multiple uses on the battlefield persuade the more resourceful commanders to bring them into battle.

	M	A	CR	D	Save	LP	S
The Free Riders	-	1	3	1	2	1	3
War Horses	14	1	3	1	-	+1	-

Points: 10 per model

Shapes: 0.25◆ per unit

Unit size: 5 - 12

Basic Weapons & Armour: Swords & Spears

Additional Options & Extras

- Upgrade to Light Armour (+1 Save) at 1 points per model
- Each model may also take a Javelin at 2 points per model

Special Attributes

Skirmished Cavalry

Free Riders are Herlanceia's fast moving, hit and run skirmished cavalry and are a lot more flexible than her Heavy Riders.

Free Riders count as '**Skirmishers**' and follow all the normal rules as laid out in the Three Plains Rulebook on page 58.

Scouting

Being agile and fast, but usually seen as an insignificant fighting force of weak cavalry, enemy generals never

seem to notice or just don't care where the free Riders place themselves on the battlefield. This allows the Free Riders to scout right up to the enemy, where this underestimated force can suddenly become a problem for them.

The Free Riders of Herlanceia have the special attribute of '**Scouting**', which is explained in the Three Plains Rulebook on page 68.

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The Free & United Republic of Herlanceia

The Heavy Riders of Herlanceia

In the War of Lies, where Herlanceia was served a crushing defeat at the battle of Havack, which forced Herlanceian into a humiliating defeat, Grand General Hicarry and others blamed the tragedy on the Herlanceian military having no decent cavalymen to call into battle.

After this devastating war, it was clear that Herlanceia needed well armoured cavalry units, and so established the Heavy Riders of Herlanceia.

Training and equipping these new heavier cavalry units was a break from Herlanceia's usual military tradition of relying on large infantry blocks, who were supported

by light horsemen in battle. However, the Heavy Riders of Herlanceia soon proved themselves in battle time and time again. Eventually, more resources and gold was poured into developing these new divisions of cavalry, and now all of Herlanceia's armies all have well trained equestrians ready to fight and defend her.

The Heavy Riders are Herlanceia's answer to basic armoured cavalry. They are well trained, reliable and are great for smashing into ranks of poorly armed infantry. Though they are not the best of the Middle Plain's horse warriors has to offer, the Heavy Riders can still hold their own against most other race's armoured horsemen in battle.

	M	A	CR	D	Save	LP	S
Heavy Riders	-	1	4	1D On Charge 1-3D & -3	4	1	3
War Horses	14 -1 movement for wearing Heavy Armour	1	3	1	-	+1	-

Points: 15 per model

Shapes: 1 ■ & 0.5 ◆ per unit

Unit size: 5 - 30

Basic Weapons & Armour: Swords, Lances, Heavy Armour, Barding & Shields.

Additional Options & Extras

- Upgrade one model to a Command Piece at 18 points.
- One Heavy Rider unit may have a Magical Command Piece

Special Attributes

Cavalry Wedge

The countless high moons of slavery the Elves inflicted upon Herlanceians were hard and brutal. One of the many hardships the People of Herlanceia endured was their forced military service to the Elf Empire, where many fought and died.

Though the Herlanceian People suffered greatly at this time, they did not forget the lessons their Elf masters taught them about waging war, such as advanced tactics and unit formations.

To this day, the Herlanceians still use the Elf methods of war making, but this time they fight and die for their own causes.

A unit of Herlanceian Heavy Riders can form a '**Cavalry Wedge**' formation and fight as such on the battlefield. The 'Cavalry Wedge' rules are located in the Three Plains Rulebook on page 57.

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The Free & United Republic of Herlanceia

The Grand Riders of Herlanceia

After the War of Lies, when Herlanceia was finally crush in defeated at the battle of Havack, the Grand General Hicarry and others pushed the Arcmerit to equip their armies with armoured cavalrymen.

Soon the Heavy Riders of Herlanceia were established across the island, but it soon became clear that some of the cavalrymen stud out from their peers as exceptional warriors and horsemen. These talented individuals were eventually all formed into the Grand Riders, who are the counterparts to the infantry's Grand Guardsmen. would prove themselves in battle many times and become famous across the world as some of the best cavalrymen in the Middle Plain.

Herlanceia won the Blood Island Feud, restoring her pride after the defeat of the War of Lies, and the Grand Riders where a key part of that achievement, which secured their place in Herlanceia's military.

It was not long before the Grand Riders would have to prove themselves in battle. Herlanceia was eager to show it was a major power in the world after they lost the War of Lies. Therefore, Herlanceia set its sights on the Island of Ishtosh, rich in timber and fertile lands and the Grand Riders would the nation's secret weapon to win this prise for her.

The campaign for Ishtosh became known as the Blood Island Feud. Whilst the war raged on, the Grand Riders

The Grand Riders are very well armed and amongst some of the best cavalrymen in the world, which many other races look upon with envious eyes. Herlanceia is lucky and proud indeed to have these noble and extraordinary warriors fight in her name.

	M	A	CR	D	Save	LP	S
Grand Riders	-	2	5	1D On Charge 1-3D & -3	5	1	4
War Horses	15 -1 movement for wearing Heavy Armour	1	4	1	-	+1	-

Points: 25 per model

Shapes: 1 ♦ & 1 ★ per unit

Unit size: 5 - 15

Basic Weapons & Armour: Swords, Lances, Heavy Armour, Barding & Shields.

Additional Options & Extras

- Upgrade one model to a Command Piece at 20 points, which may be a Magical Command Piece

Special Attributes

Cavalry Wedge

The many high moons of slavery the Elves inflicted upon Herlanceians were hard and brutal. One of the many hardships the People of Herlanceia endured was their forced military service to the Elf Empire, where many fought and died.

Though the Herlanceian People suffered greatly at this time, they did not forget the lessons their Elf masters taught them about waging war, such as advanced tactics and unit formations.

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To this day, the Herlanceians still use the Elf methods of war making, but this time they fight and die for their own causes.

A unit of Herlanceian Grand Riders can form a '**Cavalry Wedge**' formation and fight as such on the battlefield. The '**Cavalry Wedge**' rules are located in the Three Plains Rulebook on page 57.

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Herlanceian Beasts

Herlanceian Red Griffins

There are many flying creatures across the Middle Plain, but none is as loyal or ferocious as the Red Griffons of Herlanceia.

These beasts are the most nimble and agile of all the larger flying beasts upon the Middle Plain. They are respected for their graceful flight and feared for their killing power in combat.

Despite their size, Griffins are known to fight to the death against creatures many times their own size. Even

a proud and mighty dragon will think twice before tackling one of these fiery tempered beasts. It is their immense speed, agility, ferocity and their determination to win that usually gives Griffins an edge over many of their larger adversaries in battle.

The Red Griffin is only found in Herlanceia, at the Mountains of Teas, where they live and hunt in good numbers. The men of Herlanceia learned a long time ago how to ride these magnificent winged creatures, and they have accompanied them in battle ever since.

	M	A	CR	D	Save	LP	S
Red Griffin	12 Ground Move 22 Fly Move	6	5	1-2D -① -②	② ②①	8	2

Points: 280 + Rider

Shapes: 1♦ & 1★ + Rider

Unit size: Red Griffin + Rider

Basic Weapons & Armour: Claws, Talons & Hooked Beak

Additional Options & Extras

- Griffin Armour (+① Save) at 35 points

Special Attributes

Red Griffin Attacks

A Griffin has sharp claws, talons and a hooked beak that can rip a man to bits in seconds. However, it is their sheer speed and agility of their attacks that leaves most prey very vulnerable to these deadly beasts' attacks.

Each successful hit from a Griffin deducts -1 toughness and -2 agility from a victim's save, and each life point inflicted has a damage range of 2.

Unmissable

You would not miss a Griffin on a battlefield. They are much larger than any ground dwelling steed and they have a massive wingspan, which is three times their

own length. Their terrifyingly dangerous claws, talons and hooked beak all draws attention to this beast, and when it cries out, it gives off a frightful screech, which carries for miles. So be in no doubt, everyone knows when a Griffin sets foot on to the battlefield.

Therefore, Griffin pieces are '**Unmissable**', as described in the Three Plains Rulebook on page 16.

Dread of the Woods

See page 62 in the Three Plains Rulebook.

Loyalty Rating of +2

Griffins will not just take to anyone, but when they do, an unbreakable bond between rider and mount is

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formed, which will last a lifetime. Even when a Griffin's master falls in battle, they will often stand guard over their lifeless body, or take their vengeance upon the enemy in the only way they know how.

Red Griffins have a '**Loyalty Rating**' of 2, which is explained in the Three Plains Rulebook on page 62.

Masters of Aerial Combat

Griffins are nearly unrivalled in aerial combat, as their speed and grace in the air allows them to out manoeuvre most of their foes in the skies of Many with ease.

If a Griffin enters into airborne combat, they and their rider will gain +1 to hit their target and gain +1 agility to their save. The rules for '**Flight**' are explained in the Three Plains Rulebook between page 26.

Impertinent

One of the most admirable traits of a Griffin is their impertinency, as they never back down from a fight with another beast, which is much larger than them. They will dig in and make every attack count, ripping and scratching at them. Fighting all the way, until it draws its last breath.

No large beast ever forgets a scrap against a Griffin, because they will always have to scars and broken bones to remind them of that clash!

When a mounted or un-mounted Griffin is in combat with another beast or war machine piece, which has a larger model base than its own, it rerolls all missed hits against that target, and gains +2 soldiering dice, until that combat has finished.

Unbreakable Bond (Beast Loyalty Rating of +3)

On the battlefield, a Griffin will not often leave their slain master's body. Instead, they stay there and guard it from the enemy who might claim it from them. Other times, they can be so stricken with grief they will seek

to take their vengeance upon the enemy, and will lash out at them, ripping and tearing their nearest foes to bits.

Griffins have a '**Beast Loyalty Rating of +3**', as described in the Three Plains Rulebook on page 62.

+1 Fear

Griffins are large and terrifying beasts, which still feed off careless Fire-makers who wonder into the wilds of the world. Therefore, these creatures invoke plenty of fear upon the battlefield, as you cannot help but wonder, if you will be their next meal

Griffin pieces cause +1 '**Fear**', as described in the Three Plains Rulebook on page 66.

Flyers

Long ago, Winsill the son of the true Maker of all things created the first of all the Griffins to aid his own servants as their winged steeds. They were to be the fastest and most agile creatures in his high realm. However, as the story goes, Winsill did too good a job on his creations, as they escaped him and his servants to the Middle Plain, where they remain to this day.

If that tale is true or not, what is true, amongst all of the monstrous flying creatures in the world, Griffins are the fastest and most agile flyers there are. They can easily out fly Wyverns and fly circles around most Dragons. In the world of Many, there is no match for Griffins in the skies.

Griffins can '**Fly**', as described in the Three Plains Rulebook on page 26.

Mounts & Agility

A character mounted on a Griffin is affected by the '**Mounts & Agility**' special rule, which is explained in the Three Plains Rulebook on page 69.

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The White Jigors of Herlanceia

Once the Jigors used to roam the lands of Herlanceia freely and terrorised the villages and old towns of the men of the great island as they pleased.

The Jigors' cunning, brute strength and skills in combat allowed them to dominate the primitive Men of Herlanceia for a long time. These intelligent beasts used to fashion huge clubs and axes out of large bones, sharpen stones and small trees. Some even used to make their own armour out of scraps of metal or huge shells they found washed up at the seaside. It is even said about the Jigors that they even had Kings and Queens long ago, but that is only believed to be a myth now.

As Mankind grew in numbers and advanced their own technology, they left the Jigors behind and soon the once mighty masters of Herlanceia came to fear the fire makers instead. Now, Jigor-kind are little more than warrior slaves to the people of Herlanceia.

Today, Jigors are trained to fight alongside the rest of the regular Herlanceian army in battle, where they naturally excel. They wield very large two-handed battle-axes and can cleave an enemy barded horse in two with just one swing of their huge axe. Some Jigors are even given light armour, which makes these resilient beasts even harder to kill in battle.

These mighty monsters are ferocious fighters on the battlefield, who can quickly charge and crash in to an

enemy ranks and tear them to bits as if they were pieces of parchment. So terrifying in battle are Jigors that enemy warriors have been known to break from their ranks and flee as soon as they are approached by a pack of these beasts. Those who dare to face them in battle, know they will be lucky if they can survive an encounter with these monsters.

Even in captivity, Jigors are still a proud race of beasts and will not have some fire maker ride them or herd them into battle like any other common animal. Instead, Jigors are intelligent enough to follow simple commands and their instincts for war allow them to fight their way through a battle, all totally unaided by pack masters. However, man may have enslaved the Jigors, but they never broke their spirits, and from time to time, they have turned against their masters to prove this point. This rebellious streak has even led them to attack their own side in battle! However, this is extremely rare and most generals are prepared to take the risk, as the benefits of using them in battle are extraordinary!

Given what we know about the Jigors' history and how they are today, many feel a little sorry for this proud creature's fate, as looking into their eyes you can see a thinking and feeling being. Nevertheless, they are treated well and if they were released back into the wild, they would begin hunting again, and Humans would be preyed upon once more...

	M	A	CR	D	Save	LP	S
White Jigor	10	3	6	1-3D - 3 Great Blades	3 ① ①	3	6

Points: 65 per model

Shapes: 1 ♦ & 1 ★ per group

Unit Size: 1 - 4

Basic Weapons & Armour: Claws & Fangs

Additional Options & Extras

- Light Armour (+ 1) at 15 points

The Free & United Republic of Herlanceia

Special Attributes

White Jigor Attacks

No other beast can match a Jigor skills in combat. Together with their terrific strength and wielding a mighty giant battle axe in combat, which can cut a man in two with a single swing, they really are devastating killers in battle.

All pieces hit by a Jigor in combat suffer an additional -1 to their toughness save, and this attack has a damage range of 1 to 2. This bonus combines with the Jigor's great blade, making a hit from a Jigor cancel out -3 to an enemy's toughness and increases this beast's damage range from 1 to 3. However, because a Jigor carries this huge weapon, they will still suffer an exhaustion counter for each round of combat they are in.

Fear Factor of 1

With the head of a lion, the body of a giant and a monstrous reputation across the world for being an unforgiving killer, there is not many who would dare to face these beasts in battle.

All Jigor pieces cause +1 'Fear', as described in the Three Plains Rulebook on page 66.

Special Monster Unit (Beast Loyalty Rating of 0)

Jigors may be an enslaved race now, but their spirits remain as free as ever. So Jigors will not allow themselves to be herded into battle like common cattle. However, after many high moons of training, Jigors can actually be trusted to form a fighting pack and follow simple orders, and all without beast masters. But... all at a small risk of these beasts going crazy and turning against their own side in battle, as they have been known to do from time to time!

A group of Jigors moves and fights using the rules for 'Loose Movement', as described in the Three Plains Rulebook on page 26.

As these proud creatures would never allow themselves to be controlled so closely by many Fire Makers, they are one of the few groups of beast which do not have beast masters to herd them into battle. However, although these beasts are intelligent enough to fight and follow orders without beast masters, there is still a very slight risk of the Jigors turning 'Wild', as described in the Three Plains Rulebook on page 61. Therefore, at the start of each player's turn, roll 2D6 for each group of Jigors there is on the gaming board. On the score of double 6 that group of Jigors will turn wild, and follow all the normal rules for wild beasts for the rest of the game. On any other score the Jigors pass the test and may move and fight as normal.

When Jigors turn wild and have to roll on the 'Beast Reaction Chart', they have a 'Beast Loyalty Rating of 0', which is all explained in the Three Plains Rulebook on page 62.

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Herlanceia War Dogs

Herlanceian War Dogs are fast and merciless little killers, only holding back for their slow moving human masters who are trying to keep up with all their fast moving attacks.

Each dog is hand reared for combat from a pup and will stay with their masters for their entire lives. Even in battle, both war dog and master fight together as a team.

In combat, the war dogs' masters hang back and let their fierce companions do all the work, whilst they herd and push them onwards into the enemy's ranks to rip and tear them apart.

War Dogs are not tough or resilient creatures in combat. Instead they rely on their quick wits and great numbers to resist the enemy's attacks in combat. However, their speed and agility allow the dogs to attack enemy's that would otherwise evade slower opponents in combat.

Pack Master	7	1	3	1	2	1	3
War Dog Pack	12	3	3	1D -(2)	1 (2)	4	1

Points: 16 per Dog Pack model

Points: 5 per Beast Master model

Shapes: 1 ■ & 0.25 ◆ per unit

Group sizes: 1 to 6 War Dogs, which must have at least 1 to 6 Beast Master to lead them into battle

Basic Weapons & Armour: Teeth, Claws and Whips for the Pack Masters

Additional Options & Extras

- Beast Masters may have Light Armour (+1 save) at 2 points per model

Special Attributes

War Dogs' Attacks

War Dogs are not tough or resilient creatures in combat. Instead they rely on their quick wits and great numbers to resist the enemy's attacks in combat. However, their speed and agility allow the dogs to attack enemy's that would otherwise evade other slower opponents in combat. Therefore, a war dog attack does -2 agility to an enemy's save.

The Pack

When the Pack Masters drive their War Dogs into battle, they do so with massive herds of biting and snapping dogs. This hoard moves quickly and swiftly to their assigned prey and once there, they rip and tear them to bits, until there is nothing left.

A beast unit of War Dogs follows all the rules laid out in Three Plains Rulebook on page 61 for 'Beast Master' led 'Beast Units'.

Flimsy Ranks

Despite all the dogs biting and snapping, they are no match for a fully formed up unit of troops and so will fold very quickly against most well ordered and disciplined enemies in combat. Therefore, a gaming piece of War Dogs has 'Flimsy Ranks', as described in the Three Plains Rulebook on page 44.

Loyalty Rating of +2

Each dog is hand reared for combat from a pup and will stay with their masters for their entire lives. Even in battle, both war dog and master fight together as a team. This relationship builds up a very strong bond between

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man and beast, which can last even after the death of their masters. Some packs have even been known to stay with their master's lifeless bodies to guard them

from any further harm for days after their deaths. War Dogs have a '**Loyalty Rating of +2**', which is fully explained in the Three Plains Rulebook on page 62.

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Herlanceian War Machines

Herlanceian Bolt Thrower

The Herlanceian Bolt Thrower is a large wooden contraption, which can propel a huge bolt that is twice the height of a man at a great distance and speed at the enemy. On impact, a single bolt can tear a row of men in two, or if it hits a Dragon, it can knock one out of the sky.

On the other hand, Bolt Throwers can be very inaccurate machines, because they rarely hit their targets with their first, second or even third shots. To overcome this, many Herlanceian Generals usually

deploy batteries of these machines instead of just one or two in a battle. This greatly increases their chances of hitting and destroying their targets after just one volley of bolts.

To their credit, Bolt Throwers are one of the simpler war machines on the Middle Plains. So they are very reliable and their lack of complexity does not summon any Gremlins to come and wreck them, unlike a lot of the other contraptions of war can do.

	M	A	CR	D	Save	LP	S
Bolt Thrower & Crew	0	1	3	<u>Combat</u> 1D (Swords) <u>Shooting</u> -5 & 1-6Dx3 (Bolt)	3	5	3

Points: 35 (for both the Bolt Thrower and its Crew)

Siege points: 100 (for both the Bolt Thrower and its Crew and Turing Mechanism)

Shapes: 0.5♦

Unit size: 1 - 3 Bolt Throwers and its crew contained on 1 base

Basic Weapons & Armour: Swords

Additional Options & Extras

- Upgrade a Bolt Thrower to give it a Turning Mechanism at 10 points.

Herlanceian Bolt Thrower Special Rules

Shooting the Bolt Thrower

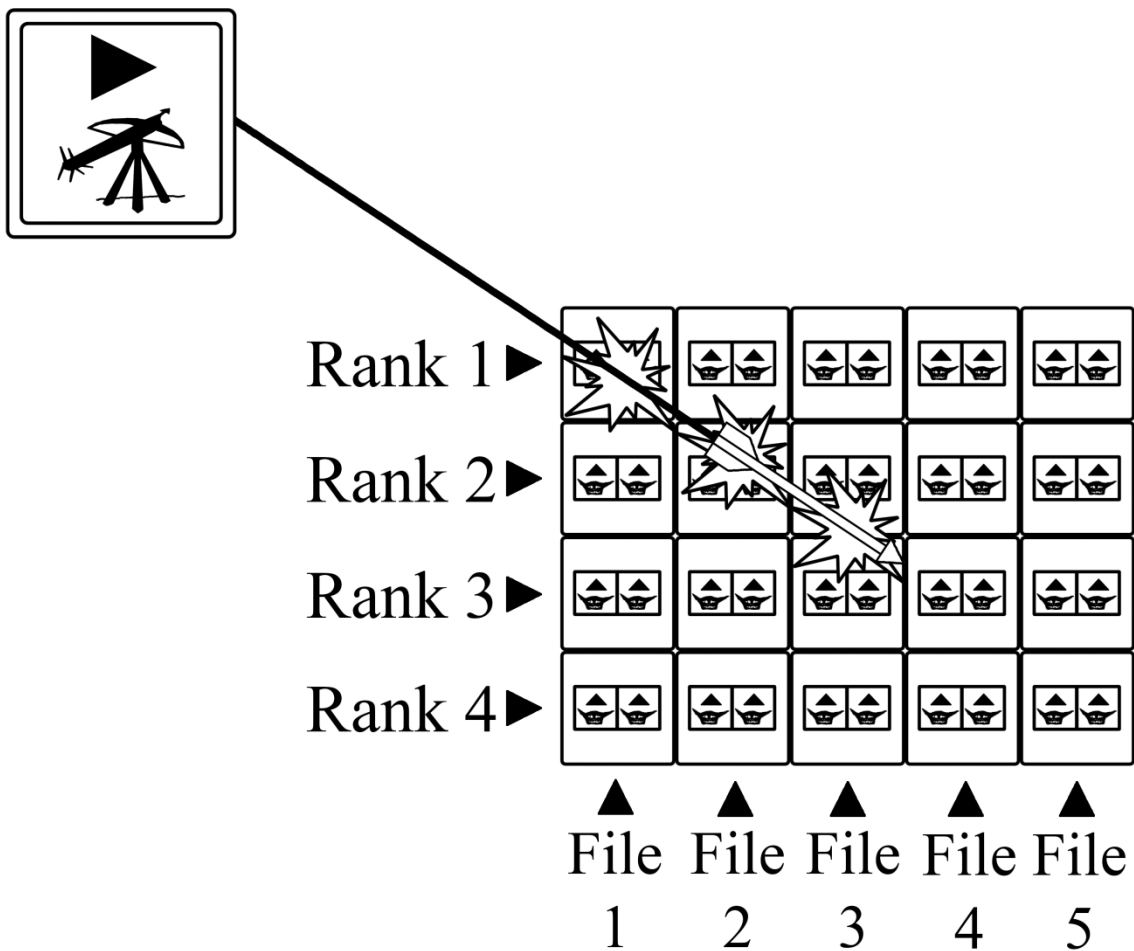
To shoot the Bolt Thrower, just like with all other shooting, first declare a target. The Herlanceian Bolt Thrower has a minimum range of 3 inches to a maximum range of 40 inches with a shooting arc of 90°, which is worked out from the front of the model.

Shooting the Bolt Thrower uses the same process as shooting a hand held missile weapon, like a bow for instance, hitting a target on a 5 or 6 and then adding on any shooting modifiers.

A successful hit cancels out -5 to the enemy's save, and each life point suffered has a damage range of 1-6x3.

On a successful hit on a group of models mark out a line over the board. Start from the shooting Bolt Thrower and place the line over its target. Roll a D3+1 which determines how many models have been hit under the bolt's path. For instance, a hit that scores 3 hits will hit the first, second and third model underneath its path in the group. Once all the damage has been worked out from the bolt, it has no further affect in that turn.

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When a bolt hits a group of models, it will always penetrate either its ranks or files. This depends on where the bolt hits the group of models from. For instance, if a bolt hits an infantry unit head on, it will always penetrate its ranks and not its files. Alternatively, if the bolt hits the unit in its left flank, it will penetrate its files instead of its ranks. Always choose the one that makes the most sense, and will do the most damage to the target. In any case, a bolt can only hit a single model at a time out of each rank or file it passes through.

The example above demonstrates a Bolt Thrower shooting one of its bolts at a Goblin unit and cutting into 3 of its files. Even though the bolt has hit more than 3 models, it can only hit one model at a time in the

unit's files. Therefore, the war machine has hit 3 models.

Turning Mechanism

A '**Turning Mechanism**' can be added to any Herlanceian Bolt Thrower at the additional cost of 20 points per model. This special modification allows the machine to enlarge its primary sense to 360°, which means it may shoot in any direction on the board, instead of the normal 90° directly in front of it.

War Machine Batteries

Herlanceian Bolt Thrower Models can be grouped together to form a '**War Machine Battery**', which is discussed in the Three Plains Rulebook (V.3.9 coming soon).

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The Free & United Republic of Herlanceia

Herlanceian Catapult

Ever since the Dwarfs built the first of the great Catapults, other races have seen this machines potential on the battlefield, and so have make their own and deployed them in battle themselves.

Herlanceian Catapults are large wooden and iron contraptions, with a harden battle front to protect its crew whilst they work the machine from behind. Like all catapults it has a long wooden arm to launch its payload at the enemy and wooden wheels, which give limited mobility on the battlefield.

The Herlanceian Catapult can be armed with two different missiles to shoot at the enemy. The first is a single large iron or stone bullet, which hits its target at

such a great force that it can bring down a thin fortress wall or even a fully grown Giant. The Catapult's other payload of the secret Herlanceian Fire, which burns longer and hotter an any other oil does. On impact, the Herlanceian Fire bursts with so much fury that it creates an instant firestorm, killing all those who get caught in it. This option is an excellent choice to attack large bodies of infantry with, as a direct hit can devastate a unit, but this attack is no good against stone walls or other tough targets.

Though the catapult is just complex enough to attract Gremlins, it is very rare they do, as these machines are pretty simple devices. This makes the Catapult quite a reliable war machine in battle.

	M	A	CR	D	Save	LP	S
Catapult & Crew	4	1	3	<u>Combat</u> 1D (Swords) <u>Stone</u> -7 & 1-6Dx3 <u>Herlanceian Fire</u> Medium Template -2 & -2	3	5	3

Points: 80 (for both the Bolt Thrower and its Crew)

Unit size: 1 Catapult and its Crew

Siege points: 200 (for both the Catapult and its Crew)

Basic Weapons & Armour: Swords

Shapes: 0.5◆

Herlanceian Catapult Special Rules

Shooting the Herlanceian Catapult

A Catapult cannot move and shoot. Only if it has remained stationary during its last movement phase can that war machine shoot during that turn.

The Herlanceian Catapult has a minimum guess range of 4 inches to a maximum guess range of 24 inches, and a shooting arc of 90°, which is always worked out from the front of the model.

Before shooting the Catapult, roll a D6. On the score of a 1 to 5 the Catapult will go on to shoot as normal.

However, on the score of a 6 the machine will misfire! In this case, the Catapult will not shoot. Instead, refer to the '**Herlanceian Catapult Gremlin Table**' on the next page and follow the rules there.

To shoot the Herlanceian Catapult, its controlling player must first choose its payload to hurl at the enemy. The Catapult's missile can either be a Pot of Herlanceian Fire filled with a secret flammable oil, or a large Iron or Stone Bullet. The rules for both missiles are explained on the next page.

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Once the catapult's missile type has been chosen, declare its target and guess in inches the range from the catapult to its target. Measure out the guess in inches towards its target and place a counter down there. From the counter's position, if the guess range is within 8 inches of the Catapult roll a direction die and D3. However, if the guess range was between 9 to 18 inches, roll a D6 instead of a D3. If the guess range was 19 inches or more, roll a D8 instead of a D6 or D3. Wherever the dice's coordinates indicate (working out the D3, D6 and D8 in inches), place a counter down on that location on the board and that is where the catapult's missile will land.

However, if the top score is rolled when working out the catapult's scatter dice, the catapult's missile will always land where its controlling player originally guessed on the board.

Note: The top score on the roll of a D3 would be a 3, a roll of a D6 would be a 6 and a roll of a D8 would be a 8.

A Large Stone or Iron Bullet Payload

Wherever this missile lands will automatically hit anything underneath it once. This hit will cancel out -⑦ toughness to its victim's save and will cause 1-6x3 in damage.

A Pot of Herlanceian Fire

On impact, Herlanceian Fire uses the '**Medium Explosion Template**', which is placed over where ever it lands. All models under the explosion template are affected by its fiery blast and will be hit as many times as the template indicates. Each successful hit cancels out -② to the enemy's toughness and -② agility saves, and this attack has a damage rating of 1. This is a '**Fire Based Attack**', as described in the Three Plains rulebook on page 69.

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Herlanceian Catapult Gremlin Table

Results D6	Consequences
1 to 3 Get Him!	<p>A Gremlin appears, but the crew spot him in time before the little blighter can do any damage and grab him. Caught, the Gremlin realises that he is not going to get away with attacking the machine now, so vanishes into fin air. However, even though the Gremlin could not do any damage this time, with all the crew chasing after him has wasted a lot of time.</p> <p>Roll a D6 and on the score of a 4 to 6 the Gremlin is caught quickly, which means the catapult will go on to shoot as normal in that turn. However, on the score of a 1 to 3, the crew fails to catch the Gremlin quickly. Therefore, the Catapult does not shoot at all and must wait until its next turn instead.</p>
4 to 5 A Gremlin with a Stone	<p>Unnoticed by the crew, from out of nowhere a Gremlin materializes. He sees the crew cranking down the machine's great arm and runs over laughing to cut the line pulling the arm back. Suddenly the catapult shoots prematurely! As the machine is nowhere near its full power, its missile only manages to go as far as a dozen paces forward. Hopefully there is no friendly men nearby, or they could be in a lot of trouble!</p> <p>The catapult's missile shoots out and only travels D6 inches straight forward. Wherever it lands, its damage is worked out from there. To decide what the catapult shoots, roll a D6. On a 1 to 3 it shoots a 'Large Stone or Iron Bullet' and on a 4 to 6 it shoots a 'Pot of Herlanceian Fire'.</p> <p>As the damage to the catapult was miner, it can shoot again in its following turn as normal.</p>
6 A Suicidal Gremlin!	<p>A little portal opens up to the amazement of the war machine's crew and a little blue Gremlin jumps out. Laughing and giggling the bugger farts out a fireball strait towards the bales of pots of Herlanceian Fire all stacked up. Instantly they catch on fire and their very oily and filmable centers ignite and Boom! With his work here done and the biggest grin you have ever seen, the portal opens back up and the little blue menace disappears, leaving behind him an inferno.</p> <p>The catapult does not shoot. Instead, it is totally destroyed and its model is removed from play for the rest of the game.</p>

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Herlanceian Fire Thrower

The Herlanceian Fire Thrower is a devastating war machine, which can rain down fiery death and annihilate all foes that come within its range.

This lethal machine of war works by loading five wooden barrels filled to the brim with the secret and extremely flammable Herlanceian Fire into its five buckets. Each barrel is then set on fire and quickly launched out from the machine and hurled at the enemy. The idea is then each burning barrel will smash on impact, which releases their oil and creates an inferno of fire. All those unfortunate souls who get caught up within this blaze are instantly torched with fire and burnt to ashes. Really, it is the last thing in the world you want to be hit with!

Herlanceian Fire is one of the closest guarded secrets in all of Herlanceia. Not even the Elves or Dwarfs can replicate this mysterious substance's fiery power. It is said that it burns as hot as the sun and burns longer than any other flammable liquid known to the rest of Many. This ferocious fire can even stay a light on water, and refuses to die out when smothered or doused with water.

As one can imagine, operating a Herlanceian Fire Thrower is a very dangerous endeavour for its brave engineers. At the very least, the men operating this machine could be burnt alive at any moment, whilst loading the barrels into the machine and setting them on fire. These war machines are also complicated enough to summon the odd Gremlin to sabotage them. These little blue buggers have been known to cause these war machines to fail to shoot their missiles. The burning barrels then explode whilst still in the machine's buckets, and the whole thing goes up in a huge fireball, instantly killing the entire crew and all those round it.

What's more, many generals complain of the Fire Thrower's short range, which only allows it to shoot at approaching enemies once or twice during a battle.

In spite of the Fire Throwers hazards and short range, this weapon in the right hands has the power to totally decimate any infantry or cavalry unit that an enemy can field in battle. Thus, many generals believe it's worth the risk fielding such a dangerous weapon of war in battle.

	M	A	CR	D	Save	LP	S
Fire Thrower & Crew	0	1	3	<u>Combat</u> 1D (Swords) <u>Shooting</u> Small Template - ② & -②	③	5	3

Points: 90 (for both the Fire Thrower and its Crew)

Shapes: 0.75◆

Siege points: 300 (for both the Fire Thrower and its Crew)

Unit size: 1 Fire Thrower and its crew contained on 1 base

Basic Weapons & Armour: Swords

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Herlanceian Fire Thrower Special Rules

Shooting the Fire Thrower

To shoot the Fire Thrower, just like with all other shooting, declare a target first. The Herlanceian Fire Thrower has a minimum range of 3 inches to a maximum range of 16 inches, with a shooting arc of 90°. The war machine's shooting arc is worked out from the front of its model.

Before shooting the Fire Thrower, roll 1D6. On the score of a 1 to 5 the Fire Thrower will shoot as normal, without any problems. However, on the score of a 6 a mischievous Gremlin will appear and interrupt the machine's shooting process in some way. The roll of 1D6 is immediately taken on the '**Fire Thrower's Gremlin Table**' on the right of this page, to see what the little bugger will do next. Whatever the result is on the table, those instructions must be followed and played out instead of the Fire Thrower going on to shoot as normal.

If all is well and the Fire Thrower can shoot, choose a spot anywhere within the war machine's range and its line of sight on the tabletop and place down a marker there. Then roll out 1 direction die and 1D6 and place down the '**Small Explosion Template**' at that new location indicated by the dice. Repeat this 5 times for each barrel launched out of the Fire Thrower. On the score of a 1 equals a direct hit at the original location of the marker.

All models under the explosion template are affected by its blast and will be hit as many times as the template indicates. Each successful hit cancels out -2 to the enemy's toughness and agility saves, and this attack has a damage rating of 1. Furthermore, this war machine makes '**Fire Based Attacks**', as described in the Three Plains Rulebook on page 69.

Fire Thrower Gremlin Table

Results D6	Consequences
1 to 2 Cheeky Gremlin!	Just before the barrels are about to be launched, a Gremlin magically appears and pokes a whole into some of the barrels, and then disappears before the crew can 'deal' with it. As a result, in mid flight, the barrels explode before they can hit the enemy. The Fire thrower loses -D6 barrels (shots) at the enemy, but otherwise shoots as normal in that turn.
3 to 4 A Gremlin with a Stone	A Gremlin appears out of thin air; picks up a largish rock and quickly smashes the machinery up whilst smirking and laughing. Then it disappears, as quickly as it came. The damage can be fixed soon, but dam them Gremlins. The Fire Thrower must finish its turn immediately and wait until its next shooting phase to shoot again.
5 to 6 !!!A Suicidal Gremlin!!!	From out of nowhere, a cheeky Gremlin appears armed with a lit torch and a very sharp axe. The Gremlin makes a rude gesture at the crew and smashes open a barrel and lights the gushing oil with its burning torch, and BOOM, the Fire Thrower blows up! The blast from the Fire Thrower exploding uses the ' Large Explosion Template ', which is placed directly over the model. The blast will hit both friendly and enemy gaming pieces alike. All hit models will suffer -3 to their toughness and agility saves with a damage range of 1 to 2. However, do not bother rolling out the damage for the Fire Thrower, as it has been totally destroyed in its own explosion and is removed off the tabletop.

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Herlanceian Siege Tower

A Siege Tower's only purpose is to aid an army to capture a castle, stronghold, or town or city with high walls.

This great war machine could be more simply described as a high wooden tower with wheels, which is pushed by a brave group of warriors up to a castle's outer wall. Once there, it would lower its drawbridge, were a battery of fighters would come flooding out and attempt to overpower the wall's defenders.

The modern Herlanceian army have become quite accomplished at building Siege Towers (or Belfries as they are sometimes known) when they have been tasked to take a castle or settlement with high walls.

A Herlanceian army will construct Siege Towers during a siege, and they will use all the local materials they can find to erect one. So wood and animal hides are the most commonly used materials in their construction. A good general who can plan ahead will even bring a smith and some iron to help in the production of a tower if they know they are going to have to take a fortress in their campaign.

Once built these mammoth towers can stand nearly as tall as the enemy's highest walls. They have massive wheels to move them across the battlefield by a good number of warriors towards their enemy's battlements.

A Herlanceian Siege Tower has four levels. At its ground level, this is where the tower's pushers would be working. The tower's first floor can be crammed with hundreds of warriors, ready to storm the enemy's walls. The third level is where the tower's drawbridge is. The top floor is a turret full of archers who will hail down arrows upon the defenders on their battlements as they approached them.

For the defenders of any fortress, a Herlanceian Siege Tower would be a terrifying sight to see slowly rolling up towards their walls. Although, these war machines can also be a giant death trap for all those who are inside one. If the enemy can hit one with one of their war machine's bolts or stones they can soon come tumbling down, killing everyone inside instantly. Or worse, if the defenders can shoot enough flaming arrows at a siege tower, they can soon catch on fire and burn everyone inside to death.

	M	A	CR	D	Save	LP	S
Herlanceian Siege Tower	Pushing Infantry Unit's speed -1 inch	-	-	-	8	18	-

Siege points: 350 for the Herlanceian Siege Tower Model

Siege points: +10 for an Archer Model

Unit size: 1 Siege Tower and 1–10 Archers can have onboard it

Basic Weapons & Armour: Thick Leather Hide, Metal Plates, Long Bows & Light Armour

Passage Cost: 3 Inches

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Herlanceian Siege Tower

Deploying the Siege Tower and its Movement

Once built, these mammoth towers have six massive wheels, which allows them to be pushed across the battlefield by a good number of warriors towards their enemy's battlements.

To move a Herlanceian Siege Tower, it needs to be accompanied by a unit of infantry, which needs to be a good solid group of warriors to push them. Therefore, skirmishers, loose moving models or cavalry cannot push these war machines across the battlefield. Only the Herlanceian Guard, Grand Guard, People's Guard, Marshals and Iron Fists are strong enough to push these war machines into battle. However, Herlanceian Pike-men cannot push a siege tower, as they have enough problems using their pikes affectively in battle already.

The siege tower, as much as possible, must be put into the middle of a unit. On the right are Three Examples demonstrating 3 units of Herlanceian infantry correctly pushing a siege tower in to battle.

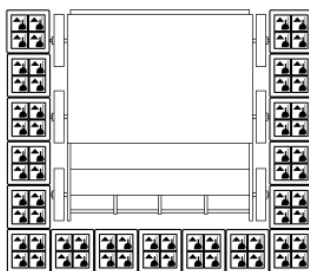
Herlanceian Siege Towers are push from inside the war machine itself from the ground, and the tower has several more levels within it to house more warriors. However, so that the tower can move as quickly as it can, it can only accommodate 20 models inside it, 10 archers and 10 pushers. The rest of the warriors accompanying the tower must be put outside the war machine around it. The warriors pushing the war machine must be taken from out of the tower's accompanying unit. Put those pushing warriors to one side off the board for now, until they are needed to either move away from the tower or fight in combat.

Whilst a unit is pushing a siege tower, it will suffer from '**Flimsy Ranks**', as explained in the Three Plain Rulebook on page 44.

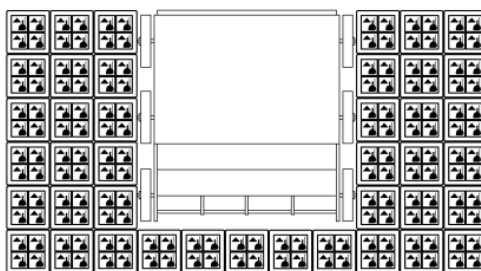
A unit pushing a siege tower will use its normal movement, with the following exceptions underneath. How '**Units Move**' is explained in the Three Plains Rulebook on page 24.

The siege tower and its pushing unit will move up to

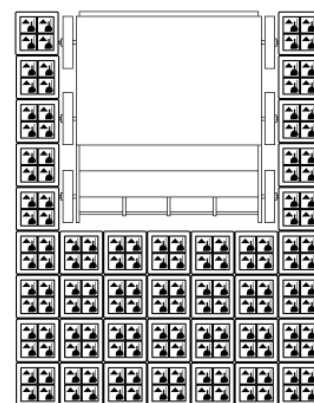
Example 1



Example 3



Example 2



their normal speed -1 inch.

The siege tower and its pushing unit can only be turned left or right 45° once per turn.

Siege Towers cannot go up hill.

A tower forced to go downhill will topple over and be destroyed, which will kill everyone on board it. Lay down the tower in the direction it would have fallen over at the bottom of the hill. The wreckage of the tower will make that area into '**Rough Ground**', as described in the Three Plains Rulebook on page 75. After this area has been marked out, remove the tower from play, and any other models aboard the tower will also be lost.

If a runaway Tower runs over or falls over and lands on a friendly or enemy piece, each affected model in that

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piece will receive 1 automatic hit, which does -⑥ to their toughness save and has a damage range of 1-6.

A siege tower itself cannot **'Flee'**, **'Pursue'** or **'March Over'** an enemy. If an enemy does get in this machines' way, unless it is falling down a hill, just shift the enemy out of the way of the moving tower. The rules for **'Fleeing'** are on page 33, **'Pursuing'** are on page 34 or **'March Overs'** are on page 31.

However, the pushing unit of the siege tower can abandon their tower at the start of their movement phase to move away, charge, flee, march over or pursue. A deserted tower is treated as another neutral structure on the board, like a house or barn for instance.

Models moving through a Siege Tower

Only infantry models can travel through a Herlanceian Siege Tower and no beast models.

Along with the Siege Tower's archers, it can house up to 60 infantry models, which can be made up of a number of different units or characters it may have. After this, the siege tower has reached its capacity and can house no more models. However, once a tower has more than 20 models within it, counting both the infantry and archers, it becomes too heavy to move.

Otherwise, the siege tower uses the rules for models on foot **'Movement 'In' or 'Out', or 'On' a Siege Structure'**, explained in the Three Plains Rulebook on page 95.

The tower can be remand again at anytime, simply by moving a suitable unit up to it and planting the war machine in the middle of that piece.

A Siege Tower in Ground Combat

Out on the battlefield, a siege tower is treated like a movable structure, such as a house or a church for instance. Therefore, the tower itself cannot enter into combat, but its archers and pushers can as normal. However, the siege tower can be attacked in combat, and all hits against it automatically hit, as the tower has no combat rating. However, the tower cannot take any battle stress checks, only the pieces around it and inside it have to as normal.

In combat, the tower's pushing unit will **'Pursue'**, or **'Flee'** away from an enemy as normal, but will always abandon the tower to do so. The archers onboard the tower can also abandon the tower in the same way. The rules for **'Fleeing'** are on page 33 and **'Pursuing'** are on page 34.

The enemy can climb aboard the tower and fight the pushing unit and archers inside it. This move must be declared as a charge at the start of the movement phase as normal. However, the enemy must charge the tower in its rear, where they will climb aboard the war machine to attack its occupants inside. The rules for fighting in buildings or other structures is explained in the Three Plains Rulebook on page 97.

The combating units inside the tower will break, flee and pursue as normal. However, if the tower's accompanying models have nowhere to flee, because their enemy have come in through the tower's entrance and its drawbridge is still up, they will be automatically killed outright. This is because they cannot escape, and will jump out of the tower to their deaths, or surrender to the enemy. Either way, the battle will be over for them.

The Siege Tower Breaching an Enemy's Wall

Once a Siege Tower's bridge lowers, the fortress' defenders know they will be in for the fight of their lives soon, because hundreds of besieging enemy warriors will come flooding out of it!

To breach an enemy's fortress wall, move the Siege Tower up to their wall and lower its drawbridge onto the enemy's battlements.

Put as many of the Herlanceian Siege Tower's pushing models onto its bridge that will fit, leaving the rest inside the tower. Put those models to one side off the board for now, and return them as they leave the tower to fight or move away from it.. Set out the models right up to the enemy on the wall. If there are no defenders to fight them, use the unit's movement allowance to move them onto the fortress' walls as far as you want them to go. From here, follow the rules for moving and fighting on fortress walls in the Three Plains Rulebook on page 95 and 97.

Shooting off a Siege Tower

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At the top of a Herlanceian Siege Tower is a turret for a group of archers, who will shoot down at the enemy upon their battlements as they approach their fortress.

All Herlanceian Siege Towers can have 1 to 10 archers perched in its turret at the cost of 6 siege points per model.

This group of missile models are the standard Herlanceian Archers found on page 35. However, they cannot have a command piece included in this unit.

Whilst in their tower's turret, every model in the group of archers can shoot, regardless if other models block their line of sight.

The tower's archer unit can also leave that structure just like the models pushing their tower. They can even cross over their tower's drawbridge and attack the fortress' defenders if they wish.

Archers up in the Herlanceian Siege Tower's turret also benefit from '**Improving Awareness from High Ground**' and '**Shooting off High Ground**'. Both these rules are explained in the Three Plains Rulebook, the first on page 16 and the second on page 37.

Shooting at a Siege Tower, and its accompanying models

When the Herlanceian Siege Tower is shot at, all the hits scored against it need to be divided up on the entire piece.

On the right is the '**Herlanceian Siege Tower Missile Dispersal Chart**', which indicates where missile hits land on the entire piece, depending on how it is manned.

Vulnerable to Fire

Being constructed out of wood, a Herlanceian Siege Tower is '**Vulnerable to Fire**', as explained in the Three Plains Rulebook on page 69.

Furthermore, for every fire based attack that hits the tower, roll an additional D6, which is done after all other damage dice have been worked out as normal. On the score of a 1 to 5 nothing happens. On the score of a 6 the tower gains one '**Fire Point**'. At the start of each player's turn roll a D6 for each fire point you have on

your piece. On the score of a 1-2 discount that fire point. On the score of a 3-5 add another fire point on to the piece. On the score of a 6 deduct -2 life points from the tower on fire.

Note: The -2 life points represents it being fire based damage, and so should do double damage.

Herlanceian Siege Tower Missile Dispersal Chart

Results D6	Results
Unmanned Tower	Hits the Tower.
1 to 6 Visible Pushers	1 to 5 hits the Tower and a 6 hits the Pushers.
7 to 10 Visible Pushers	1 to 4 hits the Tower and 5 and 6 hit the Pushers.
11 to 20 Visible Pushers	1 to 3 hits the Tower and 4 to 6 hit the Pushers.
21 to 30 Visible Pushers	1 and 2 hits the Tower and 3 to 6 hit the Pushers.
31+ Visible Pushers	1 hits the Tower and 3 to 6 hit the Pushers.
Hit on the Siege Tower with Archers aboard	All hits that land on the Tower will have to divide up those hits again if there is Archers aboard it. 1 to 5 hits the Tower and a 6 hits the it's Archers.

Note: As the tower has a toughness **8**, the D3 automatic hits will have to be '**Horde Hit**', which is explained in the Three Plains Rulebook on page 36.

The Destruction of the Siege Tower

A Siege Tower may protect its passengers from most small enemy missiles, but it can always be a death trap waiting to happen! If you are inside one of these massive collapsing war machines, there is no way out other than jumping for it, which will most likely kill you.

If a siege tower is destroyed it will immediately collapse and kill every individual model on board it. This will include any characters the war machine may have onboard it at the time of its destruction.

Furthermore, the area where the tower collapsed will become '**Rough Ground**' for the rest of the game.

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'Rough Ground' is described in the Three Plains
Rulebook on page 75.

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Herlanceian Battering Ram

A Battering Ram is a weapon used during a siege. This war machine batters, pounds, punches and shakes down gates, doors and walls to rubble.

The very heavy ram part is suspended with chains and housed in its own structure, which has wheels so it can be pushed up to the enemy's gates. The Herlanceians use one large tree trunk to construct their battering ram, which they often fit with a metal head. They will use Oak, Ash, Fir or any other strong local wood they can get their hands on during a siege to build these simple but affective war machines.

To shield the warriors pushing the ram against the enemy's arrows and other ballistics they might throw at

them, Herlanceian Battering Rams all have roofs. Often, Herlanceian engineers will just bolt on any spare shields they can find to create their ram's roof. This simple approach gives Herlanceian Rams a distinct cobbled together look, but is very affective at protecting its pushers and saves time in the ram's construction too.

Once at the enemy's gates, the warriors' manning the war machine will climber up inside it and start rocking its ram against the enemy's giant doors. The Ram will keep on smashing into the enemy's gates, until it bursts open and allows the rest of the Herlanceian forces to storm the enemy's fortress, and onwards to victory!

	M	A	CR	D	Save	LP	S
Herlanceian Battering Ram	Pushing Infantry Unit's speed -1 inches	-	-	<u>Ram Head</u> -8 & 1-6D	8	10	-

Siege points: 350

Basic Weapons & Armour: Thick Leather Hide & Metal Plates

Unit size: 1 Herlanceian Battering Ram

Herlanceian Battering Ram Special Rules

Manning the Herlanceian Batting Ram

Herlanceian Battering Rams are driven and worked in a siege battle by a brave group of pushing warriors. They must push their rams up to their enemy's gates who will be hurling arrows, fire, burning oil and stones at them.

Without these brave souls to push these war machines, a battering ram is just a large hulk of wood and metal, and useless.

Only a good solid group of men can push a Herlanceian Battering Ram all the way up to the enemy's gates. Therefore, cavalry, beasts or skirmishers, or any other loose moving models cannot push these war machines across the battlefield. Only the People's Guard, Herlanceian Guard, Grand Guard, Marshals and Iron

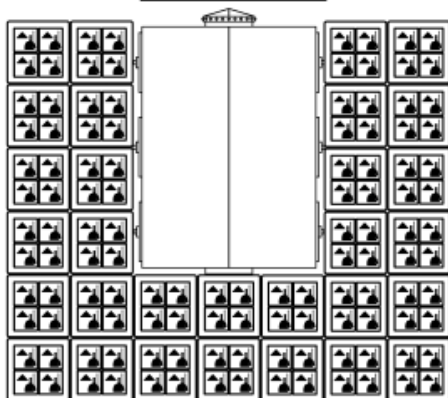
Fists are capable enough to push these war machines into battle. However, Herlanceian Pike-men cannot push a siege tower, as they have enough trouble dealing with their pikes in battle already.

So that the ram can be moved up to the enemy's gates to batter them down, it needs at least 6 models to operate it in a battle. Otherwise, it becomes useless and has no affect in the game, other than it becoming an obstacle for pieces to navigate around on the board.

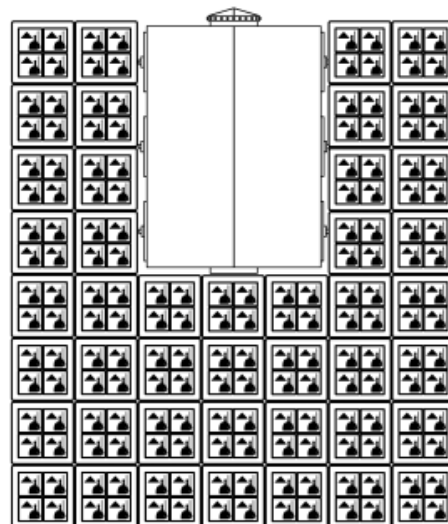
The battering ram, as much as possible, must be put in the middle of a unit. On the next page are three examples demonstrating 3 units of Herlanceian infantry correctly pushing a siege tower in to battle.

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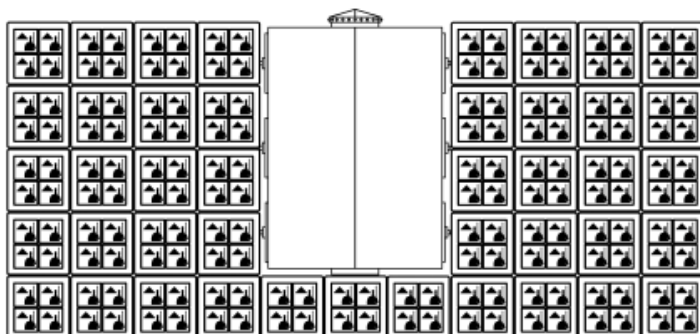
Example 1



Example 2



Example 3



Whilst a unit is pushing a siege tower, it will suffer from '**Flimsy Ranks**', as explained in the Three Plain Rulebook on page 44.

The ram can be ditched by its pushing unit at the start of their movement phase, to either move away normally from the ram or charge an enemy.

Once the unit leaves their ram, they will no longer suffer from flimsy ranks.

The ram can be remand again at anytime, simply by moving a suitable unit up to it and planting the war machine in the middle of that piece.

An abandoned ram is treated just like a building or some other small structure for pieces to navigate around on the board.

Moving a Herlanceian Battering Ram

As the Herlanceians build quite large heavy Battering Rams, their machines have to have wheels to allow them to be pushed up to their enemy's fortress gates.

A unit pushing a battering ram will use its normal movement, as described in the Three Plains Rulebook on page 24, with the following exceptions underneath.

The siege tower and its pushing unit will move up to their normal speed -1 inch.

The siege tower and its pushing unit can only be turned left or right 45° once per turn.

Battering rams are not built to go up or down hills. Therefore, if one is forced to go downhill, the ram and its pushing unit will doubled its movement whilst moving and the unit will suffer D3 hits for every 2 inches it travels downwards. This is to represent the ram getting out of control and injuring its pushers, which will drag them downhill with it, and could run them over and kill them!

If a ram travels uphill, it will cost it and its pushing unit double their movement.

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A battering ram cannot '**Flee**', or '**Pursue**'. However, the machine's pushers can and will always abandon their ram to flee or pursue. The rules for 'Fleeing ' are on page 33 and 'Pursuing' an enemy are on page 34.

An abandoned Ram can be remand by any friendly unit or mob piece with 6 or more models in it, just by moving them up to the war machine. Once the ram has been remand, it will operate as normal.

Shooting at a Battering Ram and its Pushers

All Herlanceian Battering Rams have a roof to protect its pushers from missiles raining down on them, as they approach the enemy's gates. However, this roof is only intended to shield a small number of pushers from enemy arrows, and not an entire unit of warriors.

On the right is the '**Herlanceian Battering Ram's Missile Dispersal Chart**', which indicates where missile hits should land on this piece depending on how many warriors accompany it into battle.

Siege Towers in Combat

Out on the battlefield, a Herlanceian Battering Ram is treated as a movable structure, such as a house or a church for instance. Therefore, the ran itself cannot fight in combat. However, the battering ram can be attacked in combat, and all hits against it automatically hit, as the tower has no combat rating.

The ram cannot take any battle stress checks, only the models pushing it can as normal.

In combat, the battering ram's pushing unit will '**Pursue**', or '**Flee**' away from an enemy as normal, but will always abandon the ram to do so. The rules for 'Fleeing ' are on page 33 and 'Pursuing' are on page 34.

The Herlanceian's Battering Ram's Attack

The Herlanceians use their battering rams in a siege to batter, pound, punch and shake down gates, doors and walls. Their targets are hit with such a force, that even the strongest of fortress gates cannot stand up against their mighty blows for very long!

Herlanceian Battering Ram's Missile Dispersal Chart

Results D6	Results
Unmanned Ram	Hits the Tower.
1 to 6 Visible Pushers	1 to 5 hits the Ram and a 6 hits the Pushers.
7 to 10 Visible Pushers	1 to 4 hits the Ram and 5 and 6 hit the Pushers.
11 to 20 Visible Pushers	1 to 3 hits the Ram and 4 to 6 hit the Pushers.
21 to 30 Visible Pushers	1 and 2 hits the Ram and 3 to 6 hit the Pushers.
31+ Visible Pushers	1 hits the Ram and 3 to 6 hit the Pushers.

Whatever the Battering Ram's head is against in the combat phase will received a hit that does -**8** to an enemy's toughness save, and has a damage range of 1-6.

The Herlanceian Battering Ram can also make '**Quick Assaults**' at a cost of 3 inches per attack. The rules for making a 'Quick Assault' is explained in the Three Plains Rulebook on page 95.

Vulnerable to Fire

Being constructed out of wood, a Herlanceian Battering Ram is '**Vulnerable to Fire**' based attacks, as explained in the Three Plains Rulebook on page 69.

Furthermore, for every fire based attack that hits the tower, roll an additional D6, which is done after all other damage dice have been worked out as normal. On the score of a 1 to 5 nothing happens. On the score of a 6 the ram gains one '**Fire Point**'. At the start of each player's turn roll a D6 for each fire point you have on your piece. On the score of a 1-2 discount that fire point. On the score of a 3-5 add another fire point on to the piece. On the score of a 6 deduct -2 life points from the tower on fire.

Note: The -2 life points represents it being fire based damage, and so should do double damage.

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Herlanceian Trebuchet

One of the greatest war machines the Herlanceians can deploy in battle is their Trebuchets, which is a giant ballistic weapon that can stand as high as a Ronnic Temple!

The Trebuchet is an invaluable huge ballistic war machine in a siege battle. It is similar to a catapult, as its function is to hurl heavy stones to smash up units of enemy warriors, castles or city walls.

Herlanceian engineers construct these massive war machines from Oak or Fir trees around them on the battlefield. They can quickly build their Trebuchet at the siege site in about a week, which is a feat in its self considering the size and complexity of these machines.

Once the Trebuchet is constructed, it will stand just over sixty feet high with a huge throwing arm. This machine is capable of hurling two hundred pound stones over three hundred yards, and will obliterate any enemy wall when it hits its mark!

Unlike the much smaller Catapult with just a simple throwing arm, the Trebuchet's arm is made up of a lever and a sling powered by a very heavy counter wait at its other side.

The Herlanceian Trebuchet can be armed with two different missiles to shoot at the enemy. The first is a single large iron or stone bullet, weighing in at two hundred pounds. When this missile hits its mark, it smashes into it with such an immense force that it can bring down a thick fortress wall or even a fully-grown Giant after just one blow. The Trebuchet's other payload is a pot of Herlanceian Fire, which is a secret substance that burns much longer and hotter than ordinary oil.

In the right hands, the Trebuchet is a highly accurate and devastating weapon of war. This epic war machine can level castles and entire cities, and any monster hit by one of their missiles would be killed outright, as its giant stone ripped through them and disembowelled them.

	M	A	CR	D	Save	LP	S
Herlanceian Trebuchet & Crew	-	1	3	<div>Combat 1D (Swords) Stone -18 & 1-6Dx4 Herlanceian Fire Large Template - 2 & -2</div>	4	8	4

Siege points: 400 (for both the Trebuchet and its Crew)

Unit sizes 1 Trebuchet and its crew contained Model on 1 base

Basic Weapons & Armour: Swords

Herlanceian Trebuchet Special Rules

Shooting the Herlanceian Trebuchet

The Herlanceian Trebuchet has a minimum range of 10 inches to a maximum range of 60 inches, and a shooting arc of 90°, which is always worked out from the front of the model.

Before shooting the Herlanceian Trebuchet, roll 1D6. On the score of a 1 to 5 the Trebuchet will shoot as

normal, without any problems. However, on the score of a 6 a mischievous Gremlin will appear and interrupt the machine's shooting process in some way. Roll 1D6 immediately on the 'Herlanceian Trebuchet Gremlin Table', to see what the little beggar will do next. Whatever the result is on the table, those instructions must be followed and played out instead of the Trebuchet going on to shoot as normal.

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If the Herlanceian Trebuchet passes its Gremlin Check, before shooting the Trebuchet its controlling player must first choose its payload to hurl at the enemy. The Trebuchet can either shoot a '**Pot of Herlanceian Fire**' or a '**Huge Iron or Stone Bullet**'. Each of these missile's rules is explained underneath this section.

Once a player has chosen their Trebuchet's missile type, they must guess a distance within its maximum and minimum range, and within its 90° shooting arc. Once this location has been chosen, place a marker down at that spot. Roll one direction die and 1D6 and move the marker to the coordinates indicated by the dice just rolled. Wherever the mark was put, that is where the Trebuchet's missile lands, and hits!

A Huge Stone or Iron Bullet Payload

Whatever this massive stone or iron bullet lands on will automatically hit anything underneath it with a blow that cancels out -**18** toughness to its victim's save and will cause 1-6x4 in damage.

Herlanceian Fire

The Pot of Herlanceian Fire missile uses the '**Large Explosion Template**', which is placed over where ever it lands. All models under the explosion template are affected by its fiery blast and will be hit as many times as the template indicates. Each successful hit cancels out -**2** to the enemy's toughness and -**2** agility saves, and this attack has a damage rating of 1. Furthermore, this attack is classed as a '**Fire Based Attack**', as described in the Three Plains Rulebook on page 69.

Herlanceian Trebuchet Gremlin Table

Results D6	Consequences
1 Thank Ronnic We Got Him!	A Gremlin appears, but the crew spot him in time before the little blighter can do any damage and grab him. Caught, the Gremlin realises that he is not going to get away with attacking the machine now, so vanishes into fin air. However, even though the Gremlin could not do any damage this time, all the crew chasing after him has wasted a lot of time.... Roll a D6 and on the score of a 5 to 6 the Gremlin is caught quickly, which means the trebuchet will go on to shoot as normal in that turn. However, on the score of a 1 to 4, the crew fails to catch the Gremlin quickly. Therefore, the Trebuchet does not shoot at all, and must wait until its next turn to try and launch its missile.
2 to 4 A Sneaky Gremlin	Unnoticed by the crew, from out of nowhere a Gremlin materializes. He sees the crew cranking down the machine's huge arm and sneaks over to it. When there's no one looking, the little sod ties a knot in the trebuchet's sling and with a smile disappears. The trebuchet shoots, but does not release its payload, which instead swings back and hits the machine with an almighty bang! The trebuchet fails to shoot its missile, which instead swings back and hits itself, causing D6 life points in damage upon the machine! If the trebuchet survives hitting itself, the damage it causes was miner. Therefore, it can shoot again in its following turn as normal.
5-6 A Gremlin with too much Wind!	A little gap in reality opens up to the amazement of the war machine's crew and a little blue Gremlin jumps out. Laughing and giggling the bugger farts out a fireball strait towards the pots of Herlanceian Fire. Instantly they catch on fire and Boom! After a job well done, the grinning Gremlin disappears back into the crack in reality and closes it, leaving behind him an inferno! The trebuchet does not shoot. Instead, it is totally destroyed and its model is removed from play for the rest of the game.

Model Coming Soon

Other Herlanceian Models & Rules Coming Soon

Herlanceian Pike Men & Fail Men (Models)

The Marshals (Models)

The Iron Fists (Models)

The Lions of Herlanceian (Models & Rules)

Herlanceian Trebuchet (Models & Rules)

Herlanceian Siege Tower (Models & Rules)

Siege Ladders (Models & Rules)

As you can see, the Herlanceian List is far from finished yet, as it has more to come soon. The reason why this list is incomplete is that one person alone does 95% of all the work needed for this game, which is me, David Scholes. If I had a little help, we could really expand this game greatly, as we have loads of plans for new races to battle with and new units to fight with, but all this takes time, effort and money. So if you like what we are trying to do here for the gaming community, please consider becoming a Patron of Epicwargaming.com to help us out. To do this is easy, just click on the Patreon image below and it will take you to our account and follow the instructions from there. Cheers :)



Herlanceian Army Quick Stats List

Gaming Pieces	M	A	CR	D	Save	LP	S	Special Attributes & Options
Grand General	7	1	4	1	②	2	5S +1 Scholars of War	Total Control, Scholars of War & Light Armour +① or Heavy Armour +②
Cracken	8	3A +1Sp Attack	6	-② 1-2D Great Blade	② ②③	4	4S +2 Bravery	Bravery of 2, Light Fighters, Great Swordsman & Great Strength
Garrison Master	7	2	5	1	②	3	5	One of the Boys & Light Armour +① or Heavy Armour +②
People's Champion	7	2	6	1	②	3	4	Champion's Traits & Light Armour +① or Heavy Armour +②
Battle Standard Bearer	7	2	6	1	②	3	4	The Battle Standard Bearer & Light Armour +① or Heavy Armour +②
Wizard	7	1	3	1	② ③	3	3	Magic Casters & Master Wizard (Page 32)
Numpty	7	1	3	1	①	1	2	Halfwit Piece & Light Armour +① or Heavy Armour +②
War Horse	14	1	3	1	-	+1	-	Steed
Herlanceian Guardsmen	7	1	4	1	③	1	3	Infantry Wedge, Light Armour & Shields +①
Herlanceia Archers	7	1	3	1	③	1	3	Mass Volley Shooting, Long Bows & Light Armour
People's Guardsmen	7	1	3	1	③	1	2	Light Armour & Shields +①
Old Guardsmen	7	1	5	1	③ ①	1	4S +1 Bravery	Infantry Wedge, Living Legends (+1 Bravery), Light Armour & Shields +①
Grand Guard	8M -1 Heavy Armour	2	5	1	④	1	4	Heavy Armour
Marshals	7	1	4	-② 1-2D Great Hammers	③	1	3S +1 v DC	Supremely Disciplined & Light Armour
Iron Fists	8M -1 Heavy Armour	2	5	-② 1-2D Great Hammers	④	1	4S +1 v DC	Supremely Disciplined & Heavy Armour
Crack & Corn Warrior	8	3	5	-② 1-2D Great Swords	② ①③	2	2 +3 Bravery	Bravery of 2, Bar... to Rank and Files & Great Strength
Righteous Monks	4M +D3 Mob Movement	1A +1 Attack Two Hand Weapons	3CR +1 to hit for Hatred	1	③ ① ①	2	2S Unbreakable	Righteous Rabble, Pain is only in the Mind, Hatred, Holy Warriors & Light Armour
The Free Riders	-	1	3	1D Spears -① on charge	②	1	3	Skirmished Cavalry, Scouting, Javelins & Shields +①
War Horses	14	1	3	1 1	-	+1	-	
Heavy Riders	-	1	4	1D Lances -③ on charge	④	1	3	Cavalry Wedge & Heavy Armour
War Horses	14M -1 Heavy Armour	1	3	1	-	+1	-	
Grand Riders	-	2	5	1D Lances -③ on charge	⑤	1	4	Cavalry Wedge, Heavy Armour & Horse Barding
War Horses	15M -1 Heavy Armour	1	4	1	-	+1	-	

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Gaming Pieces	M	A	CR	D	Save	L P	S	Special Attributes & Options
Red Griffin	<u>12</u> Ground Move <u>22</u> Fly Move	6	5	1-2D -① -②	② ②①	8	2	Red Griffin Attacks, Unmissable, Dread of the Woods, Loyalty Rating of +2, Masters of Aerial Combat, Impertinent, Unbreakable Bond (Beast Loyalty Rating of +3), Fear Factor of 1 & Flyers & Mounts & Agility
White Jigor	10	3	6	1-2D Great Axes -③ 1-3D	③ ①①	3	6	White Jigor Attacks, Fear Factor of 1 & Special Monster Unit (Beast Loyalty Rating of 0)
Pack Master	7	1	3	1	②	1	3	War Dogs' Attacks, The Pack, Flimsy Ranks & Loyalty Rating of +2
War Dog Pack	12	3	3	1D -②	① ②	4	1	
Bolt Thrower & Crew	0	1	3	Combat 1D (Swords) Shooting -⑤ 1-6Dx3 (Bolt)	③	5	3	Shooting the Bolt Thrower & Turning Mechanism
Catapult & Crew	4	1	3	Combat 1D (Swords) Stone -⑦ 1-6Dx3 Herlanceian Fire Medium Template -② -②	③	5	3	Shooting the Herlanceian Catapult, A Large Stone or Iron Bullet Payload & A Pot of Herlanceian Fire
Fire Thrower & Crew	0	1	3	Combat 1D (Swords) Shooting Small Template -② -②	③	5	3	Shooting the Fire Thrower
Herlanceian Siege Tower	Pushing Unit's speed	-	-	-	⑧	18	-	Deploying the Siege Tower and its Movement, Models moving through a Siege Tower, A Siege Tower in Ground Combat & The Siege Tower Breaching an Enemy's Wall
Herlanceian Battering Ram	Pushing Infantry Unit's speed -1 inches	-	-	Ram Head -⑥ & 1-6Dx2	⑧	10	-	Manning the Herlanceian Battering Ram, Moving a Herlanceian Battering Ram, Shooting at a Battering Ram and its Pushers, Siege Towers in Combat, The Herlanceian's Battering Ram's Attack & Vulnerable to Fire
Trebuchet & Crew	-	1	3	Combat 1D (Swords) Stone -⑬ & 1-6Dx4 Herlanceian Fire Large Template -② -②	④	8	4	Shooting the Herlanceian Trebuchet, A Huge Stone or Iron Bullet Payload & Herlanceian Fire
Weapons & Armour Notes								
Types	Rules							
Great Blades (Broadwords)	-② toughness and +1 exhaustion per round of combat.							
Great Hammers	-② toughness, cancels out all Resilience saves and +1 exhaustion per round of combat.							
Halberds	-① toughness.							
Two Hand Weapons	+1 attack.							
Fails	-① toughness, -① agility and +1 exhaustion per round of combat.							
Pikes	'Strikes First' if charged and fights in four ranks in combat and vs mounted models in combat does -③ toughness.							
Spears	On foot, 'Strikes First' if charged and fights in two ranks and vs mounted models does -① toughness. Or if mounted, after charging, in the first round of combat does -① toughness and strikes first.							
Lances	-③ toughness, +2 damage in first round of combat after a mounted charge.							
Short Swords, Swords & Staffs	Hand Weapons.							
Short Bow	1 ballistic missile shot with a range of 14 inches.							
Bow	1 ballistic missile shot with a range of 19 inches.							
Long Bow	1 ballistic missile shot with a range of 26 inches and can 'Mass Volley Shoot' in units.							
Crossbows	1 ballistic missile shot with a range of 20 inches, if target is within 10 inches -1 to an enemy's toughness save and cannot move and shoot with this weapon.							
Light Armour	+① Toughness.							
Heavy Armour	+② Toughness or more and -1 movement.							
Barding	+① Toughness.							
Shields	+① vs shooting and magic missile attacks. However, if shot in the rear this bonus does not apply.							

Herlanceian Quick Point List

Pieces	Magic Items	Upgrades & Note's	Unit Size	■▼◆★	Points
Grand General	0 – 3	Basic Weapons & Armour: Sword & Shield. Additional Options & Extras: Crossbow at 6 points, Light Armour (+1) at 6 points or +2 Heavy Armour (+2) at 12 points, Warhorse at 20 points or Griffin at 1 ◆, 1 ★ and 280 points, If mounted, Horse Barding (+1) at 15 points Griffin Armour (+1) 35 points.	1	1▼ 1★	55
Cracken	0 – 3	Basic Weapons & Armour: Sword, Magic War paint, & Broadsword (Great Blade) Additional Options & Extras: Long Bow at 6 points	1	1▼ 1★	150
Garrison Master	0 – 3	Basic Weapons & Armour: Sword, Magic War paint, & Broadsword (Great Blade). Additional Options & Extras: Crossbow at 6 points, Spear at 5 points, Lance at 8 points, Halberd at 6 points, Flail at 10 points, Great Blade at 10 points or Great Hammer at 10 points, Light Armour (+1) at 7 points or Heavy Armour (+2) at 13 points, Warhorse at 20 points or Griffin at 1 ◆, 1 ★ and 280 points, If mounted, Horse Barding (+1) at 15 points Griffin Armour (+1) 35 points.	1	1▼ 0.5★	75
People's Champion	0 – 3	Basic Weapons & Armour: Sword. Additional Options & Extras: Crossbow at 8 points, Short bow at 3 points or Bow at 5 points, Spear at 6 points, Lance at 9 points, Halberd at 7 points, Flail at 12 points, Great Blade at 12 points or Great Hammer at 12 points, Light Armour (+1) at 9 points or Heavy Armour (+2) at 15 points, Warhorse at 20 points or Griffin at 1 ◆, 1 ★ and 280 points, If mounted, Horse Barding (+1) at 15 points Griffin Armour (+1) 35 points. Master Marksman at +35 points, Battle Mage at +50 points & +0.25 ▼, Great Warrior at +15 points, King of the Arena at +15 points, Beast Slayer at +15 points.	1	0.75▼	55
Battle Standard Bearer	0 – 2	Basic Weapons & Armour: Sword & Shield. Additional Options & Extras: Crossbow at 7 points, Short bow at 3 points or Bow at 5 points, Spear at 5 points, Lance at 7 points, Halberd at 5 points, Flail at 10 points, Great Blade at 10 points or Great Hammer at 10 points, Light Armour (+1) at 6 points or Heavy Armour (+2) at 12 points, Warhorse at 20 points and Horse Barding (+1) at 15 points.	1	1▼ 1★	55
Wizard	0 – 4	Basic Weapons & Armour: Staff (Hand Weapon). Additional Options & Extras: Bow at 3 points, Spear at 3 points, Warhorse at 20 points or Griffin at 1 ◆, 1 ★ and 280 points, Upgrade to a Master Wizard for 50 points and a 0.5 ▼.	1	1▼	50
Numpy (the Halfwit)	0 – 2	Basic Weapons & Armour: Rusty Old Sword. Additional Options & Extras : Bow at 3 points, Spear at 3 points, Light Armour (+1 Save) at 3 points, Warhorse at 20 points.	1	1★	3
Herlanceian Guard	One unit may take a Magical Command item	Basic Weapons & Armour: Swords, Light Armour & Shields. Additional Options & Extras: Each model may also take a Halberd at 0.5 points, Each model may also take Spear at 1 points, Each model may also take Pike at 2 points, Each model may also take a Flail at 2 points, One model may be upgraded become Command Piece at 14 points	10 - 50	1■	6
Herlanceian Archers	-	Basic Weapons & Armour: Swords, Bows & Light Armour. Additional Options & Extras A Unit can upgrade their Bows to Long Bows at a cost of 2 points per model and 1 ◆ per unit. Upgrade one model to a Command Piece at 14 points.	10 - 25	1■ 0.5◆	6
People's Guard	-	Basic Weapons & Armour: Swords, Spears, Light Armour & Shields. Additional Options & Extras: Upgrade one model to a Command Piece at 10 points.	10 - 60	1■ 0.5◆	4
Old Guardsmen	May take Magical Command item	Basic Weapons & Armour: Swords, Light Armour & Shields Additional Options & Extras: Upgrade one model to a Command Piece at 16 points, An Old Guard unit may take a Magical Command item.	10 - 40	1■ 1★	9
The Grand Guard	May take Magical Command item	Basic Weapons & Armour: Swords, Halberds & Heavy Armour. Additional Options & Extras: Upgrade one model to a Command Piece at 18 points, which may be a Magical Command Piece.	10 - 40	1◆ & 1★	12
Marshals	-	Basic Weapons & Armour: Swords, Great Hammers & Light Armour. Additional Options & Extras: Upgrade one model to a Command Piece at 15 points.	10 - 35	0.75■ 0.25◆ 0.5★	7

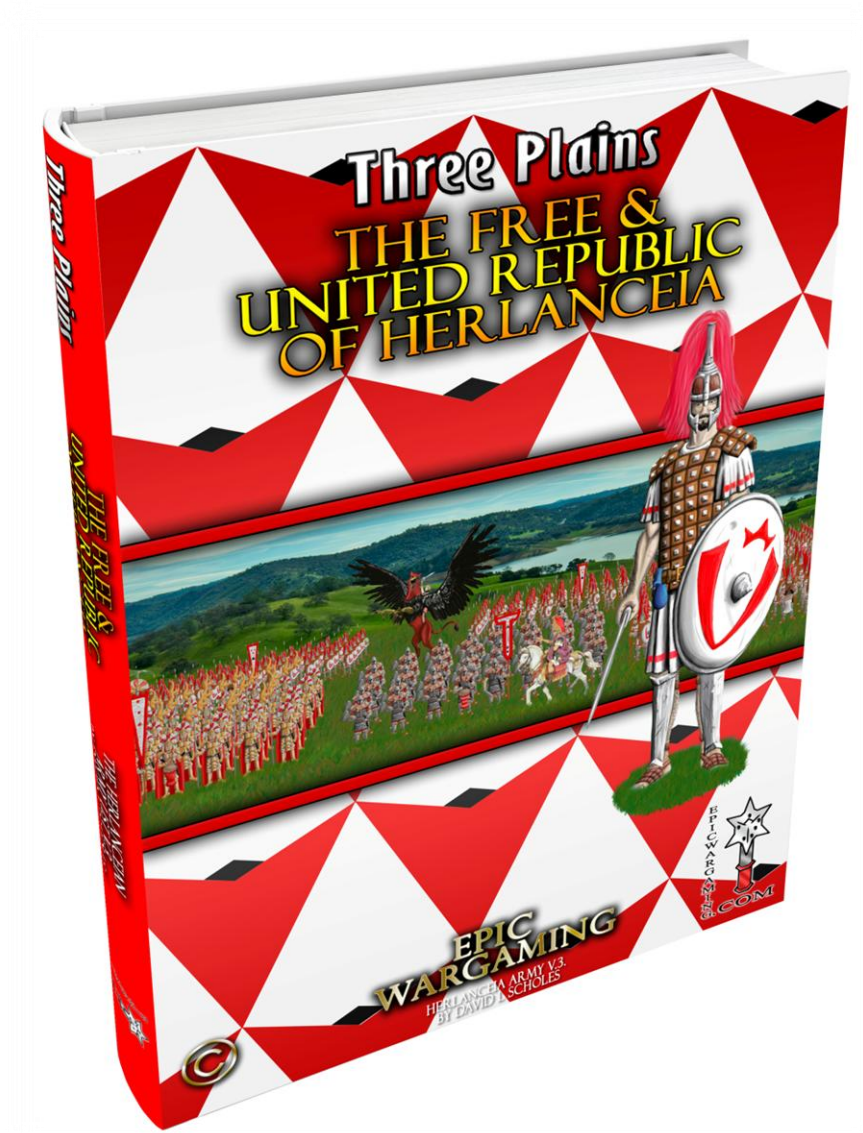
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Pieces	Magic Items	Upgrades & Note's	Unit Size	■▼◆★	Points
Iron Fists	May take Magical Command item	Basic Weapons & Armour: Swords, Great Hammers & Heavy Armour. Additional Options & Extras: Upgrade one model to a Command Piece at 19 points, which may be a Magical Command Piece.	10 - 30	1◆ 1★	14
Man of Crack & Corn	-	Basic Weapons & Armour: Starts with Swords, Magic War Paint & Great Swords (Great Blades). Additional Options & Extras: Upgrade to Light Armour (+1) at 3 point per model.	4 - 10	1◆ 1★	30
Righteous Monks	-	Basic Weapons & Armour: Hooks and Talons (all counted as Two Hand Weapons) & Light Armour.	10 - 25	1◆	18
Free Riders	-	Basic Weapons & Armour: Swords & Spears. Additional Options & Extras: Upgrade to Light Armour (+1 Save) at 1 points per model, Each model may also take a Javelin at 2 points per model.	5 - 12	0.25◆	10
Heavy Riders	One unit may take a Magical Command item	Basic Weapons & Armour: Swords, Lances, Heavy Armour, Barding & Shields. Additional Options & Extras: Upgrade one model to a Command Piece at 18 points.	5 - 30	1■ 0.5◆	15
Grand Riders	May take Magical Command item	Basic Weapons & Armour: Swords, Lances, Heavy Armour, Barding & Shields.	5 - 15	1◆ 1★	25
Red Griffin of Herlanceia	-	Basic Weapons & Armour: Claws, & Fangs. Additional Options & Extras: Griffin Armour (+1 Save) at 35 points.	1 + Rider	1◆ 1★ + Rider	280 + Rider
White Jigor of Herlanceia	-	Basic Weapons & Armour: Claws, Talons & Hooked Beak. Additional Options & Extras: Light Armour (+1) at 15 points.	1 - 4	1◆ & 1★	65
War Dogs	-	Basic Weapons & Armour: Teeth, Claws and Whips for the Pack Masters. Additional Options & Extras: Beast Masters may have Light Armour (+1 save) at 2 points per model.	1 to 6 War Dogs, which must have at least 1 to 6 Beast Master to lead them into battle	1■ 0.25◆	16pts per Dog Pack Base 5pts per Beast Master
Bolt Thrower	-	Basic Weapons & Armour: Swords. Additional Options & Extras: Upgrade a Bolt Thrower to give it a Turning Mechanism at 10 points or Siege Points, Turning Mechanisms are cost no siege points.	1 - 3	0.5◆	35pts 100sps
Herlanceian Catapult	-	Basic Weapons & Armour: Swords.	1	0.5◆	80pts 200sps
Herlanceian Fire Thrower	-	Basic Weapons & Armour: Swords.	1	1◆	90pts 300sps
Herlanceian Siege Tower	-	Basic Weapons & Armour: Thick Leather Hide, Short, Long Bows, Metal Plates. Additional Options & Extras: 1-10 Archers at +10 siege points per model.	1	-	350sps
Herlanceian Battering Ram	-	Basic Weapons & Armour: Thick Leather Hide & Metal Plates	1	-	350sps
Herlanceian Trebuchet & Crew	-	Basic Weapons & Armour: Swords.	1	-	400sps



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