

THREE PLAINS RULEBOOK THIRD EDITION

THREE PLAINS RULEBOOK

V.3.8

By David L Scholes

&



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Three Plains' the Rulebook is dedicated to Keith Hammond, the man who got me into Wargaming in the first place. May you rest in peace my good old friend.

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47.	The Great Sky Blade of the Mountain King at 50pts (Magical Great Blade)	121	117.	The Enchanted Heavy Armour of Steel 40pts	131
48.	The Helburn at 50 points (Magical Halberd)	121	118.	The Enchanted Heavy Armour of Stone 40pts	131
49.	The Sword of Strength at 50pts	121	119.	The Enchanted Light Armour of Swiftess 40pts	131
50.	The Blood Snake Whip at 50pts	121	120.	Duelist Bracers 40pts	131
51.	The Dragon Gouger at 50pts	121	121.	The Gate Keeper's Shield at 35pts	131
52.	The Two Steal Hammer Fists of Kinship at 50pts each (Magical Great Hammer)	121	122.	Bazzcan...s Shield at 35pts	132
53.	The Sword of Fools at 50pts	121	123.	The 3 rd Spell Shield of Montice... at 35pts	132
54.	Life & Death at 45pts (Two Magical Hand Weapons)	122	124.	Armour of Attraction at 35pts (DC)	132
55.	The Ethereal War Hammer 45pts (Magical Great Hammer)	122	125.	Venom Armour at 25pts	132
56.	Twin Axes of Storacus... at 45pts (Two Magical Hand Weapons)	122	126.	The War Paint of Life at 25pts	132
57.	The Tyrant's Cull at 45pts	122	127.	Magic War Paint at 25pts	132
58.	The Demon Shard Blade at 45pts	122	128.	The War Paint of Mighty Oak at 20pts	132
59.	The Lightning Lance 40pts	122	129.	Jaguar War Paint at 20pts	132
60.	The Black Spear at 40 at pts	123		Enchanted Items	132
61.	Martin's Meat Cleaver at 40pts	123	130.	The Phantom Cloak at 140pts	132
62.	The Phalanx Sword at 40tps	123	131.	Leftdinnear the Free Spirit at 125pts	133
63.	Skeeters' Mindful Mallet at 35pts	123	132.	Cloak of Shadows 120pts	133
64.	The Item Mangler at 35pts (Magical Halberd)	123	133.	The Lost Crown of Barley at 100pts	133
65.	The Black Lands Cleaver at 35pts	123	134.	The Diamond Die of Fortune at 100pts	133
66.	The Venom Blade at 35pts	123	135.	The Ring of Zereener at 100pts	133
67.	Jack's Lance at 30pts	123	136.	The Face Mask of Death at 100pts	133
68.	Gavel of Injustice at 30 points (Magical Great Hammer)	124	137.	Skeeters' Ring of Invisibility at 70pts	133
69.	The Magical Heavy War Hammer at 30pts (Magical Great Hammer)	124	138.	An Indebted Soul at 65pst	134
70.	Hammer of Fury at 30pts	124	139.	The Death Cloak 60 points	134
71.	Duelist's Blade at 30pts	124	140.	The Ring of Ozonty at 60pts	134
72.	The Serpent Sword at 30pts	124	141.	Ergo's Blue Ring at 60pts	134
73.	The Jester's Mace at 30pts	124	142.	The Poxed Pendent at 60pts	134
74.	A Keg of Scolex...s Special Brew at 30pts	124	143.	The Severed Eye of the Beholder at 55pts	135
75.	The Gremlin Blade 25pts (Magical Great Blade)	125	144.	The Ring of Vitality at 55pts	135
			145.	The Lucky Coin at 50pts	135
			146.	The Two Rings of Twisted Fate at 50pts per ring	135
			147.	The Hourglass of Time 50pts	135
			148.	Phazing Rings of Skeeter at 45pts per Ring	135

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149.	Miss Voodoo at 45pts	136	215.	Dispel Boost Magic Scroll at 25pts	144
150.	Gladitors Signet 40pts	136	216.	A Lesser Dispel Staff at 25pts	144
151.	The Horn of the Barguest at 40pts	136	217.	Zootawl's Staff of Death at 20pts (DC)	144
152.	The Ring of Reanimation at 35pts	136	218.	The Ring of Sacrifice 15pts	144
153.	Stone of Absorption at 35pts	136	219.	A Dragon Slaying Scroll at 15pts	144
154.	The Potion of Flight at 35pts	136	220.	Manna Boost Scroll at 10pts	145
155.	The Potion of Strength at 35pts	137	221.	Chill Blades Scroll at 7pts	145
156.	The Book of Mass Manipulation at 30pts (DC)	137	222.	Crack in Reality Scroll at 7pts	145
157.	Dragon Knucklebones at 30pts	137	223.	A Miscast Scroll of at 5pts	145
158.	The Master Ring at 30pts	137	224.	Power Scroll at 5pts	145
159.	Deas' Ring of Life at 30pts	137	225.	A Dispel Magic Scroll at 5pts	145
160.	The Book of Supreme Knowledge at 30pts	137	226.	Magical Scrap Book at 5pts	145
161.	Skeeters' Magical Wizard's Apprentice Kit at 25pts	137	227.	Wildoon the Raven of Foresight at 5pts	146
162.	The Call of the Wind at 25pts	137	228.	Manna Spark Scroll at 5pts	146
163.	Deas' Ring of Speed at 20pts	137	229.	The Wand of Randomisation at 5pts	146
164.	Deas' Ring of Combat at 20pts	138	230.	A Dispel Range Booster Magic Scroll at 5pts	146
165.	Deas' Ring of Hope at 20pts	138	231.	Scroll of Knowledge at 5pts	146
166.	Deas' Ring of Battle at 20pts	138	232.	Healing Scroll at 5pts	146
167.	Deas' Ring of Endurance at 20pts	138	233.	Scroll of Cleansing Scroll at 5pts	147
168.	The Ring of Dark Shrouds at 20pts	138	Magical Commands		147
169.	Four Leafed Clover at 20pts	138	234.	The Banner of Dark Skies 150pts	147
170.	Box of Oblivion at 15pts	138	235.	The Trumpet of Determination at 140pts	147
171.	The Eye of Death at 15pts	138	236.	The Banner of Eternal Hatred at 130pts	147
172.	The Fairy Prison Pendant at 15pts	138	237.	The Iron Banner of Heroes at 130pts	147
173.	The Black Cat's Foot at 10pts	138	238.	The Demon Skull Banner at 125pts	147
174.	Skeeter's Wonder Brew at 10pts	138	239.	The Standard of Magic at 120pts	148
175.	The Box of Souls at 5pts	139	240.	The Banner of Zereener at 120pts	148
176.	The Caged Gremlin at 5pts	139	241.	The Mark of Kerzag at 120pts	148
177.	Jeryom's Ring at 5pts	139	242.	The Banner of True Combat 100pts	148
178.	Potion of Vitality at 5pts	139	243.	The Screaming Standard of the Tormented Banshee at 100pts	148
179.	The Magic Dice at 5pts	139	244.	The Banner of Shadows at 90pts	148
180.	The Horn of the Beasts at 5pts	139	245.	The Overlord Banner at 70pts	148
Arcane Items		139	246.	The Undying Torch of Hope at 70pts	148
181.	The Ultimate Staff of Power at 150pts	139	247.	The Banner of Endurance at 70pts	149
182.	Wand of Oblivion 150pts	140	248.	The Banner of Steel at 70pts	149
183.	The Unicorn Staff at 150pts	140	249.	The Banner of the Gods at 65pts	149
184.	The Black Pearl at 140pts	140	250.	The Sea Bolt Banner at 60pts	149
185.	A Greater Dispel Staff at 100pts	140	251.	The Banner of Pestilence 60pts	149
186.	Ultimate Power Scroll at 100pts	140	252.	The Lion Standard at 50pts	149
187.	The Grey Pearl at 100pts	140	253.	Noteus' Scarred Banner at 40pts	149
188.	Master Power Staff at 100pts	140	254.	Grimordo...s Red Banner at 40pts	149
189.	Nagger's Staff of Niggling at 85pts	140	255.	The Iron Gut Banner at 40pts	149
190.	The Unicorn Wand at 70pts	140	256.	The Drum Stick (or Femur Bone) of Scrine at 40pts	149
191.	Mockling's Funder Staff at 70pts	141	257.	The Banner of Hesitation at 30pts (DC)	149
192.	Arch Mage Lywdan's Robe at 70pts	141	258.	Ur-rock's Spiked Head at 30pts	150
193.	A Master Magical Defence Staff at 70pts	141	259.	The Banner of Eternal War at 25pts	150
194.	A Dispel Staff at 65pts	141	260.	The Cursing Horn at 25pts	150
195.	Skeeter's Spell Compendium at 65pts	141	261.	The Nightmare Banner at 25pts	150
196.	The Book of Forbidden Spells at 65pts	141	262.	John the Jester's Magical Flute at 25pts	150
197.	The Black Dragon's Egg at 60pts	141	263.	The Standard of Excellence at 15pts	150
198.	Supreme Manna Boost Scroll at 50pts	141	264.	The Fire Stone Banner at 15pts	150
199.	A Supreme Booster Dispel Magic Scroll at 50pts	142	265.	Banner of Hero's 10pts	150
200.	Snum's Magical Stone at 50pts	142	266.	The Monkey Banner at 5pts	150
201.	Death's Sceptre at 50pts	142	267.	The Doom Stick at 5pts	151
202.	Power Staff at 50pts	142	Three Plains' Army Lists & other Books		152
203.	The Famous Spell Book of Yarn at 50pts	142	The Black Land Orcs Army List V.3~		152
204.	The Crystal Ball of Cantly at 50pts	142	The Free & United Republic of Herlanceia Army List V.3~		152
205.	The Magical Coin at 45pts	142	The Imperial Elves Army List V.3		152
206.	The Mysterious Hourglass at 35pts	142	The Mercenaries of Many Army List V.3		152
207.	A Magical Defence Staff at 35pts	143	Check if the Three Plains Rulebook is Up To Date		153
208.	The Wand of Spite at 35pts	143	INDEX		154
209.	Sears' Crystal Ball at 30pts	143	CREDITS		157
210.	The Crown of Desperation at 30pts	143	Epic's Hall of Heroes		158
211.	The Rambling Hat at 30pts	143	Thank you for reading		159
212.	The Failed Book of Chaos at 30pts	144			
213.	Lesser Power Staff at 25pts	144			
214.	Great Manna Boost Scroll at 25pts	144			

Three Plains

Three Plains the Game

'Three Plains' is a tabletop Old World Fantasy 15mm Wargame, where two or more players compete against each other with 'Armies' consisting of small figures, which are downloaded, printed off and assembled by the players themselves. All the general rules are described in this book and the rules themselves are designed to be used on a table top gaming board surface, simulating combat on a battlefield in a fair and balanced manner. However, games may be played on any appropriate surface. Although, the standard is a 6 foot by 4 foot tabletop decorated with model scenery, which is in scale with the 15mm Three Plains miniature warriors.

Before Time Began

For the more aware, who ponder their own existence upon the Middle Plain, understand there to be three general groups of dimensions in life. There is the divine Higher Plains, a place of light and harmony, and the demonic Lower Plains where fire and chaos reign supreme, and their own, the Middle Plain, where the mortals dwell. The mortal's Realm is bursting with life that fills all the great blue oceans and green lands in their fair world, but there is still plenty of danger lurking in every dark corner of this dimension. Then there is the Great Toil, which is the under workings of all creation.

The truth is that the mortals' meagre minds are not far wrong, but all races hold dear their own interpretations of their own existence.

Before the beginning of time, at the very start, there was only the Creator who was the sum of all things in existence. This being had supreme dominion over everything and knew everything there was to know. However, despite this ultimate power, the Creator could not choose to end his own existence.

Forced to endure forever, the Creator took a small part of his immense power and freed it from his will to create a new light in existence. This small part of him soon formed its own conscience, which was completely independent from the Creator's control. This new little life force fascinated the Supreme Being, as he watched it grow and develop. This little playful light was the first of the Creator's three sons. Winsill was the first, and later came Noteus and lastly Fallax.



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At first, Winsill's thirst for play, knowledge and learning was unquenchable, and the Creator and his son joyfully basked in the experience of existing together. However, when this new life force learned all there was to know and did all there was to do, his light began to fade, until he became still and quiet, which saddened his father.

This would not do, so the Creator turned his hands to filling existence with many wonders for Winsill to reach out into and explore.

The Creator created a Great Game, which had Energy, Matter, Time and a set of supreme rules to govern how they will interact with each other, and then set it all into motion.

As the game started, in an instant, existence exploded into motion. After the game's energy and matter began to settle, it formed countless universes, which all swirled around in a beautiful symphony of colours and lights, which was spectacular and exciting to observe. Nevertheless, even this enormous marvel over time became predictable and the Gods' joy began to fade once more.

So, out of countless globes they chose a barren planet near a warm sun and together they hewed out a new world. They sculpted all the hills, cliffs, mountains, vast oceans and valleys. They also fashioned plants and simple animals to populate this once lifeless sphere. Soon, both father and son were satisfied again with creation.

To shepherd all this new world's life the Creator produced the Titans. These ancients are still around to this day, but few know this. This is because they appear to be huge mountains, vast forests or massive lakes. They are so gigantic and motionless that some of the younger races have built their homes and even cities upon or in them and do not realise what they inhabit.

Inspired by his father's creations, which filled him with joy, Winsill had the idea to produce tiny sentient immortal beings to populate this new world, and he named these new creatures the Elves.

The Gods allowed all life to have the power of 'Free Will', but by doing so, the Creator had to yet again relinquish some more of his own immense power in the process.

This great gift of self-rule over one's own destiny means that a mortal's mind can only be influenced or manipulated, but they can never be controlled. So, even a simple creature has the power to defy a god... if it dares too.



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On this New World life rolled on and all was well for a while. The Elves were thriving and built many great wonders for the Gods to marvel over.

In fact this new world was too perfect. There was no adversity for the Elves and the rest of life to overcome. The Creator knew there needed to be a force that had the power to create unpredictable changes in the universe. Thus the Creator brought into existence Noteus as his second son, who would be the very essence of Chaos.

Winsill and Noteus being so different from each other immediately began to feud over how existence should be. Noteus is chaotic and random, and cares little for rules and order, while Winsill is the lawful and peaceful one of the two. Winsill felt that harmony was the only true way to exist and Noteus argued that only through chaos comes strength.

The Creator with all his great and unending wisdom already knew the answer to this question, but knowing his sons wouldn't listen, he proposed that they play it out for themselves, to discover which is the best way to exist.

Now the Middle Plain is the battle ground for this grand game to be played out between the divine brothers, which are full of pieces with their own freewill, to be swayed to fight for one side or the other. So only the mortals hold the key to victory. However, this, the greatest of all contests shows no signs of ending, and time may even end before this bloody game ends.

The World of Many

As Winsill and Noteus could not bear each other's company, they created their own Plains to exist in. Winsill is the master of the Highest Plain, and his dimension is totally composed of pure light, harmony and order. Noteus holds dominion over the Lowest Plain, which is a place of fire, destruction and total chaos. Within their own Plains, they both created their own aids, who themselves became lesser gods and have their own dimensions to rule over.

At first Noteus' power was contained within his own lower plain by his brother Winsill. Although, as Noteus grew in strength he eventually broke free and brought forth his chaos upon the Middle Plain, which the Elves called the Dark Rising.



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Winsill created the hardy Dwarfs to aid the Elves in fighting back the hordes of demons led by Noteus and his aides, which flooded up from the Lower Plains.

Noteus' chaotic hordes of Demons were defeated by the combined might of the Elves and the Dwarfs and driven back down to languish in their own dimensions again. However, the Middle Plain was forever tainted with chaos now, which could never be undone.

The taint of chaos was not apparent at first, but over the eons the world of the Elves and the Dwarfs began to change. Man, Orc, Ogre and other new animals rose up from out of the mire, and the first of the Elves began to die. Their bloodline was decaying with each new generation, because it had been tainted by chaos during the Dark Rising. On the other hand, the Dwarfs were mortal creatures and had been created by Winsill to adapt to a newly changing world, so were largely unaffected by the mark of chaos.

Eventually, the new races rose up and challenged the rule of the children of Winsill or the Old Powers as they were known, and ended their dominance over this world forever. The former names for this planet were abandoned by the new and old races alike, and instead their shared home became known as 'The World of Many Names', which was eventually shortened to 'Many'. This is because no one race would acknowledge another's title for it. Although, all have a word for Many, and this is why it became the bilingual name for this world all races use today.

Many is a vast and ancient world, covered by huge seas and oceans teeming with all manners of life and is well travelled by sail ships of war and trade. Many's waters are broken up by her islands and continents, which have numerous different lands upon them, such as never-ending deserts, lush jungles and forests, rolling green plains and lifeless lands of ice and fire to name just a few.

This is a rich and diverse world, yet Many's peoples are always making war against each other! With the rise of the new races it has brought fears competition for resources, which usually translates into bloody and destructive battles. There are the Humans of Herlanceia, who have cast off their chains of slavery and have finally banded together to forge a mighty new republic, which aggressively guards its growing interests across Many. The Orcs have returned from out of the Black Lands and are on the move, killing and plundering all who stand in their way. The Vile, a race of demons trapped in this Plain by their enchanted metal armour are quickly becoming a force to be reckoned with in this world. The Lords of the Woods will no longer stand by and watch their great forests be pillaged, raped and destroyed by the greedy Fire Makers all around them. The Drackin or Children of Fallax, who was the Creator's last son, have staked their claim

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in this world and are looking to expand into new territories, whatever the cost in blood. The Dwarfs and Elves have stopped their decline and aim to retake their dominion over this planet again, and will not hesitate to crush any who stand in their way. Also, the Demons from the Lower Plains may have been defeated long ago, but they still rise up in huge demon hosts from time to time to create bloody mayhem upon this world if left unchallenged. Even the Dead cannot rest, as they are summoned back to this world by foul and dark Necromancers and driven to make war upon the living.

Immense armies and hordes may clash upon the battlefield to destroy one another, but often, one great individual can make all the difference in a conflict. These blessed beings are commonly known as Hero's, Lords or Wizards. These great individuals stand out amongst their own kind, because they are blessed with more strength, agility, intelligence or have magical powers. Their immense talents are marked out by their epic deeds on the battlefield, as some can slay monsters, lead entire armies to victory and defy death himself. Whatever their deeds though, they are distinct among their own kind and some believe that their gifts are God given, which would also make these heroes divine.

Many is also a world of numerous Beasts and enormous Monsters, which roam and terrorise her lands as they please. Some have existed from the time of creation, such as the Great Giants, Dragons, Griffins and Sea Serpents. Others have risen out of the mire and can even challenge the beasts of old dominion over this world, like the Carnage, Wyverns and the Gressels. And then there are those things totally twisted by chaos into something utterly wicked and deadly, which are too hideous to describe.



"No matter who's banner you carry into battle or cause you fight for, I hope you enjoy playing 'Three Plains' as much as I have putting it all together for you."

By

David Louis Scholes

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CREATING THE THREE PLAINS

!!!!IMPORTANT MESSAGE, PLEASE READ FIRST!!!

Some aspects of making the Three Plains' models include using potentially dangerous cutting equipment such as Craft Knives or Scissors. Young children should be supervised by their legal guardians whilst using hazardous cutting tools or they should leave the potentially dangerous cutting out to them altogether.

Though Three Plains is set over three parallel dimensions of existence, most of the game is largely set on the World of Many Names, that over the ages has been shortened to **'Many'**. The World of Many is an ancient world of fantasy, much like our own earth long ago. This green and blue gem, which just hangs in space alone, is home to many wondrous creatures, great heroes and kingdoms all nestled in their own unique lands within Many. At the moment though, there is nothing, because now you are the Creator and without you there can only be nothing. So you are the one who has to carve out this wondrous world to play in, and this is what this chapter is all about, cutting and sticking this game's world together and all the different tools and materials you will need to accomplish this.

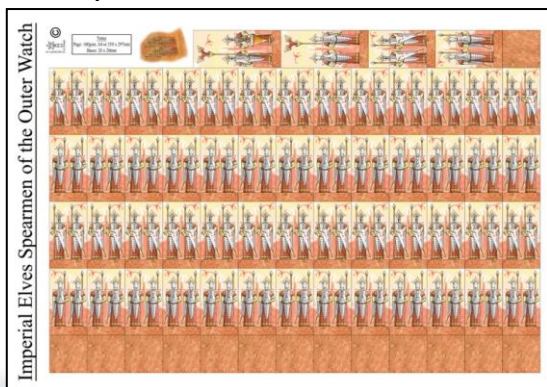
Printing off Entire Worlds

The vast lands, lakes, villages, buildings and even creatures of Three Plains can all be printed off on any standard modern printer using good quality paper or thin card.

To the right is the **'Canon MP610'**, which is a good all-round low cost printer, which I bought for around \$130. This model of printer is more than adequate to do the job of printing off the models used in Three Plains. Yet, just like most things, the better printer you use, the more vibrant in colour and sharper your prints will be, which all makes for better models when they have been assembled.

Underneath this paragraph, is an example of an **'Imperial Elf Outer Watch - Print Sheet'**, which should give you some idea of what you will be working with to create your armies and scenery.

Imperial Elf Outer Watch - Print Sheet



All the model prints you will need to build up an army, for any race, can be downloaded at Epicwargaming.com on their own **'Download Page'**. Each print comes in a **'PDF'** format and has a resolution of **'6800 x 4800'**.

Carving Out your New World

Once you have printed off your model sheets, they're still just pieces of paper or card and cannot be used in the game as they are. To finish the job, you will have to cut them out, so that you can stick them together to create the figures and scenery you need to play the game. To free the models from their card toms, you can get away with a good old fashioned pair of scissors to do most of your simple cutting out work. However, to get the most out of your prints, you should invest in the proper tools.



Craft Knife

Alongside a craft Knife, you should be using some sort of **'Metal Ruler'**, which is demonstrated on the right. This type of ruler is ideal for cutting or scoring perfect straight lines with a craft knife. Once again metal rulers are fairly inexpensive and available in most good hardware and stationary shops.



Metal Ruler

To help the paper or card grip to your work space, and to make sure you don't ruin the surface underneath, you should invest in a **'Craft Mat'** shown here on the left. These special mats are fairly cheap, quite easy to get hold of and are available in most hardware and stationary shops.



Craft Mat

Once you have finished cutting out your figures, you will have to stick them together. Please don't use liquid glue of any kind, as you will only end up warping all your cut out prints, making them unusable. The best glue you can use is universally known as a **'Glue Stick'**, which is shown here on the right. Glue Sticks are ideal for the job, and are not expensive and are very common in most stationary shops.



Glue Sticks

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Paper & Card

No matter how good you are at cutting and sticking your armies and scenery together, if the paper or card you are using is not of a good quality, then your end product won't be much good either. So like anything else, the better the quality of paper or card you use, the better the end result will be.

All Three Plains' print sheets have an '**Information Box**', which contains the relevant size of paper or card and its thickness that should be used with that print. Usually this information will recommend using 160gsm A4 (or 210 x 297mm) sized card for making nearly all the models for this game. '**GSM**' stands for '**Grams per Square Meter**', which tells you how heavy the card is. So the higher the GSM, the thicker and stronger the prints will be, which makes for stronger models when assembled.

It is recommended that you stick to the guidelines of the model sheet when printing them out, because they are designed with them in mind. Straying too far away from them can be a waste of resources, as the model may not even fit together as it should, or at all.

Printing off the Gaming Pieces

All Epicwargaming.com's model sheets have been scaled for A4 or 210x297mm paper or card. The majority of Epic's models should be printed in 160 GSM, as stated in the Model Sheet's information box.

To print off one of Epic's model sheets using most operating systems with Adobe PDF, open the PDF file by right clicking on it. Click the 'Print Icon' or click on File and Print to bring up Adobe's Printing options. Select the page you want to print and in the 'Page Scaling' tab set to 'Fit to Printable Area', which should give you the correct scale for the models.

A Model Sheet's scale can be checked by measuring its infantry or cavalry bases, which should measure 20x20mm for infantry and 30x30mm for a cavalry base.

Unfortunately, some countries have different standard paper sizes, and everyone works with different types and makes of printers too. As a result gaming prints across the world rarely come out in just one standard size or shape. However, Adobe's PDF print options have a Scaling Tool to help correct for this. To scale your model sheets bring the Adobe's printing options and select 'Tile All Pages' in the Page Scaling tab. This will bring up 'Tile Scale' and 'Overlap' values, which you can play about with to get the right scale for epic's print sheets. Once you have found the right settings that give you the right scales, make sure you save them. As all the gaming prints are always scaled the same, it's just a case of using those settings with each new gaming sheet you print off from then on.

Gaming Boards or Tables

Some things you just can't download, and a '**Gaming Table**' is one of them. However, it is a pretty safe bet that you have a large table already at home, as most people do. Any table or open space which measures roughly **6 x 4 foot** is about the right size for this game.

After finding a table, the very first thing you will no doubt want to do is add a playing surface on to it, representing the battlefield's ground. One of the quickest and cheapest ways to make a gaming surface is to buy a green table cloth, where you could place books underneath to represent hills. Or you could buy some '**Grass Mats**' or '**Green Felt**' and staple them to some hardboard, as '**Example A**' demonstrates at the top left of this page, or just simply lay them flat on the table instead. Green felt is pretty easy to pick up at haberdashery shops and grass mats can be found at most good model shops. Ok, your gaming board surface is sorted, but things are looking pretty flat at the moment, so you will need to create scenery to give your battle field more

depth. Epicwargaming.com already has some free downloadable scenery to get you started at Epicwargaming.com. Keep checking back, as more terrain and scenery is added every so often. If you can't find what you are looking for, then there is no reason why you couldn't buy terrain from a model shop, or even have a go at making your own terrain and scenery for your gaming table.

Underneath are 3 examples of gaming tables that gamers have made up themselves, which should give you a few ideas to get started.



Example A. 'Basic Gaming Board'



Example B. 'Modular Gaming Board', which can be altered



Example C. 'Highly Detailed Gaming Board' with plenty of Scenery and Terrain

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GAMING EQUIPMENT

Just like other tabletop war games you are going to need certain items to play the game with. Underneath is a list of all the equipment you will need to play a game of Three Plains. All these items listed underneath, are all fairly cheap and easy to get hold of, out of old board games and gaming shops, or you could just make them yourself.

Pens & Paper or Notepads

During a game of Three Plains, there is always plenty going on, some of which you may need to remember later on in the game. So it is a good idea to have a pen and paper or notepad handy to help tally up scores or keep notes. Without them you're more likely to forget special bonuses or just become generally more unorganised, and this could lead you to a defeat in a Game.

Tape Measure

In most other tabletop wargames inches are often used to measure distances, and Three Plains is no different. Therefore, all measurements in the game are worked out using '**Inches**' and no other form of measurement.

You will need to make measurements quite often in a game. For instance, you may need to measure how far your troops can move or how far your archers will be able to shoot. So it would be worth your while to invest in a '**Tape-Measure**', which has the advantages of being more flexible, and they usually can measure much greater distances than a ruler.

Dice

If a Goblin takes on a Giant, then there's always a chance, a very small one, that the Goblin could somehow kill the giant. As you can see, 'Chance' is a large element of Three Plains, and this game uses '**Dice**' to represent this.

Three Plains on the whole uses a six sided die, sometimes referred to as a '**D6**', but this game can use a full range of different numbered sided dice to simulate chance. On the right is just some of the dice, which can be used in this game. As you are going to be simulating hundreds of troops fighting, ideally you are going to need a large number of dice. A good mix of about fifteen dice would be a fine number to start off with. Thirty dice would easily see you through a largish game, but the more you have the better.

Later in the rulebook, you will no doubt read phrases like, '**1D6**' or '**3D6**'. It is very important that you understand how these phrases work, as they let you know how to use the die to simulate all the chance elements in the game. Let's break up a common phrase such as '**2D6**' so you can understand how these types of phrases work. The first part of the phrase is the number '**2**' indicating the number of dice needed and the second symbol, the letter '**D**' simply stands for Die. So for instance, **4D** just tells you that you need to use four dice and the last part of the phrase is the number of sides the dice should have. So **2D6**, is two dice rolls and the dice themselves should have six sides each.

Sometimes though, you will occasionally come across phrases such as: **D3**, **4D3** or **6D3** and so on. We can now easily understand the first and second parts of the phrase, but the last bit is a bit puzzling, as you may have thought there is no such thing as a three sided die. Well you would be wrong, as you

can see in the example labelled '**3D3**' on the right. However you should forgive yourself, because these three sided dice are very rare. But remember the whole point of using dice is to simulate chance, not to use fancy dice. So we can use an ordinary D6 to simulate a D3 just by using 2 sides on a common D6 as 1 side instead. So for instance: 1 to 2 stands for 1, 3 to 4 stands for 2 and lastly 5 to 6 stands for 3.



3D3

Through the game you will encounter other phrases with the same problem, but they still can be simulated with an ordinary D6. One problem phrase could be a **D4**, the way you could use a D6 to simulate a D4 could be to re-roll the die on a score of a 5 and 6 and other scores of 1, 2, 3 and 4 would stand.

You can find dice from old board games or buy them from Car-Boot Sales, Gaming Shops and you can even buy them online at: farscapedgames.co.uk

Direction Dice

One other dice commonly used in Three Plains is the '**Direction Die**'. This die is another six sided cube, with one little arrow on each and every side of it. On the left is an example of a direction die demonstrating how one should look.

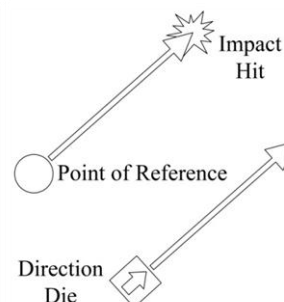


Throughout the game you will find yourself using this specialized die, because this die usually deals with randomly selecting a direction. The most common use of this die is to determine where artillery fire could land or where a magic missile of some kind could strike next on the tabletop.

To use the direction die is quite straightforward and is demonstrated on the right in example '**A1**'. When one is needed, roll the direction die and its result will give you your direction you need. From there, the rules' instructions, which required it to be used in the first place, will always indicate what to do next.

If you are having problems getting hold of a direction die, then why not make your own, by adapting a normal D6 by painting or sticking an arrow on each side.

A1 - Using a Direction Die



Other Stuff

Really, Three Plains is all about making stuff, from your armies, to your scenery or gaming tables, and even the equipment you will need to play the game can be all made up by yourself. There is nothing to stop you from creating your own tools to help the game run more smoothly. For instance, you may find yourself making bases to group all your units of infantry or cavalry on, to move them more easily across the gaming board. Also, counters are a good idea, as they can remind you of spells still in play and they are easy to make too, just making them out of coloured bits of card.

Basically if you need it, then just make it.

GAMING PIECES

A '**Gaming Piece**' is simply a model on a base used to play the game of Three Plains with. A model's base can contain more than one figure or model upon it, but providing its all on one base, it still counts as one model. Furthermore, as explained underneath, a gaming piece can even be a group of models gathered together, which move and fight as one piece.

All gaming pieces have been broken up into four different categories, which is: '**Units**', '**Characters**', '**Beasts**' and '**War Machines**'. Each type of gaming piece has its own rules for moving, shooting, fighting and casting magic, which can be found within their own chapters in this book.

Unit Pieces

The first piece and the most common you will be using in the game are '**Unit Pieces**'. They are made-up of infantry or cavalry models gathered together to form a unit piece. On the right is an example of a single unit piece of '**Mercenary Spear Men**'.

As the warriors are so small, especially the infantry, most infantry models can often have up to four figures on their base. Even though they have more than one figure on one base, it's still one individual model. The majority of infantry models are sized roughly **20 x 20mm**, just like the example on the right demonstrates.



Mercenary Spear Men (Unit Piece)

Cavalry models usually have 2 mounted figures put side by side on a square base roughly sized **30 x 30mm**. On the left is an example of the '**Herlanceian Heavy Riders**', which demonstrate this model.



Heavy Riders (Unit Piece)

Infantry and cavalry models can be grouped together to form a unit. Even though a unit can contain numerous amounts of smaller models within it, it still counts as being just one gaming piece. So, a unit will always move and fight as one piece during a game regardless of how many models it is made up of.

Generally, units should be shaped into a square or oblong formation, consisting of at least 2 cavalry models or 3 infantry models, but this very short overview cannot cover all their rules. So to learn more about unit pieces see page 54.

Character Pieces

The second type of gaming piece there is, are the '**Characters**'. These are rare individuals who have risen up among their own kind to greatness and have an immense presence on the battlefield. Even though a character piece naturally stands out from his or her kin, they are usually armed with an array of magic weapons, armour and artefacts to boost their strength and toughness in battle.



Imperial Elf Hero (Character Piece)

Character piece's bases are usually the same size as infantry or cavalry bases, depending if they are mounted or not.

To learn more about character pieces refer to page 59.

Beast Pieces

The third type of gaming piece are the '**Beasts**', which represents any kind of wild creature you might have the option of deploying on the battlefield. The main difference with a beast piece is that a general never has total control over them, as all beasts are wild creatures at heart and must be herded or ridden into battle.



Imperial Elf White Dragon (Beast Piece)

Some beast pieces represent monsters like Dragons, Demons or Trolls all with incredible killing power, able to rip through an enemy's ranks like a knife through butter. Other types of beasts represent the lesser creatures from the world of Many, such as packs of War Dogs or Wolves, which run amuck on the battlefield, biting and snapping at the enemy's heels.

Beast pieces come in all different forms, and have to be accompanied with either a mount or have to be herded into battle by Beast Masters. Therefore, the beasts' bases can come in all different shapes and sizes, and they can often have one or two smaller separate bases, which contain their beast masters who push them along into battle.

To see the full rules for beast pieces see page 61.

War Machine Pieces

The last type of gaming piece to discuss is the '**War Machines**', which are the lifeless mechanical killers of the battlefield.

Sometimes a war machine can be relatively small like the Bolt Thrower or the '**Orc Chariot**' demonstrated underneath. At other times though, war machines can be massive constructions of steel, needing giant beasts to drag them onto the field of battle. Yet, as devastating as all war machines can be, they all share a common weakness. As the Dwarfs say; "*if they are crewless, then they are useless*".



Back Lands Orc Chariot (War Machine Piece)

Much like beast pieces, war machines come in all different shapes and sizes. The crew is always part of the main war machine's base.

To learn more about war machine pieces see page 63.

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Gaming Piece Profiles

All three different Plains are teeming with life and each one is very different from the last. And yet, no matter how different, from the biggest of beasts, to the smallest creatures; all have their own **'Profiles'**, which tells a player everything they need to know about a piece during a game.

All gaming piece's models have profiles, which can be found in their own race's army list, and they are downloaded separately from this rulebook at Epicwargaming.com. These books contain everything a player needs to know about any piece in the game, from their performance in combat, or what their cost is in points, but the most important part of their profile is their **'Stats'**. Underneath are the Herlanceian Guard's stats, which show most of the information players will need to know during a game.

	M	A	CR	D	Save	PT	S
Herlanceian Guard	7	1	4	1	3 0 0 0	1	4

This may look a little baffling at first, but to the right is the **'Stats Table'**, which breaks down each of these stats above.

Units and some other pieces that group models together work and fight as one gaming piece. However, each model on its base still uses its own stats in battle. For instance, a unit piece made up of 4 infantry models in combat would get 4 attacks in combat, one attack each. Or, if the unit lost 3 life points and each model only had one life point per model like the Herlanceian Guard above, you would remove 3 dead infantry models from that unit piece.

Adding & Swapping Stats Together

Different kinds of pieces which share the same base can work very closely together, and in some cases even swap or add together their stats. A good example of this, are cavalry and characters mounted on steeds or beasts.

	M	A	CR	D	Save	PT	S
Grand General	7	1	4	1	2 0 0 0	2	5
War Horse	12	1	3	1	-	+1	0

Above is a Grand General who has been mounted on a steed. As you can see the **'LP'** (Life Points) values of the general's and steed's stats have been combined together, indicated with a plus sign, which adds up to 3 life points. You will always be able to tell how to combine stats correctly by looking for a plus sign in them, which indicates those values in that column need to be added together, just like the Grand General's and his steeds did above.

Pieces that share combine life points in this way cannot be separated during a battle, and they will always die together when they lose all of their shared life points.

Note: Characters riding a large beast rarely combine their life point values together. So, if a beast is slain before its master or vice-versa, then one of them will always remain to fight on.

Combined pieces always use the mounts or steed's pulling the war machines movement value instead of the riders.

With the exception of movement, stat values that do not have a plus sign, always work independently from each other within a combined piece. For instance, as the Grand General's steed has its own attack and combat rating separated from its master, it will have one attack in combat and it will use its own combat rating to work out if it hits an enemy in combat or not.

Stats Table

Movement

'Movement' tells you how far a gaming piece is able to move in one turn, which is measured and worked out in **Inches**. So for instance, if a piece is able to move 7, then that piece could move up to 7 inches per turn.

Combat Rating

A piece's **'Combat Rating'** indicates how good it is at hitting its enemies in melee combat. Therefore, the higher this rating is, the better it will be at striking its enemies, and vice versa.

Life Points

'Life Points' indicate how much vitality a piece has, and the more it has the more damage it can take on the battlefield. Usually it is the bigger and tougher creatures which have the higher numbers of life points in battle. This makes these beings much harder to kill off rather than the smaller and weaker creatures of Many. Turn to the next page to learn more about Life Points.

Attacks

An **'Attack'** is an opportunity for a gaming piece to hit and wound an enemy in combat. For each attack a piece has on their profile, a 1D6 is rolled out. So if an Orc has 2 attacks, it would have 2 rolls of the dice to hit in combat.

Soldiering

'Soldiering' indicates how good a piece is at carrying out its duties on the battlefield. This stat is the most important one in the game, as it is used in 'Battle Stress Tests and Checks', and at other key moments during a battle. To learn more about soldiering and battle stress, turn to page 13.

Damage

All creatures, harmful spells and other deadly devices of war within any of the Three Plains have a **'Damage'** rating, which indicates just how much damage they can do in battle with their attacks. The stronger and more deadly attacks will have a higher damage rating, when the smaller and weaker ones will have a lesser affect upon a target. To learn more about how to **'Damage'** enemies in battle, turn to page 36.

Saves 0 0 0 0

A piece's **'Save'** lets you know how good it is at resisting all kinds of damage in battle. A creature's save is a combination of all of its toughness, armour, swiftness and its other attributes it would use to resist damage in battle. Therefore, all gaming piece's saves have been broken up into the following parts, which do different things within a piece's save:

Toughness 0

A gaming piece's **'Toughness'** rating indicates how good it is at taking damage. So the tougher they are, the more likely they can resist being harmed by blows that would otherwise cripple or kill lesser creatures in battle.

Resistance 0

The more **'Resistant'** a creature is, the better it is at soaking up damage, which otherwise might smash through its armour. Therefore, a gaming piece's Resistance rating works alongside its toughness to soak up damage that would otherwise bring down its save in battle.

Agility 0

'Agility' represents how nimble or quick a creature is, which makes them far better at dodging blows that would otherwise kill them on the battlefield.

Magic 0

'Magic', of which very little is known about its workings, but it is believed that all living things, even if only in a small way have an element of it within them. Other beings such as the Elves are composed of much higher levels of manna, and entities like Spirits or Sprites are nothing but pure magic. The more a creature has of this mystical element within them, the harder they are to wound on the battlefield, and entities which are totally made up of magic, are nearly impossible to harm with conventional weapons.

To fully understand how **'Saves'** and their bonuses can be applied in a game of Three Plains, turn to page 36 to learn more about them.

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There are two other special rules player should bear in mind when properly combining together mounted piece's stats. The first is '**Magic Saves**' explained on page 36 and the other is '**Beast Mounts & Agility**' explained on page 69.

Otherwise, you should always be able to tell how to use a piece's stats correctly just by reading its description and applying a bit of commonsense.



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Removing Casualties

When a piece has no more **'Life Points'** left, it is slain and is removed from the game permanently. How to kill a piece is explained later on in the rules, on page 36.

When removing casualties from a unit or any other grouping of models, do not remove them where they have been killed. Instead, always take the slain models away from the back row of the group first. Remove casualties equally from either side of the back row, until you work your way to its middle. Once that row has vanished, start removing casualties for the group's next back line of models. Repeat this process until the entire group's models have been removed and it is no more...

If a character piece is killed in any kind of group of models, they are removed individually. If this leaves a space, it is immediately filled by another standard model from that group from its back rank. To learn more about how to arrange special models in a unit turn to page 60.

If a piece is completely killed off in combat, which leaves its victors free from all melee action, see the **'Wipe Out'** rule on page 34 for further instructions.

Note: Whatever is contained on a base makes up the entire model, no matter how many figures it may have. So, when removing casualties remove the entire model, **do not** tear off individual figures set on a base.

Checks

Very few battles are fought down to the last man. Instead, it's far more likely that the fighters will lose heart and flee the field to save their own skins when faced with certain death. This is a natural trait of all living things, and is far more deadly to an army's ranks than any new war machine, magical weapon or spell. This constant battle pitched in the psyche is represented by two different forces in Three Plains, **'Battle Stress'** and **'Soldiering'**. Battle Stress is fuelled by terror, fatigue and all the rest of the nightmares a battle can inflict upon a mortal's mind. However, Soldiering is its counter balance, as it is a mixture of training, bravery, confidence and guts. As you can imagine, these forces are constantly clashing together to see which one will get the better of a warrior's heart and soul. This epic struggle is represented by taking **'Checks'**, where both sides roll off against each other to see which force will be stronger.

All checks use the **'Battle Stress and Soldiering Dice Chart'** found on the next two pages to work out how much battle stress and soldiering dice both sides will have in a check. To use the chart, simply apply the modifiers if they apply to the check at the time. Each point of battle stress or soldiering is represented by a D6. So after applying the modifiers on the chart, one side should have a pool of battle stress dice and the other a pool of soldiering dice. The side taking the check always uses their soldiering dice, whilst the other side will always roll the battle stress dice against them, and the player who scores the most 4+'s wins the check. If both sides score a draw, then the player rolling the soldiering dice will always win the check.

A check is always taken one piece at a time, no matter how many pieces have to make the same check. To clarify; a piece can be a unit, which is a grouping of models, or a single character out on the battlefield by themselves. With units or other groupings of models, only one check is taken for it, and whatever its outcome will affect the entire piece.

Because checks are used in different ways in the game, they have been divided into three different types. These are **'Deviancy Checks'**, **'Bravery Checks'** and **'Break Checks'**. However, all of these checks still use the **'Battle Stress & Soldiering Dice Modifiers Chart'** found on the next page to work out the dice needed for each one of them.

Deviancy Checks *(DC)*

Discipline is what holds an army together, but a high level of deviancy will corrupt this quality. So, deviancy must be stamped out wherever it may be lurking within an army's ranks.

From time to time certain tricky military manoeuvres or situations will require a **'Deviancy Check'** to be taken. For instance **'Falling back'** and to **'Hold & Shoot'** will require a deviancy check first to attempt the manoeuvre. Each manoeuvre or situation's rules will always have the **'DC'** tag in the rule heading, which simply indicates to the gamer that a deviancy check will be required here.

When working out which dice you will need for a deviancy check, exclude bravery and use all the other soldiering and battle stress dice modifiers on the **'Battle Stress and Soldiering Dice Chart'**, found on the next page. However, if a deviancy check has fear involved, then bravery dice are also used in this check.

Whatever the outcome of this check, the rules which required it, will tell a player what to do next after passing or failing it.

Bravery Checks

Upon this world of Many, there are countless monsters, demons and other ethereal entities that will make even the bravest warriors turn tail and flee with terror.

If a piece is charged or charges an enemy for the first time that causes fear, they must take a **'Bravery Check'** before moving the charge. Or if a piece has a **'Cowardly'** rating and wants to charge an enemy or is charged themselves, they too must immediately take a bravery check. However, a target vulnerable to fear will never take a bravery check if its attacker's charge started off out of its **'Awareness Ranges'**, as they would have never have seen them coming. **'Awareness ranges'** is explained on page 15.

When working out which dice you will need for a bravery check, the deviancy dice are excluded. Otherwise, use all other modifiers on the **'Battle Stress and Soldiering Dice Chart'** for this check.

Once a piece has passed this check, it will never take another bravery check again during a game, unless its next check has a higher fear rating to overcome than its last check.

If a piece charges a fear causer and passes this check it will proceed as normal. If it fails it cannot move for the rest of its turn, unless it's forced to make a **'Flee'** move, as described on page 33. However, if a piece is charged by a fear causer and fails this check, it must immediately make a flee move instead.

Pieces that have the same fear rating as each other, do not affect each other with fear. However, a fear causing piece can cause another scary creature to take a bravery check, providing it has a higher fear rating than them. In these cases, always deduct the lowest fear rating away from the other, to determine how much the lesser fear causer will fear their opponent. For instance, an Ogre with a fear rating of 1 would fear a Dragon with a fear rating of 3, by 2.

The rules for **'Bravery'**, **'Fear'** and **'Cowardly'** are explained in much more detail on page 66.

Break Checks

A general's greatest fear is when his men give up hope and break out of combat to flee. This allows their enemy to rout their entire army, and will leave them at their foe's mercy...

'Break Checks' are only taken in the **'Battle Stress Phase'** of the game, and only if a piece has suffered any battle stress during that turn. This phase of the game and check is fully explained in the **'Battle Stress Phase'** chapter on page 46.

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The Battle Stress Checks

Checks	Soldier VS Battle Stress Dice		
Deviancy Checks (DC)	Excluding Bravery, use all other Soldiering Dice bonuses in this check. However if fear is involved include Bravery Dice	VS	Use all Battle Stress Dice modifiers in this check
Bravery Checks	All Soldiering Dice bonuses	VS	Excluding Deviancy, use all other Battle Stress Dice modifiers in this check
Break Checks	All Soldiering Dice bonuses	VS	Excluding Deviancy, use all other Battle Stress Dice modifiers in this check

Battle Stress and Soldiering Dice Chart

Soldier Dice Modifiers		
Soldiering	A pieces' 'Soldiering' value is converted to soldiering dice whilst taking a check. For instance, an Elf with a soldiering 4 would have 4 soldiering dice towards a check. Only one soldiering value can be used at a time within a single check, and that must always be the highest available value in that situation. For instance, a group of warriors with a soldiering 3 is led by a hero with a soldiering 4. As the hero has the highest soldiering rating, it is the hero's value the entire group will use in a check.	<i>Piece's Soldiering Value</i>
Bravery	A piece's 'Bravery' rating converts into soldiering dice if a piece takes a bravery or break check. If a piece with this trait takes a deviancy check that has fear dice involved, apply bravery dice to the check. Bravery ratings can never be added together and it can only be used if it comes from the model with the highest soldiering value in the check. Otherwise, the bravery bonus is ignored in that check. To learn more about this trait turn to page 66.	<i>Convert a Piece's Bravery Rating into Soldiering Dice</i>
Command Piece	Each unit with a 'Command Piece' receives +1 soldiering die. To see the full rules for command pieces, see page 54.	1
Battle Standard	All friendly pieces within 8 inches of the 'Battle Standard' receive +1 soldiering die each. To learn more about 'Battle Standard Bearers' turn to page 59.	1
General's Leadership	If a battle stress check takes place within 8 inches of the army's general, their soldiering value must be used if theirs is higher than all other friendly models in that check. To see the full rules for the army's 'General' , see page 59.	<i>Use General's Soldier if they are within 8 inches of a Check</i>
Horde	Any piece that is made up of 20 models or more when taking a check doubles up its soldiering dice. If the piece is in combat this rule is discounted.	X2
Engulfed	Pieces that have been 'Engulfed' by enemy models all the way around them in combat must immediately take and pass a break check or are destroyed. If passed, that piece becomes 'Unbreakable' , until the ring of enemy models around it have been broken. If a piece engulfs an enemy and instantly destroys them, they receive a 'Wipe out Bonus Move' , as explained on page 34. 'Unbreakable' is explained on page 67 and 'Engulfing' is fully explained on page 30.	<i>Pass automatic Break Check to become Unbreakable or be Destroyed if failed</i>
Superiority	<p>All pieces that cause 'Fear' can benefit from the emotional state of 'Superiority' in combat. For each point of fear a piece generates in combat that the enemy is affected by, they will gain +1 soldiering die to any break check they are forced to take in that combat. For instance, a Dragon that causes 3 fear, but loses a combat to a non-fear causing piece will gain +3 soldiering dice to break checks.</p> <p>Bear in mind that fear causing pieces from opposing sides do not affect each other or have less of an effect on one and other depending on what their fear ratings are. For instance, a Dragon with a fear rating of 3 loses a combat against an enemy with a fear rating of 2. This time the Dragon is not quite as confident as before, but still feel superior to its opponent, but by only a factor of 1 and therefore would have +1 soldiering die to its break check. Refer to page 66 for the full rules on 'Fear'.</p> <p>A piece will only benefit from feeling superior in a combat if they are the dominant fear causing piece in that fight. For instance, if a +1 fear causing piece is in combat with two other enemy pieces, one of which causes +1 fear and the other does not, neither side will benefit from feeling superior over the other, even when one piece does not cause any fear in that combat.</p>	<i>Each point of fear a piece has over an enemy in combat they will gain +1 Soldiering Die</i>

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Battle Stress Dice Modifiers

Deviancy	Each race; from the Dwarfs to the Elves have their own ' Deviancy ' level, which applies to their entire army. When a piece is required to take a Deviancy Check (DC) its army just converts its deviancy level into battle stress dice. For instance, an Orc army has a deviancy level of 4, which converts into 4 battle stress dice when taking a deviancy check. Deviancy dice are only counted in deviancy checks and no other time.	<i>A race's deviancy level equals the amount of battle stress dice used</i>
Kills	For every 2 life points lost during a game creates 1 battle stress die. Therefore, if 3 infantry models with 1 life point each are lost in a unit, that piece will suffer 1 battle stress die in that turn. Excess wounds left over from slain models cannot be added together to create battle stress, unless they are from the same group and are of the same type as each other. After each ' Battle Stress Phase ', all battle stress dice scored with kills are cleared, and so do not build up from turn to turn. To learn more about the 'Battle Stress Phase', turn to page 46.	<i>+1 Battle Stress for every 2 Life Points lost</i>
Panic	For each friendly piece which is fleeing within a piece's awareness ranges, up to a limit of 8 inches, suffers +1 battle stress dice.	1
Overlapped	Each time a piece is ' Overlapped ' in combat by an enemy it will suffer +2 battle stress. If the overlap measures all the way round them, they will suffer +6 battle stress in total. To learn about 'Overlapping' in combat see page 43.	2, 4 to 6
Flanks & Rear Attacks	If a piece has an enemy engaged in its ' Rear ' or ' Flanks ' and they have 4 or more attacks, that piece will suffer +5 battle stress dice to its pool.	5
Flimsy Ranks Buckling	When a piece ' Buckles ' in combat, it suffers +5 battle stress, which is explained fully in the 'Close Combat' chapter on page 44.	5
Cowardly	A piece's ' Cowardly ' rating converts into battle stress dice if an enemy is within 6 inches of it. Cowardly ratings can never be added together, and only one rating at a time can be used in a check or to work out who has won a combat; the rating used must always be the highest rating available within that check. To learn more about this trait turn to page 66.	<i>If an enemy is within 6 inches of a Cowardly Piece convert its Cowardly Rating into Battle Stress</i>
Fleeing Pieces	Fleeing pieces suffer +6 battle stress dice to their pool, until they can ' Re-rally ', as explained on page 34.	6
Fear	A piece's ' Fear ' rating converts into battle stress dice, which will affect all enemies within 6 inches of them and can also sense them. Only one fear rating can be counted at a time in a check or when working out to see who wins a combat, which must always be the highest value available in that situation. Fear ratings can ever be added together. Refer to page 66 for the full rules on 'Fear'.	<i>Convert a piece's Fear rating into Battle Stress</i>



These battle stress modifiers **CANNOT** affect multiple pieces at a time when working out who has 'won a combat'. Instead, they can be counted only **ONCE** each time they occur, no matter how many pieces they may affect at once when determining who has won a combat. Afterwards, they are all applied to all the losing pieces' individual break checks each time they affect them as normal.

GAMING PIECES' AWARENESS

The most important abilities a warrior has, are their basic senses, sight, hearing, smell, touch, taste and even that mysterious sixth sense that some believe we all have.

Most mortals seem to take these great gifts for granted, but without them, not a single drop of blood could be shed on the battlefield.

Therefore, this short chapter is perhaps the most important one in the rulebook, as it deals with these basic senses in relation to this game.

Gaming Pieces Awareness Ranges

All gaming pieces have '**Awareness Ranges**'; where by sight, sound, smell, touch or even by some mysterious higher sixth sense, they know where their enemy or other targets are in relation to themselves on the gaming board.

On the right is an example '**B1**'. This example demonstrates what objects fall within a piece's sensory range. For instance, all the pieces in the light and dark greyed out areas are what the mounted general in the middle of the example is aware of. The Troll in the white area is out of the general's sensory range, so he does not know that it is there.

Targets that are not fully within a piece's awareness range still can be sensed. For instance, the enemy Hero on foot trying to sneak up behind the General would be noticed by him, as its base is clearly within the General's awareness range.

Piece's Primary Sense (Line of Sight of 180°)

All gaming piece's senses have been divided up into two different areas.

Firstly, all pieces have their '**Primary Sense**', which is a '**Line of Sight of 180°**', and this is marked out by the dark grey area in the example B1 above.

The primary sense always uses a piece's vision rather than any other of its lesser senses such as hearing or smell. Targets seen within a piece's 180° line of sight can be charged, shot or cast magic at.

Note: 'Skirmished Pieces' have nearly no limits to their awareness ranges, because they have an arc of sight of 360°, so can see all the way round themselves. To see the 'Skirmisher' rules turn to page 58.

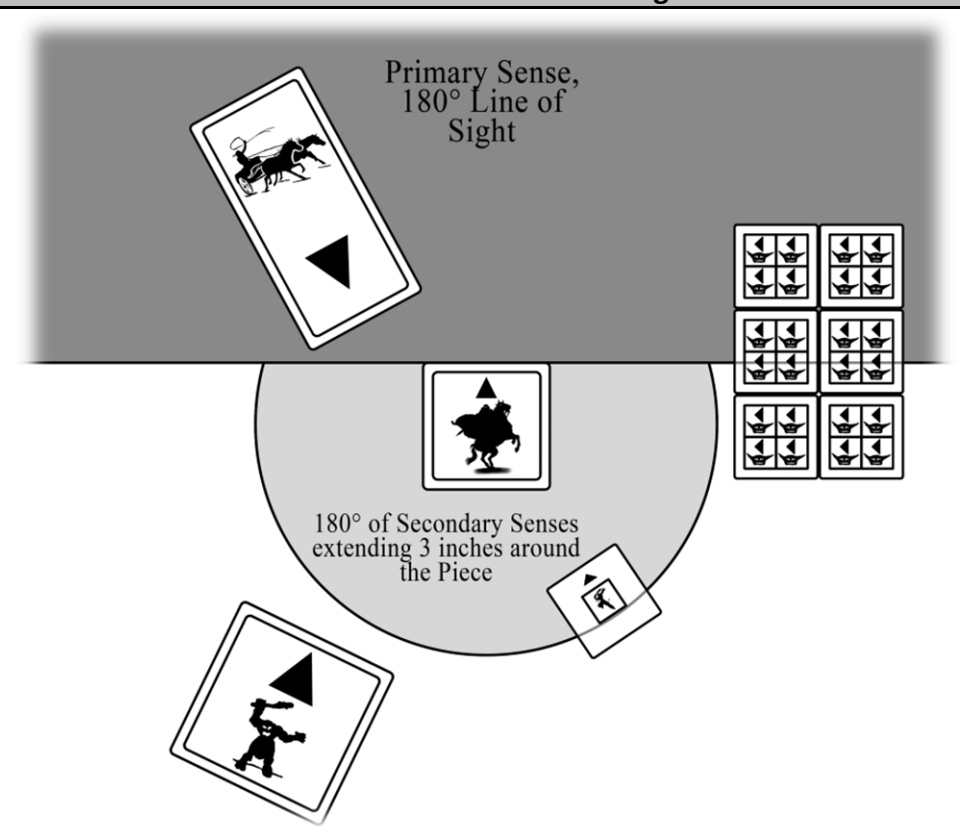
Rulebook Icons

Throughout the rulebook, there will be a fair number of different icons used, which could be demonstrating gaming pieces moving, charging or shooting etc. On the right is an example of an icon representing a single gaming piece of goblin infantry, which contains 4 figures grouped together on one base.



Let's take a closer look at the goblin icon, which will help you understand all the rest of the icons used in the rulebook. The outer border around the icon represents the playing piece's base. The 4 goblin's heads in the middle of each little box indicates the race of the piece and we can tell there are 4 Goblins simply by counting each of the little boxes. Lastly the 4 black arrows indicate what direction the playing piece is facing. Though there are many different kinds of icons used throughout the rulebook, they all follow the same basic format as the goblin icon described here.

B1 - A Piece's Awareness Ranges



Secondary Senses

A piece's '**Secondary Senses**' is made up of all their lower perceptions, such as their ability to hear, smell, touch and even the mysterious higher sixth sense, which some believe we all possess. To work out the range of these senses measure 3 inches round the edges of a piece, which is demonstrated in the example B1 with the circular light grey area behind the general.

A piece may charge an enemy within this area of awareness, but they cannot shoot or cast standard magic at them. In the movement phase however, a piece may turn and put their enemy within their primary sense, and then they can shoot at them as normal.

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Pieces out of View

Even though an enemy may be within range of a piece's primary and secondary senses, if they are obstructed by a building, another gaming piece or any other large object, then your piece will not be able to sense it, making it impossible to charge, shoot or cast magic at them.

The best way of determining if your piece can sense an enemy is to physically get down to their eye level and see for yourself. If you cannot draw a clear line of sight from your piece to its target, then your piece will not be able to shoot or charge at it.

On the right is example 'B2', which demonstrates some large boulders hiding a unit of Goblins from the general. This makes it impossible for the General to charge or shoot at them.

Seeing through 'Gaps'

Often players put their gaming pieces close together and just leave a small 'gap' between them, so that their models do not get mixed together, and the other side can tell them apart from each other. However, even though these gaps are there, they cannot be seen through by other gaming pieces. If a gap is more than 1 inch wide, it is too big to be considered a gap, so this space can be seen through as normal.

Unmissable

Some things on the battlefield are so big, noisy and smelly that they just cannot escape their enemy's attention, no matter how hard they may try.

Some beasts and war machines have the special attribute of '**Unmissable**' attached to their profiles. This means they are far easier to see, hear or somehow sense on the gaming board than other smaller quieter pieces are.

Therefore, these unmissable pieces can be sensed up to 6 inches away by another's secondary senses, instead of the usual 3 inches.

Furthermore, unmissable targets cannot take '**Cover**' as described on page 37, and they cannot hide behind their own friendly pieces to block the enemy's view of them. Therefore, if an unmissable target has any other piece in front of them, this alone will not stop it from being targeted with magic or shooting.

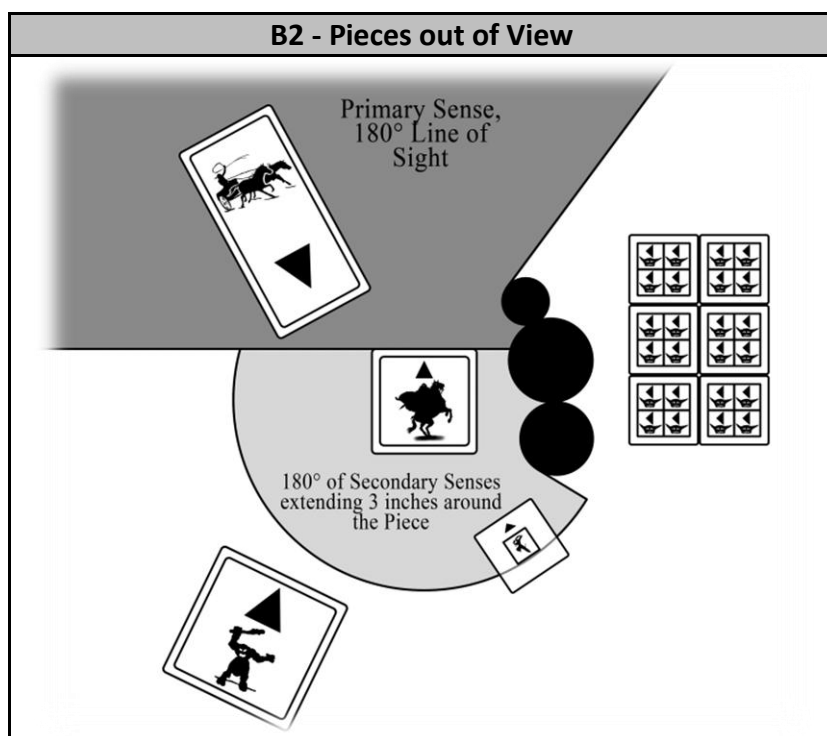
Light Footed

The deadliest killers on the battlefield are not always the boldest warriors, or the massive and terrifying beasts that breathe fire everywhere they go. Instead, they can be the light footed killers who make it their business to lurk in all the dark corners of the battlefield, which allows them to get much closer to the enemy leaders' throat than any other...

Pieces that are '**Light Footed**' cannot be sensed by the enemy's secondary senses, and so cannot be attacked by them whilst they occupy that area.

Improving Awareness from 'High Ground'

A piece that has been placed on a hill, building, or are '**Airborne**' or any other position that **CLEARLY** sets them above most other gaming pieces on the board have their view of the battlefield greatly improved. Therefore, all of these pieces have the '**High Ground**' special rule advantage, which means that they can see past obstacles that are set clearly lower than themselves, such as other gaming pieces or terrain features set below them. This allows these pieces to shoot or cast magic past obstacles that would otherwise block their



view, if they were set at the same level as themselves. The rules for 'Airborne' pieces are explained on page 26.

A large beast and its rider can clearly see over other smaller pieces and terrain features set at their own level. So they can also shoot or cast magic over them, as if they were set upon a hill or another high place.

A rider mounted upon a steed can see over their own side's infantry and other models that are clearly smaller than them, which means they may shoot or cast magic passed those pieces. However, they can never see over enemy pieces on foot set at their level, and this will prevent shooting or casting magic passed them.

★ Shooting off High Ground

For the rules for '**Shooting and High Ground**' see page 37.

Awareness & Woody Terrain

Warriors within woody terrain cannot see or hear as clear as they would in the open. However, this environment can greatly help them to sneak up on the enemy, but it also helps the enemy sneak up on them too, which can often make the woods as bloody as any open battlefield.

Pieces that occupy woody terrain are completely hidden from all other pieces (friend or foe) on the gaming board, so they cannot be targeted by magic or shooting and they cannot be charged. However, if pieces are within 2 inches of each other within woody terrain they can sense each other as normal, which means they can target one and other with spells, shooting, etc.

As expected, gaming pieces occupying woody terrain cannot see out onto the rest of the battlefield from that position. However, if they can move within 1 inch of the woody terrain's borders, its awareness on that side of the open ground returns to normal. This makes it possible for that piece to shoot, cast magic, etc out on to the rest of the gaming board as normal. Whilst it occupies that position, all other pieces on the board will become aware of it as normal, with the exception of it benefiting from being under '**Cover**', as described on page 37.

ASSEMBLING AN ARMY

Choosing an Army List

Now that you have a good idea of how to create your troops and scenery, set up a gaming board, what equipment you need to play the game and have a better understanding of the playing pieces, it's time to choose a race you want to lead into battle.

At the moment, Three Plains has four armies to choose from, which are the 'People of Herlanceia', 'Imperial Elves', 'Mercenaries of Many' and the 'Orcs of the Black Lands'. Soon there will be more armies on their way, such as the Dwarves of the Karraff Mountains, Summoners and many more are on the drawing board. All races have their own dedicated 'Army List' each, which can be downloaded on the Epicwargaming.com site. These particular books contain all the special rules and point values of their race's military forces, which makes them just as important as this rulebook you are reading now.

When choosing your Army List you wish to fight with, you should go for the one which feels right for you. All armies from the Middle Plain have their own style of warfare and tactics. You will find some races more naturally easier to play with, whilst others will feel awkward and just don't seem to fit your style of gaming.

Note: Whatever army you choose, remember it is often the weaker looking armies with the hidden strengths...

Points

So you have chosen your army, making it time to work out what exactly you can afford to field in battle.

Three Plains, like most wargames has a 'Points' (or **pts** for short) system, which acts like a currency for buying gaming pieces to put into your army.

All gaming pieces have a value in points, which reflects their ability to fight, move, shoot and cast magic in battle. So the more costly a piece is in points, the more powerful it will be in battle, whereas the cheaper ones tend to be much weaker. However, keep in mind a piece's performance on the battlefield is usually determined by how it is used, and not by the amount it costs in points...

Number of Players & Allies

Any number of players may take part in a game of Three Plains, but the typical number of players is just two, one on each side.

If another player joins the game it will last a lot longer. Often if there are more than 2 players in a game, the extra players can become allies and share points

Other Three Plains Rules Overriding the Ones in this Book

Though you should follow all the rules in this book to the letter, there will be occasions where you will be asked to do just the opposite.

Some army lists, spells and magic items have their own unique rules, and a good number of them will go against the grain of this book. These rules always override and replace the ones in this book and must be followed instead. As long as the description states so and is officially written by the Three Plains Team, they always replace the ones in this book and must be followed instead.

with the side they are on. Gamers can play with as many sides and allies as they like, as long as this is all agreed with at the start of the game.

Army Sizes

To ensure a fair game, both sides must spend the same amount of points on their armies, unless they are playing a scenario game. The special rules for the additional battle scenarios begin on page 82. A good starting size for a game, especially for beginners is 1000 points, which is 500 points on either side, which would give you a short battle, lasting for about an hour.

Keep in mind it will take a while to build up all the models needed for a game, even for a small battle. So the larger the force you wish to play with, the longer it will take to create the models you require.

Otherwise, there is **NO LIMIT** to how big your game size can be in points, but be warned, the bigger the battle, the longer it will take to play. For instance, a game size of 10,000 points, 5,000 points either side will easily take up to 5 to 6 hours to play.

Army Special Allowances (■▼◆★)

Other than keeping your army size within its points limit, you need to keep within your army's shapes allowance. These special symbols are represented by 'Squares (■)', 'Triangles (▼)', 'Diamonds (◆)' and 'Stars (★)'. Each one of these shapes have a different value in relation to just what pieces you are allowed to have within your army's ranks.

Most shapes are spent just like points are in the game. For instance, if a model which costs 20 points and one diamond, and you have already used up all your diamonds on other pieces, you cannot afford to have it in your army.

However, keep in mind whilst points are used to just pay for individual models, a shape cost could account for an individual model or an entire unit or another kind of group of models. For instance, a unit of 10 Saws costs 17 points per model and one Diamond. So the total cost will be 170 points and 1 diamond. Whatever the case may be, the piece's army list will always make it clear how to spend your points and shapes correctly.

Each shape is used and spent differently from each other, which is explained next in this chapter, but your army allowance of shapes depends on its size in points. Underneath is the 'Army Special Allowance Chart', which indicates each shape's allowance, according to your army size in points.

Army Special Allowances Chart

Army Size	■	▼	◆	★
1 to 500 points	+1	0-3	0-2	1 ★ within 1pt to 4000pts
501 to 1000 points	+1.5	0-4	0-3	2 ★ within 1pt to 8000pts
1001 to 1500 points	+2	0-4.5	0-3.75	3 ★ within 1pt to 12000pts
1501 to 2000 points	+2.5	0-5	0-4.5	4 ★ within 1pt to 16000pts
2001 to 2500 points	+3	0-5.5	0-5.25	
2501 to 3000 points	+3.5	0-6	0-6	
3001 to 3500 points	+4	0-6.5	0-6.75	
3501 to 4000 points	+4.5	0-7	0-7.5	
+500 points	+0.5	+0.5	+0.75	

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■ Blocks ■

The '**Block ■**' represents the core or the basic backbone units all armies have to fill out their ranks with, because these are the warriors that are most available to them. Normally these block pieces can be archers, infantry and even some weaker forms of cavalry.

All armies must include a certain amount of block worth pieces within their ranks. The amount of blocks that must be used in an army is determined by using the '**Army Special Allowances Chart**', found above. To use the chart relate your army size in points to the chart. For instance, a 1500 point army must contain at least 3.5 block worth of gaming pieces within it.

▼ Triangles ▼

A character piece's '**Triangle ▼**' rating usually represents their ability to lead, and just how great and exceptional they are on the battlefield. So the number of triangles allowed for these pieces in an army is limited, because they are much rarer than the block worthy pieces.

Using the '**Army Allowances Chart**', find your army size in points on the chart, and depending on its size it will indicate just how many triangles your army is entitled to use. For instance, a 2000 point army can use up to 5 triangles, but cannot go over that limit.

◆ Diamonds ◆

'**Diamonds ◆**' represent how rare and unique a piece is. So the more diamonds a piece has the rarer and more unlikely it is going to make an appearance on the battlefield.

Using the '**Army Allowances Chart**', find your army size in points on the chart, and depending on its size it will indicate just how many diamonds your army is entitled to use. For instance, a 3000 point army can use up to 6 diamonds, but cannot go over that limit.

★ Stars ★

All armies start off with one 'Star ★', and so can use 1 star worthy piece within their ranks. However, each time an army grows past 4000 points it is entitled to use an additional star. For instance, an army of 2000 points would be entitled to use one star, or an army of 5600 points instead, would be able to use two stars.

A gaming piece worth a star means you can only have one of its kind in your army, unless your army goes over 4000pts, then you can have two of the same, and so on. Therefore, an army totalling in size of 3000pts could contain many kinds of star worthy pieces, but each one must be taken from a different profile each time. Or to put it in real gaming terms; a 3000 point Herlanceian army could not have two halfwits, because

the two halfwits are the same. So fielding them would cost the Herlanceians two stars, which they cannot afford in a 3000 point army. However, they could have one halfwit and one Grand General, which cost a star each, but as they are different pieces, this will not go over the army's star limit.

Otherwise, spending stars are like spending diamonds and triangles. You don't have to use them up if you don't want too, and you are not allowed to go over your star limit either.

Mixing Allowance Shapes

Some piece's profiles will allow you to mount a character on a beast, and if the two have a certain cost in shapes, they must be added together. For instance, a general costing 1 triangle is mounted on a beast that costs a further 2 diamonds. Therefore, the total cost of the joined piece would be 1 triangle and 2 diamonds.

Putting an Army Together

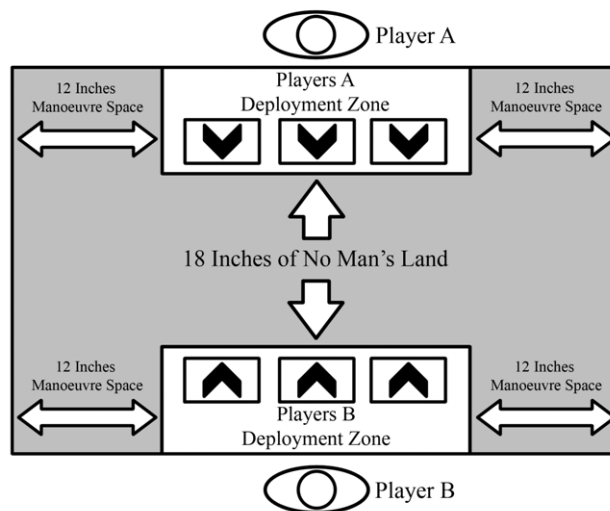
Before a game is played, you must write-up an '**Army List**'. This is an inventory that contains all the different types of gaming pieces and their costs that you are going to use in your army. As long as these key points are covered within an army list, how it is written up and presented is totally up to you. For instance, you could add additional information like a rough battle plan or notes about each piece's weapons, armour and any magic items they may have.

The main reason why you have to write an army list is to make it possible or much easier to award '**Victory Points**' to your opponent at the end of the game, which is explained on page 21. Furthermore, it's also good practice to have a well written up list, as it can give you instant access to a piece's critical information, without sifting through their rulebook. Also, if you are accused of over spending on certain pieces or magic items in your army, you can instantly prove you have kept within your point's limits.



PLAYING THE GAME

C1 - Gaming Board Set-up



This chapter explains the preparation which needs to be done before a game takes place and the order of turns and phases it should be played in.

Step 1 - Issuing a Game

At first you need to find an opponent and decide between yourselves which Three Plains game scenario you both want to play.

For your first few battles though, it's a good idea to use the '**Pitched Battle**' scenario, as this is the most common game played, and all of the basic rules in this book have been formed around it. Therefore, the rest of this chapter lays out all the rules you will need to play a standard pitched battle. If you wish to play another Three Plains game scenario, turn to page 82.

For the pitched battle, you and your opponent need to decide how many points you are going to use for a game. Both sides must use the same amount of points each to ensure fairness.

It is polite (but not essential) to declare what army list you intend on fielding against each other for the coming game. As this gives both players a chance to plan for the particular styles of play each race has.

If both sides agree to use certain races against each other, they must stick to those armies which have been agreed upon, unless they can agree to rearrange that on the day.

It has been known for gamers to turn up and find their opponent has decided to switch armies without informing them. This is unfair; because the player who has stuck to the agreement has most likely geared up their army for killing a particular race's military force. This is simply unsporting, and so the gamer that has played fairly has the option of calling the game off and wins by default, or they could decide to play on, playing at a disadvantage. The choice is theirs.

Step 2 - Writing an Army List & Choosing a General

Write up an '**Army List**' for your force, which is discussed on the last page.

Furthermore, within your army, they must be one '**General**' to lead it. This piece must be selected from your army list's character section. You can pick any character you want to lead your force, apart from a battle standard piece.

Step 3 - Setting up the Gaming Board

The third step is to set up the gaming board. A good sized gaming board would measure **6 foot** by **4 foot** (or 180cm by 120cm). However, Players should use their common sense when choosing a gaming surface. For instance, in a bigger game, where both sides are struggling to get all their pieces on the board, obviously you will need a wider board to make the best use of all your pieces mobility.

Gamers should always play facing each other across the board, using it 6 foot horizontally and 4 foot vertically, as demonstrated with player A and B in the example '**C1**' on the top of the page.

The board is always broken into three different zones, the first is your '**Deployment Zone**', and this is where you set out your troops as demonstrated in the example above. The second is the other side's deployment zone, and this is where they set out their troops. Both zones must sit in the middle of the board and have an **18 inch** space between them. At either side of each players zone should be a **12 inch** space left for manoeuvring. These empty spaces make up the board's third zone, which is called '**No Man's Land**', and this area is marked out in grey in the example 'Gaming Board Set-up'. No pieces may be deployed in this zone, unless they

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have a special ability that allows them to do so.

Setting out the Board's Terrain

Now, both players need to turn their attention to setting out the board's terrain.

A gaming board's terrain features could include anything from a vast lake, streams, ponds, hills, cliffs, houses, shacks or any largish object which could help or hinder your troops style of play. All rules regarding moving or shooting through terrain is explained in the '**Terrain List**' on page 75. But for now, we need to just concentrate on setting it out on the gaming board.

Before setting up the board's terrain, both players must discuss the amount and type of scenery they want to use. Whatever is decided, it must be fair to both sides. If no conclusion can be reached, roll a D6, rerolling any ties and the player with the highest score gets to decide.

Once both players are happy with the amount and type of terrain features going to be used on the gaming board, it's time to set it all out to create the battlefield. To do this, one player sets out all the terrain pieces and the other picks the sides or the deployment zones where both players will deploy their troops.

One side can win an extra terrain feature within their deployment zone. This can only be one of the following terrain features, either a small to medium sized hill, a large pond or a wood measuring 1 foot squared (or 30cm squared). If one or both players want to use this bonus, both sides' generals must roll all of their soldiering dice each. No soldiering dice bonuses for banners and battle standards can be added to this roll. However, all other soldiering bonuses are applied to this roll as normal. The side that scores the most passes or +4's wins the bonus terrain feature, whilst the losing side must go without. For instance, Player A has a general with a soldiering 5, and Player B's general has a soldiering 4. Therefore, Player A rolls 5 dice against Player's B's 4. Player A score 3 passes and Player B scores just 2, which means Player A wins the throw, and so gets the bonus terrain feature to deploy out within their deployment zone. If the winning side does not want to use their bonus terrain feature, they may discard it instead of deploying it.

If a game size is 8000 points or more, both players may try for another bonus terrain feature each, by rolling off against each other again.

Note: Unless both players agree otherwise, it is a good idea to leave the centre of the gaming board clear of scenery, so that both sides can easily reach each other after at least 3 to 4 turns of movement.

Note: On page 79 is '**Appendix 2 – Randomly Generating Terrain**'. These are alternative rules for generating a board's terrain, and if used, they replace the once just discussed above in this section (Setting out the Board's Terrain).

Step 4 - Choosing Magic

After all the terrain features have been set out, it's time for you and your opponent to select the spells your wizards will be using in the game. All the rules regarding magic, along with choosing spells is covered in full in the magic chapter, which begins on page 49.

Once both side's wizards have chosen their spells, you and your opponent can move on to deploying your troops.

Step 5 - Deploying Gaming Pieces

Firstly, all gaming pieces can only be deployed in their own player's deployment zone, unless they have the '**Scouting**' special rule, which is explained on page 68.

Both sides have to take it in turns to set out one of their gaming pieces at a time. To see which side sets out the first piece, both players must roll all of their general's soldiering dice. The side that scores the most passes or +4's chooses who sets out first, and any ties scored are rerolled. For instance, Player A has a general with a soldiering 5, and Player B's general has a soldiering 4. Therefore, Player A rolls 5 dice against Player's B's 4. Player A score 3 passes and Player B scores just 2, which means Player A has won the throw, and so gets to decide who sets down the first piece.

If one side has finished setting out all their pieces before the other side, then the lagging side deploys out all of their pieces at once, which finishes the deployment stage of the game.

For a player to hold their position on the gaming board, 1 in every 5 gaming pieces of theirs they deploy in their own zone, must **ALWAYS** be set on the foot of their zone's boundary line, which is facing their opponent. If this vital ground was not held, there would be nothing to stop the enemy from creeping forward.

Deploying out Flying Pieces

A '**Flying**' piece cannot be deployed out on the board as an '**Airborne**' piece at the start of the game. Instead, they must always start the game on the ground with the rest of their comrades who cannot fly. The rules for 'Flying' pieces is fully explained on page 26.

Step 6 - Starting the Game & Who Goes First

Three Plains is a turn based game, where you and your opponent take it in turns, one after the other to play through the game to destroy each others' army.

To see which side goes first, both players must roll all of their general's soldiering dice. No soldiering dice bonuses for banners and battle standards can be added to this roll. However, all other soldiering bonuses are applied to this roll as normal. The side that scores the most passes or +4's chooses who sets out first, and if a tie is scored it must be rerolled. For instance, Player A has a general with a soldiering 5, and Player B's general has a soldiering 4. Therefore, Player A rolls 5 dice against Player's B's 4. Player A score 3 passes and Player B scores just 2, which means Player A has won the throw, and so gets to decide who takes the first turn.

Turns

After determining who goes first, it's time to begin the game. Each player has **8 TURNS** to complete their game in.

Each turn is broken into a further 4 phases, which must be run through in the following order; '**Movement**', '**Shooting**', '**Close Combat**' and the '**Battle Stress Phase**'. Game Phases are discussed a little more on the next page.

Once a player has completed each of these phases, it is the other side's turn.

After both sides have played out all of their 8 turns, it is the end of the game, and time to work out who has won the battle, which is discussed on the next page, under '**Who Has Won?**'.

Starting your Turn

Sometimes at the very start of a player's turn they may need to check if they should make any necessary rolls required of them. For instance, the effects of poison or testing for blood lust should always be rolled out at the very start of the game before any moves are made. Once all the necessary rolls have been made, it is time to move on to the Movement Phase.

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Phase 1 - Movement

Nearly all forms of movement are played out in the '**Movement Phase**' of the game. Refer to page 22 to 35, where the majority of movement is explained.

Phase 2 - Shooting

All shooting from archer's shots, to ballistic war machine's fire are played out during the '**Shooting Phase**'. All the rules for shooting are fully explained between page 36 to 40.

Phase 3 - Close Combat

All combat across the battlefield is fought in the '**Close Combat Phase**' of the game. All the rules for combat are explained in full between page 41 to 45.

Phase 4 - Battle Stress

At the end of a player's turn, **BOTH** sides must undergo the '**Battle Stress Phase**', to check if all of their gaming pieces will stay and fight on, or flee. The complete rules for this phase are explained in full between page 46 to 48.

Magic

Magic does not have a phase of its own, as a spell can affect any stage or part of the game. Instead, the player whose turn it is can start casting spells from the very start of their turn, right up until the battle stress phase, where no spells can be cast at all. To learn more about magic turn to page 49.

Who Has Won?

So after thousands lay dead or dying, or when all the fun has ended, it's time to work out who has won the game.

After both sides have finished their 8th turn the game ends and it's time to work out who has won the battle! To do this, both sides must add up all of the piece's points they have slain during a game, which are referred to as '**Victory Points**'. A gaming piece must be completely destroyed to earn all of its victory points. If a piece suffers over 50% of losses by the end of the game; the enemy player is awarded half of its points.

However, regardless of how many surviving beast masters are in a '**Beast Unit**' at the end game, if that piece has lost over half of its beast models, then the enemy will be awarded half of that piece's points. Or if all of the beasts have been killed in the group, then the enemy will get all of that piece's points instead. 'Beast Units' are discussed on page 61.

Furthermore, all pieces that are '**Fleeing**' at the end of the game are counted as lost or destroyed for the purposes of working out victory points. 'Fleeing' is explained on page 33.

Award victory points for all mounted beasts and their riders that have been killed separately. For instance, if a mounted beast is killed, but its rider is still alive by the end of the game, the other side only receives the victory points for killing the beast and not its master.

Beasts that have lost their masters and turned '**Wild**' are counted as another lost piece. Therefore, their victory points are awarded to the enemy at the end of the game. Beast pieces turning 'Wild' is explained on page 61.

If a player manages to kill the enemy's '**General**' during a game they earn themselves an extra 100 victory points for their trouble. This special kind of gaming piece is fully explained on page 59.

The player with the highest score wins the game. However, the battle could still end in a draw if the player with the highest score does not exceed the game's drawing margin, which is explained underneath.

For every 2000 points played in total game size, the drawing margin goes up by another 100 victory points. For instance, in a 4500 point game, the player with the highest score would have to score more than 200 victory points more

Good Gamesmanship

Issuing Commands & Moving Pieces

During the game, players will have to issue plenty of commands, like issuing 'Charges' for instance. Once a command is either issued or missed, there is **NO** going back unless the opponent permits it.

Once a command has been issued, only then can you begin to work out if the move is possible, but never before. For instance, measuring the range of a charge or archers' shots is **NEVER** done before its order is issued first.

A move starts when the player touches their gaming piece, and ends when they let go of it. Once finished, there is **NO** removing of that piece, unless it has been moved incorrectly or the other player allows the re-move.

Following the Rules

Players should follow all the rules as they are laid out in this rulebook and any other accompanying army list that they are using in a game. If a mistake is made which results in a rule being missed or misused, if possible the game should be replayed from the point of the rule bend.

Most cheating should not be possible, as all the rules are available to everyone who needs to check them. Just remember, if you are not sure then just stop the game and check the rules. However, it is possible to cheat an army's list. Therefore, players should check each other's lists at the end of a game, to make sure each other's points all adds up and both forces were used fairly during the battle. If a list has been cheated, then the player who played fairly wins the game automatically, regardless of how the battle went.

No rulebook, no matter how lengthy can cover every eventuality in a game of this size and type. So there will be occasions where the rules do not fully cover certain events in the game. In these instances, players must come to an agreement on a fair substitute rule, which allows the game to continue in a fair and balanced way. If no compromise can be reached, then both sides must roll on it. Roll a single D6 each and the side with the ^{highest} score (rerolling any ties) wins the right to make the decision, which stands for the rest of that game.

House Rules

There are many reasons why players may choose to create their own rules or bend some of the original ones. It may be that they want to have a shorter game, whilst keeping it big in scale, so they skip with a lot of the formalities of deploying troops. But whatever the reason for creating house rules, this must be agreed upon by both sides before starting a game.

Keep in mind that creating house rules can often lead to chaos in the game or lead to an unfair match. For instance, if players skip the deployment part of the game, and instead, just opt to deploy their troops in any old fashion, this would put an Elf player at a disadvantage. This is because the Elves are the masters of strategy, and so come in to their own in the deployment phase of the game. So to miss out this phase of the game may cost an Elf player dearly later on in the battle.

Settling Arguments

As sure as the sun rises and sets, arguments will happen over some of the finer points of this game. The best way of settling arguments is either to come to a compromise, or if no compromise can be reached, then both sides must roll on it. Roll a single D6 each, and the side with the highest score wins (rerolling any ties). The winning player now has the right to decide a resolution to the argument, which stands for the rest of 'that' game, meaning you cannot re-argue over the same point during the same game. It is only after a game or during a new game that the old argument can be re-challenged once more. In the biggest of disagreements, you can post your dispute on the [Epic Forum](#) and its moderators or even I will try to give you a fair solution as quickly as possible to your dispute.

than their opponent to avoid a draw. So, if a player can score more than their opponent and avoid a draw, they have won the game!

MOVEMENT

This chapter covers how to get from A to B on the gaming board, which is handy to know if you want to win the odd battle or two.

Playing through the Movement Phase

The 'Movement Phase' must be played out in the following order of stages:

- 1. Declare Charge Targets**
Before moving any of your gaming pieces, you must declare what pieces will be charging and their targets too.
- 2. Move Charges**
After all charges have been declared, they all must be moved, which also includes any of your pieces still charging from a previous turn.
- 3. Move all other Gaming Pieces**
After moving all charging pieces, the player whose turn it is, is now free to move all the rest of their pieces in any order they wish.

Measuring out Movement

Nearly all gaming pieces have a movement value included on their stats, under the letter 'M'. This value indicates how far a piece can travel on the gaming board, which must be always worked out in 'Inches'. For instance, if a piece has a movement value of 7 that is what it can move up to in its movement phase. For those that do not have a movement value, simply cannot move in a game. Moving any piece will use up its movement, and when it has ran out, it won't be able to move any further until its next movement phase, unless it 'Squares-up', 'Flees' or 'Pursues', which are explained later in this chapter.

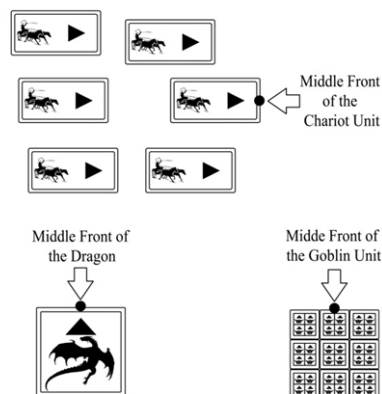
Point to Point Movement

All pieces use one standard form of movement, which is 'Point to Point Movement'. However, this mode of movement can be used differently from piece to piece, most of which is explained in this chapter. Other more specific rules for movement for different kinds of pieces will crop-up and be discussed within their own chapters of this rulebook, or within their own army list.

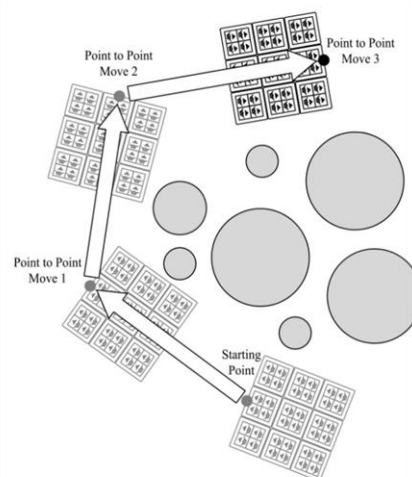
Most point to point moving pieces must follow these basic rules laid out underneath, unless stated otherwise within the rules.

- Whatever the formation of models, they all must be facing toward their group's front. Keep in mind though different groups of models can have different formations, which can lead them to having different shapes of fronts. For an example of this in action see diagram 'D13' on page 28.
- Generally, a piece cannot move through or occupy an impassable terrain feature or another gaming piece's space, but they are a few exceptions to this rule discussed later within this chapter.
- Other than flyers, all pieces can be affected in some way or another when moving over different types of terrain other than open ground. See the 'Terrain List' on page 75 for more details.
- Once a piece is engaged in combat it cannot move, unless the 'March Over' rule applies, which is explained in full on page 31.

D1 - Front Middle of a Piece



D2 - Moving from Point to Point



To make a basic point to point move, first find the middle front of the model or the group of models which make up the whole gaming piece. This is demonstrated at the top of this page, in example 'D1'. As you can see, the middle front of all the pieces has been marked out with a black dot. From there, draw a line to a new point anywhere on the gaming board you want your piece to travel too. If a piece runs out of motion whilst moving to a new point, it is left where it reached. This is demonstrated in example 'D2', where a unit of Goblins use point to point movement to navigate round a group of boulders.

A piece may make as many point to point moves as it wishes during its movement phase, providing it has the movement to do so. Unless it is a solitary model, when a piece finishes its move, it must be left in the direction it was travelling towards.

When a piece moves from point to point, it must move at least 1 inch from one point to another. However, a piece may be 'nudged' once forward less than an inch if their controlling player requires it.

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Making Basic Manoeuvres using Point to Point Movement

Turning and other basic manoeuvres you may want a piece to perform can be done with point to point movement. For instance, example 'D3' on the right demonstrates two units, using standard point to point movement to turn right and to make an about turn.

However, you can also pivot a piece round from its front middle point or even flip it right round to face in a new direction. To do this, simply find the front middle point of any piece and turn it as you wish by pivoting or flipping it round from there. The cost of the move is always worked out by measuring the part of the piece which travels the greatest distance to complete the manoeuvre. This point will be different on various formations of models, as example 'D4' demonstrates.

The general rule is; columns, squares and circles formed up pieces will always swing their back's round, when line formations will always swing one of their right or left sides round to pivot.

If a piece flips right round to face in an opposite direction, then measure from its back middle point to its new back position to work out the cost of the manoeuvre, as demonstrated with the Beast Masters and Ogres in example D4.

Pieces which flip round, have to literally move their front middle point over themselves to perform this manoeuvre. Therefore, if a piece made up of a group of models runs out of movement whilst performing this move, it must be left there in that disordered state. To mark out that the group is half way through flipping round, one of its models from its middle front must be left on top of the group at the position it reached travelling through itself, before it failed to complete the manoeuvre. During its next movement phase, it must finish flipping round fully, and it cannot charge move in that turn. Also, whilst a piece is half way through flipping over, it suffers from 'Flimsy Ranks', as described on page 44.

Reorganising Manoeuvres (DC)

Sometimes it is necessary to move the men sideways or even backwards to put them into a more advantageous position on the battlefield. However, as the men just automatically follow their commander, the group's leader will have to physically turn round and tell them what they plan on doing first, before ordering them to move.

Therefore, a piece wishing to make a 'Reorganising Manoeuvre' must take and pass a **Deviancy Check** first, too see if the commander's men are listening or not.

If the check fails, the piece must remain where it is for that turn, and it will suffer from 'Flimsy Ranks' until it begins its next turn. 'Flimsy Ranks' is described on page 44.

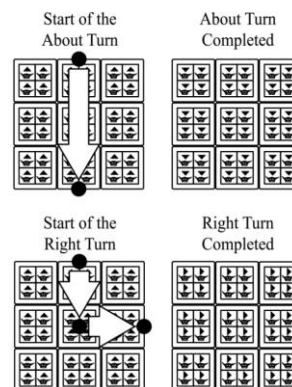
If the piece passes its check, it can reform itself in a new position within the range of its movement limits, but it must still be facing in the same direction as it was before it moved. This manoeuvre is worked out from the piece's middle front to its new position on the board, which is demonstrated in example 'D5' on the right. This manoeuvre will cost it half of its motion, plus the distance it used to move to its new location on the battlefield.

Individual models, such as mounted monsters and characters on foot cannot use this form of movement, as they can be left facing in any direction at the end of their move.

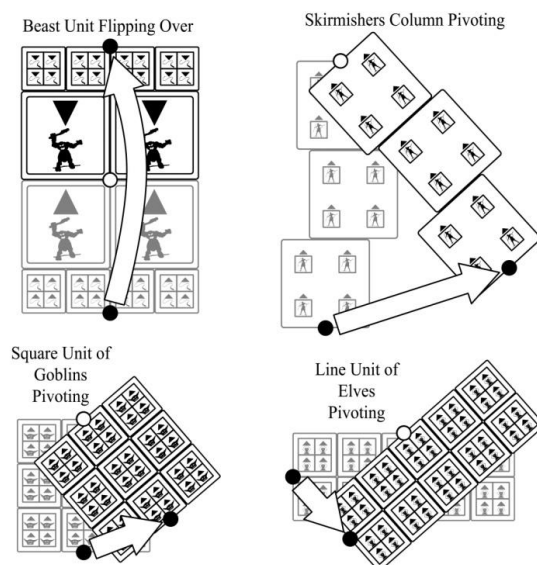
Obstacles

Generally, pieces cannot move through obstacles on the gaming board, unless they have a special rule that allow them to do so. For instance, 'Flying' pieces can move or rather fly over impassable terrain without suffering any penalties at all. How 'Flying' pieces move is discussed on page 26.

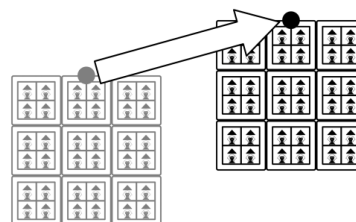
D3 - Turning Right, Left and About Turning



D4 - Pivoting and Flipping Pieces



D5 - Reorganising Manoeuvre



However, smaller obstacles measuring at '30x30mm' or less can be moved through or over by all gaming pieces without them suffering any penalties to their move. This is because any creature, either individually or in a group would just either side step it or jump over it with no trouble at all.

A small obstacle could be anything from a modest bolder, solitary tree, or even a character mounted upon a steed. Provided these obstacles do not exceed 30x30mm, it will not hinder a piece's movement on a gaming board. Furthermore, any kind of group of models can end their move whilst still passing over or through these little terrain features.

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Moving Units

A 'Unit' is a tight and well coordinated formation of warriors, which follow a single leader into battle. They are less manoeuvrable than a loose group of fighters, but what they lack in agility, they make up for in unit strength. So much so, that even the weakest of warriors grouped together into a unit can stand up against the mightiest of monsters on the Middle Plain.

So units have their own specific rules for moving around on the gaming board, which differs from other looser formations of troops, and that is what this section is all about, moving unit pieces.

Units Adapting to their Surroundings

To cope with each new combat situation a unit encounters, each fighter will instinctively use their own initiative to change their unit's formation. This allows the unit to naturally adapt to its surroundings and shifting circumstances on the battlefield. The result is a spongy affect, were a unit will instinctively change its shape to suit its environment, which will reform back again when it's clear of all obstacles.

Therefore, all units can slim down their shape to pass between two obstacles on the gaming board. An obstacle could be another friendly unit, large bolder, a river or anything that could either slow or stop the unit from moving passed it. However, an enemy piece is never considered to be an obstacle, so cannot be passed in this way.

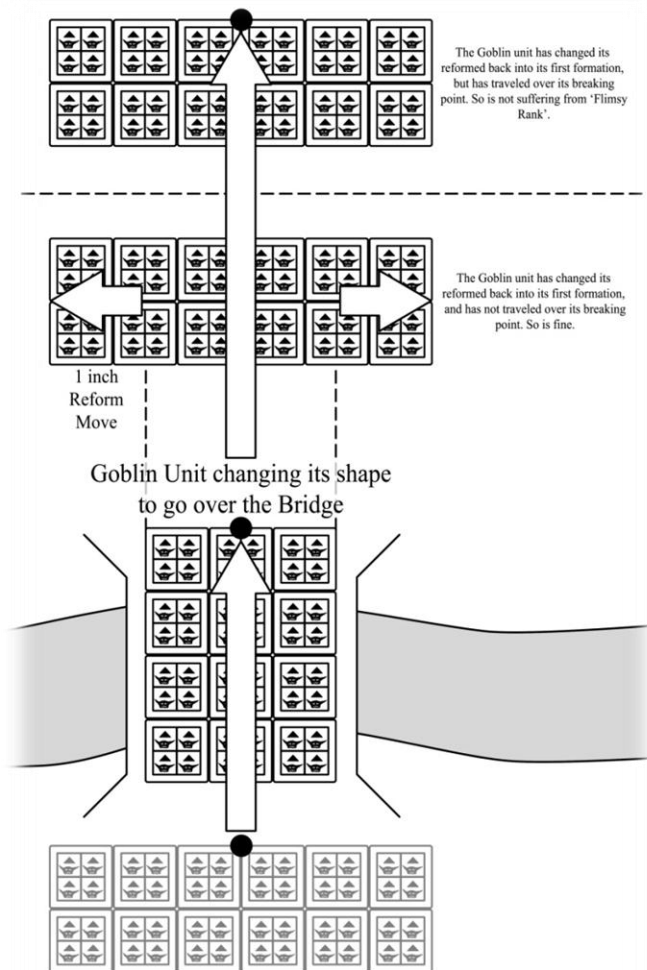
When a unit slims down to pass through two obstacles, if its width shrinks down to 1 to 2 models, it will suffer from 'Flimsy Ranks', until it passes through the gap and reforms once more. 'Flimsy Ranks' is fully explained on page 44.

A unit slimming down to pass through two obstacles does not cost it any additional movement. However, once a unit has passed the two or more obstacles it will always reform back into its original shape, which could lead to the unit over stretching itself. Measure how far one side of the unit has to stretch back out to reform its original formation, and deduct this value from the unit's total movement. If the unit moves over this value, it will suffer from flimsy ranks until the start of its next turn. This is because the unit has overextended itself during this manoeuvre, as its warriors did not have enough time to get back into their formation before the turn ended.

Example 'D6' demonstrates a unit of Goblins correctly thinning down and stretching back out again after they have crossed a bridge.

A unit will only thin down its formation if it needs to go between two obstacles, and no other reason. If there is a single obstacle larger than 30x30mm, which would clearly block a unit's path, it must navigate round it. Refer back to example 'D2' on page 22, to see this being done with a unit of Elves.

D6 - Goblins passing over a Bridge



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Turning Units more than 45°

A unit of warriors will always do their best to follow their group's leader on the battlefield. However, staying in formation whilst their commander is making sudden sharp turns left and right is another matter all together...

If a unit turns left or right, sharper than 45° on any of its points of movement, measure from the middle front of the unit out to one of its left or right sides, and deduct this value from its total movement value that turn. This is the unit's 'breaking point', where its formation will break down into a rabble of fighters and becomes vulnerable. The unit can continue to move up to its full move in that turn, but if it moves over its breaking point it will suffer from '**Flimsy Ranks**' until the start of its next turn. This is because the unit has overextended itself during this manoeuvre, as its warriors did not have enough time to get back into their formation before its turn ended. 'Flimsy Ranks' is fully explained on page 44, and 'Dashing' is covered on page 27.

This movement restriction only affects a unit once during its movement phase, even if it turns sharper than 45° left or right many more times during its move.

On the right is the example '**D7**', which demonstrates a unit of Elves formed up in a line formation. The unit turns a sharp right that is clearly over 45°, which means it could suffer from flimsy ranks if it travels too far from its original position in this move. To work out at what point in its move the unit will overextend itself, its controlling player measures from its middle front to one of its sides. This is approximately 2 inches, which is deducted from the Elves total move. Because the Elf unit is '**Dashing**', its total move is 10 inches in this movement phase. Therefore, the Elf unit may move up to 8 inches and suffer no penalties, but if they move passed this up to 10 inches, it will suffer from flimsy ranks until the start of their next turn.

Split Turning

Sometimes, long column units can end their turn whilst still travelling passed a point of movement where they turned last. In these cases, simply split the unit at the point of movement where it turned, and is still travelling over it. This is demonstrated in example '**D8**' on the right.

Where there is spaces left by a unit split turning, fill them in with the unit's models taken from its back ranks.

Reforming a Unit's Formation (DC)

Once a unit of warriors get into formation, they will try and keep that special configuration for an entire battle. Nevertheless, from time to time a unit may need to reorder themselves into a new formation, to combat new threats and situations they encounter in the theatre of war.

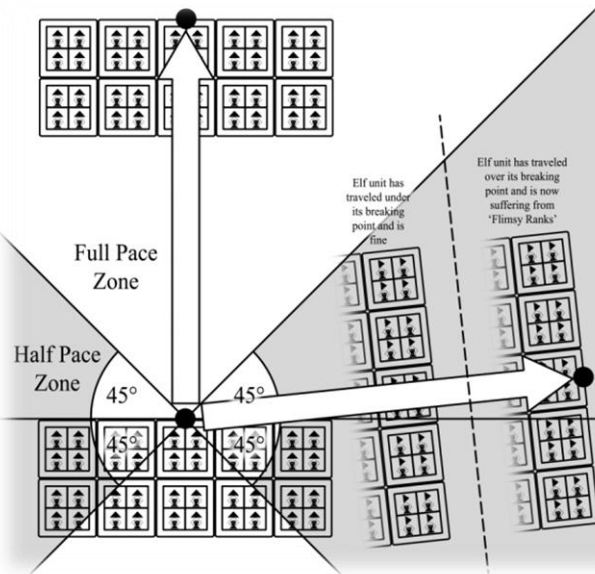
Units may perform a '**Reform Manoeuvre**' to change their shape to a square or any other variation of oblong, but no other form. However, the unit must first take and pass a **Deviancy Check** to attempt the reform manoeuvre. If the unit passes, its controlling player can rearrange it into a new formation. Whatever the new unit form, it must still be in keeping with a unit's basic formation rules, which is explained in full on page 54.

The reform manoeuvre will cost the unit half of its full move.

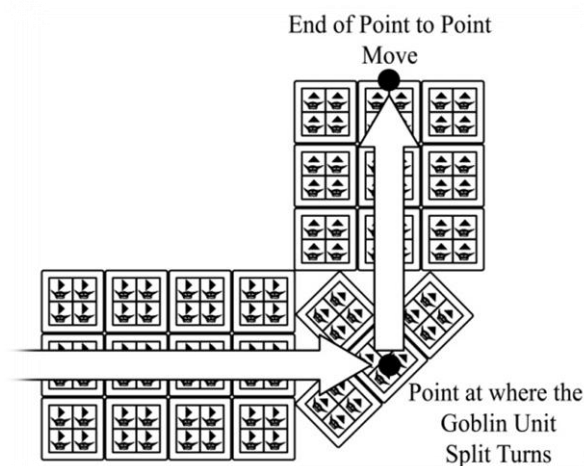
If the unit fails its check, then the unit is left in a disarray, and will suffer from '**Flimsy Ranks**', as described on page 44. The unit will suffer from flimsy ranks until it passes its check, which it must now take at the start of each of its subsequent movement phases. Only when it passes, can it be formed up into its new formation.

Once a unit has been reformed, it will keep its new formation for the rest of the game unless it reforms again.

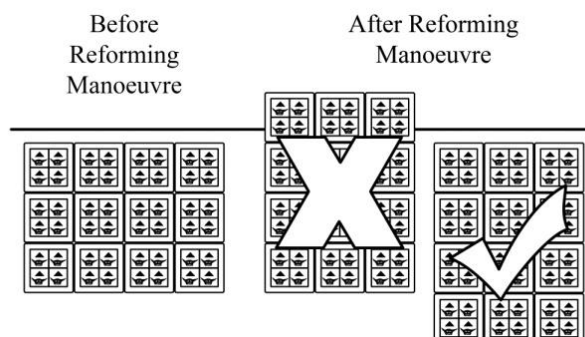
D7 - Turning Units 45°



D8 - Point to Point Split Turning



D9 - Reform Manoeuvre



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When a unit makes a reform manoeuvre, it must still be facing in the same direction, as it was before starting the move. Furthermore, the unit cannot be reformed into a new shape, which sets it further forward than when it first started the manoeuvre. In the example 'D9' on the last page, is a unit of Goblins attempting a reform manoeuvre. Their first try has failed, as they have clearly moved further along than they were before they reformed. However, the Goblins' second attempt is correct, because their unit's front has not moved passed their original position.

Loose Moving Groups

Many warriors and beasts prefer to fight and move in packs or loose groups, rather than holding a specific formation. This is because fighting and moving in this way allows them to be far more maneuverable and agile compared to formed up units of infantry. However, what loose moving groups gain in swiftness, they can lose in unit strength. As a result, well formed up troops often defeat these rabbles of fighters in combat.

'Loose Moving Groups' use all the generic point to point moving rules, as described so far in this chapter, and like units they also have their own additional special rules, which are as follows:

All beasts, war machines, skirmishers and individual models; such as characters on foot or mounted on a steed or a beast, all use loose movement. Some unit pieces also use this form of movement, but this must be stated within their profile if they do.

Loose moving pieces have the advantage of using their movement to freely change their formation, whilst moving or staying in one area of the gaming board. This advantage allows loose moving pieces to snake around obstacles, or form one of many formations such as a thin line, which can protect troops behind them from missile shots. In example 'D10' are just a few of the different formations these groups can form.

Players should 'really' move each and every model in a loose moving group one at a time, to shift them to a new location on the gaming board. However, players often use a form of movement called '**Moving from Front to Back**', which is much quicker and is totally acceptable within the rules. As the name suggests, move the leading model in the group first to its new desired location on the board, using point to point movement as normal. Afterwards, move the last model in the group up to its own end point, which should be some way behind the leading model. This should leave a biggish gap between the two of them, which is to be filled with the rest of the group's models. At the end of this move, all the group's models' bases should be touching each other. If not, the move has failed, and must be reworked again to both players satisfaction.

With the exception of '**Chariot Units**', all models in a loose moving group must have at least one base touching another from their grouping at all times, whatever formation they are in. To learn more about 'Chariot Pieces' turn to page 63.

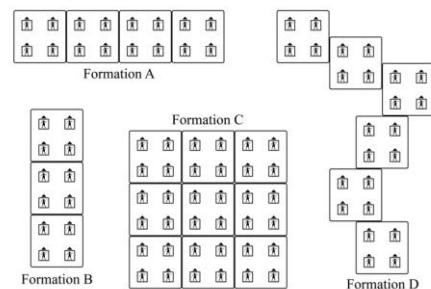
Note: Nearly all types of loose moving pieces have their own special rules within their sections of this book and; where different, those rules replace the ones described in this chapter.

Loose Moving with Individual Models

Individual models can travel around on the gaming board much more freely than even loose moving groups do. Therefore, all solitary models of any size can finish their point to point move facing in any direction they wish.

Note: Providing the entire representation is contained on one base, it counts as one individual model. So this rule above applies to characters mounted on a large beast or a steed.

D10 - Loose Moving Formations



If a solitary model is no bigger than 30x30mm it may move through friendly groups of models, but must travel at half pace and cannot charge, dash or cast magic whilst moving through them.

If a character is forced to share a space with another friendly piece, simply place the hero models on top or over lapping them. If a character is sharing a space with a friendly piece, which is in combat, the hero cannot fight, even if they are in base contact with the enemy. The character is free to move off out of the combat in their movement phase. If the ally piece flees and their pursuing enemy hits the character sharing a space with them instead, this will count as an '**Unintentional Charge**' upon that character, as explained on page 35. Or instead, the character could be in danger of being '**Marched Over**' by the pursuing enemy piece, as explained on page 31.

Flying Pieces

Depending on how they are arranged, all pieces that can '**Fly**' use loose movement for either 'groups' or 'individual models' to travel around on the board, with the following additional rules explained underneath.

Pieces that can fly will have this indicated within their movement value's stats, which will have one value for their normal ground movement, and another one for how far they can '**Fly**' on the battlefield.

Flying pieces can end their move whilst still flying, or they can instead come down and land. Whatever they do, this must be declared to the other side if they are still '**Airborne**' or not.

However, if a flying piece takes off during its turn, it cannot land or charge an enemy on the ground in that same movement phase.

If a piece is airborne, then they are always presumed to be flying at **6 inches** above the board's ground level. If they fly move over another airborne piece, they always fly over them by another 6 inches. They will never fly under another airborne piece. The height that airborne pieces fly at is really important to know for working out the ranges of spells, missiles and other game effects' ranges like '**Fear**' or '**Cowardly**' that could affect them. This is because the height of a flying piece flies at, has to be taken into account when working out the range of a game effect. The rules for 'Fear' and 'Cowardly' pieces are explained on page 66.

Flying pieces can move over all obstacles on the gaming board, even impassable terrain without suffering any movement penalties.

Whilst a piece is airborne, it **CANNOT** block awareness ranges of other pieces, nor can it stop other piece's moving on the ground, flying or even charging past it.

If a flying piece ends its move whilst still in the air, it can be placed on top of all ground based obstacles as it passes or hovers over them, which could include; impassable cliffs, tall walls and even other enemy pieces.

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On the other hand, whilst still airborne, a piece cannot use any kind of scenery to hide behind, which might otherwise stop them from being targeted with shooting or magic, as they would really be flying to high to use it as cover.

Also, whilst a flying piece is up in the air it cannot be charged by any enemy which cannot fly themselves, but it still can be targeted with shooting and magic as usual. However, other enemy flying pieces can still charge it and fight it in the '**Combat Phase**' as normal. Turn to page 41 to learn more about the 'Combat Phase'.

If a flying piece is slain in an air combat or shot down, it will come crashing down to the ground, and could squash all beneath it. Therefore, if a slain flying model has 6 or more life points, all models underneath its 'base' are hit once automatically, suffering -3 to their toughness save. This automatic hit has a damage range of 1-3.

If the flying beast or war machine has a rider or riders, they too will also come crashing down to the ground with an almighty thump! In the crash they will take D6 automatic hits, with each hit deducting -3 to their toughness and agility saves. This automatic hit has a damage range of 1-3.

Note: As explained on page 69, the rider cannot use the beast's agility to add to their save in this instance if it is dead.

If a flying piece chooses to end its turn on the ground, it cannot land on impassable terrain, another friendly piece, nor can it settle on terrain features which are too small to support its base. Therefore, if a flying piece cannot land for those reasons just described, it must come down elsewhere on the board or remain up in the air.

If a flying piece lands directly on an enemy unit, it does not count as a charge into combat. Instead it is automatically '**Engulfed**' by the enemy, and both sides will fight each other as normal from there. If the enemy cannot engulf the flying piece because it is an individual model for example, then the flying piece is moved to the enemy's front instead, and the two sides will fight each other as usual from there. To learn how to 'Engulf' a piece in combat turn to page 30.

★ Shooting from or at Airborne Pieces

Shooting off or at an airborne piece is explained on page 37 and 38.

★ Flying 'March Overs'

See page 31 to learn how flying pieces can use the '**March Over**' rules.

★ Exhausted Flying Pieces

To see the rules for '**Exhausted**' flying pieces, see page 69.

Dashing

All pieces capable of motion may add a '**Dash**' bonus on to their move. This special bonus extends a piece's movement by D3 inches. For instance, a unit with a movement value of 7 inches dashes. The unit's controlling player rolls a D3 and scores 2 inches worth of bonus dash movement, which extends their piece's total move up to 9 inches.

A dash move must first be declared to the other side, before the affected piece is moved. It cannot be added on afterwards, unless a piece fails to reach its target on a charge, where all pieces will automatically start to dash.

The dash bonus can be applied to all forms of movement, apart from fleeing and pursuing.

Each time a piece dashes it suffers 1 '**Exhaustion Counter**', as described on page 69. When a piece is exhausted, it cannot dash at all until it has 'rested', which is also explained on page 69.

A missile piece can '**Move & Shoot**', as explained on page 37, but it can never dash move and shoot.

Charging the Enemy (DC)

Only the pieces which have been ordered to charge by their controlling player at the start of their movement phase, can attempt to make a charge move.

Before moving a charge, all pieces must check if their intended target is in their '**Awareness Ranges**' first. If not, no charge move can be made. However, as the piece would never have noticed its target in the first place, it would not have charged it. This means the piece may make another normal move instead, if its target is out of its awareness ranges, but it cannot charge another piece until its next turn. To learn more about a piece's 'Awareness Ranges', turn to page 15.

To move a charging piece, simply plot out the point to charge to upon the enemy, and then move it up to them, which is demonstrated in example '**D11**'. All pieces can only ever charge in a straight line. So a piece can never use more than one point of movement to move a charge. Once a piece reaches its target, it will stop charging and enter into '**Close Combat**' with them. Combat is covered in the 'Close Combat' chapter on page 41.

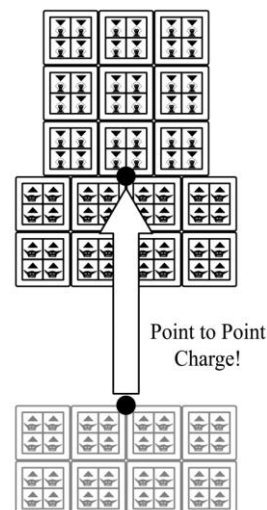
If the enemy is still out of range of the charging piece it will always '**Dash**' move to try and make up the distance. If the charging piece is still out of range, it must still be moved up to the point it reached before it ran out of movement. Furthermore, in the piece's following movement phases, it will keep on charging, and if necessary dashing towards its target, this is until it engages its enemy in combat. However, a charge can be halted, or will have to end for the following reasons underneath:

- If a charging piece becomes '**Exhausted**', it will halt its charge. See page 69 for more details on 'Exhaustion'.
- If there is no room to fit into combat, a piece will halt its charge.
- If a charging piece's target has moved out of its awareness ranges, or its target has moved off the board, it will stop charging.
- If a charging piece's path is blocked by one or more obstacles larger than 30x30mm, or if that obstacle could harm it in some way, it will stop. To clarify further, if a charging piece has to turn more than once during its turn to catch its target whilst making its charge move it will halt its charge.
- A piece may take a '**Deviancy Check**' before it moves its charge to stop it from moving any further. If passed, the piece will halt there; otherwise it will keep on chasing after its target.

DON'T FORGET TO DECLARE CHARGES!

Remember, if you forget to declare a charge with any of your pieces, you have missed your opportunity and must wait until your next turn to charge.

D11 - Point to Point Charge



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If a charging piece halts for any of the reasons given above, it will stop where it is. Or if an obstacle blocked its path, it will stop charging 1 inch away from it. Once a piece has stopped charging, it can use its remaining motion as normal, but it cannot charge again that turn.

If a charge move hits a different enemy instead of its original target, refer to '**Unintentional Charges**' on page 35.

If a charge hits a '**Fleeing**' piece, that target is totally destroyed, and is removed from the gaming board. After hitting its target the piece stops charging, but will immediately gain a bonus '**Wipe Out**' move, as described on page 34. The rules for '**Fleeing**' are on page 33.

Redirecting a Charge (DC)

Instead of stopping or halting a charge, a charging piece can choose to take a deviancy check to redirect their charge at another target. However, a charging piece can only do this providing they do not have to turn sharper than 45° forwards. If the check is failed, they must keep on charging at their original target or stop if they cannot charge any further as explained above.

Loose Moving Models Reaching their Target on a Charge

Sometimes when a loose moving piece dives into combat, only a few of its models can reach its target in that turn. Those models will have to be moved to where they reached on their charge, and will have to wait until their group's second round of combat to be moved into fight.

Note: For those models that do not reach their target on a charge move, if they have a special charge bonus or a 'first round of combat' bonus, it has been missed.

Charging a Charging Enemy Piece

When a charging piece is charged itself, both pieces count as being charged by each other at the same time. Therefore, all bonuses for charging into combat apply to both sides, such as combat modifiers for charging in with '**Spears**' and '**Lances**', which are discussed on page 72.

Fitting into Combat

Sometimes, there is simply not enough room for large groups of charging warriors to fit into combat, because of obstacles or other friendly troops just getting in the way.

Therefore, in these instances it is necessary for a charging unit or a loose moving group to slim down their formation to fit into combat. Otherwise, they would just have to stop short of hitting their charge target. To slim down a charging group, simply remove its models from its sides that will not fit into combat, and put them at the back of that group for now. Example '**D12**' on the right demonstrates this in action, where a unit of Goblins slim down to fit in to combat.

A unit which has had to slim down to fit into combat will always return to its original formation as soon as space becomes available to do so, even if the unit is still fighting. Reforming back into a piece's proper formation will not cost it any of its move.

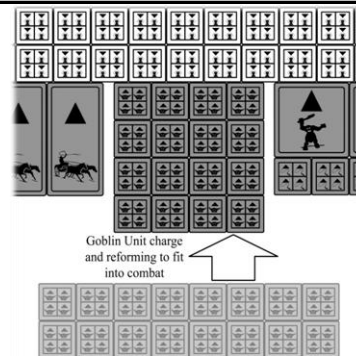
Note: Enemy pieces are not counted as 'obstacles' when charging into combat. Therefore, a piece will not slim down to avoid an enemy on a charge. In these cases refer to '**Unintentional Charges**' on page 35 for the full rules on this subject.

If a unit has to slim down to less than 3 models wide, it will suffer from '**Flimsy Ranks**', until it can expand back out again. 'Flimsy Ranks' are explained on page 44.

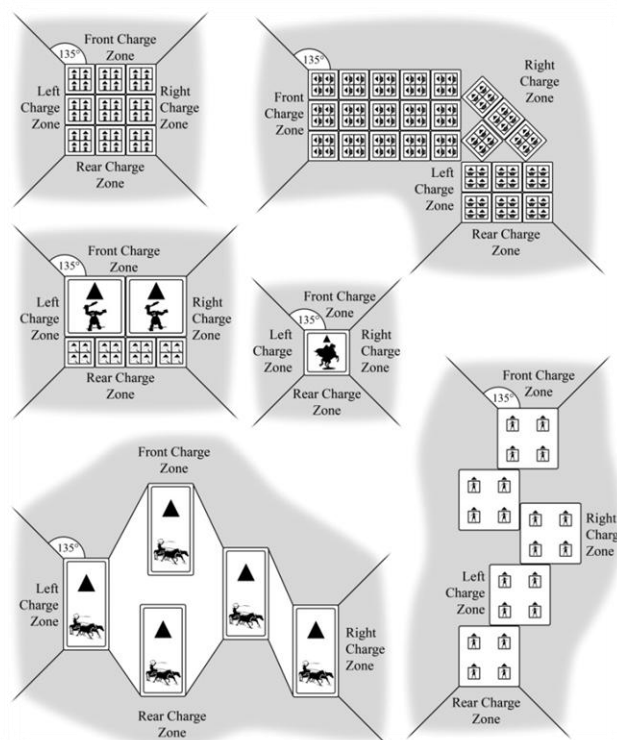
Where a Charge Lands on the Enemy

All gaming pieces have '**Charge Zones**', and depending on where a charge

D12 - Units fitting into Combat



D13 - Charge Zones



lands upon it, it can cause it to suffer heavy penalties, which could force it to flee in the battle stress phase later on in the game.

To work out where a piece's charge zones are, the area around the piece is divided into four sectors, and they are a '**Front Zone**', two '**Flanking Zones**' and a '**Rear Zone**'. Just a few of the different configurations of charge zones around every piece are demonstrated in example '**D13**' on the right.

No matter the shape of the piece, by using a protractor players can measure 135° from each corner of its base to find where the exact border for each charge zone is. This can be different from piece to piece as example D13 demonstrates, but it's still not hard to work out. For instance, the unit of skirmishers in the example has used the last model in their group to work out where its rear charge zone boarder is. Or the skirmishers have used their furthest left and right models to work out where their left and right charge zones are.

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Depending on which zone that the charging piece's middle front point is in, will determine where its charge will land on its target. For instance, in the example 'D14' on the right, the beast's middle front point is clearly in the front charge zone of its target, and so that is where its charge will land upon them. Or, the square unit of Elves in the example will hit the Goblins in their left flank on a charge, because the Elves' middle front point is in the Goblins left charge zone.

Note: Charging and fighting an enemy piece in its 'Rear', 'Right' or 'Left Flanks' as explained on page 44 will make the enemy suffer additional 'Battle Stress' and award the charging piece with the 'Strikes First'. The 'Strikes First' special rule is fully explained on page 43, and all 'Battle Stress' modifiers are explained on page 46.

Moving Mass Charges into Combat

Often more than one piece at a time will charge into combat. In these cases, the charges should be moved to allow as many pieces into combat as possible. Furthermore, multiple charging pieces should also be moved in such a way that when 'Squared-up' in combat, which is explained underneath, they will approximately share the combat space equally.

Pieces that cannot fit into combat, because of other friendly charges taking up all the space, will halt their charge 1 inch from the friendly piece which stopped it from completing its charge.

Squaring-up (DC)

After charging, the attacking piece must always move itself into a position to get as many models into combat as normal, which is call 'Squaring-up'.

The attacking piece must make all the squaring-up moves, whilst the charged target must remain still, unless the squaring-up is the result of an 'Unintentional Charge' or 'Clipping', as explained on page 35.

After a charge, a piece will **always** square-up by 'turning into' and 'sliding-up to' its target to get as many of its models into combat as possible! *Turning into* and *sliding-up* do not cost the attacker any movement. Loose moving pieces will even lap their models round a target to square-up to them fully, providing those models have enough movement to do this after a charge. If not, put those models at the back of the group, and lap them round at the beginning of the next round of combat.

A piece will never suffer battles stress for fighting enemy models in its flanks or rear, if they have lapped round to get into that position.

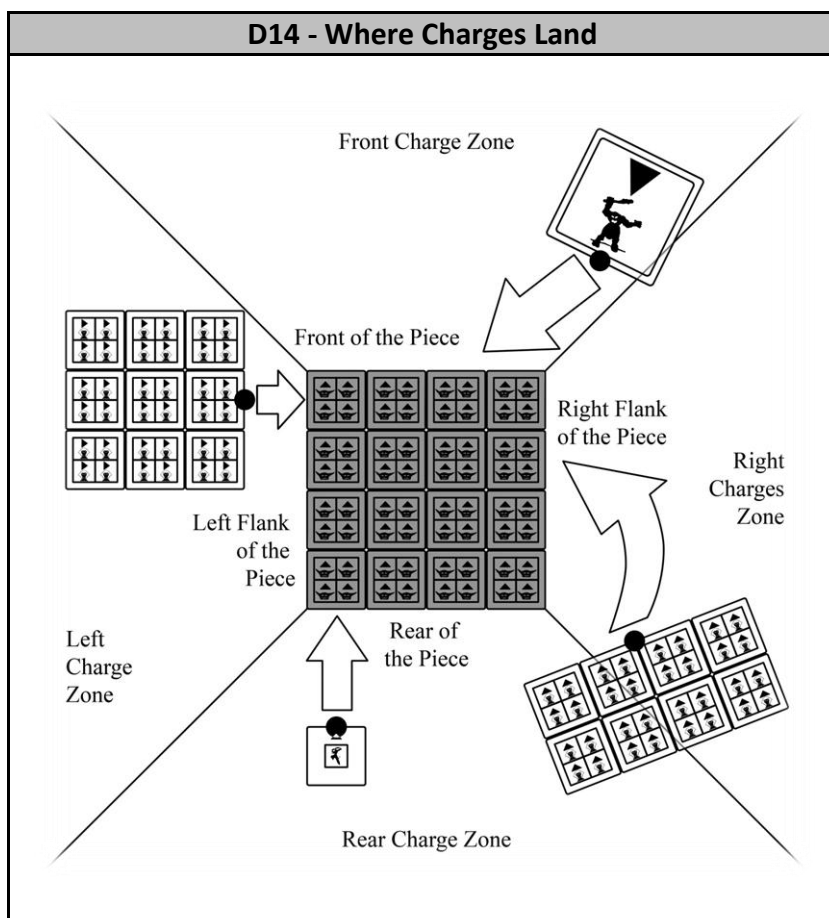
If a piece was attacked in its rear or flanks, at the start of its second round of combat it will always turn and face its opponent, unless it is engaged on another side. A charged loose moving piece may even overlap it with its own models.

If a loose moving piece's models fan out to square-up and they spill on to other enemies, that piece is now in combat with them too.

However, the controlling player of a loose moving piece may attempt to stop its models from spilling over on to other enemies, by taking and passing a **Deviancy Check** to do so.

If passed, the loose moving piece will stop lapping round half an inch away from all other enemies that they did not what to target on their charge. Otherwise, its models will lap round as normal, hitting as many new targets as it can.

D14 - Where Charges Land



Once a piece has all of its front models fighting in combat, it will **NOT** square-up anymore, and will even stop other pieces around them from fully squaring-up too.

On the next page is example 'D15', which demonstrates 3 typical scenarios of how pieces can square-up to each other in combat. Example A demonstrates the most common kinds of squaring-up moves, 'Sliding-up' and 'Swinging round'. The left unit of Elves have hit the Goblins, but have to slide right to fully square-up to them. The other unit of Elves have also hit the Goblins, but have to swing round to fully square-up to them in combat. Example B shows a loose moving group of skirmishers squaring-up to a mounted character. As the skirmishers have plenty of movement left over from their charge and have a combat front which clearly out extends the hero, they have lapped all their spare models round him. If those models didn't have enough movement left to reach round, they would have to be put at the back of their group, and wait until their next round of combat to be moved into fight. Example C demonstrates a loose moving group of skirmishers getting charged by a unit of Goblins. The skirmishers cannot move in the first round of combat, as they were the ones who were charged, but the attackers have done their best to square-up against them in combat. Also, the small spaces between them will not stop them from hitting each other in combat.

Note: When a group laps its models round an enemy, its charge zone will change with its new shape. So, if a loose moving group completely encircles an enemy, all the space outside the combat will become its rear, which would leave it very vulnerable to being charged by an enemy. This is demonstrated in example B, where the skirmishers have surrounded the mounted hero. So, if the skirmishers were charged by an enemy that would count as a rear attack upon them.

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Squaring-up onto a Unit's diminished Back Rank
Often unit pieces can have diminished back ranks, with fewer models in that rank than the ones in front of it. For the purposes of squaring-up to get as many models into fight as possible on a unit's diminished back rank, this area is always played out as if there was a full rank of models there, even if there is only one there. Therefore, if a unit is attacked in this area, both sides can all hit each other as if there were the unit's models filled into those empty spaces to fight.

Engulfed

If a piece is fully '**Engulfed**' in combat with enemy models all the way around it, like it is demonstrated in example D15-B on the right, it must immediately take a break check. If failed, the piece will panic and be totally destroyed, and must be removed from the game. If passed; the piece becomes '**Unbreakable**', until the ring of enemy models around it has been broken and it can see its way out of combat again. If a piece is already unbreakable, it will not take this check. 'Unbreakable' is fully explained on page 67.

Note: When an engulfed piece takes its break check, they must take into account all the battle stress modifiers which might affect them at the time. Such as being '**Overlapped**' all the way round them by the enemy, which would make the engulfed piece suffer +6 battle stress. The rules for being 'Overlapped' are explained on page 43.

Pieces that engulf and instantly destroy their enemies in combat, receive a '**Wipe Out Move Bonus**' as describe on page 34.

If a piece is engulfed which is vulnerable to being '**Marched Over**', as described on the next page, it is instantly killed outright and removed from the game.

Note: As all models in an engulfing group will turn inwards to face their enemy, all of its outer sides will now count as its rear. So if a group has engulfed an enemy and is charged in any of its outer sides, it will count as a rear attack and it will suffer +5 battle stress.

★ Units Engulfing an Enemy

To learn how units can engulf their enemies turn to '**Units Engulfing an Enemy**' on page 55.

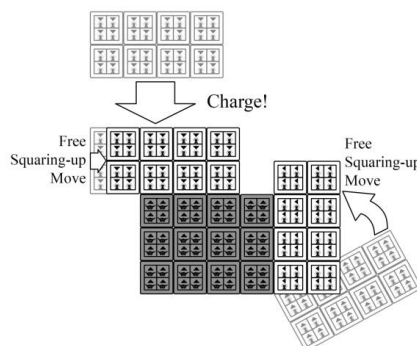
Counter Charges (DC)

There are a few reasons why bands of warriors will counter charge an enemy. Some War Lords will use this manoeuvre to their advantage, tempting their foes out of their army's front line, so that they become an easier target to pick off. The other less disciplined and more predictable warriors, who won't just stand by and watch their comrades have all the fun, will always break from their ranks and overzealously dive into combat. These fools never realise they are falling into the enemy general's trap, doing just what he wants them to do, breaking them off from their main lines, and making them easy targets to pick off.

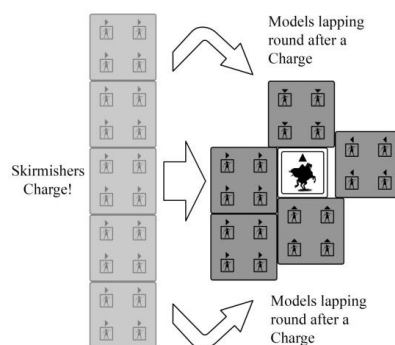
Provided a piece does not move or shoot during its last turn, it is eligible to make a '**Counter Charge**' at an enemy, which has charged a nearby friendly piece. This manoeuvre is preformed at the end of the enemy's movement phase, after they have moved all their pieces.

D15 - Different Types of Squaring-up

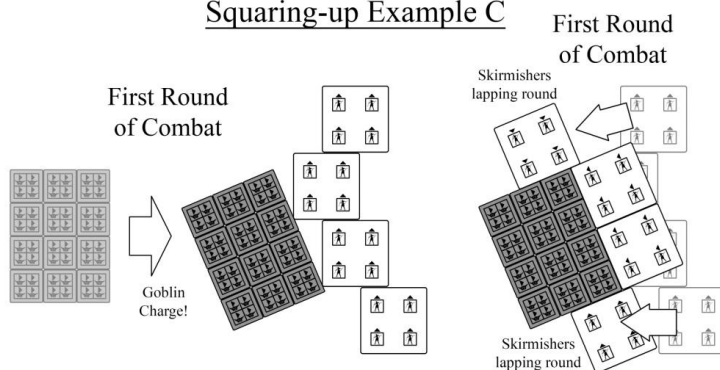
Squaring-up Example A



Squaring-up Example B



Squaring-up Example C



Before making a counter charge, the piece must have its charge target within its awareness ranges, and it needs to take and pass a **Deviancy Check** first. If any of these criteria cannot be met, no counter charge can be made.

Pieces that are charged themselves, cannot counter charge.

Barring infantry, an enemy piece that charges 10 inches and more into combat, cannot be counter charged, as that combat could be over in moments.

Other than the rules above, a counter charging piece follows all the normal rules for making a charge upon an enemy.

If possible, pieces which suffer from '**Hatred**' and '**Frenzy**', as described on page 65 must always counter charge enemy pieces, and will never take a soldiering check to perform this manoeuvre.

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Falling Back (DC)

Rather than stand their ground and fight to the bitter end, most pieces have the option of **'Falling Back'** to avoid combat.

Most pieces can fall back; those which cannot are pieces still charging, war machines and other pieces that suffer from **'Frenzy'** or **'Hatred'**, as described on page 65. However, no piece can fallback if their attacker only has to use half or less of their full movement to charge them, without them having to **'Dash'**, as explained on page 27. This is because they would not have the time to react to that danger. Furthermore, a charging enemy must start off their charge within a piece's **'Awareness Ranges'** first, before that piece can make a fallback move to escape them. Therefore, a piece can never fallback from an enemy it cannot sense coming. Refer to page 15 to see the full rules for gaming piece's **'Awareness Ranges'**.

The fallback order must be issued immediately after a charge has been declared upon a piece, and not after it has been moved. Furthermore, a piece may also issue a fall back move, if it looks likely they are going to be hit after an enemy **'Overrun'**, **'March Over'**, a **'Wipe Out Bonus'** or a pursuing move. In these instances, the fall back order must always be issued before working out if the enemy's move will hit them or not. The full rules for **'Overrunning'** a piece is explained on page 34, **'March Overs'** are discussed on page 31, and making a **'Wipe Out'** move is explained on page 34.

To make a fallback move the piece must take and pass a **Deviancy Check** first. If the check fails, the piece cannot fall back at all, and must stay there and take the charge as normal. If passed, turn the piece around to face in the opposite direction of its charging attacker and move it 2D6 inches away from its enemy. If a piece has a movement rating of 12 or greater, it will fall back 3D6 inches instead. If the falling back piece can fly, add another D6 to its move, and it will always end its turn airborne.

If the attacker's charge still reaches and hits the falling back piece, it counts as being charged in the rear, and they will both go on to fight in the next close combat phase as normal.

If the charging piece fails to reach their falling back target, it will keep charging after them as normal. However, the pursuing piece can choose to **'Redirect their Charge'** at another target. If the charging piece is still charging from a previous turn refer to **'Redirecting a Charge'** on page 28 and follow the rules from there. If this is the piece's first charge move towards the falling back piece, use half of its movement to move it towards its target and take a deviancy check. If passed, the charging piece can redirect its charge towards another target, providing it does not have to turn sharper than 45°. If it fails its check or there is no other target in its range, it will have to keep on charging at its original target as normal. To learn how to halt a charge, refer to page 27.

If there is no room available for a piece to fallback, then it may not fall back at all. Or if there is room, but the falling back piece runs out of space whilst retreating, they must stop 1 inch away from whatever stopped them from falling back fully. However, the board's border will never stop a piece from falling back off its perimeter. If this happens, refer to **'Moving off the Board'** on page 35 and follow the rules from there.

After falling back, and providing the piece has not been caught by the enemy, it will reform up again, and can be turned around to face in any direction its controlling player wishes. In the piece's next turn it can go on to move, fight, cast magic, etc as normal, but it cannot fallback again until the turn afterwards. This means a piece cannot keep on falling back from turn to turn, as it must wait for one turn to pass before it can make this manoeuvre again.

Note: Flying pieces cannot be caught by ground pursuing pieces even if they outrun it. However, if the pursuers can fly themselves, then the falling back piece can be caught as normal.

March Overs!!!

As great as some heroes are, there is very little they can do to halt hundreds of warriors marching over them, unless they have at their disposal some really immense stopping power!

A **'March Over'** move is when a piece literally moves over an enemy or away from them out of combat using any normal mode of movement.

All pieces that have a total of 2 attacks or less can be marched over. However, only the following pieces can make a **'March Over'** move.

- Mobile war machines, mounted beasts and beast units which must all have a total of 6 or more attacks can make a march over move. When counting attacks for the march over rule in a beast unit, the beast masters' attacks are ignored.
- Units or mobs of infantry containing 10 or more models can use the march over rule.
- Cavalry units made up of 5 or more models can use the march over rule.

Any form of movement can be used to make a march over move with a slight exception of flying. Flying pieces may move out of combat using the march over rule as normal, but they cannot fly over vulnerable enemies to march over them. However, if a flying piece **lands** directly on an enemy piece vulnerable to this rule; that is classed as a march over, as that foe has just been squashed flat!

Note: A target of a charge can never be marched over. This is because its enemy will stop moving to fight them as soon as they get to them in combat. However, if a piece that is vulnerable to being marched over gets in the way of an enemy charging another target, they will count as being marched over as normal.

Pieces vulnerable to the march over rule can find some protection by staying within 3 inches of a friendly unit or group of loose moving models. These pieces cannot be **'intentionally'** march over by using normal movement. However, they can still be marched over by the enemy charging or pursuing over them, or moving out or over them in combat.

Furthermore, pieces that are vulnerable to this rule can **'Fall Back'** as normal to avoid being marched over, as described on the left of this page.

When a piece is completely marched over, it is killed outright and removed from play for the rest of the game. This does not count as an **'Overrun'**, and no other bonus of any type are awarded for marching over that enemy, other than the piece finishing off its normal move. In fact, a piece which marches over another, does so if it's victim was not even there in the first place.

However, for a piece to be killed outright by a march over it must be completely moved over; if any of its base is spared, it will survive. If some of the enemy's base is still under or just touching the marched over piece, both are moved in a fair and sensible manner into combat with each other, and will fight in the following combat phase. Keep in mind though, rather than fighting, the enemy may choose to march over them again...

Note: Some pieces have changing attack values, which could stop a piece from being marched over. For instance, a character could be carrying a magic weapon, which gives its bearer an extra 1D6 worth of attacks. In these instances, roll out the bonus attacks before the march over move is declared and if the score lifts the attack value above 2, the piece cannot be marched over. Otherwise, that piece can be affected by this rule as normal.

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Splitting-up & Remerging Groups of Warriors

When the enemy is marching towards you on two separate fronts, splitting up your force to face each of them individually can really save the day. However, getting this manoeuvre wrong can leave a unit in a real shambles, and more vulnerable to attack now than ever before.

Splitting-up a Group of Warriors (DC)

All groups of models may split-up into two smaller ones. This is providing the two new groups created will have enough models within each one to satisfy their number limits, which is indicated in their profiles.

To split-up a group of models, first declare the split manoeuvre. Unit pieces must always take a **Deviancy Check** first to see if they can separate properly. If the check fails, the unit does not split, and is left in a shambolic state from the attempt. As a result, the unit will suffer from '**Flimsy Ranks**', as described on page 44, and it cannot move for the rest of that movement phase.

When a group splits-up into two new ones (for units, this is providing they passed their deviancy check first) they must be touching each other to start off with, but can be turned to face in any direction their controlling player wishes.

The two new group's composition, such as their numbers, characters and the command piece can be shared out and arranged between the two new forces how their controlling player likes, providing it is still within their groups' rules of course.

The splitting-up manoeuvre costs both new groups their entire move. If a group of models has already moved during its turn already, it must wait until its next movement phase to attempt this manoeuvre instead.

Remerging back together

Groups that have split-up from each other may rejoin back together, simply by moving them together on the gaming board, using normal movement. However, the two remerging units must have at least half of their move left to do this, as this is the cost of this manoeuvre in movement.

After the remerging manoeuvre is complete, the reunited group may be reshaped and faced in any direction its controlling player wishes. Also, providing the reunited group has some movement left, it may move off.

If the reuniting groups have different amounts of '**Exhaustion Counters**', always use the one with the highest amount, and subtract 1 counter from that score. For instance, one group has 1 exhaustion counter and reunites with its other half, which has 3. So when joined back together, they would have just 2 exhaustion counters in total. Turn to page 69 to learn more about 'Exhaustion Counters'.

Reinforcing Units (DC)

When your lines are weakening and the enemy is about to burst through, it's a good idea to reinforce those wavering lines with fresh troops, which will greatly help those crucial points to holdout just that little bit longer.

This tactic is called '**Reinforcing**', and only units of infantry, which also must have the same sized model bases, can reinforce each other in battle.

To perform this manoeuvre, simply move up another friendly unit behind the one what needs to be reinforced so that they are touching each other. After the move, arrange the reinforcing unit's models so that they are parallel with the unit they are backing up. This process is demonstrated in example '**D16**' from stages 1 to 2.

With new troops rushing in behind them, a unit in combat that has been successfully reinforced may still panic. Therefore, the unit that is being reinforced must immediately take and pass a **Deviancy Check** to avoid this. If the check is failed, the unit which is being reinforced immediately panics, and is destroyed! Removed the entire unit from the game, and any other special pieces it may contain, such as its characters or its command piece, etc. The empty space left is immediately filled in equally with both sides' troops, which are also now in combat with each other. If the enemy cannot fill in the gap left, because they are still locked into combat elsewhere, the space is totally filled-in with the reinforcing unit's models instead.

If the test is passed all is well and the unit is reinforced.

There is no limit to how many times a unit can be reinforced. However, for each reinforcement the unit will suffer -1 to its soldiering value, until it divides back into its original groups. If a piece has being reinforced many times and fails its check all of those units are destroyed, just leaving the unit that caused the panic to fight on.

A reinforced unit is effectively one group, which moves and fights as one. However, reinforced units can only use one command piece between them. If both command pieces are magical, their controlling player must pick one to play with, whilst the other has no further effect for as long as they are together. Furthermore, both units will keep their own exhaustion counters separated. Also, missile and magical hits must be divided up between the different groups in the reinforced unit fairly. The '**Missile Hits Dispersal Chart**' on page 38 demonstrates how to do this. Magic that affects a whole unit will affect an entire reinforced group of warriors as one piece.

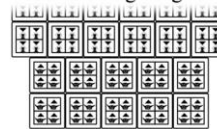
As normal, a reinforced unit will always use the highest soldiering value in its group for all checks in the game.

In combat, when the old models are lost from the reinforced unit, it is not necessary to fill in each and every space created with new warriors from the fresh unit behind. This would be too fiddly and time consuming to be practical. Instead, as each row of old troops are finished off in combat, slide up the fresh unit behind them, until they are the ones in combat with the enemy. As demonstrated in example D16 stage 4, as soon as the old models have been cut down in combat, enough to leave a space for the fresh models behind them to get a clear view of the enemy, they can fight.

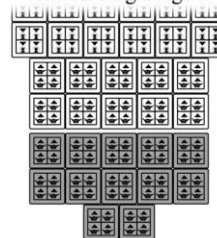
For the purposes of counting ranks for '**Buckling**' or any other reason, simply count the ranks as normal. With the models at the front and back of the entire

D16 - Reinforcing

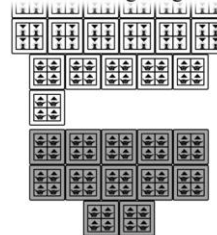
Reinforcing Stage 1



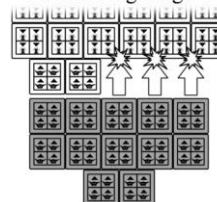
Reinforcing Stage 2



Reinforcing Stage 3



Reinforcing Stage 4



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reinforced unit, add them together to work out if they will equal a rank or not. For instance, referring back to example D16 stage 3, in the entire unit of Goblins, we can count enough models to work out that it has 3 ranks. 'Buckling' is described on page 44.

The old reinforced models will fight on to the bitter end, and will not become an 'It' and disappear off the board, nor will they buckle thanks to the support from their comrades behind them. To learn how a unit becomes an 'It', see page 54.

Characters in Reinforced Units

For a character to get into combat in a reinforced unit, they can either wait for their rank to begin fighting, or they can choose to use the rule '**Characters Joining Groups of Warriors**'. This is where the character can move through the unit and fight where they want, and this special rule is described on page 60.

Note: A concealed 'Halfwit' in a reinforced unit in combat may appear anywhere in the group or keep themselves hidden as normal. To learn more about 'Halfwits', see page 59.

Awarding Victory Points for Reinforced Units

When working out victory points for a reinforced unit, the original unit and all the others reinforcing it are treated as separate pieces. For instance, if over half of a reinforced unit has been slain, but the other one reinforcing it from behind has taken no casualties, the enemy will only receive victory points for killing half of the leading unit in that group.

Hand Weapons in a Reinforced Unit

All models in a reinforced unit will use their hand weapons as normal, with the exception of models armed with the 'Pike'. The Pike just will not work in these units, because this weapon requires high levels of unit cohesion, which reinforced units just don't have. However, once the group of models which use the pike have broken away from the reinforced unit, they will use their pikes as normal. Refer to page 72, for the full rules on this weapon.

Dividing up an Reinforced Unit (DC)

To divide up a reinforced unit, first take a **Deviancy Check**.

If the soldiering check is passed, the group splits back in to its forma units. Both must be reformed back into their original formations, and left one behind the other, just like there were before they linked together. After which, they may move away from each other using normal movement.

This manoeuvre costs no movement, and so is free to perform.

If the check is failed, the reinforced unit will not divide up; instead it will suffer from '**Flimsy Ranks**' and cannot move for the rest of its turn. 'Flimsy Ranks' is explained on 44.

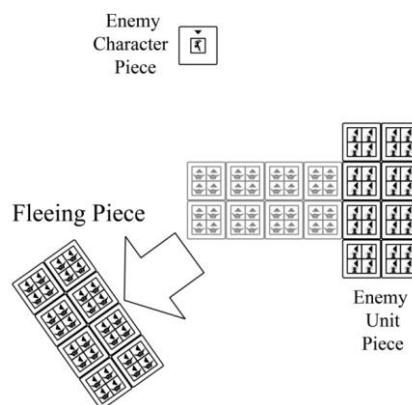
Note: Dividing up a reinforced unit in to its original ones will also remove the -1 soldiering penalties for reinforcing, which will restore it back to its normal level.

Fleeing

All pieces that fail a break check, bravery check, and some deviance checks will have to immediately make a '**Flee**' move to get away from whatever caused them to take that check as fast as they can, to save their pitiful mortal lives.

Making a flee move can happen at any point during a game, not just in the movement phase. When pieces do flee, nothing will stop them from heading off the battlefield, so they will even break out of combat to do so.

D17 - Making a Flee Move



To make a flee move, move the fleeing piece 2D6 inches in the opposite direction of all enemy pieces around them, no matter how great or small they may be. A typical 'Fleeing Move' is demonstrated above in example 'D17', where a group of Goblins break from combat to flee and run in the opposite direction of the Elf hero and unit. If the fleeing piece has a greater movement rating than 12 inches add another D6 to its fleeing move. If the fleeing piece can fly, add another D6 to its fleeing move, and it will always end its move airborne. A fleeing piece will keep moving in a straight line until it either leaves the gaming board, is destroyed or if it manages to '**Re-rally**', which is explained on the next page under '**Re-rallying**'.

If the fleeing piece's path is blocked by an impassable terrain feature or by a friendly or enemy piece, it will change its course and head straight towards the nearest table edge. It will always pick the straightest, quickest, easiest and safest route which will avoid all enemy pieces if possible to escape off the board.

Note: Flying pieces will always flee over impassable terrain with no problems, so will not have to avoid them when they are running for their lives.

If a fleeing piece becomes trapped or is unable to flee any further, because for instance there is nowhere for it to run, the piece is destroyed and removed from play for the rest of the game. This also includes all its smaller models that it may contain, like characters and other special models.

If a piece is charged or caught by a '**Pursuing**' piece whilst it is fleeing, it is totally destroyed and removed from play, along with any other special models it may contain. To learn how to 'Pursue' an enemy piece, see '**Pursuing Pieces out of Combat (DC)**' on the next page.

Note: Flying pieces cannot be caught by ground pursuing pieces, even if they outrun it. However, if the pursuing or charging piece can fly, then the fleeing piece can be caught and destroyed as normal.

Note: If a fleeing piece was destroyed with a charge, that charging piece gains a bonus '**Wipe Out**' move, as described on page 34.

Whilst a piece is fleeing it suffers +6 battle stress dice, and can do nothing, except flee move, take break checks and '**Scatter**', which is explained after '**Re-rallying**'.

Note: Often when a piece flees, it leaves behind many other pieces still locked into combat, which may need re-squaring up so as many pieces can fight as possible. This is classed as a '**Compulsory Re-squaring-up**' move and should be re-squared up immediately. 'Compulsory Re-squaring-up' moves is fully explained on page 35.

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Re-rallying

If a piece passes a break check whilst fleeing, it immediately re-rallies, and will no longer suffer +6 battles stress dice and can be used again as normal; fighting, moving or casting magic as it did before it fled. Once a piece has re-rallied it may be turned to face in any direction that its controlling player wishes. However, it cannot move from that spot until its next movement phase, and must return to its original shape it had before it fled, as much as possible.

Scattering

After the first flee move, a piece will suffer the loss of 2D6 life points each time it makes another flee move. This is called '**Scattering**', and it represents fleeing warriors becoming more and more scattered and un-saveable as they head for safety. A piece will keep scattering until either it re-rallies or completely scatters down to nothing, leaving no models left in it to save.

Life points lost because of scattering hits **CANNOT BE SAVED**, and are dispersed amongst the piece just like shooting or magical hits are. To learn how to disperse these hits upon a piece, see the '**Missile Hits Dispersal Chart**' on page 38.

Pursuing Pieces out of Combat (DC)

If an enemy piece flees out of combat, then all those who were fighting it will automatically make a '**Pursuing**' move after them, unless they take and pass a **Deviancy Check** to hold their position. If a piece holds where it is, they can be turned to face in any direction their controlling player wishes, but cannot move from there until their next movement phase. Loose moving groups may also reorganise their models back into their original formation they were formed into before they charged into combat.

However, pieces can only pursue if they are freed up from combat altogether after their enemy has broken and fled. Otherwise they must remain where they are, and fight on. For instance, the example '**D18**' on the right demonstrates a small unit of Goblins breaking out of combat to flee. The large unit of Goblins have held their ground, and are still engaged with the Elves. Therefore, the unit of Elves cannot pursue the fleeing Goblins, as they are still in combat with their steadfast comrades. However, the character is no longer engaged in combat, so is free to pursue the fleeing Goblins as normal.

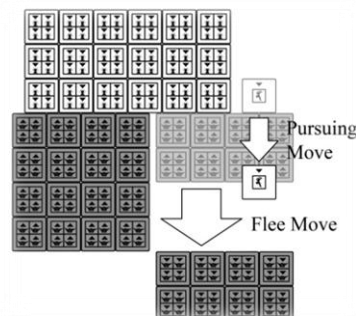
To make a pursuing move, move the chasing piece 2D6 inches after the fleeing enemy. If the pursuer has a movement rating of 12 inches or higher, then move it 3D6 inches after the fleeing enemy instead. If the pursuing piece can fly, add another D6 to its move, and it will always end its move at the same altitude as its target. So if its target flew out of combat, it will end its pursuing move airborne. Or if its target ran out of combat, it will always land at the end of its pursuing move.

If the fleeing enemy is caught, they have just been '**Overrun**' by the pursuer, which means they have been destroyed, and must be immediately removed from the board. This is demonstrated in example '**D19**', where a single hero pursues after a group of fleeing Goblins, overrunning them and destroying them.

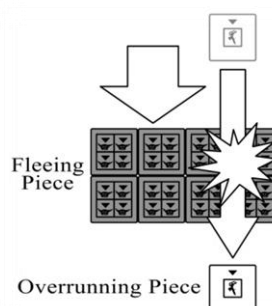
If the pursuer fails to catch the fleeing piece, they are moved up to where they reached, just behind them. If it is the pursuer's turn next, then they cannot move from that position during that turn. However, that piece can still turn round or pivot as normal.

Note: Flying pieces cannot be caught by ground pursuers, even if they outrun it. However, if the pursuers can fly themselves, then the fleeing piece can be caught as normal and destroyed.

D18 - Stuck in Combat



D19 - Overrunning an Enemy Piece



If any pursuing move hits another enemy target, instead of its original one whilst giving chase, refer to '**Unintentional Charges**' found on the next page for the rules on what to do next.

If a pursuing move takes a piece of the board, refer to '**Moving off the Board**' on the next page 35 to see the rules on what to do next.

Wipe Out Move Bonus

Sometimes in combat the enemy is wiped out before they have a chance to flee, either because all of their models have been killed off, or because a unit piece becomes a non gaming piece or an '**It**'. If this leaves the victor completely free from all combat, then all the pieces freed up immediately gain a '**Wipe Out Bonus**', which is 6 inches of free movement to spend as they wish. If the freed up piece has a movement value of 12 inches or greater, they gain 12 inches of free movement instead. This free move can be spent on any type of movement its controlling player wishes to use; they may even charge the piece into another enemy if they wish. Charging another enemy after wiping one out is classed as an '**Unintentional Charge**', which is fully explained on the next page.

Though '**Pursuing**' and '**March Over**' moves can destroy a piece instantly, pieces which achieve this do not get a wipe out bonus. However, a piece charging into a fleeing enemy piece will get this bonus if they catch and destroy that enemy. The '**Pursuing**' rules are on page 34, and '**March Overs**' are described on page 31.

Note: If a piece completely kills off an enemy in the first round of combat after charging and uses its wipe out move to hit another enemy, this is counted as one big continuous charge. Therefore, certain other rules such as the '**Soft Infantry**' rule and '**Lances**' might come into play. For instance, a piece that wipes out one enemy and then charged into another whilst they are armed with lances, they will get that weapon's bonus again. '**Soft Infantry**' is explain on page 45 and the rules for '**Lances**' are on page 73. Furthermore,

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charging another enemy after wiping one out is classed as an 'Unintentional Charge', which is explained on page 35.

Compulsory Squaring-Up Moves

One of the biggest philosophies behind this rule system is simply to get 'Everyone into Combat' wherever possible!

This is because all warriors in the mists of battle, surrounded by bloodletting and comrades dying all round them, would instinctively rush in and fight alongside their friends in combat. Of course you have the unique advantage of looking down and seeing this could put your larger battle plan in jeopardy, but you cannot control their actions, as you're not the one fighting in the thick of it.

Therefore, wherever needed, all pieces must be 'Squared-up' at **ALL TIMES** against their enemies, unless they are a loose moving group which is still moving into combat, as described on page 29.

This means that sometimes squaring-up will have to be done outside of the movement phase of the game. For instance, a piece could flee out of combat leaving a space where more surrounding models can cram into fight. So, if squaring-up is possible there, that gap will need to be filled in immediately with the models in that combat. Thus, if a space becomes available in combat, where more models will be able to fight if they are re-squared-up again, all affected pieces will do just that immediately. Both players must use their common sense, and work together to re-square-up the pieces in a combat, in an equal and fair manner. Example 'D20' demonstrates a combat correctly re-squaring-up itself, after a piece has broken out of that fight to flee.

Note: A piece that has all of its front models fighting has become locked into that combat, and so cannot be moved unless their enemy is completely wiped out or forced to flee. Thus, these pieces will **NOT** move to re-square-up, and will even stop other pieces around them from fully squaring-up too.

Unintentional Charges

From time to time, pieces will hit each other in an 'Unintentional Charge'. This could be the result of a pursuing move hitting another enemy instead of its original target, or a charge just hitting the wrong enemy by mistake.

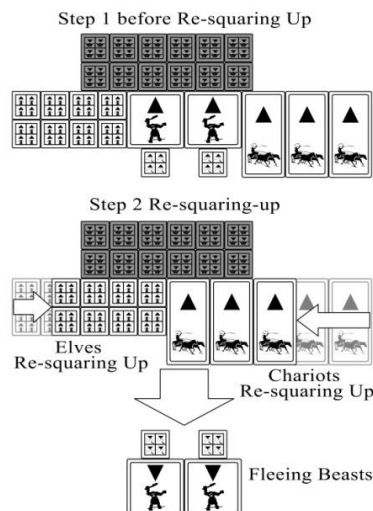
These 'oddball' charges still need squaring-up as normal, as just described above. However, if the piece hits a 'new' target and its middle front cannot reach it, this will still count as a charge, but both sides will need to square-up to each other instead of just the charging piece.

Any 'Clipping' caused by an unintentional charge, both sides will have to make half of the move each to square up to each other properly. There are no exact rules on how to do this, as each time this happens will be different from the last. As long as both sides do an equal amount of squaring-up each, and try to get as many models into combat as they can, it should be ok. For instance, example 'D21' demonstrates two players working together to square-up an unintentional charge, where the Goblins have just clipped the Elves by mistake whilst charging. What they have done is measured the Elf unit's width and slid it up half of that distance towards the Goblins. The other side has done the same with their Goblins, and this works well for this situation of clipping after an unintentional charge.

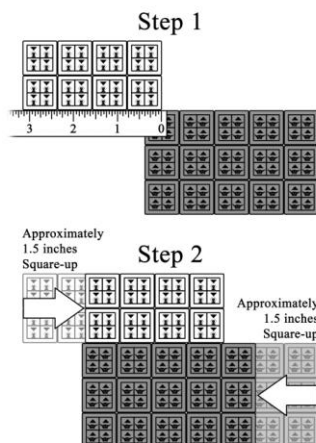
If an unintentional charge hits more than one enemy piece, all pieces involved must still be squared-up equally, as just described.

If a piece makes an unintentional charge, which hits an enemy after it has already fought a round of combat this turn, or after its combat phase has passed, it must square-up as described so far, but wait until the next combat

D20 - Compulsory Re-squaring-up Move



D21 - Both Sides Squaring-Up



phase to fight. Furthermore, in this scenario any battle stress caused must be worked out in the other side's following turn.

Note: If an unintentional charge hits an enemy which can be 'Marched Over', that foe is killed outright as normal, and it will not stop that piece from charging over it either. Refer to page 31 to learn more about 'March Over' moves.

Moving off the Board

From time to time pieces will move off the board, and if it is fleeing then it is totally destroyed and removed from play. Otherwise, at the start of its next turn that piece is **always** returned at the point it exited the board. When it returns it must be facing inwards towards the battlefield, and it must wait there one whole turn before it can be used again as normal.

If a returning piece's re-entry point is blocked for any reason, place it at the nearest available space to where it needs to be instead.

★ Combat off the Board

If a combat somehow happens off the board, refer to 'Combat off the Board' on page 45.

SHOOTING PHASE

Well... it's not very sporting to shoot at the enemy, but if you can kill them without getting hurt yourself, then why not? The **'Shooting Phase'** is a very important part of the game for some races like the Elves, who really excel during this stage, as they are undoubtedly the best archers on the Middle Plain. However, other races merely see this phase as their chance to wear down their opponent's lines before finishing them off in combat.

Playing through the Shooting Phase

The shooting phase must be played out in a certain order, which is as follows:

1. The player whose turn it is nominates any one of their missile pieces to shoot with, and must declare its target too.
2. Make 'Missile Checks', which is explained underneath.
3. Roll to hit the target, and then roll again to damage it, which is explained on the right in the big grey box called 'Overcoming Saves & Damaging Enemies'.
4. After all the damage has been worked out with the first shooting piece, move onto the next one and repeat this process. When all of that side's pieces have had their one chance at shooting, it's time to move on to the close combat phase of the game.

Missile Checks

Once a target has been declared, a player must make sure if their missile piece can actually hit their target or not, by running through the following checks underneath.

- Missile pieces fleeing or engaged in combat cannot shoot at all.
- Missile pieces can only shoot at what they can see using their **'Primary Sense'**, which is explained on page 15. This also means a missile piece can only kill as many models as they can view. For instance, if a missile piece is shooting an enemy unit, where they can only see 2 models of it, because the rest of it is behind a hill, those 2 are all they can kill.

Note: Models stacked behind each other in the same group do not obstruct the enemy's view of them. So, if an enemy can see an entire group, they can see all of the models in that piece.

- A piece's missile weapons must have the range to reach its target. In groups of shooters, where some models may be in range and some not, the ones in range can shoot,

Overcoming Saves & Damaging Enemies

After an attacking player has made a successful **'Hit'** upon a model in either combat, shooting or with magic, they need to roll out a **'Damage Die'** to see if their assault will wound or kill their victim. This die is always rolled out using a D6, and depending on the attacker's **'Damage'** range, for each point it can roll over its target's save, subtracted that score away from its total number of **'Life Points'** it has. To work out a target's save, either use its toughness or magic values within its save, depending on which one is the highest. For instance, an Orc with a ② toughness and ① magic would have a save of a 2. So to wound this piece a player would have to roll 3 or more with a damage die. Once wounded, you will need to work out how much a target takes in damage. All attacks have a **'Damage Range'**, that can be found within the attacker's stats under the letter **'D'**, and this indicates how much damage an attack is limited to doing in life points. For instance, an attacker with a damage rating of 1-3 rolls their damage dice and scores a 6, which beats their target's save of a 3 by 3 points. Therefore, it will suffer -3 life points in damage. If an attacker rolls over its target's save and its own damage rating, do not reroll that assault, just inflict the maximum damage that piece can do upon its target instead. Once a piece has lost all of its life points, it has been slain and is removed from the game. If an attacking damage die cannot beat an enemy's save it has failed and is discounted. If a model's save is higher than 5, refer to **'Horde Hits'** underneath to see how to damage them. All attacking dice damage must be concentrated on one individual at a time in a group of models until it has been killed, before wounding the next one. If a single damage dice overkills its target model, those damage points are lost, and so do not pass over on to any other models in an accompanying group.

Damage ranges can be added together. For instance, if a Man with a damage rating of a 1 carries a weapon that increases his damage range by +1. His total damage range will become 1-2 instead of just 1.

Sometimes, attacks have bonuses such as **'-2 Toughness'** or **'-2 Agility'**. In these cases, just deduct the bonus off the enemy's save.

Toughness ① and the other Save Bonuses

A piece's **'Toughness ①'** trait is what its enemies have to roll over to harm them. For instance, a Man with 3 toughness, his enemies would have to score 4, 5 or a 6 to roll over his save to harm him. However, some pieces have more bonuses to their save such as **'Resistance ①'**, **'Agility ①'** and **'Magic ①'**, which affects a piece's save, and these rules are explained underneath:

Resistance ①

For each point of **'Resistance'** a piece has, it will resist enemy damage dice save reductions to a piece's toughness. For instance, if an attack from a great blade that does -2 to a piece's toughness, which has a resistance of 1, that enemy attack will only deduct -1 from its toughness save instead.

Agility ①

For each point of agility a piece has, discount the highest roll of an attacking damage dice, working down the die for each point. For instance, an agility of 1 will discount all damage die rolls of a 6, and agility of a 2 will discount all rolls of a 5 and 6, and so on.

Magic ①

'Magic' replaces a target's toughness when trying to roll over its save, if its magic value is higher than its toughness or its toughness value has been reduced lower than its magic value. However, unlike toughness, magic can **never** be added together or increased with different sources of magic from spells or magic items for instance. If a piece has two different magic values to choose from, it will always use the highest value to save on, and ignore all other magic values it has.

Horde Hits

If a successful hit from combat, shooting, magic etc cannot harm a target, because its save goes beyond the attacking damage die's capacity to overcome its save, or its agility always blocks that attack, it will need to be **'Horde Hit'** to harm it instead. To make a horde attack, roll to hit as normal and roll out all damage dice scored against the target, and do not discount any dice for agility. For every 6 scored after the first, boosts that first score of a 6 up by +1, and for each point this score goes over its target's save, deduct one life point from it. For instance, a Dwarf with a save of a 7 would need a score of at least an 8 to overcome its save. After rolling to hit the Dwarf in combat, the damage dice scored against him are 1, 2, 5, 5, 6, 6, 6 & 6. The first 6 scored counts as a 6, the second boosts it up to a 7, the third an 8, the fourth a 9. Therefore the Dwarf's save has been overcome by 2, and he would suffer -2 life points in damage.

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whilst the others cannot.

- A missile piece can **'Move & Shoot'**, as explained on the right, but it can never **'Dash'**, and then move and shoot. **'Dashing'** is explained on page 27.

Only if a piece passes all of these checks above can it go on to shoot its target. Otherwise, it cannot shoot at all during that turn, and must wait until its next shooting phase to try again.

Shooting

Pieces wishing to shoot in this phase must either be armed with a ballistic weapon such as a bow, or have some kind of natural ability allowing them to launch some form of projectile, like spitting or discharging vomit at range.

All missile pieces have **ONE** shot each, unless the piece's profile or missile weapon states otherwise. This shot is rolled out using 1D6 per shot. For instance, five archers or 5 models, have five shots or 5 rolls of a D6 to hit with.

Providing all missile checks have been met, all models within a loose moving piece can shoot. However, models in a unit formation can only shoot their first row of models off, unless they have a special ability called **'Mass Volley Shooting'**, which is explained further down this page.

All missile pieces will hit their target on a **basic 5+** on a roll of a D6, though this is subject to modifiers, which are explained in the **'Shooting modifier Chart'** on the right.

If a target goes beyond a D6's range to hit, for instance it requires 7, 8 or 9 or higher to hit, then use the appropriate die to roll out these shooting hits with instead. For instance, a target that requires an 8 to hit would be rolled out using a D8 instead of a D6, with the score of an 8 hitting its target.

Note: D7s, D9s and D11s are hard to come by, so if you need scores of a 7, 9 or 11 to hit a target, roll a D8, D10 or D12 instead, rerolling the scores of 8s, 10s and 12s and all the other scores will count as normal.

All successful hits need to be rolled out again to overcome a target's save, which is explained on the previous page, in the big grey box called **'Overcoming Saves'**.

Mass Volley Shots

Most missile units only shoot off their arrows from their first rank; however more dedicated archers spend years of training to learn how to **'Mass Volley Shoot'**. This unleashes all their arrows at once, and creates a shower of death to rain down upon their enemies.

Unit pieces with this special ability stated within their profiles can shoot at a target with all the models they have in their group. However, for a mass volley shot to be possible, they still must remain stationary for an entire turn, and the enemy target cannot be within 6 inches of that missile piece.

Shooting off High Ground

All good Generals know that the high ground on the battlefield is the best place to get their archers too, so that they may rain down hell upon the enemy as they please.

Missile pieces on **'High Ground'** or are **'Airborne'** not only have the advantage of seeing over other pieces on the battlefield, but also increases their shooting range by 4 inches. The rules for pieces set on 'High Ground'

Shooting Modifier Chart

Close Range The enemy is so close that not only can you easily hit them, but you can see gaps in their armour, or even go for the killer head shot. Therefore, targeting an enemy within 10 inches of the shooter, that piece will receive +1 to hit, making the typical score of a 5+ to hit, a 4+ instead.	+1
Cover 'Cover' is usually a hedge or a small wall or any obstruction obscuring half of the target from the shooter. All shooting at pieces under cover suffer -1 to hit, making the typical score of a 5+ to hit, a 6 instead.	-1
Moving & Shooting All missile pieces can move and shoot. However, if they use more than half of their movement up whilst shooting, they will suffer -1 to hit their target. For instance, if a Human Archer has a movement of 7 inches and moves 6 inches, and shoots, they will suffer -1 to hit their target.	-1
Note: Missile pieces that 'Dash' move cannot shoot after this type of move. 'Dashing' is explained on page 27.	
Insignificant Pieces In the chaos of battle, individual figures usually escape the attention of the enemy, unless they foolishly draw attention to themselves. All shooting at unaccompanied models, mounted or not, that are no bigger than 30x30mm will suffer -1 to hit. Furthermore, if these pieces are within 3 inches of another friendly piece, which is not a small individual model like themselves, they cannot be targeted by their enemy with shooting or magic. However, if a shooter or caster can move within 6 inches of these solitary models, but not into combat with them, they can always be targeted, even if they are still within 3 inches of another friendly piece.	-1
Hold & Shoot (DC) Charged missile pieces have the option of holding their ground and shooting one last shot off into the enemy's ranks before they brace themselves for combat. This reaction is called 'Hold & Shoot' and is worked out immediately after the charge is moved. If the enemy has charged over half of their full charge range a missile piece may hold and shoot, but only if they pass a soldiering check first. When holding & shooting, roll to hit in the normal way, counting the modifier for 'Hold & Shoot' when resolving the attack.	-1
No bonus for shooting at close range is awarded and a piece cannot mass volley shoot whilst holding and shooting, otherwise the rest of the normal restrictions still apply for hitting the enemy. For instance, if the missile piece is charged in the rear, it cannot hold and shoot, as they simply cannot see the charging enemy. War machines and missile pieces armed with crossbows can never hold and shoot.	
Shooting & Casting Magic at Skirmishers Skirmishers are not tightly packed together like units of troops or cavalry are. Therefore, all magical and shooting hits upon skirmishers are halved, and rounded up. Even if those hits automatically hit, they must still be halved, and rounded up. For instance, a war machine that uses a template weapon hits a group of skirmishers 9 times. After halving that score and rounding it up would mean the skirmishers have been hit a total of 5 times. After which the damage is worked out as normal.	Half & Round Up Hits

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are explained on page 16, and 'Airborne' pieces are explained on page 26.

For instance, one unit of archers armed with Longbows with a range of 26 inches are shooting at another enemy Longbow unit who are beneath them on the ground level. The Longbow unit's target is 27 inches away from their position on the hill, but as they are on higher ground than their enemy, they gain 4 inches to their range. This puts their total missile range up to 30 inches, which easily puts the ground level unit within their shooting range.

Note: All airborne pieces are 6 inches up in the air, and this can just put them out of range of a missile piece shooting them, which might otherwise be in range if they were at the same level as them.

Note: Shooting at pieces on different ground levels has **NO** affect on a spell's ranges.

Shooting at Airborne Targets

Flying pieces which are still airborne by the end of their move can be targeted with magic and ballistic missiles as normal.

However, as the target is way up high flying, every model in a missile unit or group may shoot at them.

★ Shooting through Skirmishers

For these rules, turn to '**Skirmishers Line of Sight**' on page 58.

★ Shooting at War Machines

For these rules, turn to '**Shooting at War Machines**' on page 63.

★ Shooting in Groups of Chariots

For these rules, turn to '**Chariots Shooting at the Enemy**' on page 64.

Defensive Strikes (DC)

Some of the more cunning commanders on the field will save their bowmen's precious arrows until they can see their enemy's whites of their eyes. Only then will they issue the order to release a deadly volley of arrows into the oncoming foes. Because the commander's gamble paid off, his men's arrows will strike far more of this enemy's men down than if he hadn't of waited.

When a missile piece makes a defensive strike, the missile piece shoots at an enemy target in the enemy's movement phase.

Provided a missile piece does not shoot during its last turn, it is eligible to make a '**Defensive Strike**' in the enemy's following turn. Furthermore, defensive strikes can only be made if an enemy moves or 'charges' within 10 inches and is still within the shooter's primary awareness ranges. The missile piece will also benefit from shooting at an enemy at '**Close Range**'. However, this bonus is ignored if the missile piece used up over half of its movement in its last turn.

This special manoeuvre must be declared to the enemy as soon as the targeted piece has moved within the 10 inches range of the missile piece's defensive strike. Before making a defensive strike, the missile piece must take and pass a **deviancy check** first. If passed, even if the target is still half way through their move it must stop immediately, so it can be shot at. After all the shooting has been worked out, the target can finish off the rest of its move as normal. If the check fails, no defensive strike shots can be made at all, and the target carries on moving as normal.

Missile Hits Dispersal Chart

Targets	Use a D6 to divide up the hits
Standard War Machine Pieces	War machines and their crews nearly always have their life points and their other stats mixed together. Therefore, they do not need to divide up missile hits upon them, unless stated otherwise within their own army list.
Characters Riding Chariots	1-4 hits the Chariot and 5-6 hits the Character.
Beasts and their Howdah Crew	1-3 hits the Beast, 5-4 hits Howdah and 6s hits the Crew.
Beast Pack and their Beast Masters	1-4 hits the Beasts and 5-6 hits the Beast Masters.
Beast and their mounted Rider	1-5 hits the Beast and 6 hits the Rider.
Shooting at Friendly Pieces locked in Combat with the Enemy (DC)	<p>Though it is looked down on, players can shoot at their own piece's locked into combat, but they must take and pass a Deviancy Check first to do so, as they are shooting at their comrades.</p> <p>If the check fails, the missile piece cannot shoot that friendly target, and must wait until their next turn to shoot again.</p> <p>If the check passes, all successful hits upon the combat must be divided up between friend and foe fairly. There are no hard rules on how to divide up shots on a 1D6, like there is for shooting at beasts and their riders, as the circumstances will be very different each time this happens. Instead both sides must work together on a solution on how to fairly divide up the shots between all the pieces involved. For instance, a fair solution to dividing up shots between a character fighting a beast would be that all the hits that score 1 to 5 hit the beast and its rider, whilst any 6's scored would hit the hero.</p>
Characters contained in Groups of Models	NO ROLL IS REQUIRED to randomise magical and none magical missile hits upon a unit or group of models, as characters or any other special pieces cannot be randomly hit whilst accompanying a group. Instead all damage from these attacks always hits the mundane models first, which make up the majority of the group. Only when these models are wiped out, can any remaining characters be hit. If a group is wiped out from shooting or from magical attacks, leaving only characters and excess hits left over, all the excess hits must be re-rolled out on the characters left, using their own stats.
Templates	<p>If a template affects more than one piece at a time with it segments, those hits will have to be divided up fairly. There are no hard rules on how to divide up these hits, as each time this happens the situation will be different. Instead both sides must work together on a solution on how to fairly divide up the hits between all the pieces involved. For instance, a character on foot and a unit has been hit with one segment of a template. Roll a D6 for each hit, and as the character is the smaller one of the two, all scores of a 1 to 2 hit that hero, whilst all scores of a 3 to 6 will hit the unit.</p> <p>If a template hits a mixed piece like a rider and their beast for instance, those hits are divided up normally using this chart's rules. So using that example, refer to the 'Beast and Rider' rules above in this chart to divide up those hits.</p>
Other Special Instances	Every so often the odd instance could crop up, where players clearly need a fair way of dividing up the hits on a piece or pieces, but there are no rules to cover these situations. In these special cases, players must work out a fair way of dividing hits up between themselves. If no agreement can be reached both players must roll a 1D6 and the player with the highest score decides. Reroll any ties.

A defensive strike can be followed up with a '**Hold & Shoot**', as explained on the last page.

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Dispersing Missile Hits

Though missile pieces can pick a target across the gaming board, they cannot single out a character piece in a unit, nor can they choose to hit just a character mounted on a dragon. Therefore, all shots upon these pieces need to be fairly divided up, hitting all of their different *parts* fairly.

On the last page is the '**Missile Hits Dispersal Chart**', which deals with the randomising of most magical and non magical missile hits upon gaming pieces in the game.

To use the chart, roll to hit as normal and with each successful hit roll a 1D6, and refer these scores to the chart to see what parts of a piece has been hit. For instance, if a beast and his rider are hit 4 times, the shooter rolls 4D6 to divide up his or her shots scoring 1, 4, 5 and 6. Using the chart we can see that the scores of 1, 4 and 5 hit the beast and the score of a 6 hits the rider.

The Missile Hits Dispersal Chart is a general guide and should be used in most instances. However, some pieces will have their own special rules on how to divide up the hits upon it, which will be indicated in its own army list's and should be followed instead of this chart.

Templates

Throughout the game players will no doubt have to use specific templates to work out the affects of spells or the shooting damage from war machines. On the right is example 'E1', which demonstrates a common '**Explosion Template**' being used to represent the damage from a war machine hit. All templates are located in the '**General Gaming Equipment Folder**' downloaded with this rulebook.

To use any template, place it down on the gaming table where it is needed. If there is one or more gaming pieces already occupying this area of the board, hold the template directly above them. All models that find themselves within the template's boundaries, even if they are only partly within it are now affected by it. To work out how many models have been hit with the template, you will notice that all of them have been broken up into smaller sectors, and each one indicates the amount of 'hits' the affected piece will suffer underneath them. For instance, returning to 'E2' on the right, the Goblin unit will suffer D2+D2+1 hits, and they will now suffer the consequences provided by the description of the rules that led to the use of that template in the first place.

When using any round template, it should always be turned round so that they use the least amount of sectors to hit models with. For instance, 'E2' part 'A' on the right, demonstrates the wrong way of using a template, because it can be turned round so that the same amount of models can be fitted into just two sectors instead of three, as part 'B' demonstrates.

No matter how many sectors of a template a character on foot or mounted on a steed is in, they can only ever be affected by one sector at a time, and it is the one they occupy the most.

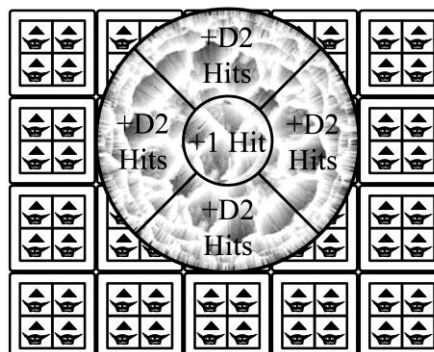
If a template's segment hits more than one gaming piece at a time or a mix piece like a dragon and its rider for instance, always divide up the hits using the '**Missile Hits Dispersal Chart**' found on the last page.

Note: When working out what models have been affected with a template always use the model's base, not its form, no matter how much it may cross over the boundaries of the template.

Flaming Template

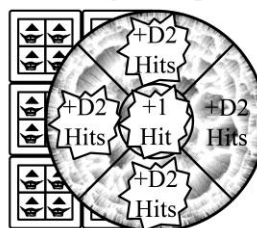
Instead of using the standard round template to inflict damage upon an enemy, some gaming pieces, such as Dragons for instance use the '**Flaming Template**' shown here on the right, in example 'E3'.

E1 - Template Example 1

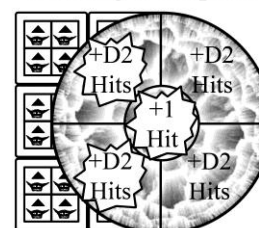


E2 - Template Example 2

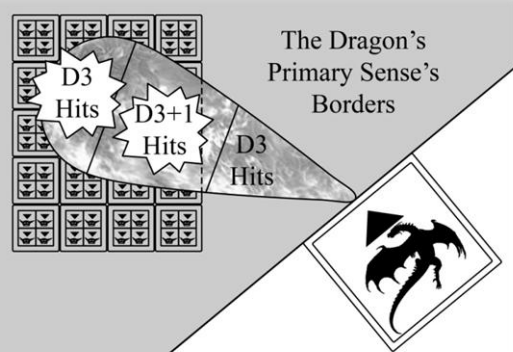
A. The wrong way of using a template



B. The right way of using a template



E3 - Flaming Template Example



When using this template, place the small end of it on the front middle part of the gaming piece's base which is using it, just like the Dragon is doing in the example on the right. Now place the other larger end of the template on top of its target. From here, the flaming template uses all the normal rules for templates to work out its affects upon its target. For instance, the Dragon using the flaming template will hit D3+D3+1 Goblins in example 'E3'.

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A gaming piece cannot use a flaming template to attack other pieces it cannot see using its 'Primary Sense'. To learn more about this, see page.

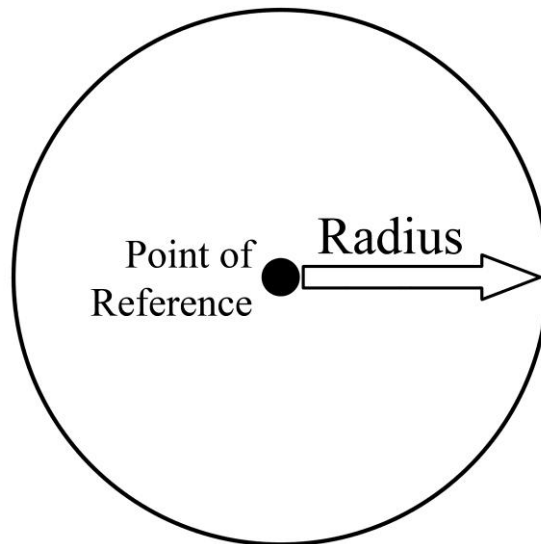
Radius or "Within X Amount of Inches..."

Very often in the game 'Radius' is used to work out the affects of a spell, a magic item or a war machine, but is nearly always referred to as 'Within X Amount of Inches' instead.

All radius means is the length of a line between the centre point of a circle or sphere to a circumference or the outer rim of the circle or sphere. On the right is an example labelled 'E4', which demonstrates how to work out radius. Once the radius has been worked out, all models or pieces that are partly or entirely within its boundaries are affected by it.

Here is a working example of radius in the game. The most common use of radius is to mark out the area that a spell affects. The description of the spell that requires the use of radius, will always give you instructions on how to work out its length in inches and its starting position on the gaming board, which is the wizard in this case. Use the radius length just like a compass and pivot it all the way round the wizard in a circle, and this is the radius of the spell. Thus, all models partly or entirely within this area will be affected in some way, whilst everything outside the circle is unaffected.

E4 - Radius



CLOSE COMBAT PHASE

The 'Close Combat Phase' is perhaps the most important chapter in the rulebook, as battles are rarely won by shooting and magic alone. In the combat phase the majority of the real battling is done, which is the bloody butchery of each other's warriors, and this is where the game can be won or lost. So, always prepare your forces to fight to the death, as that's what it may come down to!

Order of Combat

Unlike the shooting phase, close combat is a shared phase of the game, as both sides fight each other at the same time in this part of the battle. In spite of this, the phase still belongs to the player who started the turn.

The close combat phase is broken up into smaller more manageable stages. The stages must be played through step by step and in order, as laid out underneath:

1. Start at one side of the board, and select one 'Close Combat' to fight first. Fight one combat at a time, and work across the board until all combats have been fought out. 'Close Combats' are described a little further down on this page.
2. Decide which side fights first. This is optional but a good idea.
3. Decide who fights who in a combat.
4. Roll to hit and overcome saves in combat.
5. Move onto the next combat and repeat these stages.
6. Once all pieces on the board have fought this phase of the game ends.

Fighting your way across the Battlefield

To play out the close combat phase, both sides must start from one side of the gaming board and fight out all the 'Close Combats' on the board. Work through one combat at a time across the board until they have all been fought out, which ends this phase of the game.

Close Combats

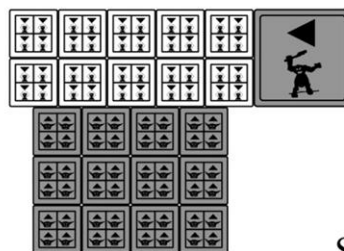
After a piece successfully charges another from the opposite side, they are now in a 'Close Combat' together. A combat can be a massive affair with five or six pieces locked together in the same combat, or it can be just a one on one. As long as the pieces are locked together fighting, from opposing sides, a combat can be as big or as small as it needs to be. On the right of the page is the example 'F1' demonstrating two combats of different sizes fighting it out.

Once two or more opposing pieces are locked in combat there they must stay, until one is destroyed or 'Flees' out of combat, which is explained on page 33.

A piece can attack anything in the game, providing it has a profile that includes saves and life points to work with. This means a combat piece could attack a building or bridge for instance, as they have a profile to game with. Buildings and all other types of terrain is covered on page 75. A piece attacking a building or any other unanimated object with no attacks may move away from it at any time during its own movement phase.

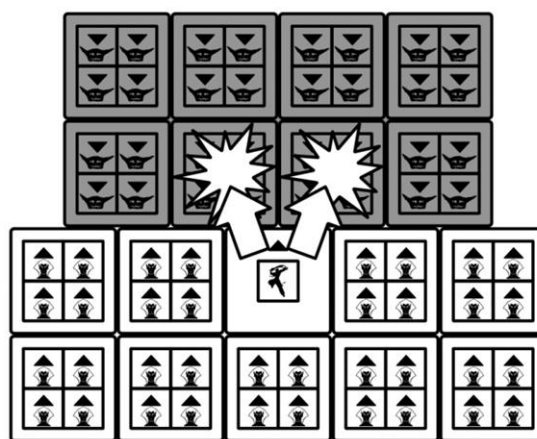
F1 - Two Close Combats

First Combat



Second Combat

F2 - Who Fights Who



Who Fights Who in Combat?

Before rolling to hit in a combat, players should work out who can hit who in all the fighting, and then allocate all their piece's attacks on their preferred targets.

Taking in to account 'Corner to Corner Combat', all models touching their enemy's bases in combat must fight, and cannot choose to opt out from the fighting. For the other models in combat that are not touching their enemies' bases cannot attack, unless they have a special rule which allows them to do so, like 'Pikes' for instance, as explained on page 72. 'Corner to Corner Combat' is explained on the next page.

Once it's clear who can hit who in combat, players can allocate attacks as they wish on any target within their attacker's base range. For instance, providing they are in base contact, attacks upon a unit could either hit the normal infantry models or a leader of that group. Or if in combat with a character mounted on a beast, the attacks could either hit the character or their beast. Above example 'F2' demonstrates the attacking options of a character in a unit of Elves, where he can either hit the Goblin to his left or right in combat.

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Hitting in Close Combat Chart

Attacking Situations	If the attacker's CR is double or more than its target's CR	If the attacker's CR is above its target's CR	If the target's CR is the same or above its attacker's CR	If the target's CR is +3 or more over its attacker's CR	If the target's CR is +6 or more over its attacker's CR
The Attacker's Rolls to hit on using a D6	+2	+3	+4	+5	6

If players do not allocate their models attacks in combat with their enemy, all attacks are presumed to hit the standard models which build up the majority of that group, missing any character models it may contain. If it is not clear where the attacks will automatically go upon a piece, they should always be allocated upon the target by the attacker before rolling to hit in combat.

Note: Cavalry and other combined models that have their life points joined together are treated as one model when attacked. This means only the part of the model with life points can be assaulted, and if it slain the entire model is removed from the game.

Corner to Corner Combat

Warriors just won't stand idly by and watch their comrades get killed, especially if it's happening right next to them. To simulate this, pieces which are just touching an enemy piece on their right or left corner, can also attack each other in combat. This is demonstrated in example 'F3' with a Goblin model attacking an enemy Elf on a right angle.

Attacks

Nearly all models have an '**Attack**' value found in their profile on their stats, just under the letter '**A**'. Generally the more powerful the piece is, the more attacks they will have in combat.

These attacks are really chances to hit an opponent in combat. Each attack or chance is represented by a **1D6**, so 2 attacks equals 2D6, 3 attacks would equal 3D6 and so on.

Hitting in Close Combat

After determining how many attacks a model can use in close combat, it's time to roll to hit the enemy. In the close combat both sides strike each other at the same time, unless one piece or more has the '**Strikes First**' special rule as explained on the next page. Otherwise, it's easier to take it in turns, as both sides will have an equal chance to inflict damage on each other in this phase.

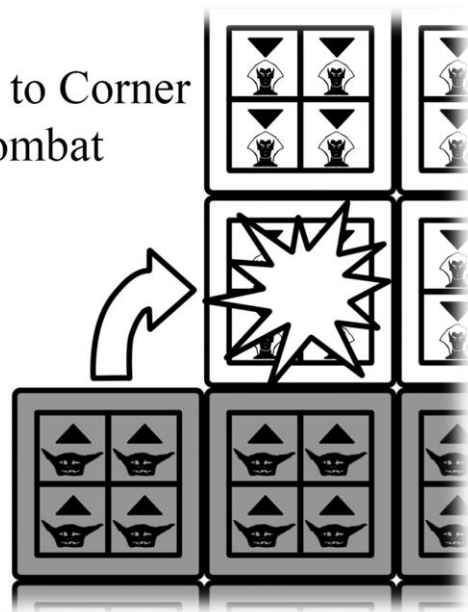
All attacks need to be rolled out using a D6 each, to see if they can hit their target in combat. To do this, find both the attacker's and defender's '**Combat Ratings**' or '**CR**' for short, found in the piece's stats, and follow the instructions on the '**Hitting in Close Combat Chart**' above. For instance, an Orc with a combat rating of 4 attacks an enemy with half of its own rating or less, which would be a 1 or 2, would hit them on a +2. Or if the Orc attacked another enemy that had a combat rating that was just below its own, it would hit them on a +3, which in this case would be a rating of 3. If the Orc attacked an enemy with the same combat rating or higher, it would hit them on a +4. If the Orc attacks an enemy that has +3 or more than its own combat rating, which would be a 7 and above, it would strike them on a +5. If the Orc assaults an enemy that has +6 or more than its own combat rating, which would be a 10 and above, it would hit them on a 6.

When hitting a target with a combat rating of 1 with a rating of 2, always hit that target on +2.

When working out what needs to be rolled to hit a mounted model, if it combines its life points then always use the rider's combat rating to strike that entire model in combat. Otherwise, only roll against the part of the model you wish to attack in combat. For instance, when attacking a mounted Dragon, if

F3 - Corner to Corner Combat

Corner to Corner Combat



you choose to hit the beast, only use the combat rating of the dragon to work out if you can hit it or not in combat.

All attacks that hit in combat need another roll to see if they can overcome their targets' save to damage or even kill them. To see how to do this, refer to '**Overcoming Saves**' on page 36 and follow the instructions from there.

Applying 'To Hit in Combat' Modifiers

Spells, magic items and other gaming bonuses can often have a '**To Hit in Combat Modifier**', which can increase or decrease a model's chances to hit an enemy in combat. For instance, an Orc hitting a Human on a roll of a +4 gains a +1 to hit in combat bonus, which means they would hit that man on a +3 instead. However, a roll of a 6 will always hit a target and the roll of a 1 will always fail to hit.

Note: '**Automatic Hits**' cannot be affected by any bonuses to hit in combat, as they do not need a roll to hit as they hit automatically.

Hitting Pieces with no Combat Rating

Hitting gaming pieces with no combat rating at all will always be hit automatically, and so there is no need to roll to hit them in combat.

Combat Rating of Maximum of 10

Regardless of the bonuses added to a piece's combat rating stat from spells, magic items, and other special modifiers, it can never be any higher than 10.

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Striking First in Combat

Some weapons and situations on the battlefield allow some warriors to strike out so fast and hard, that their enemies are cut down before they have a chance to hit back.

This special bonus is called the **'Strikes First'** rule, and pieces that have this advantage will always strike first in combat, and any models they kill cannot strike them back in that round. For instance, a group of horsemen armed with spears charges an infantry unit. As the Spear gives their users the strikes first special bonus on a charge, the horsemen will hit first in that round of combat. If the horsemen cut down 3 infantry models, the infantry unit will lose 3 attacks when they retaliate in that combat.

If two or more opposing pieces in a combat have the strikes first ability, neither side will gain the special bonus against each other. Therefore, both sides will hit each other at the same time as normal.

Overlapping Pieces in Combat

The main advantage to using large pieces in battle is their ability to **'Overlap'** smaller enemies in combat to give them a psychological advantage over them.

To overlap an enemy in combat, a piece's fighting front must considerably extend past their opponent's combat front. If a piece's combat front is long enough to past an enemy's vulnerable point that enemy will suffer +2 battle stress as described above. All pieces have vulnerable points, one is in the middle of each flank and the last one is in the middle of a piece's rear, and this is demonstrated on the right in F4 example A.

Unit pieces cannot break their formations to physically move their models round an enemy to overlap them in combat like loose moving pieces can. Instead, measure the length of their overlap against their opponent's vulnerable points on their flanks and rear. If they are overcome, the enemy will suffer the appropriate battle stress as described above. In F4, example A, B and D demonstrates different units overlapping their enemy in combat.

If a piece does not have a complete back rank when working out where its vulnerable points should be, just imagine it has and work it out from there, as demonstrated in F4 example C.

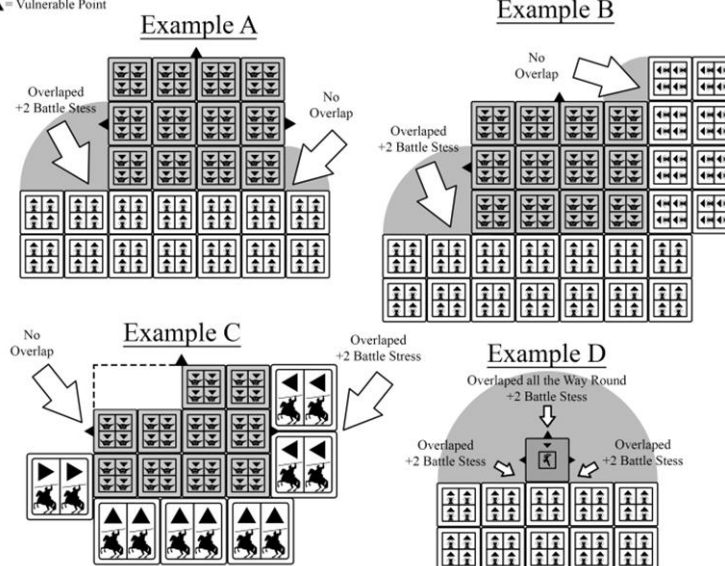
Loose moving piece's can lap their models round an opponent in combat, and if they can reach past their enemy's one or more vulnerable points they will make them suffer the appropriate battle stress, and F4 in example C demonstrates this.

Note: When a piece is fighting enemies all the way round it, it has become **'Engulfed'** in combat, which is explained on page 30.

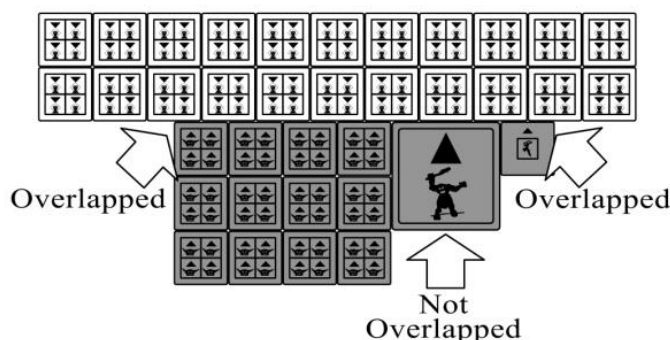
Little gaps in one side's combat front are to be expected, but if one of these spaces is greater than 1 inch in size, it will break up that combat front, and could lead that piece to being overlapped itself.

F4 - Different Overlapping Situation

▲ = Vulnerable Point



F5 - Outer Pieces being Overlapped



No matter how many pieces cram into an enemy's front, if the enemy still over extends them in combat by the required amount for an overlap, all of these **OUTER** pieces will still suffer from being overlapped. However, if an enemy overextends a piece, but they have other friendly pieces protecting their other sides, because they are fighting alongside them in combat, they will not suffer from being overlapped. For instance, on the right is example **'F5'** showing an Elf unit overlapping a Goblin unit, Troll and a Hero piece in combat. Yet, as the Troll's flanks are not exposed, because they are covered by friendly pieces, it will not suffer from being overlapped in that combat like its other comrades will.

Not all gaming pieces can overlap an enemy in combat, and they are:

- **'Flimsy Ranked'** pieces can lap round an enemy in combat as normal. However, the enemy will not suffer any battle stress penalties for being overlapped, unless they have flimsy ranks themselves. This special rule is fully explained on page 44.
- A piece being attacked by an enemy in its flanks or rear with 4 or more attacks can never overlap another foe in combat.
- With the exception of chariots, all other war machines cannot overlap an enemy in combat.

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Note: It is possible when pieces cannot 'Square-up' properly, they can overlap each other in combat. In these situations the normal rules for overlapping still apply. To learn more about 'Squaring-up' turn to page 29.

Rear & Flank Attacks

If a piece with a combat front of 4 or more attacks is fighting an enemy in its 'Rear' or 'Left or Right Flanks' that foe suffers +5 battle stress dice. To learn more about 'Battle Stress' in the game, turn to page 46.

Furthermore, a piece that charges into an enemy's 'Rear', 'Right' or 'Left flanks' will always gain the 'Strikes First' bonus in the following round of combat. After that round, the piece will lose this bonus and fight as normal in combat. The 'Strikes First' special rule is explained on the previous page.

A piece's 'Rear', 'Right' and 'Left Flanks' is worked out in the same way as its 'Charge Zones' are, which is explain on page 28. For instance, above is the example 'F6' that demonstrates these vulnerable zones on a Goblin unit, which mirrors each of its charge zones exactly.

Loose moving models lapping round on to an enemy's flanks or rear can never be counted as a flank or rear attack. However, this could result in a piece being overlapped, as described above. For instance, example F6 shows a loose moving cavalry unit that charged into the Goblins left flank. The cavalry make their enemy suffer battle stress for their flank attack and because they overlap them in combat, but they do not cause any more stress for their models lapping round onto their foe's rear.

Buckling because of Flimsy Ranks

A few thinly spread out lines of troops is just begging to be burst through, as they will not be able to hold back the weight of an enemy unit in combat, and a good general knows how to exploit this.

All the following pieces suffer from 'Flimsy Ranks':

- All 'standard' units with less than 50% of a second rank remaining.
- All mobs with less than 3 full ranks remaining.
- All skirmishers.
- All loose moving pieces with 4 or less attacks in combat, which includes individual models or groups that use this mode of movement.
- Other gaming pieces will suffer from flimsy ranks because it is indicated in their profiles.
- Some pieces that fail a deviancy check or overextend them self making a special maneuver could also suffer from flimsy ranks, depending on the rule's description.

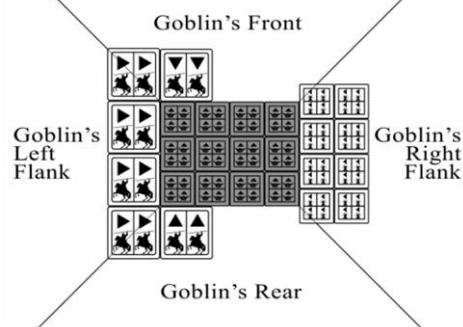
When a piece with flimsy ranks is engaged in combat with at least one of the following enemies listed underneath, they will always 'Buckle' under their weight:

- A character mounted on a beast, which has a total of 5 or more attacks.
- A beast unit of 3 or more models. Never count the beast masters.
- 3 or more chariots.
- A unit or a mob that does not have flimsy ranks itself.

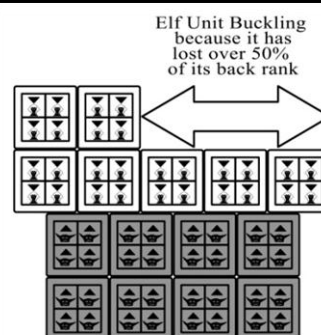
A piece which buckles in combat suffers +5 battle stress dice. To learn more about 'Battle Stress' and its affects in the game, see page 46.

However, there are four exceptions to the buckling rule, were a piece with flimsy ranks will not buckle and they are:

F6 - Front, Rear and Flanks



F7 - Flimsy Ranks Ranked Elves



Flimsy Ranks Counters

There are many reasons why a unit can break down and suffer from flimsy ranks; from buckling under the weight of the enemy in combat, or failing to perform a tricky manoeuvre on the battlefield. Whatever the reason, to help gamers note this affect upon a piece, they can place next to it a 'Flimsy Rank Counter' as shown here on the right, as a visual reminder. This special counter can be found in the Three Plains 'General Gaming Equipment Folder'.



- Firstly, a flimsy ranked piece will never buckle under the weight of another flimsy ranked piece.
- Secondly, when a piece with flimsy ranks fights an enemy in their flanks or rear, that piece will not buckle. However, if that enemy turns to face them in combat the unit will buckle as normal.
- Thirdly, when a piece with flimsy ranks fights an enemy which has one or more pieces already engaged in its flanks or rear, it will not buckle. However, those friendly rear or flank attacks must total 4 or more; otherwise their attack will not be substantial enough to take the enemy's pressure off the vulnerable flimsy ranked piece fighting in its front.
- The last exception is; when two opposing 'Beast Units' of any sort enter into combat with each other, neither side will buckle. This is because both sides do not bother holding a formation, so neither side will ever buckle under the other's weight, even if one side has flimsy ranks and the other does not. 'Beast Units' are fully explained on page 61.

A piece can never buckle more than once in combat, even if there is more than one reason why it would collapse under the weight of an enemy in battle.

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On the top right is example 'F7' demonstrating the most typical cause of buckling, which is a unit of Elves collapsing under the weight of an enemy unit in combat. The Elves are buckling because their second rank has fallen down to less than 50%, due to losses in combat. So now they can no longer hold back the weight of their enemy's attacks, and will suffer +5 battle stress dice.

Pieces with flimsy ranks can never **'Overlap'** an enemy in combat, no matter how much they might overextend them, or even if they are fighting the enemy in their rear or flanks they still cannot overlap them in combat. The rules for 'Overlapping' an enemy in combat are described on the previous page.

Note: 'Overlapping' an enemy and 'lapping models round' a foe in combat are two different rules. So a loose moving piece can always lap its models round an enemy in combat as normal, even if it suffers from flimsy ranks.

Charging Cavalry or Chariots into 'Soft Infantry'

When cavalry or chariots smash into weak infantry, their sheer weight can often make a real bloody mess of them, leaving very little to fight back.

Under the following conditions underneath, some infantry pieces will be classed as **'Soft Infantry'** versus cavalry or chariot pieces which charge over 7 inches or more into combat.

- All units and mobs, which do not carry pikes or spears and have light armour or no armour are classed as soft infantry.
- All **'Flimsy Ranked'** pieces are classed as soft infantry, regardless of how they have been armed. This special rule is fully explained on page 44.
- All units and mobs that have been charged in their **'Flanks'** or **'Rear'** are classed as soft infantry; this is regardless of how they have been armed. Refer to the previous page to learn more about these vulnerable areas around all pieces. A piece's 'Rear' and 'Flanks' are explained on page 44.

Where the soft infantry rule applies; cavalry and chariots, both their riders and their steeds gain +1 attack each in combat, whilst the enemy infantry must suffer -1 to hit them back in that fight. After the first round of that combat has passed, this rule no longer applies and all pieces affected by it will return to fighting as normal.

Defended Positions

A good general should know how to make the most of a battlefield's defensive features, because holding these key positions; such as a hill or ancient ruin for instance, can make the difference between victory and defeat. Even putting the weakest of troops behind a simple small wall can give them the advantage they need to defeat even the greatest of warriors in combat.

Therefore, all pieces fighting in the following advantageous positions on the battlefield will receive the **'Defended Position'** bonus against their foes in combat:

- When an enemy front is forced to fight uphill.
- Fighting an enemy who is on unsteady ground, which could be for instance a stream, marsh, swamp or deep water banks. If both sides are fighting on unsteady ground, then neither side can claim a defended position over the other.
- Fighting an enemy from behind a wall. The first piece to arrive at the wall is classed as holding that defended position until either the piece flees or moves away from it.

A piece fighting another holding a defended position will suffer -1 to hit in combat and -1 to their agility bonus. Furthermore, if a piece is forced to fight uphill they will suffer +1 **'Exhaustion Counter'** for each round of combat they continue fighting in that position. A piece will suffer these modifiers for as long as their opponent holds their defended position against them in combat. 'Exhaustion Counters' are explained on page 69.

All defended positions must be held 'head on', meaning if a piece has an enemy in its rear or flanks it cannot hold a defended position at all. If the defending piece manages to turn in combat to face its foe head on, and is still in the right place to hold a defended position, then they will gain this bonus in combat against their adversaries.

No kind of mounted piece, such as cavalry, chariots or a character riding a beast, can ever hold a defended position in combat.

A Units or Mobs becoming an 'It' during Battle

When an infantry unit or mob is whittled down to just 2 models or less, that gaming piece becomes an **'it'**. Or when a cavalry unit or mob is whittled down to just 1 model, that gaming piece also becomes an **'it'**.

Gaming pieces which become an **'it'** must be immediately removed from play and are counted as being slain.

When working out if a unit or mob is an **'it'** or not, do not count any remaining characters left in that group, just the standard infantry models that made up most of that group. After removing the group's models, any surviving characters will remain there on the board and now count as independent character pieces. Turn to page 54 to see the full rules on **'What makes a Unit'** gaming piece in this game.

When a unit or mob piece becomes an **'it'** in combat and is removed from play, the enemy may have a **'Wipe Out'** bonus move, which is fully explained on page 34.

Note: All **'Loose Moving Groups'**, **'Skirmishers'** and other special groups of fighters cannot become an **'it'**, and will instead always fight down to the last model. The special rules for 'Loose Moving Groups' are on page 26, and 'Skirmishers' are on page 58, and the other special groups will be described in their own army list's special rules.

The big exception to the **'it'** rule is in tiny games, where both armies' sizes number only 500 points or less on each side. In these small battles, the rules for becoming an **'it'** is totally ignored, and every model in a group must fight down to their last warrior!

Combat off the Board

Though it is very rare, if a combat happens off the board, it must be moved immediately back within the battlefield's borders, at the table edge its closest to. After which, the combat will be fought out as normal.

If the returning pieces' entry point is block for any reason still place them at the next closest available space to where they need to be instead.

After the combat, if a piece pursues its enemy off the board, refer to **'Moving off the Board'** on page 35 and follow the rules from there.

Note: An enemy **'Fleeing'** off the board is always destroyed and removed from play; so cannot return, even if their pursuers never caught them. To learn more about 'Fleeing' turn to page 33.

BATTLE STRESS PHASE

Troops only have to turn up to a battle field to feel the stresses of war, because at the end of the day there's a chance they might not be returning home again!

Playing through the Battle Stress Phase

At the very end of each player's turn, both players must run through a '**Battle Stress Phase**' together, where each side must check all of their own pieces' '**Battle Stress Dice**' levels using the '**Battle Stress & Soldiering Dice Chart**' found on page 13.

Any piece that has built up any battle stress dice during the turn, must take a '**Battle Stress Check**', which is called a '**Break Check**' in this phase of the game. To learn how to take any kind of '**Check**' during a battle, turn to page 12.

When working out which dice you will need for a break check, the deviancy dice must be excluded. Otherwise, use all other modifiers found on the '**Battle Stress and Soldiering Dice Chart**' for this type of check.

For pieces in combat, only one side will take break checks. To work out which side's pieces must take it, both sides must combine all of their pieces' battle stress scores they have in that combat together. When counting up these dice, ignore all battle stress dice created by deviancy. Otherwise, count up all the other battle stress modifiers from all the pieces involved in that combat as normal. The side with the highest combined battle stress score out of the two has lost the combat and will take break checks as normal. The other side's pieces with the lowest battle stress score has won the combat, and all of their pieces in that fight become totally immune from taking any break checks in that battle stress phase. To learn more about the '**Cowardly**' trait turn to page 66.

When counting up battle stress dice to see which side wins and loses a combat, all battle stress modifiers that could affect multiple pieces in that combat, can only be counted **ONCE** each time it occurs. For instance, a Dragon that causes +2 '**Fear**' fighting in combat against multiple pieces will cause +2 battle stress to all its enemies, but when working out which side wins that combat this modifier can only be counted once. Or, a single '**Flank**' attack that hits many pieces in combat at once can only be counted once when working out who has won that fight. The battle stress modifiers affected by this rule in the '**Battle Stress & Soldiering Dice Chart**' found on page 13 are: '**Fear**', '**Cowardly**', '**Panic**', and '**Flanks & Rear Attacks**'. This rule also applies to some other spells and magic items within the game. After working out which side loses a combat, battle stress dice modifiers which could only be counted once are now applied to all the losing side's piece's break checks as normal. The full rules for '**Fear**' are described on page 66.

If both sides score the same amount of battle stress each in combat, it is a '**Draw**', which means both sides will skip taking a break check each in that battle stress phase.

If a piece passes its break check nothing further happens, but if it fails it must immediately make a '**Flee Move**', as described on page 33.

After all appropriate break checks and flee moves have been played out, that is the end of the battle stress phase, and the start of the next player's turn.

G1 - Battle Stress Scenario 1 'Goblins being Shoot'



Clearing Battle Stress caused by Casualties

At the end of each battle stress phase, all battle stress dice caused by casualties suffered during a turn are cleared, and have no further effect upon the game.

Battle Stress created from Dead Pieces in combat

In combat, if one side is wiped out leaving the other totally free from all fighting, all the battle stress created by the slain side is ignored, which means it cannot be counted towards any subsequent battle stress checks in the game.

New Dice created in the Battle Stress Phase

Any new battle stress or soldiering dice created in the battle stress phase is discounted. If they are still affecting the game by the next battle stress phase, only then can they be counted as normal.

Battle Stress Scenarios

Ok, for such a short section there is a lot to take in, and much of the rules for this phase are in different parts of the rulebook. So, the best way to make you understand this page of the game is to bring it all together in a few '**Battle Stress Scenarios**', and walk you through each one.

These scenarios should be read in order, as they will increase in complexity as each one passes. Also as each related battle stress rule is explained, it will only be covered once, and so will not be revisited again in the later scenarios.

Battle Stress Scenario 1

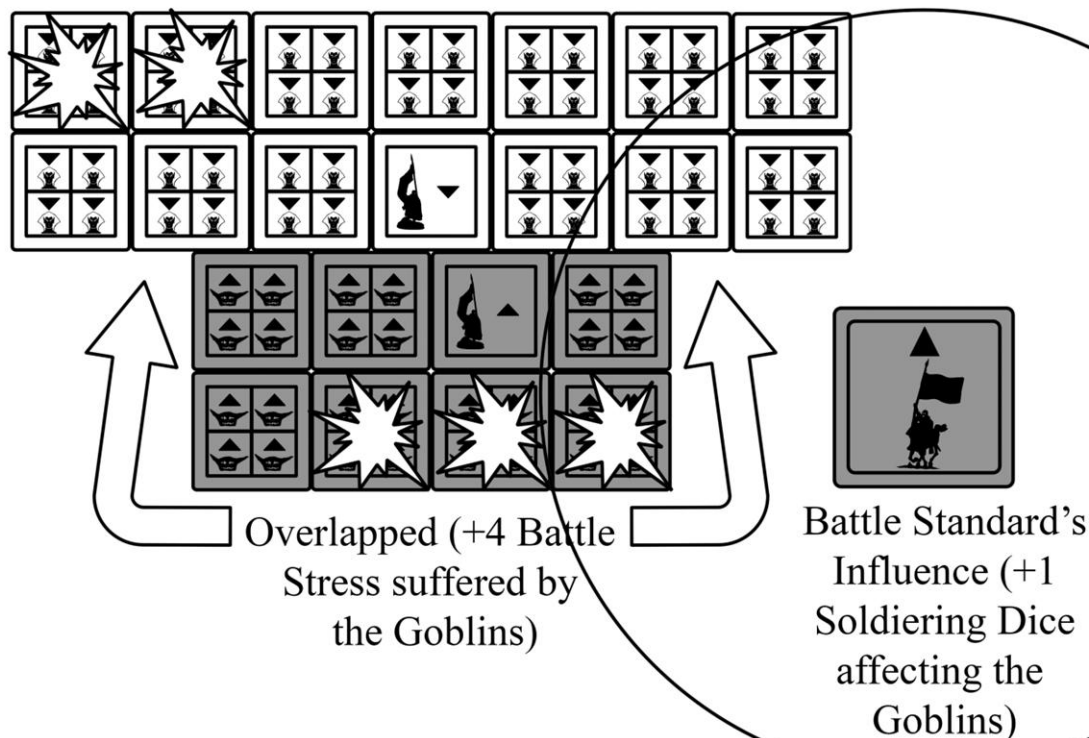
Above is '**G1**', which demonstrates the first battle stress scenario, where a group of Goblins have taken losses due to their enemy shooting at them. In total the Goblins have suffered 3 casualties and as each model is worth 1 life point each, that's a total of 3 life points lost. As every 2 life points lost converts into 1 battle stress each, this means the Goblins will suffer 1 point of battle stress in their following battle stress phase.

Note: A battle stress die is always rolled out using a single D6.

However, the Goblins have a '**Command Model**', which gives them +1 soldiering die and they also have a standard soldiering of 2, which converts to another +2 soldiering dice. Therefore, the Goblins have a total of 3 soldiering dice to use in their break check. The rules for a unit's '**Command Model**' are found on page 54.

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G2 - Battle Stress Scenario 2 'Small Combat'



As the Goblins have suffered battle stress during the last turn, they will need to take a break check in the battle stress phase of the game. The single battle stress die is rolled out by their opponent, whilst the controlling player of the Goblins rolls all of their soldiering dice, which totals 3 all together.

The Goblins' rolled a 1, 4 and 5, whilst the enemy scores 4 with their single battle stress die. A score of a +4 equals a pass, and anything below counts as a failed die roll. Therefore, the Goblins' have scored 2 passes, and the Elves got 1. So the Goblins have passed their break check, as they scored the most passes.

As the Goblins have passed their break check, they will hold their ground and will go on to fight in the next turn as normal.

Note: At the end of the battle stress phase, all of the battle stress caused by casualties in the Goblin unit because of shooting would be cleared and have no further effect upon them during a game.

Note: Had the Goblins lost their break check, they would have to make a 'Flee Move' immediately, as described on page 33.

Note: When any type of battle stress check results in a draw, the side rolling the soldiering dice always wins the check.

Battle Stress Scenario 2

'G2' above demonstrates a small combat between a unit of Goblins and Elves.

In this scenario both sides have suffered battle stress, but as they are in combat together they must work out which has the highest amount of battle stress to see who has lost this fight. The loser will then go on to take a break check, whilst the other side becomes immune to being tested in this battle stress phase.

Note: When working out which side wins and loses a combat all battle stress created by deviancy must be ignored. Otherwise, count up all the other battle stress modifiers from all the pieces involved in that combat to see which side wins and losses that fight.

The Elves have suffered 2 casualties, which means they have lost -2 life points in that unit, and that amounts to +1 battle stress die.

The Goblins have suffered the loss of 3 models, or in other words -3 life points, adding +1 battle stress. They are also 'Overlapped' on both sides of the combat, which makes them suffer +4 battle stress. This means the Goblins suffer 5 battle stress altogether in this combat. How pieces become 'Overlapped' in combat is explained on page 43.

So clearly the Goblins have lost this combat, and will have to take a break check now to see if their unit will stand their ground and fight on or flee off the battlefield.

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We already know that the enemy will be rolling the Goblin's 5 battle stress dice for the Goblin's break check, but we will have to work out what soldiering dice they will have in their defence. The Goblins have a command piece, which gives them +1 soldiering die. They also have a basic soldiering of 2, which converts to +2 soldiering dice, and they are within 8 inches of their battle standard, which gives the Goblins another +1 soldiering die. Therefore, the Goblins have a total of 4 soldiering dice for them to roll in their break check against the Elf's 5 battle stress dice.

The Goblins' rolled a 3, 4, 5 and 6 with their soldiering dice, whilst the Elves score 1, 3, 3, 4 and a 5 with their battle stress dice. As the score of a +4 equals a pass and anything below counts as a fail; the Goblins' have scored 3 passes, whilst the Elves have scored 2 passes, which means the Goblins pass their break check, and hold their ground.

Battle Stress Scenario 3 'G3' demonstrates a large combat is being fought out between the Goblins and Elves.

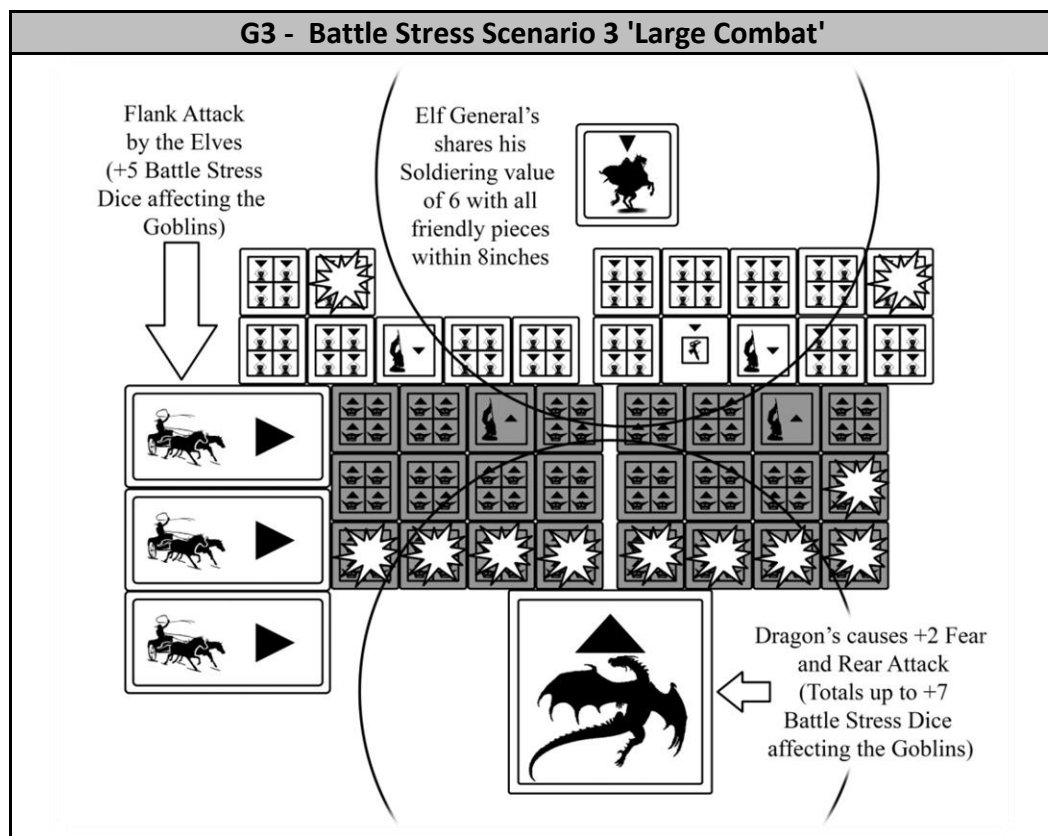
As both sides are in combat together they must work out which player has the highest amount of battle stress to see who has lost this tussle. The loser then goes on to take any break checks as normal, whilst the other side's pieces in this combat becomes immune to being tested in this battle stress phase.

The Elves have lost 2 life points in this combat with them suffering 2 casualties in total, but as those losses have come from different pieces in the combat they cannot be added together to create a battle stress die. Otherwise, the Elves have suffered no other battle stress penalties in this combat, which means they have 0 battle stress dice to count up to see who wins this fight.

The Goblins on the other hand, have just had a bit of a kicking! Starting with the left unit of Goblins in the combat, they have lost 4 life points creating +2 battle stress. Switching over to the right unit of Goblins, they have lost 5 life points creating another +2 battle stress. Also, both units have an enemy Dragon and a Chariot Unit in their flanks and rear, which creates +10 battle stress in total. Furthermore, the Dragon causes +2 **'Fear'**, which converts into +2 more battle stress for the Goblins to suffer. To learn more about **'Fear'** turn to page 66.

Note: All battle stress modifiers can only be counted once when working out which side has won and lost a combat. So, even though the Dragon has attacked both of the Goblin units in their rear, they only suffer this battle stress modifier of a +5 once. Furthermore, the same is true of the Dragon's fear rating, even though it affects both the Goblin units in this combat, they will still only suffer this modifier once for working out who has won the combat. After working out which side has lost a combat, apply all battle stress modifiers to all the losing pieces' individual break checks they affect as normal.

So clearly the Goblins have lost that combat in a big way, with them suffering a total of 16 battle stress dice, against the Elves who have suffered a grand total of nothing!



The losing Goblins in this combat must now take a break check for every piece they have in that combat individually, whilst the all victorious Elves' pieces become immune to being tested in that battle stress phase. Keep in mind that battle stress modifiers that could only be counted once before when working out which side will win the combat can now be counted each and every time they affect a losing piece in their own break checks.

Moving on to the Goblin's break checks, their right unit has suffered the death of 5 of their models which, gives them +2 battle stress. They also have a Dragon fighting in their rear that causes +2 fear, which adds +7 battle stress. So, all together that piece suffers 9 battle stress dice, which their enemy will have to roll out. However, these Goblins do have a command piece adding +1 soldiering, and have a basic soldiering of +2, which gives them a total of 3 soldiering dice in their defence. The Goblins roll their soldiering dice and score 2, 2 and 4, which gives them just 1 pass. The Elves side rolls a 1, 2, 3, 4, 4, 5, 5 and a 6 with their battle stress dice, which works out at 6 passes altogether. So those Goblins have failed their break check, and now must immediately make a **'Flee'** move, as described on page 33.

Next is the left unit of Goblins, which has suffered the death of 4 of their models which gives it +2 battle stress. They also have a Dragon fighting in their rear causes +2 fear and a chariot unit in their left flank, which adds up to +12 battle stress. So, all together that piece suffers 14 battle stress dice, which now the Elves will roll against them in a break check. However, the Goblins have a basic soldiering 2, converting to +2 soldiering, a command piece giving them another +1 soldiering and are within 8 inches of their battle standard, another +1 soldiering. This gives the left unit of Goblins a total of 4 soldiering dice to be used in their defence with their break check. The Goblins roll their soldiering dice and score 3, 4, 5 and 5, which gives them 3 passes. The Elves side rolls a 1, 1, 1, 2, 2, 3, 3, 4, 4, 4, 5, 5, 5 and a 6 with their battle stress dice, which works out at 7 passes altogether. So those Goblins have clearly lost their break check, and will now have to **'Flee'**, as described on page 33.

MAGIC

The 'Ether' is the fabric of existence and 'Magic' is simply the art of manipulating it. Most mortals on the Middle Plain have very little influence over the ether's workings. For those magical few who do however become very powerful individuals and their skills are sought after by kings, emperors and other great mortals, so they too can exploit their gifts for their own ends.

Casting Magic during Your Turn

Though magic is a very important part of the game, as spells can affect every aspect of the battle, it does not have a phase of its own. Instead, the player whose turn it is can start casting spells from the very start of their go, right up until the battle stress phase where no spells can be cast at all. During this time, the enemy must wait until their turn begins to start casting their own magic.

Magic Casters

Barring the Dwarfs, each race has their own kind of wizard, which can go by many other names, such as a Shaman, Warlock, Sorceress, Witch and a few others. However, no matter how a magic caster is referred to, all follow the same rules for **Wizards** as described in this rulebook, unless they have their own unique rules laid out in their own Army List, which will supersede the ones in this book.

Choosing Spells

The time to choose your wizard's spells comes just after setting out the scenery, and just before deploying troops.

All the spells in this game has been divided up into their own disciplines of magic. Each discipline is represented by a deck of 9 cards, a spell per card.

All basic wizards must take 2 spells each into battle, which must be selected from one discipline (or one deck) of magic. 'Master Wizards' must take 3 spells instead. The cards must be randomly selected from out of their decks. Once a wizard's spells have been selected, they can never be mixed or swapped with other spells during a game. This basically means a player cannot choose their own wizard's spells and must let fate decide what they have instead. However, all wizards have the option to take the first spell in their chosen discipline, which ensures the weaker mages always have a chance to cast at least one of their spells during a game.

Exchanging Spells for other Spells

There are instances when randomly selected spells will not have any effect on the game, because of the spell's specifications. For instance, harmful spells, which only affect Undead pieces, would be useless against a living enemy

army. In these instances, spells may be swapped for another randomly selected spell from the same discipline, as many times as is needed.

'The Ether'

Casting & Dispelling Magic

For a wizard to cast a spell, they must first battle with the 'Ether' and bend it to their will.

The Ether is a magical web of energy that is all around us, and we are all woven into it. It is the fabric that binds us all together in existence and everyone and everything is subject to its laws.

Only magic casters seemed to have a working understanding of the Ether. They say they can just feel it, and some of the greatest mages say they can even gaze upon its wondrous workings. Mages also tell us that behind this, the greatest of all barriers lays the 'Great Toil', where the Elementors labour and drive existence in to motion.

Wizards can manipulate parts of the Ether, and this is really the fundamentals of how spells are cast. However, manipulating the Ether is not easily done! Even if a wizard succeeds to cast a spell, the Ether's Elementors will always very quickly fix the distortion, which cancels out the wizard's spell.

A wizard may make **ONLY 1** attempt to cast each of their spells. When all of one side's wizards have made all of their attempts to cast their magic, they have finished casting for that turn, and must wait until their next turn to cast again.

To cast a spell, first choose one spell and check its '**Ether Resistance**' (or Ether Level) at the top of each spell's description. The more powerful the spell is the higher its ether level will be which will make it more difficult to cast depending on its level.

A spell's ether level is converted straight into '**Ether Dice**', rolled out with a D6 for each level. For instance, an ether level of 5 would have 5 ether dice rolled out to resist a wizard's magic.

To battle the ether with, all wizards generate '**Magic Dice**'. 2 for a basic wizard and 3 for a '**Master Wizard**', and each magic die is rolled out with a D6, like the ether dice are. The special rules for 'Master Wizards' are explained further on in this chapter.

After the casting wizard has picked out their spell, the enemy player will always roll out the spell's ether dice first. After that roll, the casting player rolls out all of their power dice they want to use or can use to cast that spell with.

The side with the highest amount of the highest dice scores will always win the roll. If the casting side win's, their spell will get through and must be played out as normal, unless the enemy wants to attempt to dispel it, which is explained later on in this chapter. If the ether wins, the spell has been successfully stopped and nothing further happens. For instance, a casting wizard rolls 3 magic dice and scores a 6, 4 and a 2 to cast with. The ether's side rolls 2 dice and scores a 6 and a 5. The ether wins the roll and stops the spell. This is because only the highest dice scores are counted in this roll, the ether's roll of a 5 will automatically beat the caster's lower scores of a 4 and a 2 even though they had more dice to cast with.

Disciplines of Magic

At the back of the Rulebook, starting on page 105 is '**Appendix * 12 Disciplines of Magic of the Middle Plain**' were all 8 Disciplines of Magic (Harmony, Chaos, Dark, Light, Base, Destruction, Creation and Battle Magic) can be found. Furthermore in the '**General Gaming Equipment**' folder downloaded with this game, the disciplines are presented as playing cards, so that you can print them off and deal them out in a battle.

Each deck should contain 9 cards, and always use a fresh deck when choosing each wizard's spells.

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Ether and Magic Dice Chart

Casting Wizard's Magic Dice				The Ether's Dice		
Basic Wizard	Master Wizard	Swap Spell for Magic Dice	Magic Items or Ability's Bonuses	Spell's Ether Resistance Level	Swap Spell for Ether Dice to Dispel	Magic Items or Ability's Bonuses
2	+1	+1	Apply Magic Items or Ability's Bonuses	Apply Spell's Ether Level as Ether Dice	+1	Apply Magic Items or Ability's Bonuses

Sometimes, a side can win a roll just because they have more dice than their opponent's roll. For instance, one side has 3 dice to roll with and scores a 6, 5 and a 2. The other side only has 2 dice to roll and scores a 6 and a 5. Even though the side with the less dice have matched other side's score the best they can, they have still lost the roll, because they do not have a die score to match or beat the other side's roll of a 2.

Once a spell has been successfully cast, play out its magical effects as described upon it. If a spell fails, its caster must wait until their next turn to attempt to recast it again.

If the ether fails to repel a spell, this is where the enemy can choose to add any of their own ether dice they have to the ether's original score to fix it, which is how wizards '**Dispel**' enemy magic. If the ether score now beats the casting side's roll the spell has been stopped and nothing further happens. If the casting side's score still beats the ether roll, even with the extra dice added, the spell gets through and must be immediately played out as normal. The enemy can add any number of ether dice they have to strengthen the ether, from any number of wizards they command from anywhere on the board. However, ether dice generated by magic items such as Dispel Scrolls, Staffs or Wands can only be used one at a time from a single wizard's collection of items. For instance, a wizard could not use their Dispel Staff and Scroll at the same time. However, one wizard could use a Dispel Scroll and another from the same side could use their Dispel Staff at the same time to end a spell.

In the rare cases of a drawing roll between the casting side and ether, the ether will always win the roll.

Ether and Magic Dice Chart

At the top of this page is the '**Ether and Magic Dice Chart**', which lays out all the different bonuses the caster and ether has when rolling to cast magic.

To use the chart simply add the bonuses if they apply to the casting situation at the time.

Each of the magical bonuses on the chart is also explained on this page.

Basic Wizards

A '**Basic Wizard**' or a wizard, receives 2 randomly selected spells at the start of the game and has 2 magic dice to cast their spells with.

Master Wizards

In the world of magic there are many levels of mages, from the great and powerful wizards, to the side show tricksters. Minor magic casters would never make the field of battle, as they would make little difference, but a well practiced mage could turn the tide of battle with their magic, and then there are the Master Wizards! These mages are a real force to be reckoned with, able to destroy entire units just by using a fraction of their true power.

Most basic wizard pieces can be upgraded to become a '**Master Wizard**', which will be indicated within their profile's options. Master wizards use 3 magic dice to cast their magic with. Furthermore, they gain 3 randomly selected spells from their chosen discipline of magic at the start of the game.

Swapping Spells for Magical Dice

A wizard can swap each of their spells for an extra magic die to cast their remaining spells with. Or they can swap a spell for an ether die to help them dispel enemy magic with instead.

A wizard can swap any number of their spells for magical dice and will get +1 die per spell they swap.

At the beginning of a wizard's turn any spells they have swapped are returned to them and any magical dice left over from the previous turn are lost.

Ether or magic dice gained by swapping spells can always be used in conjunction with any other magic items or abilities a wizard may have, whilst they are casting or dispelling magic.

Magic Items or Ability's Bonuses

A wizard can add any magic dice generated by their special abilities or magic items to their casting roll. However, all these special bonuses must only come from the casting wizard themselves and no other. Furthermore, a wizard can only use one of their magic items at a time to generate magic dice with, unless their items' specifically state otherwise. For instance, a wizard using a magical staff that generates 2 magic dice cannot use at the same time a scroll that adds another 2 magical dice whilst casting one of their spells.

If the ether on its own fails to stop a spell, the side rolling out the ether's dice can add their own magical defence bonuses to strengthen the ether and repel the enemy's magic. However, ether dice generated by magic items such as Dispel Scrolls, Staffs or Wands can only be used one at a time from a single wizard's collection of items. For instance, a wizard could not use their Dispel Staff and Scroll at the same time. However, one wizard could use a Dispel Scroll and another from the same side could use their Dispel Staff at the same time to end a spell.

Note: Ether or magic dice gained by swapping spells can always be used in conjunction with any other magic items or abilities a wizard may have, whilst they are casting or dispelling magic.

Meeting Spell Requirements

Usually wizards may only cast spells at pieces within their '**Awareness Ranges**', which is described on page 15, and they must also stay within the spell's range limits. Always work out the spells range from the caster, just like shooting. However, there are certain spells that can be cast out of a wizard's awareness ranges, providing the description of the spell clearly indicates this. For instance, a spell's description that says "*this spell may be cast anywhere on the tabletop*" or other spells similarly worded to this statement may be cast out of the wizard's awareness ranges.

If a spell's criterion is not met, the spell will fail and it will have no effect at all. For instance, if a spell's target is not in range of the casting wizard it will fail. Once a spell has failed, the casting player must move on to cast their next spell, as no recasting is permitted of the same spell within a turn.

A spell's criterion cannot be worked out before rolling to cast it. So, cast the spell first and then work out if the spell is in range, within awareness ranges limits of the caster, etc.



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Casting Magic into Close Combat

When casting magic at a piece, friend or foe, which is locked in combat, the spell will only affect its original intended target and not all the pieces locked in the same combat, unless the spell uses a template or radius, or states otherwise. For instance, if a magic missile like Chill Blades hits a piece locked in combat, its hits are not divided up between all the pieces fighting in that conflict, instead the spell only hits its original target.

Spells from Bound Items

'Bound Items' can be magical items such as staffs, scrolls and banners that have the power to cast spells on their own.

Bound items all generate their own power for their spells independently from a caster, which means any type of character can use them, not just wizards. However, if a bound item is classed as an 'Arcane Item', then only a wizard can use it in battle.

Bound items will always include its spell's description or reference, how many magic dice it generates to power its magic and an ether level for it to overcome to cast it spell. However, wizards cannot add their magic dice to a bound item's spell to enhance its casting power any further. Once a bound item's spell has been cast, the enemy can also dispel a bound item's magic in the normal way.

If a bound spell is successfully cast its spell's affects are played out as normal in the game. If the spell fails, it will have no further affect on the game just like an ordinary spell.

Some bound items can only be cast during a game and others can be cast each turn. Whatever the case may be, the bound item's description will make this clear.

Fleeing Wizards

When a wizard 'flees', as described on page 33, they cannot cast or dispel magic until they rally.

Dead Wizard's and Their Spells

After a wizard is slain, as you would expect, none of their spells can be cast again in the game. However, dead wizards can sometimes leave behind them spells which are still being played out in the game. These spells do not end with their caster's death. Instead, they remain in play until they naturally end.

Magic Items

Some Magic Items are said to be gifts from the Gods, to help or just influence the mortals who dwell on the Middle Plain for their own ends. Others have been crafted by the mortals themselves and it is the Wizards and Dwarfs who create the most, though their magical creations can pale in comparison to the god's handy work.

Magic Item Cards

In the 'General Gaming Equipment' folder downloaded with this game are the 'Magic Items Cards'. These cards have the item's points and rules on them, which will make it easier to use them during a game.

However these magical items come about, all are sought after, and even the most minor ones are worth quite a bit of gold. This is because they have the

power to shape ones destiny in that individual's favour, by giving them great powers way beyond their mortal means. For instance, a magical sword could give its bearer the strength to slay a mighty monster with a single blow, or wearing magical armour could make it possible for a mortal to endure wounds, which would otherwise kill them outright in battle.

All rules regarding 'Magic Items' are described here in this chapter. The items themselves and their rules are within 'Appendix 13' on page 114.

Only characters and some special unit pieces may carry magic items, and they may only take as many as their profiles' allow them to use. For instance, a character piece with a magic items allowance of '1-3' indicated in their options, may take 1, 2 or up to 3 magic items into battle.

Once a magic item has been chosen, it may not be taken again by the same side, with the exceptions of; Magic Scrolls, Magic Potions, Magical Scrap Books, Magical War Paint and a few other exceptions. Furthermore, when arming up characters with these items, the normal restrictions apply, but players must also use their 'Common Sense' too, as they can only give their character's magical items they could actually carry or wear into battle. For instance, a character can wear more than one magic ring, as they usually have up to ten fingers, but they could not wear more than one magical crown, as most beings only have one head to put it on.

Though all the general rules for magic items are explained here, some of these magical objects have the ability to alter a game in an extraordinary way. These special rules are fully explained within their own item's description, found in 'Appendix 13' on page 114.

Magic Weapons

When a character piece is armed with a 'Magical Weapon', they cannot use any other weapon of its type (magical or not) at the same time. So a character cannot be armed with a magic sword in one hand and an additional hand weapon in the other, nor could they use two magical weapons at the same time. However, they could carry a magical sword and a magical bow, as they would not be using them at the same time.

Magic Armour

Wizards cannot wear any kind of 'Magical Armour', which includes magical war paint, as it makes it just too tricky to cast magic. The problem is; magical armour and even magical war paint generates a field of supernatural energy, which interferes with the mages' attempts at casting spells. In fact casting spells in magical armour is nearly impossible!

All other characters can wear magical armour, they can even mix or use them instead of their ordinary armaments found in their profile options. However, Characters cannot wear or carry two or more of the same kinds of armour at the same time. For instance, a hero cannot carry one normal shield and one magical shield at the same time, nor can they wear a suit of armour and then have another suit of magical armour on top of their first.

Magical War Paint

Pieces which can take magic items, but cannot take armour into battle, may always use magical war paint instead for protection.

Magical war paint can be used more than once by the same side, but a character may only take and use one magical paint at a time.

Magical war paint cannot be combined with ordinary or magical body armour, as it would just rub off the supernatural paint. However, a character using magical war paint can still wear a helmet and carry a shield into battle, which could be either magical or not.

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If a model wearing magical war paint enters any kind of water feature, such as a bog, stream, river or pond, they will wash off their magic paint and it will have no further effect in the game.

Enchanted Items

'**Enchanted Items**' are objects that have been fused with magic to give them some form of magical ability. Really, anything can be enchanted, from a king's crown to a beggar's hat; well, that's what the wizards say anyway...

Magical Potions

All magical potions can only be used once, and must be used one at a time, never mixing them. Furthermore, any number or combination of potions may be taken into battle, but they still must be within a character's magic items limits.

Arcane Items

Only a 'Wizard' can take magic items from the '**Arcane Items**' List, as only they can understand and use them effectively in battle.

Wands and Staffs

A wizard can only take either one wand or magical staff into battle, because they can only cope with using one of these items at a time.

Magic Scrolls

All magic scrolls can only be used one at a time and only once during a battle. However, any number or combination of them may be taken up to the number of magic items allowed by each Wizard.

Magical Commands

Only unit pieces that are allowed to have a magical command piece indicated in their options and battle standard bearers, are allowed to take a '**Magical Command**' item.

A magical command or battle standard follow all the ordinary rules for command models and battle standards, but have additional magical affects, which will be described within their own magic item's description.

Whatever the magical command's special effect is, it will always affect the entire unit it is accompanying as a whole. For instance, if a magical command item gives its unit +1 to hit in combat, then all the models in that group have a +1 added to their roll to hit in combat.

Units can never have more than two magical commands at any one time contained within it. You may take one magical command for the unit and another one for the battle standard bearer, but no more.

A battle standard bearer may only take one magical command, which always uses-up one of the battle standard bearers' magic items from their allowance.

Concentrated Mana

So much mana was never meant to be focused in one place and at one time on the Middle Plain. Yet, powerful mortals often arm themselves with extremely powerful items, making them formidable and nearly god like beings to all those who face them on the battlefield. On the other hand, all this power comes at a great risk! As too much concentrated mana can tear a hole in the fabric of reality leading straight to oblivion, which means death beyond death for those who become trapped within its grasp!

On the right is the '**Oblivion Chart**', and if a character is carrying a number of magic items that add up to 150 points or higher they must take an '**Oblivion Check**' at the start of each turn in the game. To make the check, relate the amount of points in magic items they have spent to the chart, and roll 2D6. If they score the appropriate double indicated on the chart by matching up the doubles with the amount of points they have spent on all of their items, they have failed their oblivion check. If not, they have passed, but they still must continue taking this check at the start of each turn in the game until they fail it, or the game ends. For instance, if a single character is carrying 220 points in magic items, they would have to take an oblivion check at the start of each turn in the game, and if they scored any double 4, 5 or 6 they would fail it and suffer from oblivion!

Failed Oblivion checks **CANNOT BE REROLLED**, so once the check has been taken and failed nothing will save the character and those round them from oblivion!

!!!OBLIVION!!!

Oblivion is a tear in reality, which pierces through the Ether and even the Great Toil. For those unfortunate souls who fall into it, fall into total nothingness, which some believe is even outside the all powerful Creator's control...

A failed oblivion check will create a brief rip in existence, which will appear under the model that caused it. The side that created the hole in reality rolls 1D3. The score is the radius of the rip, which is measured out in inches from the centre of the model that caused the tear in existence. All friendly and enemy models that are within the radius of the rip are slain outright, and are immediately removed from play for the rest of the game! No saves, not even magic, regenerations or any other kind of immunities can save them from oblivion, **NOTHING AT ALL!** After all the damage has been worked out, the rip immediately disappears and has no further affect on the game.

Oblivion Chart

Points	Risk 2D6
150-174	6s
175-199	5s & 6s
200-224	4s, 5s & 6s
225-249	3s, 4s, 5s & 6s
250-274	2s, 3s, 4s, 5s & 6s
275+	Any Doubles

"It is thought by the high mages, that the Creator is the only one powerful enough to fix a rip in existence. So in theory, those who fall into the tear could catch a glimpse of their Creator at work before they totally cease to exist."

Depleted Magic Items

Once a magic item becomes useless, negated or is destroyed, their points are no longer counted towards the oblivion check.

ADVANCED RULES

WELL DONE, YOU NOW KNOW ENOUGH TO PLAY
A GAME OF THREE PLAINS STRAIGHT THROUGH!



HOWEVER, THE REST OF THE RULEBOOK FROM
THIS POINT ONWARDS WILL DEAL WITH THE
MORE ADVANCED RULES, AND GO INTO MORE
DETAIL ON SOME OF THEM ALREADY COVERED.

UNIT PIECES

A good general knows that the battlefield can be looked upon as a very big board game, with all their men likened to gaming pieces, each one with their own particular strengths and weaknesses, but the most prized pieces are always their units of troops and cavalry. Because even a unit of troops filled with the weakest of creatures can become a force to be reckoned with, able to take on the strongest of beasts or demons that any of the Three Plains can throw at them.

What makes a Unit?

'Units' are the most complicated pieces in the game. This is because a unit can be a grouping of hundreds of beings attempting to move and fight as one force on the battlefield.

To build up any unit, follow these rules laid out underneath. Any deviation from this means the unit is really an '*it*', and they do not belong on the gaming board. Therefore any unit, which becomes an '*it*' during a game must be removed from play immediately, leaving behind any character pieces which it might have in it.

Note: 'Skirmishers' and 'Mobs' are units, but have a number of different rules that set them apart from standard unit pieces, which are described later on in this chapter on page 58.

- All infantry units must consist of 3 or more individual infantry models, and all cavalry units must have at least 2 or more models in it to be counted as a fully working unit piece. Character models can never be counted toward the numbers of a unit.
- When creating a unit, use one piece's profile to work from. Do not mix from other profiles, other than adding character pieces to the unit.
- All unit pieces must either take the shape of a square or oblong. They can never be circular or take any other shape
- Infantry units must have a front made up of at least 3 models wide and cavalry units must be at least 2 models wide, unless they are in a 'Wedge' formation, as explained on page 55.
- All models within a unit must be facing forward in the direction they are travelling in.

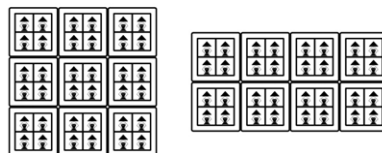
On the top right of the page is an example 'H1', that demonstrates two basic units of Elves, which follow all the criteria for creating an infantry unit piece, as described above.

In tiny games where both armies number only 500 points or less on each side, the rule that describes units becoming an '*it*' because they have less than 3 or 2 models in them, is to be ignored.

Using a Unit as a Gaming Piece

Even though a unit piece is made up of many individual models, it is treated as one single playing piece in most aspects of the game. When the unit moves, shoots and fights it does so together as one gaming piece.

H1 - Two Very Basic Unit Pieces



A unit will always move as fast as its slowest model within it. For instance, a unit with a movement rate of 7 inches that also contains a character with a movement of 6 will have to slow down to 6 inches when it moves.

When a unit is being targeted, either in the shooting phase or with magic, the whole piece is affected as one. This means all the models in the unit will be affected equally, which include any accompanying characters within it. For instance, if a spell had the power to destroy an entire unit in one go, then all the models in the unit would be lost, along with any characters, command models and any magic items contained within it. However, attacks which use 'Radius' and 'Templates' can affect just part of a unit instead of affecting the entire piece. To learn more about these special attacks turn to page 39.

Command Models

Nearly all units and mobs will have the option in their profile to upgrade one standard model they have to become its 'Command Model'. A command represents a regiment's standard bearer and musician, and it is their job to keep the unit marching and fighting as one.

Units that include a command model gain +1 soldiering die.

A unit can only have one command model amongst its ranks, and it should be placed in the centre of the front row of its group, or as near as it can get to that position. Character models must also be placed in roughly the same spot, but it is up to the controlling player how they arrange them in a front rank of a unit. If there is no more room in the front row for any more characters or command models, then place these special pieces in the second row instead, then in the third, and so on.

A command model can be targeted and killed as normal, but any accompanying infantry or cavalry models in their group will always carry on their role in their place. This means that a command model can never really be slain, unless there are no more models left in their unit to take up their banner and beat their drums. However, a character can never take on the role of their unit's command model, even if they are the last surviving member of their group.

'Skirmishers' can never have a command model. To learn more about 'Skirmishers' turn to page 58.

★ Magical Commands

For the 'Magical Commands' rules go to page 52, and those magic items are on page 147 to 151.

★ Unit Pieces Buckling

Turn to page 44 to read about 'Buckling' because of 'Flimsy Ranks'.

★ Character Pieces Joining an Units

See 'Characters Joining Groups of Warriors'

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★ Shooting at Units or Characters in them
Refer to the 'Missile Hits Dispersal Chart' on page 38.

★ Beasts Joining Units
See 'Beast Joining a Unit' on page 61.

Units Engulfing an Enemy

Isolated impetuous heroes whom charge headlong into an enemy horde should be aware that it is all too easy for those warriors to break from their ranks and encircle them to hack them to bits, which sometimes they will do...

Just like loose moving groups of models, units too can also 'Engulf' enemy pieces, but have slightly different rules to make this manoeuvre, which are as follows.

All units have the option of engulfing an enemy in combat after one round of fighting has passed. However, a unit can only engulf an enemy which is fighting in its front, isolated in combat and the unit must be at least three times bigger than their foe before they can encircle them in combat.

If a unit can engulf an enemy, they will break from their formation to completely encircle them in combat. The engulfing piece's models will move forward and around their target so that they tightly fit round them in combat, which should leave their enemy roughly in the centre of their group. This is demonstrated in 'H2', where a Goblin unit has totally surrounded their adversary in battle. However, once a target has at least two ranks around them in combat, do not move the engulfing unit any further forward from its original position. Furthermore, as all the unit's models will turn inwards to face its engulfed enemy, all of its outer sides will now count as its rear. So if a unit that has engulfed an enemy is charged in any of its outer sides, it will count as a rear attack and it will suffer +5 battle stress.

When a piece has been engulfed by a unit, all rolls to hit them in combat gain a +1. However, as the engulfed piece is now on 'Death Ground', and so cannot escape, it must immediately take a break check. If failed, the piece immediately surrenders and must be removed from the game. If passed; the piece becomes 'Unbreakable', until the ring of enemy models around it has been broken and it can see its way out of combat again. If a piece is already unbreakable, it will not take this check. 'Unbreakable' is fully explained on page 67.

Note: When an engulfed piece takes its break check, they must take into account all the battle stress modifiers which might affect them at the time. Such as being 'Overlapped' all the way round them by the enemy, which would make the engulfed piece suffer +6 battle stress. The rules for being 'Overlapped' are explained on page 43.

If a piece is engulfed which is vulnerable to being 'Marched Over', as described on page 31, it is instantly killed outright and removed from the game.

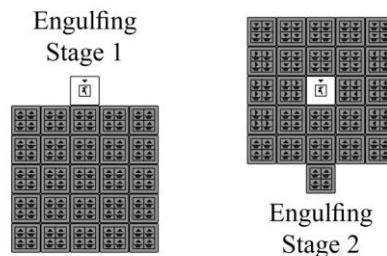
When removing casualties from a unit which has engulfed an enemy, always take them away from the outside of the unit, working round it evenly until it has no more models left.

If the engulfed piece can hold its own and kill enough models to break the ring of enemy warriors surrounding them, the encircling unit will suffer from 'Flimsy Ranks', as described on page 44.

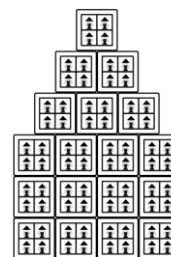
Once an engulfed enemy has been killed, the unit returns to its normal formation with all its models turned to face forward once more. The unit can also be turned to face in any direction its controlling player wishes.

Note: When an enemy is engulfed by a unit, it is not necessary to build up all the models around them, and have them all facing inwards towards it, as this

H2 - Engulfing



H3 - Wedged Infantry



would take too much time to arrange. Instead, just move the unit forward over its target, and make the space needed to put the enemy in, and this will be enough to demonstrate what is going on there.

Note: A unit engulfing an enemy in combat and reforming back into their original formation after they killed them costs no movement.

★ Shooting or Casting Magic at a Unit Engulfing an Enemy

Hits from casting magic or shooting at a unit engulfing an enemy are divided up just like they are in a normal combat, as described in the 'Missile Hits Dispersal Chart' on page 38.

Infantry Wedges

Certain units of infantry armed with hand weapons and shields can form into a special formation called an 'Infantry Wedge'. When a unit takes this formation, it can then drive deeper into the enemy's ranks than ever before. This splits the enemy warriors up and funnels them down into lethal killing zones, which is at the bottom of each of the unit's wedges. All this makes this a deadly formation for those fighting one head on. Yet, if the enemy can tackle them from behind, they will soon find this killer crocodile has a soft underbelly.

Infantry wedges are still classed as units, so follow most of their standard rules laid out so far in this book, with the following exceptions laid out underneath in this section.

Infantry Wedge's Formation (DC)

An infantry wedge is so called because of its appearance on the battlefield. The infantry in a wedged unit will have one or more triangular points at its front. This is so the wedged unit can pierce oncoming enemy warriors, and even funnel them down into a special killing zone between each of its points.

To form a wedged unit, the infantry must first have the ability to do so indicated in their profile. However, even with this special attribute, only unit's armed with hand weapons and shields may be formed into this special formation.

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Above is example 'H3' that demonstrates how a single wedged unit should be formed. As you can see, a single wedged unit must have at least one triangular point at its front, consisting of just one model. After the first, each following row must have one more than the last, until the unit reaches four models wide, which creates a single wedged unit. After creating a wedge, models are then stacked up normally behind them.

To create more wedges in a unit simply add another triangular point alongside the first one following the rules just described above. A unit can form as many wedges as its limits and numbers allow for.

Killing zones or funnels can be added to a wedged unit in two ways. The first way is to expand the unit's width to include another triangular wedged point at its front, which will create one killing zone between them. This is demonstrated on the right example 'H4'.

The second way is to move a wedged unit a long side another, leaving less than half an inch between them, so that they create a pit in between the both of them. This is demonstrated in example 'H5' on the right. If this special alignment is broken, both are counted as individual wedged units with no killing zone between them. There is no limit to how many wedged units can be partnered in this way.

The first 3 rows of a wedged unit **do not** count as ranks. So only count the ranks behind them (e.g. starting from the fourth row) to determine how many ranks a unit has left. So just as normal, when a wedged unit has less than 50% of its second last countable rank remaining it will suffer from 'Flimsy Ranks', as described on page 44. Furthermore, as soon as a wedged unit loses all of its full countable ranks, it must attempt to reform back into a normal unit. During this time the unit cannot move until it has reformed back into a standard unit. Reforming a wedged unit into a normal unit is explained next.

A unit of infantry may be deployed as a wedge at the start of the game, or it may be reformed into one or out of one during the movement phase. To form into a wedge or to break this formation during a game, a unit must first take and pass a **Deviancy Check**.

If failed, the unit cannot move any further, and it will also suffer from flimsy ranks until the start of its next turn. The unit will keep on taking this deviancy check at the start of each of its movement phases until it passes, and continue to suffer from flimsy ranks if it carries on failing.

If passed the unit will reform up into its new formation, and can be used as normal. Reforming into a wedge or a normal infantry formation, will cost a unit half of its total move.

Infantry Wedges' Movement

A wedged infantry unit is very restricted on how it moves, because it needs a high level of unit cohesion to keep its special formation together. Therefore, a wedged unit of infantry cannot do the following on the battlefield:

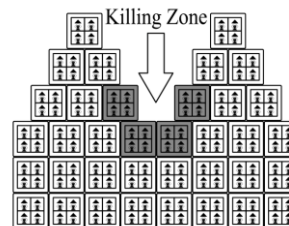
- 'Pivot' or 'Flip Round', see page 23.
- Turn sharper than 45° from each point to point move.
- Cannot 'Dash' move, see page 27.
- Cannot 'Engulf' an enemy, see the previous page.

If a wedged unit wishes to perform any of those manoeuvres just mentioned above, it must reform into a normal unit of infantry first, which it can do by following the rules above in 'Infantry Wedge's Formation (DC)'.

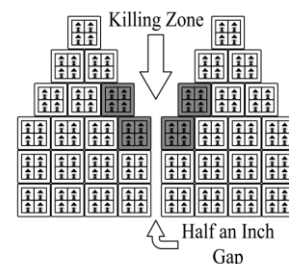
Infantry Wedges' Awareness and charge Zones

When working out an infantry wedge's 'Awareness Ranges' and 'Charge Zones' discount its triangular point or points, and imagine it as if the wedged unit was a typical squared or oblong formation. 'Awareness Ranges' is explained on page 15, and a piece's 'Charge Zones' are explained on page 44.

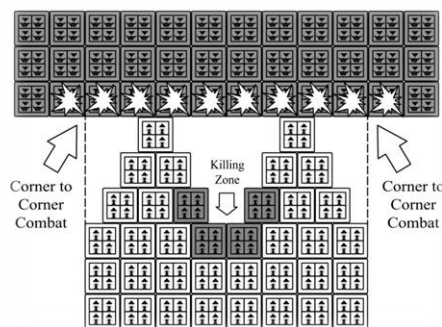
H4 - Wedged Infantry with one Killing Zone



H5 - One Killing Zone between two Infantry Wedges



H6 - Wedged Infantry in Combat



Infantry Wedges' in Combat

For a unit to maintain a wedge formation it will have to sacrifice a lot of its mobility, but what it loses there, it gains in increased killing power in combat.

In a combat that involves a wedged unit lining up against an enemy, do not push enemy models down into the wedges funnel, as this would take too long. Instead, simply line up both pieces against each other and all of their front line models facing each other can attack one another even if there is a space between them, as if they were touching each other in a normal combat. This also includes those models just touching each other's corners, which counts as 'Corner to Corner Combat', as described on page 42. This style of fighting is demonstrated in example 'H6' above, where all the models facing each other in combat can attack one another even though there are large gaps between them. Therefore, the Goblins have 10 models attacking, and the Elves in their wedged unit have 14 models hitting the Goblin's in return.

Furthermore, at the end of each wedges' funnel lies a deadly killing zone, with any poor enemy warriors who wind up there getting hacked to death from nearly all directions. Therefore, the 4 models at the bottom of each of a unit's funnels reroll all of their failed rolls made in combat, both for hitting and overcoming saves once. These special attacks can be spread throughout an enemy unit's models as normal, or they can be all directed on one model that

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is in the centre of a wedge's funnel, which could be an enemy character for instance. If a character is accompanying a wedged unit and placed at the bottom of its killing zone, they too will gain this bonus in combat.

Furthermore, for each unit's wedge 'point' that is in combat the enemy fighting against it will suffer +1 battle stress dice, with its triangular head driving deep into the enemy, and splitting them apart in combat.

A wedged unit will always pursue an enemy breaking out of combat to flee by breaking its formation and moving as a standard gaming piece.

For all a wedged unit's strengths at its front, if it is attacked by an enemy in its rear or its flanks it will suffer +6 battle stress, instead of +4.

If an infantry wedge flees out of combat, its formation will collapse into a standard formation as it flees, which it will do so at full pace. If the unit rallies and wants to become an infantry wedge again, it will have to reform back into a wedge, as explained on the last page in 'Infantry Wedge's Formation (DC)'.

An infantry wedge cannot take advantage of a 'Wall' for the purposes of holding a 'Defended Position', as described on page 45. If this situation happens the wall must be ignored and fought over as if it was not there. If an infantry wedge attacks an enemy holding a defended position its formation will immediately collapse into a standard unit formation and it will lose all bonuses for fighting in a wedge. Once free of that combat, the unit may reform back into a wedge formation, as explained in 'Infantry Wedge's Formation (DC)' on the last page.

Cavalry Wedges

Some of the heavier and more skilled cavalry on the Middle Plain can form into a special formation called a 'Cavalry Wedge'. This extraordinary arrangement of horseman allows them to form into a living sword, which can plunge into the heart of an infantry unit, and decimate them where they stand.

Cavalry wedges are still classed as units, so follow most of the standard rules for them laid out in this book so far, with the following exceptions laid out in this section underneath.

Cavalry Wedge's Formation (DC)

A cavalry wedge formation should have one cavalry model at its front, and each subsequent rank must have one more model than its previous row of horsemen. This is demonstrated in example 'H7', where a group of cavalry have been formed up into a wedge formation, which resembles a pyramid.

To form a cavalry wedge unit, the cavalry must first have the ability to do so indicated in their profile, if not they cannot use this specialized formation in battle.

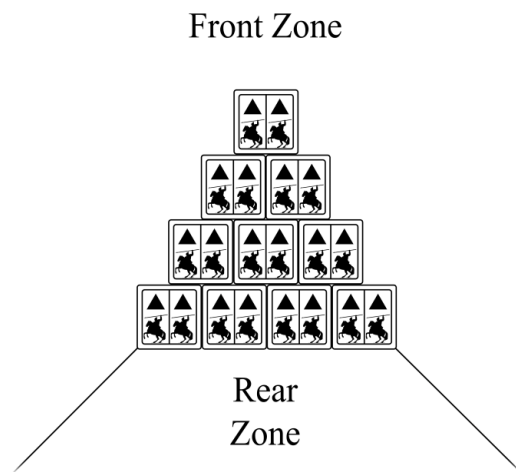
A cavalry unit may be deployed as a wedge at the start of the game, or it may be reformed into one or out of one during the movement phase, providing it is free of combat. To form into a wedge or to break this formation during a game, a unit must first take and pass a **Deviancy Check**.

If failed, the cavalry unit cannot move any further unless forced to flee, and it will also suffer from 'Flimsy Ranks' until it passes. The piece can only make another attempt in its next movement phase. 'Flimsy Ranks' is described on page 44.

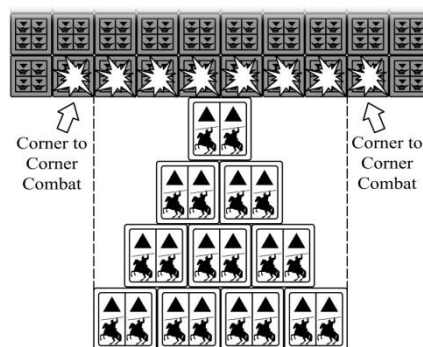
If passed the cavalry unit will reform up into its new formation, and from there it can be used as normal. Reforming into a wedge or a normal infantry formation, will cost a cavalry unit half of its total move.

A cavalry wedge always suffers from flimsy ranks, unless it is charge moving.

H7 - Cavalry Wedge Formation and its Charge Zones



H8 - Cavalry Wedge in Combat



A cavalry wedge does not have a 'Right' or 'Left Flank', as described on page 44. Instead, this special unit only has a 'Front' and 'Rear' zone, as demonstrated in example 'H7' on the right.

Cavalry Wedges' in Combat (DC)

After charging an enemy, a cavalry wedge fights with all of its front facing models on the outside of its unit, which is demonstrated in example 'H8'. As the example shows all models parallel to each other from both sides of the combat can attack one and other, as if they were lined up against each other in a normal combat situation. 'Corner to Corner Combat' will also apply to this type of combat, and this special rule is explained in full on page 42. Furthermore, the cavalry wedge is totally immune from being 'Overlapped' by the enemy in its first round of combat after charging in to fight. 'Overlapping' pieces in combat is described on page 43.

After a cavalry wedge has charged into an enemy and fought one round of combat, at the beginning of the following turn the cavalry wedge will flatten out into an oblong shaped unit against its enemy. The cavalry unit will flatten out no further than the width of its back rank or the space around it allows for. The cavalry unit will also be affected by being overlapped in combat as normal. Once the cavalry is fighting in a normal unit formation, it will no longer suffer from 'Flimsy Ranks' for being in a wedge formation. 'Flimsy Ranks' are explained on page 44.

If a cavalry wedge is charged by an enemy in its front or rear zones, those

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enemy charges are worked out like any other piece in the game.

If a cavalry wedge was caught off guard and charged by the enemy, whilst it was not charging itself the cavalry wedge will suffer from flimsy ranks. The crippled cavalry can still turn in combat as normal, as described on page 29, but it must take and pass a **Deviancy Check** to reform into a normal unit in combat again, which could save it from suffering from buckling in combat.

If a cavalry wedge flees out of combat, its formation will always collapse into a standard unit formation as it flees.

If a cavalry wedge attacks an enemy holding a '**Defended Position**', as described on page 45, it will immediately collapse into a standard cavalry formation, and neither suffer or benefit from fighting in its former specialized form. As the cavalry reforms into a standard unit, it will flatten out no further than it's width of its back rank or the space around it allows for.

Mobs!!!

A '**Mob**' is just a rabble of 'fighters' who usually run amuck on the field of battle, and do not care for order or discipline like most other units of infantry do. However, they are still classed as unit pieces, and so follow all the normal rules for them, with the following exceptions laid out underneath.

Moving Mobs

Mobs are unpredictable things, and as a result their movement is badly affected. Therefore, instead of using a mobs movement value as it is, always add 1D3 inches to it. For instance, if a mob with a movement value of 4 inches scored a 1 on a 1D3, then that piece would be allowed to move 5 inches that turn. Otherwise, mobs use point to point movement for units exactly as it is described in the '**Movement**' chapter on page 22.

Mobs of cavalry add D6 inches to their total movement, instead of just D3.

When charging a mob, always roll out its extra movement first before moving its charge.

The Mob's Formation

As much as possible mobs must always be deployed out at the start of the game in a square formation. They cannot reform into any other form during a battle, unless they are attempting to move through a narrow space like a bridge for instance. After which, a mob must always reform back into its square formation. See page 23 to learn how a unit can pass between two '**Obstacles**'.

Chaos in the Ranks!

A mob is an unorganised rabble of fighters, and so has very poor cohesion and unit strength on the battlefield. Therefore, a mob needs to have at least 3 full ranks, instead of having a rank and a half, or it will suffer from '**Flimsy Ranks**', as described on page 44.

Mobs & Weapons

For a unit of troops to successfully form the phalanx formation using either the pike or spear, is really quite a feat of good group dynamics and shows how a unit can become a unified killing machine on the battlefield. Unfortunately, a mob of fighters is none of these things; so they cannot use either pikes or spears in combat. If they are armed with these weapons, they must use their side arms instead, which always count as normal hand weapons in combat.

Skirmished Units

Skirmished units are groups of trained specialist warriors who can move, shoot and fight in a very loose formation. This makes them far more agile than

blocks of infantry. So they can instantly turn and dart quickly over difficult terrain, where standard infantry units would struggle to go. This makes skirmishers great scouts, but poor fighters in battle, as they can quickly be crushed under the weight of an infantry unit in combat.

Skirmishers may be units of infantry, but they are so different that they follow none of the rules for units described so far in this chapter. For instance, skirmishers cannot have a command model in their unit and they will never become an '**It**', no matter how many casualties they suffer. However, for the purposes of rule descriptions that affects units, such as casting magic or shooting, skirmishers fall under the gaming piece classification of units. That a side, skirmishers follow their own independent special rules laid out underneath.

Skirmisher Movement

Skirmished units travel around on the gaming board using '**Loose Movement**' as described under 'Loose Moving Groups' on page 26, and have the following additional rules for moving underneath.

Skirmishers may move over any terrain feature, other than impassable terrain, without suffering any movement penalties, and may turn in any direction they wish on their last point of their point to point move.

As skirmishers move in a free and loose formation, it allows them to pass through other troops, even tightly packed infantry. Therefore, an un-mounted skirmished piece can occupy, move through, or be moved through by any other friendly gaming piece. However, if a skirmished piece is moving through a unit or mob or vice versa, both pieces can only move at half pace, until both are clear of each other. If a group of skirmishers is forced to share a space with another friendly piece, simply place the skirmished models on top or over lapping them. If skirmishers are sharing a space with a friendly piece, which is in combat, the skirmishers cannot fight, even if they are in base contact with the enemy. The skirmishers are free to move out of the combat in their own movement phase, providing they have not been caught up in combat elsewhere. If the ally piece flees and their pursuing enemy hits the skirmishers sharing a space with them instead, this will count as an '**Unintentional Charge**' upon those skirmishers, as explained on page 35.

A group of skirmishers cannot shoot or cast magic whilst sharing the same space with another friendly piece.

Skirmishers in Combat

Fighting and moving in a loose formation comes at a price, which is that they stand no chance of holding their lines against a fully formed up unit of infantry or cavalry in combat. Therefore all units of skirmishers have '**Flimsy Ranks**', as described on page 44.

Skirmishers and the Primary Sense

Skirmishers do not block the '**Primary Sense**' of other friendly troops who wish to see past them, which means friendly pieces may shoot or cast magic over them, or even charge through them to get at an enemy. A piece's 'Primary Sense' is explained on page 15.

Note: Skirmishers will always block their enemy's view past them as normal.

Furthermore, skirmishers have a primary sense of 360° instead of 180° like normal pieces do, which means they can target, shoot, cast magic and charge at targets all the way round them, without having to turn to see them first.

★ Shooting & Casting Magic at Skirmishers

To see the rules for '**Shooting & Casting Magic at Skirmishers**' refer to page 37.

CHARACTER PIECES

'Character Pieces' represent great individuals who stand out amongst their own kind, because they are blessed with more strength, agility or intelligence than the rest of their kin. Their immense talents are soon marked out by their epic deeds on the battlefield, as some can slay monsters, lead entire armies to victory and defy death himself. Whatever their deeds though, they are distinct among their own kind and some believe that their gifts are God given, which would also make these heroes divine.

Character Types

Most character pieces are used as '**Common Heroes**', which do not have a specific role to play on the battlefield, other than to turn up and kill as many enemies as they can. However, others can take on special roles within your army, such as a '**Halfwit**', '**Battle Standard Bearer**', '**Wizard**' and '**General**'. Each role has a different job to do on the battlefield, for instance the Wizards cast magic and a General leads your army in to battle. Each of these special roles has their own additional rules, which the character who takes it on must play by, along with their own particular rules.

Some characters must take on specific roles, which will be indicated within their profile. For instance, an Orc Runt can only be played as a halfwit piece in a battle, and nothing else. Other characters can have a role or title allocated to them by their controlling player, which must always be added to them before a game starts, and cannot be swapped during play, even if they die. In any case, this should always be noted down on their user's army list.

The Halfwit Piece

'**Halfwit Pieces**' usually have particularly poor stats, even compared to the weakest of their kind. So usually they serve their masters best by having their heads stuck on stakes as an example to the other troops to behave themselves, but even these idiots can have more uses than this...

Blending In

Even though a halfwit is nothing but a nuisance in a unit, they do not stand out, instead just blend in with the rest of their group. This means that a halfwit piece cannot be seen in any group of models they are accompanying by the enemy player, unless it reveals itself or leaves that group. Therefore, if a halfwit is accompanying a group, its model is not included in there. However, its location should always be noted down on a piece of paper before the battle begins.

At anytime during the game, even in combat, the controlling player of a halfwit piece may reveal that they have one hidden away in one of their groups. When revealed, the controlling player of the halfwit may be placed anywhere in their group. For instance, they can be put into their unit's rear, one of the group's flanks or even straight in to combat. Just swap the halfwit for another friendly model it is going to take the place of, and put that other model at the back of their group. From now on, the halfwit is a **MARKED MAN**, and can no longer hide in its group, and must remain revealed now for the rest of the game, just like any other normal gaming piece.

When a halfwit comes out of hiding in a group, its proof of placement, which is the note of its location, is shown to the enemy player. If the note does not match up with the Halfwit's location, it cannot emerge in that group of models. Instead, it must be placed immediately in the group it was stated to go in, and it is now visible for the rest of the game.

Why bother with a Halfwit?

In the magic items list, there are items designed to deal with overpowering enemy beasts and heroes, which either make them disappear or blowup! You just need some poor beggar to carry the magic items up to them, and it would be a shame to waste a perfectly good ally hero on this dangerous task.

This is where your weak and stupid, but very loyal halfwit comes in, were I'm sure you can figure the rest out for yourself...

If a group of models that contains a hidden halfwit is cut down to 4 models or less, the halfwit becomes exposed and will have to fight alongside with the rest of their unit.

If the halfwit is going to be placed in a group of models, it is set out at the end of the deployment phase after all standard gaming pieces have been set out. However, pieces with the '**Scouting**' special ability, as explained on page 68, will always be deployed after a halfwit has been hidden in a unit.

★ Wizards

In each race across the length and breadth of 'Many', there are those born with the gift of magic about them. Normally once their gift has been realized, these younglings are spirited off

to a magic guild and made into wizard apprentices. These young mages can spend many years learning the art of magic and once they complete their training, they are sent off to help their people, as their masters see fit. For those who become battle wizards or end up fighting in some war, their magic can make all the difference, as they can make the skies collapse on their enemies or open up the very earth to swallow entire regiments. Really it's a wonder why more wizards aren't the ones in power themselves.

Wizards follow all the normal rules for character pieces and all the special rules for '**Magic Casters**' on page 49.

Battle Standard Bearers

The greatest honour most warriors can ever hope for is to carry their Army's Battle Standard into combat. Usually this immense honour is entrusted to a general's personal champion or some great fighter amongst their ranks, because to lose this special standard will bring great shame to all who follow it into battle.

An army can only have one '**Battle Standard Bearer**', and a character can only take on this special role if their profile allows them to do so.

All battle standard bearers may carry one '**Magical Command**' item each along with any others they are allowed to carry. 'Magical Command' items are described on page 52.

All friendly pieces within 8 inches of their battle standard bearer, including the standard carrier themselves, receive +1 soldiering die. However, no bonus can be claimed if the battle standard bearer is fleeing or has been killed.

The General

The '**General**' is the one who leads an army, but the general is not a character piece as such. It is more a '*title*' or '*role*' a player awards to one of their characters they have included in their army.

A player must always select one character to take on the role of their army's general, which could be any one they wish, apart from a battle standard

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bearer. A player could even pick the army's halfwit to take on the role, though this would not be advisable...

General's Leadership

The character which has become the army's general, has this special attribute added. All friendly pieces within 8 inches of the general share their soldiering value, providing it is higher than their own. For instance, a general who has a soldiering of 7 has a friendly unit of infantry within 8 inches of them and they have a soldiering of 4. This unit would replace their soldiering of a 4 to mirror their leader's soldiering of a 7 for as long as they are within 8 inches of their leader. However, if a general is fleeing or has been killed, no friendly pieces under their command can share their soldiering value in battle at all.

The Death of the General! (DC)

Bad news amongst the ranks travels swifter than good orders do, and this is especially true with the dire news of the general's death!

If the general is slain, all pieces which were under their command must take a **Deviancy Check** at the end of the following combat phase.

If the check is passed all is well, but if a piece fails this check they must immediately **'Flee'**, as described on page 33. If in combat, they will immediately break out of that fight to flee, and just like they had been broken in combat, the enemy can choose to pursue move after them or take a deviancy check to hold their ground.

Furthermore, after the death of a general, all pieces that were under their command can no longer re-rally whilst fleeing. This means these models cannot be saved, and so can be removed off the board, as they have no further part to play in the battle.

Characters Joining Groups of Warriors

Characters mounted on a steed or on foot may join any kind of group of warriors in the game, providing their bases are the same size as the group of models they are joining.

When a character model joins a group they must be placed as much as possible in the centre of the front row of that group. A command model must also be placed in roughly the same spot in a unit. It is up to the controlling player how they arrange their special models in their groups of fighters. If there is no more room in the front row, for any more characters or its command model, place these special models in the second row instead.

Once a character has joined a group of models, they become part of that group and behave as the rest of that group does; moving, charging, fleeing, pursuing and fighting as one piece in battle. Therefore, a character and their accompanying group's movement must be in sync with each other at all times, unless the character chooses to leave their group, which is explained a little later on in this chapter.

Note: A group of models can only move as fast as their slowest member will go. So if a character is the slowest one in a band of warriors, their will slow the entire group down to their speed.

Characters leading a Group of Warriors

All groups of models must use the highest soldiering value within them, which is usually a character's value, if one is part of that group. For instance, a group of warriors with a soldiering 3 is led by a hero with a soldiering 4. As the hero has the highest soldiering rating, it is the hero's value the entire group will use in a battle stress check.

However, providing a general's soldiering value is the highest one within 8 inches of them, a group within that range will always use that value instead of any accompanying character's for a check.

Shooting or Casting Magic at Characters in Groups

As explained on the **'Missile Hits Dispersal Chart'** on page 38, characters are usually the last models to take damage from shooting and magical attacks, but there are some situations where this is not the case. For instance, a group of models being hit by attack that uses either radius or affects the entire group will affect any accompanying characters equally as much as the other models in that group.

Characters joining and leaving Groups of Warriors

During a game, characters can join any friendly group of troops, providing their base size matches the group they wish to join. For instance, a mounted character with a base size of 30x30mm may join a mounted group of warriors with the same base size, but they could not become a part of a band of warriors on foot with a base size of 20x20mm.

As soon as a character moves into a group to join them, regardless of how much movement they have left, it must be placed immediately into or as close as it can get to the centre of the front row of them, even if they are in combat. If there is no more room in the front row, because special models have taken that place, place the character in the second row instead.

If a character is about to leave a group of warriors, it will always switch its mode of motion over to loose movement; and then simply move it out of that group using that mode. However, if a character in a group is locked in combat with an enemy, they cannot leave until they are free of that fight.

Note: Keep in mind as explained on page 26, a character with a base size no bigger than 30x30mm will have to move at half pace, cannot shoot or cast magic whilst it moves through a group to leave them.

Moving Characters into Fight whilst in Combat

In combat, a group containing a character which cannot fight, because the character's base is not touching an enemy, may be moved into fight anywhere in the group. This special character move is always made in their controlling player's movement phase, simply by swapping them with a standard model in that group, which is already in combat.

Once locked into combat, a character cannot move again until their group of fighters are free from fighting. Once the group is freed up, the character must be returned immediately to their original position amongst their warriors.

★ Mounted Characters on Steeds

See **'Adding & Swapping Stats Together'** on page 10.

★ Characters Mounted on Beasts

See **'Mounted Beasts'** on page 61.

★ Character's Magic Items Allowance

See **'Magic Items'** on page 51.

★ Moving Solitary Character Pieces

See **'Loose Moving with Individual Models'** on page 26.

★ Targeting Magic & Shooting Solitary Character Pieces

Refer to **'Insignificant Pieces'** in the **'Shooting Modifier Chart'** on page 38.



BEAST PIECES

A 'Beast Piece' is usually a non-sentient monster or animal, but usually a player will be able to tell just by looking at them, if it is one or not. Furthermore, other than their appearance, beast pieces will always be included within a beast section of their own army list.

There are two types of beast pieces, '**Mounted Beasts**' and '**Beast Masters**' who lead their '**Beast Units**' into battle. Mounted beast pieces are beasts mounted by a character or another kind of rider. Beast units are beasts herded into battle by their masters. Either way these creatures of war can never be left unaccompanied on the battlefield, as they would usually flee or run amuck, killing both sides.

Both types of beast pieces follow slightly different rules from each other, which are explained in this chapter.

Mounted Beasts

Mounted beasts are pieces ridden into battle, usually by a single master such as an Elf Hero riding a mighty Dragon. Beasts can also be ridden onto the battlefield by a crew in a Howdah; shooting and stabbing at the enemy with their spears and javelins way up high on their beast's back.

Unlike a mounted steed, treat both rider and beast as a separate model each; using each ones' stats, magic items and special abilities individually as they fight and travel around together. However, the movement value of the mounted beast is always used to work out how far the joint piece can travel together, including if it can fly.

All mounted beast pieces move using the rules as described in '**Loose Moving with Individual Models**', on page 26. If the beast can '**Fly**', then the model also uses the rules for 'Flying Pieces' on page 26.

A rider and their mounted beast can never be separated, unless one of them is slain, leaving the other behind.

Beast Units

'**Beast Units**' are the closest wild creatures will ever get to forming in to an organised group. They are kept in this tight pack by their '**Beast Masters**' pushing and herding them into battle with their whips and very sharp prodders. Driven on by fear and pain, all in front of them are attacked and ripped to pieces in battle. Though occasionally, they have been known to turn on their masters and give them a taste of their own medicine...

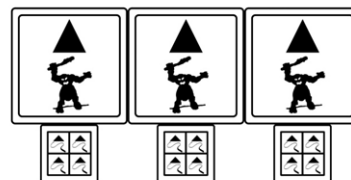
Beast Unit Formations & Movement

A command model or a character piece will never join a beast unit, as it's a busy, rowdy and dangerous place to be. A hero or a banner man would just get in the way or may even end up being eaten themselves.

Beast units use '**Loose Movement**', as described on page 26, to travel around on the gaming board, with the following exceptions to those rules laid out underneath.

All the creature models in a beast unit must always be placed at the front of the group, whilst their beast masters must always be put behind them, as they are the ones herding them into battle. At the top right of this page is example 'I1' demonstrating how a beast unit should be laid out, with its three Ogres at its front and its beast masters at its back.

I1 - Beast Unit Formation



Beasts can only move as fast as their master's do. So for instance, if a beast unit's pack masters can only travel 6 inches per turn, then their beast's will also have to move at this speed too, regardless of how fast they really are. The only exception to this rule is when the beasts charge or pursue an enemy out of combat. In these instances, the beasts can charge up to their full movement, and leave their slower masters behind them in a separate group. The slower beast masters must spend the rest of the game chasing after their creatures at full pace, dashing if necessary, until they have reunited with them, which brings their pack back under their control. Any exhaustion counters suffered during their time apart will be added to the entire group when they reunite.

Whilst separated from their masters, if the beasts stop charging or pursuing for any reason other than getting into combat, they will turn '**Wild**' immediately, as described on page 61. However, if a pack of wild beasts can be rejoined with their masters once again, they will regain control of their beasts and they will no longer be wild. Even if the beasts are fleeing, if their masters can rejoin with them they will fall back under their control, and the entire piece will automatically '**Re-rally**', as described on page 34.

A divided beast unit counts as two separate pieces until they are reunited again. Therefore, work out their movement, victory points and take battle stress checks for them individually whilst they are apart.

Beast Masters in Combat

In combat the last thing a beast master wants is to actually fight. Therefore, as long as there is at least one beast piece still alive in combat, all the beast masters in the pack will hide behind that creature. However, there are occasions when the beast masters cannot avoid fighting, like getting hit in the rear for instance. In these cases the beast masters cannot avoid the enemy and have to fight along with their Beasts!

Beasts Joining Units

A beast stomping around in a unit just does not work out for anyone. Therefore all beasts, including those mounted by a character, can never become part of any other group of models in the game, even other beast units.

Unaccompanied Beasts

Given the choice, most beasts would not want to fight in a battle with all the deadly missiles flying around, loud noises and everyone trying to kill each other. So most of these wild creatures need a little 'encouragement' from their beast masters or their mounts to fight on the battlefield, otherwise they would go nuts and try to escape all the mayhem.

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All beast pieces which lose their rider or beast masters in battle for whatever reason will turn **'Wild'** immediately. As soon as this happens, their controlling player must immediately roll 1D6 and add or deduct their creature's **'Loyalty Rating'** to that score, and refer it to the **'Beast Reaction Chart'** on the right, and follow its instructions from there. A Creature's **'Loyalty Rating'** is explained underneath.

Whatever the result scored on the chart it will stand for the rest of the game, and so the beast or beasts will remain wild until the end of the battle or they have been slain.

For any other result on the chart other than a 6, the controlling player has lost control of their beast or beasts, and so must reward their victory points to their opponent at the end of the game.

Beasts' Loyalty Ratings

There are many races that use beasts to fight in their wars, but all treat them differently. Some treat them with kindness and show a great respect towards their fellow creatures, whilst others are incredibly cruel, whipping and beating them, usually just because they feel like it. However, on the battlefield once the bonds of slavery have been broken, creatures that were treated well will remain loyal, and those who were beaten will take this chance to turn on their former masters to seek out their revenge upon them!

All beasts have a **'Loyalty Rating'**, which is to be added or deducted from their roll on the **'Beast Reaction Chart'** on the right, when they turn wild. For instance, a Dragon with a loyalty rating of +2 which has turned wild rolls on the chart and scores a 5. Adding the two together would score a 7, but as the chart can go no higher than a 6, that would be the result on the chart.

Dread of the Woods

Large beasts dread entering woods and large forests, because pushing one tree over is one thing, but toppling hundreds of them to cross a wood is a different matter all together; as the trees do not like being felled pointlessly. In fact, many Giants that have unwisely chosen to travel through large woods, never seem to get to the other side, and just seem to disappear in them forever...?

Giants may fear travelling through woods, but Dragons and Wyverns dread it more so. The reason for this is because of the damage that densely packed woods can do to their delicate wings. Also, large flying beasts find it extremely difficult, if not impossible to take off whilst in woody terrain, which makes them feel very uneasy whilst inhabiting them.

Therefore, if for any reason a large beast with the special attribute of **'Dread of the Woods'** finds itself in a woody terrain feature they will suffer +3 battles stress die, and will always flee on foot whilst occupying a woody terrain feature.

Furthermore, a large flying beast with the special attribute of Dread of the Woods can never choose to fly into or out of woody terrain, unless they are forced to crash land into them. However, they may fly over the terrain with no problems, or choose to move into the woody terrain on foot, and suffer the +3 battle stress, as described above.

Note: All beast pieces whilst occupying a wood will halve all of their forms of movement, which includes dashing, fleeing and pursuing.

★ Shooting at Beast Units & Mounted Beasts
See **'Missile Hits Dispersal Chart'** on page 38.

Beast Reaction Chart

Result s 1D6	Effects
1 and below	Grrrrrrr...! If the beast piece is not locked into combat it will immediately charge the closest friendly piece in their awareness ranges, to fight them in their next round of combat. If the beast piece cannot sense any friendly pieces to charge, it will immediately manoeuvre into position to do so in its next turn. In combat, the beast piece will receive +1 attack to each model it has, and it will also become 'Unbreakable' . After destroying an enemy, it will continue seeking out and attacking its own side's pieces for the rest of the game. The 'Unbreakable' rule is explained on page 67.
2	The beast is so sick of their former master's constant whipping and yelling that it's will has been broken, and it sees no point in living life any longer. As a result of it sad circumstances it attempts to kill itself before it can be recaptured and its torment begins again. The beast piece will not move, shoot or cast magic. Instead, in the close combat phase, the beast model or models in the piece will attack themselves. The beast piece will use its own combat rating and any special attacks they have to harm themselves. If the piece is in combat, all enemy attacking rolls receive +1 to hit them, as they want the enemy to end their lives quickly. Lastly, the beast piece becomes 'Unbreakable' , as described on page 67.
3	It's time to settle a few old scores! This result will only affect beast units with more than one creature in it. If this effect cannot be applied, roll again on the chart. All the beast models in the unit will attack each other in the next combat phase, using the beast's own combat ratings and save values to work out how much damage is inflicted. The beast unit will continue attacking each other in every close combat phase, until one beast falls over dead, which settles the old score. If the beast unit is locked in combat, the beast can be attacked as normal, but they must only attack each other and not the enemy pieces. After the <i>old score</i> has been settled, roll again on this beast reaction chart.
4	With all the loud bangs and other horrible things happening around the beast, it just wants to go home to its nice warm cave... Roll a direction die and move the beast piece in the direction indicated on the die immediately at full pace. If the piece can fly, it will fly at full pace instead. If the beast piece is locked in combat it will break out of combat and head in the direction just rolled, were their enemy may make a pursuing move after them. If the beast runs off the table edge it is removed from play as normal. If the beast piece crashes into any other gaming piece, friend or foe, then it counts as just charging them, and will fight them in the next round of combat. However, flying beasts will just fly over ground pieces as normal. The beast piece cannot break, and so will remain there until its enemy flees or they have been slain. If the enemy breaks out of combat with the beast piece, they will not pursue them; instead it will return to its original direction, homeward bound...
5	The beast cannot accept their beloved master's demise, and so will stay by their side to defend their corpse from any attackers, until death comes for them too. If the beast or beasts are in combat, they will fight as normal, but will never flee or pursue, as they will never leave their dead master's body unprotected. Once free of combat, they will move in their former controlling player's turn straight towards where their master or masters died and stay there for the rest of the game, and do nothing else. If they move into any piece whilst travelling too or arriving at where their master or masters died, they will enter into combat with them. Flying beasts will always fly move towards their dead master or master's location, instead of travelling on foot.
6 and above	A Beast remembers his master's kindness, and so remains loyal to his cause. Therefore, in memory of his lost dear keeper, it will fight on to the bitter end... The beast or beast unit comes to its senses, and so their controlling player maintains their control over them for the rest of the game. Therefore, no victory points are awarded to the enemy player, and they will not take any further wild checks for being unaccompanied.

WAR MACHINE PIECES

There is a slow, but unstoppable cold wind of change sweeping across the battlefield with the new art of mechanical slaughter emerging. It was the early Elves who introduced the 'War Machine' to the theatre of war, but the Dwarfs were the first to see their true potential on the battlefield! In using these monstrous contraptions of death, gave the Dwarfs the ability to rain down fiery, stony death from above for the first time, without the aid of conjured magic, which they cannot wield. Since those early machines of war, the other races have seen their potential too, which has led them to construct their own. Yet, it is still the Dwarfs who lead the way in this new and exciting field of warfare, hiding their secret weapons of destruction away, deep within their workshops of the Iron Mountains. If only the Gremlin menace could be overcome, the world could surely be changed forever with these mechanical wonders...

Gremlin Charts

In the world of Many, technology has not moved on for tens of thousands of years, even though there are plenty of able minds and hands around. The problem is whenever there is a certain level of sophisticated machinery in one place, Gremlins will appear. These magical beings are all hell bent on destroying the technology which draws them to this world, and when they have done their work, they simply vanish...

This means the more sophisticated war machines all have the potential from suffering from Gremlin infestations. So, these vulnerable devices all have a '**Gremlin Chart**' each, that tells you what kind of vandalism these little devious creatures will do upon your machine before they disappear again. All of these charts work differently from each other, but whatever their result, these rules should always be followed, even if it leads to the destruction of the machine.

So be sure to keep a watchful eye out for these blue little monsters.

'**War Machines**' are non-living devices created by races of intelligent beings to mechanically destroy their foes on the field of battle. These pieces are to be treated just like all the others in the game, but have their own special rules laid out in this chapter.

Unique Inventions

Most of the races on the Middle Plain use war machines in battle, which have been developed round their own special needs in war. Therefore, all war machine pieces from each race are unique and have their own special rules, even though some races may call them by the same name as others. One good example is the Bolt Thrower. A good few races have their own version of this machine, but how it works can differ from race to race. All rules for each race's war machines are found in their own army list and cannot be found in this rulebook. However, there are a few common rules, which all war machine pieces must abide by, as described in the rest of this chapter.

War Machines as Gaming Pieces

All war machine pieces should contain all of its crew and machine models on one base. This makes it one entire model or gaming piece if set out on its own, where both machine and crew will mix and share their stats. So when the war machine model is slain the entire model should be removed leaving nothing behind.

War Machines' Movement

Most war machine pieces do not have a movement value, and so must remain stationary for an entire game. However, some can move and they will use '**Point to Point Movement**' for either groups or individual models depending on how they are set out. The rules for 'Point to Point Movement' begin on page 22.

Fleeing War Machines

War machines cannot flee, with the exception of chariots, which is explained on the next page. When a war machine piece needs to flee, their crew always abandons their machines and never returns to them. Therefore, if a war machine ever needs to make a flee move for any reason, instead of running, the entire piece is immediately removed from play for the rest of the game.

However, even though it is pointless chasing after the crew, the normal rules for '**Fleeing**' and '**Pursuing**', as described on page 33 still apply. Therefore, the enemy may take a **Deviancy Check** to hold their ground, or pursue after the crew as normal. Even though nothing can happen, these rules must be played out as normal.

Shooting at War Machines

The crews of war machines prefer to work behind them, because when enemy missiles are raining down on them it is the best place to be, as it acts like a great shield, which protects them from these attacks. Therefore, war machine pieces, except chariots, gain +2 toughness against all hits from ballistic and magical attacks.

War machines and their crews nearly always have their life points and their other stats mixed together. Therefore, they do not need to divide up missile hits upon them, unless stated otherwise within their own army list.

Chariot Pieces

Fast moving and hard hitting war machines, which can drive deep into an enemy's ranks, mowing them down as they go, would be a good way of describing the War Chariot.

'**Chariots**' are classed as War Machines, but follow none of the rules just described for them above, as they have their own special rules, which are explained next in the rest of this chapter.

Chariots Movement

Chariots use '**Point to Point Movement**' to travel around on the board, for either groups or individual models depending on how they are set out. However, chariots have the following exceptions to the standard rules for point to point movement when they use it, which are laid out underneath. The rules for 'Point to Point Movement' can be found on page 22.

Chariot models travelling in a group must be at least 1 inch apart from each other, which is demonstrated in example '**J1**' on the next page. However, when they charge into combat, they will cram in together so that their bases are touching each other as normal. This is so they can get as many models in to fight as possible, and this is demonstrated in example I1.

Chariots cannot pivot on the spot to turn like most other loose moving pieces can. Instead, to navigate around the gaming board they can only turn up to 45° left or right from each point of movement they make on the board. They

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must always travel forwards at least 2 inches before they can make another 45° turn. Furthermore, chariots can never move backwards, or make a 'Reorganising Manoeuvre', as described on page 23.

Lastly, chariots can only move through 'Open Ground' without suffering damage. If a chariot or group of them move over any other type of terrain, at the end of that move each chariot model in the piece suffers 1 automatic hit each, which has a damage rating of 1. To learn more about different types of terrain refer to page 75.

Fleeing Chariots

Unlike other war machines, chariots can flee away from a combat like most other pieces can. However, they must still use their special point to point movement 45° turning rules when manoeuvring to flee in the opposite direction of their enemy. This means that fleeing chariots will have to drive through their enemy to get away from them and waste a lot of movement in the process, making them more likely to be caught by a pursuing enemy. If a fleeing chariot piece ends its move whilst part of it is still driving through an enemy to escape them, that entire piece is instantly destroyed and removed from play, even if the enemy did not choose to pursue them.

Impact Hits from Chariots

The chariot really comes into its own on a charge, smashing into an enemy unit, ploughing and cutting them down or even tossing them to one side, leaving the unit stunned and devastated.

Providing a chariot can charge move over 7 inches into combat its target will suffer 'Impact Hits' from that machine, which are worked out before all other hits are made in that combat. Each chariot in combat does D2 impact hits upon the enemy, and each impact hit counts as an automatic hit with a damage rating of 1. These machines only cause impact hits on a successful charge and no other time. This means if a chariot is still in combat after the first turn it charged in, it will not cause any more impact hits upon its enemy.

Note: If a chariot started its charge in its last turn, then that distance travelled is added to its total charge move for working out if it will get its impact bonus or not in combat in its present turn.

Chariots Scythes

To maximise the killing power on a chariot's impact hit, some races add spikes to their machine's wheels called 'Chariot Scythes'.

A chariot with scythes does D3 impact hits instead of just D2.

Characters riding Chariots

Characters riding chariots are classed as two separate models, a bit like a mount riding a beast, therefore both magical and non-magical missile hits must be divided up as 'Missile Hits Dispersal Chart' on page 38.

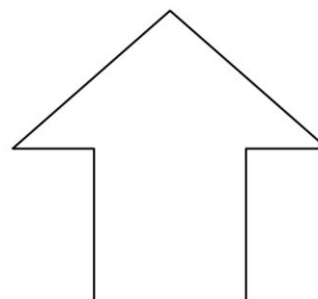
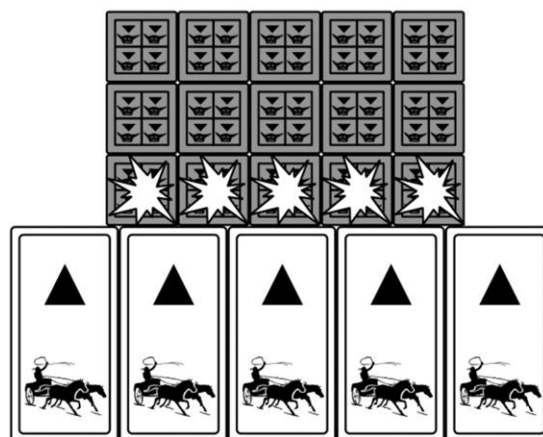
If the chariot is destroyed before the character is slain then the character is left on its own and must now get around everywhere on foot! However, if the character is killed leaving the chariot, remove both from play as the chariot is now useless, as no one is left to drive it.

★ Shooting at Chariots with Characters on Board
See 'Missile Hits Dispersal Chart' on page 38.

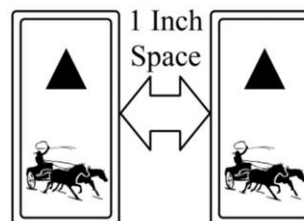
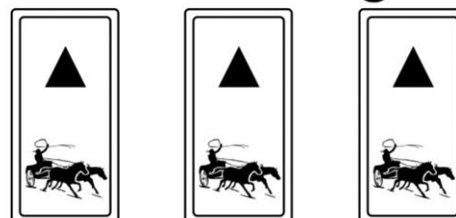
Characters fighting on Chariots in Combat

In combat, a character riding a chariot are both treated as separate pieces, fighting with their own individual stats, using any items or special skills they may have individually.

J1 - Chariot's Moving and Charging



Chariot Charge!



Chariot Formation

Chariots Shooting at the Enemy

Chariots follow all the normal rules for shooting. Except, all models in a group of chariots may shoot at a target, even if some have their line of sight blocked off by other friendly models within their own unit.

PSYCHOLOGICAL BEHAVIOURS

As well as the battlefield's terrain, to win a battle a good general must know their men's minds inside and out.

This chapter discusses all of the psychological behaviours warriors and beasts could have, and how they are affected by them on the battlefield.

Most of these emotional states are part of a creature's psychology, and so they will be influenced by them for an entire game. Others will have them activated with magic or certain conditions on the battlefield. Whatever the case may be, these emotional states and how they come into play will be clearly indicated here in this chapter or within a piece's profile.

Note: Even though '**Battle Stress**' could be described as a psychological process, it is only partly discussed in this chapter. Instead, this subject is fully explained on page 46.

Frenzy

There are those who relish the taste of bloodletting, and just love creating piles of corpses all around them during a battle. These creatures will work themselves up into a frenzy like state before a battle begins with blood curdling screams, yells and chanting. All this fills them with rage and madness, making them work harder and faster than the rest of their comrades at hacking their enemies to bits.

Pieces with the special attribute of '**Frenzy**' will become affected by this psychology as soon as they make a charge move.

Frenzied models gain +1 attack in combat. However, they suffer 1 '**Exhaustion Counter**' for every round of combat they fight whilst affected by frenzy. 'Exhaustion Counters' are explained on page 69.

If a frenzied piece is forced to flee or becomes exhausted, they lose their ability to go into frenzy for the rest of the game.

If a cavalry piece can go into frenzy, it only affects its mounted riders, never their steeds, unless their description states otherwise.

Pieces with the special attribute of frenzy must always attempt to charge an enemy that they can sense within 8 inches of their position. This move must always be worked out after all other charges have been declared and moved into combat. However, frenzied pieces are still affected by '**Fear**' causing pieces, as explained on page 66. So a frenzied piece can still flee from or fail to charge a fear causing enemy piece as normal.

If possible, frenzied pieces must attempt to '**Counter Charge**' their enemies, and they will never take a deviancy check to perform this manoeuvre. 'Counter Charges' are explained on page 30.

Lastly, if they can, frenzied pieces must always pursue enemies which break out of combat to flee away from them. If they are still locked into combat with another enemy that held their ground, they cannot pursue, and must remain where they are as normal.

Frenzied Characters accompanying Groups of Models

If a character that suffers from frenzy is part of a group of models that does not suffer from this psychology, they still must charge an enemy piece that comes within 8 inches of them, they can pursue, or counter charge them. If they are the only character in that group, they must follow their leader into battle. If there is another character that does not suffer from frenzy, the entire group of models can choose to take a deviancy check not to follow the frenzied character into battle. If the check is passed, the group holds their position and the frenzied character charges out on their own by leaving their group behind them.

Hatred

When you truly 'hate' someone, you will do anything to kill them; stab, hack, kick, bite and scream at them. You will never tire of this until they are dead!

For pieces that have the special attribute of '**Hatred**', gain +1 to hit in combat and shooting. However, this bonus only applies when the hateful piece is fighting or shooting those it hates, which will be indicated in their profile. So, if a hateful piece is in combat with an enemy it does not hate, it will not get this +1 to hit bonus.

If a cavalry piece suffers from hatred, it only affects its mounted riders, never their steeds, unless their description states otherwise.

Pieces with the special attribute of hatred must always charge those they hate if they can sense them within 8 inches of their position. This move must always be worked out after all other charges have been declared and moved into combat. However, hateful pieces are still affected by '**Fear**' causing pieces, as explained on page 66. So a hateful piece can still flee from or fail to charge a fear causing enemy piece, even if they hate them.

If possible, hateful pieces must attempt to '**Counter Charge**' those they hate, and they will never take a soldiering check to perform this manoeuvre. 'Counter Charges' are explained on page 30.

Lastly, if they can, hateful pieces must always pursue those they hate which break out of combat to flee away from them. If they are still locked into combat with another enemy that held their ground, they cannot pursue, and must remain where they are as normal.

Hateful Characters accompanying Groups of Models

If a character that suffers from hatred is part of a group of models that does not suffer from this psychology, they still must charge an enemy piece that comes within 8 inches of them, they can pursue, or counter charge them. If they are the only character in that group, they must follow their leader into battle. If there is another character that does not suffer from hatred, the entire group of models can choose to take a deviancy check not to follow the Hateful character into battle. If the check is passed, the group holds their position and the Hateful character charges out on their own by leaving their group behind them.

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Expendable

'Fighters' who are referred to as '**Expendable**' are worthless, weakly-armed warriors; In fact, their hardly worth fielding in battle at all. Other well trained troops know this, on both sides, and so they take little notice of them when they are slain or they flee, as this is really expected of them.

Gaming pieces with the attribute of expendable do not cause '**Panic**', which is causing other friendly pieces to suffer from +1 battle stress when they are fleeing within 8 inches of them. '**Panic**' is fully explained on page 14.

Fear

Upon this world, there are countless monsters, daemons and other ethereal entities that will make even the bravest of hearts melt with terror. Indeed, these beings are deadly killers, but it is their terrifying appearance and reputation that usually drives their enemies away from them, before a single drop of blood can be shed in combat.

All of these terrifying pieces have a '**Fear Rating**', usually beasts and all undead and demonic gaming pieces. In any case, it will always be indicated in their profiles, if they do cause fear and just how high it is.

A piece is only affected by fear if a fear causing enemy can be sensed within 6 inches of them, or they are in combat with that foe. '**Flying**' pieces have their fear causing range extended to 7 inches instead of just 6. Bear in mind that a flying piece's fear causing range has to be measured 6 inches from off the ground or gaming board. The rules for 'Flying' pieces are explained on page 26.

Battle stress created by fear is mixed in with all other dice counted for break checks and deviancy checks as normal.

If a piece is charged or charges an enemy for the first time that causes fear, they must take a '**Bravery Check**' before moving the charge. All battle stress dice, other than deviancy dice are counted in this check. 'Bravery Checks' are fully described on page 12. However, a vulnerable target to fear will never take a bravery check if its attacker's charge started off out of its '**Awareness Ranges**', as they would have never have seen them coming. 'Awareness ranges' is explained on page 15.

Once a piece has passed this check, it will never take another bravery check again during a game, unless its next check has a higher fear factor to overcome than its last check.

A fear causing piece will always have a fear rating of 1 to a maximum of 4 attached to their profile, and whatever this value is simply convert it into battle stress dice. For instance, a fear causing piece with a +2 fear would make an enemy piece suffer +2 battle stress dice.

A fear causing piece can scare other enemy fear causers, providing they have a greater fear factor than their enemy. Deduct the weakest fear factor from the piece with the highest fear factor and the result is what the weakest fear causer will suffer. For instance, a Dragon that causes +2 fear is in combat with a troll that causes +1 fear. So the Troll would suffer +1 battle stress dice instead of 2. A fear causing piece will never fear other fear causers, which either match their own fear factor or has a greater one than themselves. Furthermore, pieces that cause more fear than their own opponents in combat will gain the special rule of '**Superiority**' over them, which is explained on page 13.

In the larger mixed combats where one or two pieces from both sides cause fear, but not all involved, still deduct the weakest fear factor from the piece with the highest fear factor when working out the battle stress dice to see which side has won the combat. Then apply the battle stress caused by fear individually to the losing side's pieces' break checks as normal.

Fear causing pieces will never affect friendly gaming pieces on their own side.

If a fear causing character is accompanying a none or lesser fear causing group of models, the entire piece will share the character's ability to cause fear. Furthermore, mixed beast pieces, such as mounted beasts or beast units let by beast masters will count as **all** causing fear to the enemy, even if only part of the entire piece creates fear.

Only one fear rating can ever affect a piece at a time, no matter how many fear causing pieces could affect it, and always use the one with the highest fear value for working out battle stress.

Fear ratings can never be combined. For instance, a character wears the Death Mask that gives him +2 fear and he is mounted on a Dragon that causes +2 fear, this would **NOT** create 4 fear. In these instances, always use the highest fear factor between the models to work out how much fear is created in a battle stress check.

Cowardly

Some just don't have the stomach for war with all the blood and guts on the battlefield, and the very real possibility of death hanging over them makes them much more likely to flee, rather than hardened troops. However, these cowards are often engineers and wizards who are essential to the war effort. So their general must make sure that these sensitive types are out of harm's way, or they will just melt away when no one is looking, back home to hide under their mother's skirts...

The more fearful pieces in the game have a '**Cowardly**' rating, which is attached to their profiles.

A cowardly piece will suffer from this trait if they can sense an enemy within 6 inches of their position. When they do, they suffer the number of battle stress dice equal to their cowardly rating. For instance, a piece with a cowardly rating of a 2 would suffer +2 battle stress if there was an enemy within 6 inches of them, which they could sense.

Furthermore, if a piece has a cowardly rating and wants to charge an enemy, or is charged themselves, they must immediately take a '**Bravery Check**', as described on page 12. However, a vulnerable target to fear will never take a bravery check if its attacker's charge started off out of its '**Awareness Ranges**', as they would have never have seen them coming. 'Awareness ranges' is explained on page 15.

Once a cowardly piece has passed a bravery check, it will never take another one again during a game, unless its next check has fear involved or has a higher fear rating to overcome than its last check.

Only one cowardly rating can be used at a time in a check or to work out which side wins a combat; and this must always be the highest value available in that test. For instance, if a group of fighters has a cowardly rating of 1 and they have an accompanying character with a cowardly of 2, then the group would always use the hero's rating in a bravery check.

Bravery

Where most would flee, some will stand their ground and fight on, even if it means them facing Death himself. These, the bravest of individuals could face down the greatest of demons from the Lowest of all the Plains, and still they would stand their ground and fight on. They may die, but they will be born again in legend, and their story will be told throughout the ages...

If a piece has a '**Bravery**' rating of 1 or more, this converts into soldiering dice, and they are used in bravery and break checks. However, bravery dice can never be used in a '**Deviancy Check**', unless fear is involved in the check.

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Only one bravery rating can be used at a time in a check, and it must belong to the model with the highest soldiering value in the test regardless of how high other models' bravery rating may be. Otherwise, the bravery bonus is ignored in that check. For instance, if a group of fighters has a soldiering of 3 and a bravery rating of 2 and they have an accompanying character with a soldiering of 4 and are not brave themselves. That group would not get any soldiering dice bonuses for being brave in a check. If two models that are both brave have the same soldiering value as each other in a check, the model with the highest bravery value is always used in a check.

Invincibility

Some creatures think they are invincible! So when they charge at their enemies, even when the odds are greatly stacked against them, they really do believe they can still win. It is only when they are being hacked to bits, do they reconsider diving into the masses of the enemy's swords and spears.

Pieces that have the attribute of '**Invincibility**' indicated in their profiles will never take a break check, unless they suffer the loss of at least one life point. This makes them '**Unbreakable**', as described underneath until they suffer a wound.

If a character with this attribute joins a group which does not have it, it will not make them unbreakable, instead the group will break and flee as normal, and the character will have to run with them.

Unbreakable

For some warriors there is no greater honour than giving one's own life up freely for something they believe in, earning respect from all, even their enemies. This mindset makes these special and brave warriors unbreakable, and near impossible to defeat in battle.

Gaming pieces that have this special attribute of '**Unbreakable**' indicated in their profiles, never take break checks or bravery checks during a game, which means they will never break and flee.

If a character with this attribute joins a group which does not have it, it will not make them unbreakable, instead the group will break and flee as normal, and the character will have to flee with them.

Note: For the purposes of working out which side needs to take break checks in the battle stress phase, pieces that are unbreakable still suffer battle stress as normal. So these pieces can still be beaten in combat just like any other in the game, but as stated above, they ignore any break checks if they lose a combat.



SPECIAL MODIFIERS & ABILITIES

This chapter discusses all the other modifiers and abilities in the game, which have not yet been covered in the rules, because they don't particularly belong anywhere... apart from here...

Fatal Blows

Some heroes, monsters, weapons, war machines and other deadly situations can strike a blow that is so brutal that there is no hope of surviving being wounded from them. Therefore, if a piece suffers a single wound from a weapon, magical attack, war machine or by some other means that states it makes '**Fatal Blows**' against that target's class or type, that target is destroyed utterly and is removed from play. This is regardless of how many life points a piece may have.

Note: Any kind of group of models that suffers a fatal blow, will only kill one individual at a time, not an entire group all at once.

Poison

Some of the more vile creatures on the Middle Plain resort to using poison to kill their foes, or some are so vile that they themselves have the ability to poison by merely scratching you. Once that insidious poison fills your veins, it's all over, as Death 'himself' or one of his lesser aids will come to claim you soon!

Some attacks have the special ability to '**Poison**' a target, and this will be indicated in its description.

All poisoned attacks that hit, but do '**NOT KILL**' their target will make another attempt to roll over a piece's save. However, instead of wounding or killing their target in this second roll, for each successful score made will add one poison on to their target. For instance, 10 Orc Saws with a poison attack hit a unit of spearmen 8 times in combat and kill 3 of them. Because of the Saws' having poisonous attacks they will reroll the 5 of the failed attacks to see if they can overcome the spearman's save to poison them. The Saws roll over their targets' save 3 times, which does not inflict any more wounds upon the spearmen, but does poison 3 of them in that unit.

Note: If needed, poison rolls can be '**Horde hit**' to see if they will affect their target. The rules for 'Horde Hitting' an enemy are explained on page 36.

All poisons have a different strength level of 1 to 6, which will be indicated in the attack's description. Place down the correct '**Poison Marker**' (provided in the '**General Gaming Equipment**' folder) down in a pile next to their target. This pile of death will follow its victim around for the rest of the game, unless all of the poison wears out or they die.

At the start of each player's turn, the player responsible for poisoning rolls out one die for each poison marker they have down on the battlefield. Whatever the score is, that is the amount the victim will suffer in lost life points, which cannot be saved. However, if the score for each die roll is higher than their poison's level, it will have no effect on their victim during that turn. For instance, 4 poison level 4 rolls of a 1, 3, 5 and 6 would make its victim suffer 1+3=4 wounds, whilst the rolls of a 5 and 6 would be discounted, as those rolls are over their poison's level.

Note: When a poison marker affects a model or piece, the damage can only affect one model at a time. So, excess wounds left over from poisoning and killing a target does not spread throughout a remaining group of models.

When the affects of poison kills a model in a group, remove a poison marker from out of their piece's pile. If the poison completely kills its target, remove its entire pile of markers off the board.

All Undead and Demon pieces are immune to the affects of poison.

Tormentive (DC)

Tormentive creatures are experts at attracting the enemy's attention, by shouting curses and other profanities at them. However, these creatures may be experts at attracting their foes, but they are not always as good at fighting...

If a piece is '**Tormentive**' or not, will be indicated in their profile. For those which are, at the start of each of their turns, all enemy pieces that are within 8 inches and can sense them must take a '**Deviancy Check**'. However, only deviancy dice can be rolled out by the enemy in this check and no other battle stress dice. If the enemy passes their check, all is well and they can carry on as normal. If they fail, they must charge the tormentive piece immediately. The tormented piece will keep charging after them as normal, but they cannot choose to 'halt' their pursuing charge after their target. It is only when their tormenters have been wiped out or disappeared out of their view that the tormented piece will return to normal and back under the control of their own side.

If a tormentive piece is fleeing or locked in combat, it cannot torment other enemy pieces, as they are too busy trying to survive.

Regeneration

Some creatures have the wondrous ability to grow back entire limbs, even when they have just been hacked off by their foes in combat. All Trolls have this magical ability, which makes them very hard to kill indeed, as you can never seem to put one down for good.

Pieces with the special attribute of '**Regeneration**' roll a D6 for each life point they lose in battle. This must be done immediately or as soon as they suffer the wound. On the score of a 1 to 5 nothing happens, but on the roll of a 6 they save that life point from being lost.

Note: Wounds lost that are instantly regenerated back to a model cannot be counted towards battle stress.

Furthermore, at the start of each of these model's turns, they can regenerate 1 life point back by rolling a D6 for each wound they have lost during a game. On the score of a 1 to 5 nothing happens, but on the roll of a 6 they will regenerate back 1 life point.

After a model has failed its regeneration and lost all of its wounds it has been killed, and it must be removed from play. It cannot be brought back to life by it regenerating itself from nothing.

Scouting

Some of the more cunning, stealthy and lightly armoured warriors have the ability to pass unnoticed through their main lines, to get closer to their enemy's key positions and leaders on the battlefield. There they will lie in wait for an opportunity to gain information on their targets, or strike a deadly blow against them. Once their mission has been completed, they will melt back into

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the undergrowth, disappearing from all danger, and will start to plan their next strike at their foes.

Pieces that have the special attribute of '**Scouting**' can either be deployed in the normal way or right at the end of the deployment phase, even after halfwit pieces have been concealed. If both sides have scouts to be deployed out, then all apposing scouting pieces must roll all of their soldiering dice individually. The piece with the highest score sets out first, the second highest sets out second and so on until all the scouting pieces have been deployed. If any ties are scored, re-roll them until a workable result is scored.

Scouts deployed at the end of the deployment phase may be placed anywhere on the gaming board, providing they are hidden out of view and are at least 9 inches away from the enemy, which includes other enemy scouts. For instance, a scouting piece could be placed in a wood, behind a hedge or large boulder, but never out in the open for all to see, unless it is placed within their own deployment zone. Water features can never be used to conceal a scouting piece, as they could not hide underwater indefinitely.

A scouting piece will remain concealed until it either shoots, casts magic or moves. This means a concealed scouting piece cannot be purposely targeted by magic or ballistic missiles, nor can it be charged or '**Marched Over**' by the enemy, until it either moves, casts magic or shoots. The rules for making a 'March Over' move are explained on page 31.

Fire Resistant

If a piece has the special attribute of '**Fire Resistant**' it gains +3 resistance against all '**Fire Based Attacks**', and this will be indicated in the attack's or attacker's description.

Vulnerable to Fire

Pieces that are '**Vulnerable to Fire**' take double damage in life points when their save is overcome by a '**Fire Based Attack**' in battle. For instance, An Ent that is vulnerable to fire based attacks is assaulted in battle and suffers the loss of 1 life point in damage. However, if that attack was fire based, instead of doing 1 life point in damage, it would do 2 in its place.

Sluggish

Huge creatures may be able to smash down a bolted iron door or even a stone fortress wall using only their powerful muscular bodies, but they are often slow and sluggish in combat. This can make them very vulnerable in battle against foes that are much faster and swifter than they are.

'**Sluggish**' pieces will always double up their targets agility save in combat when they are rolling to overcome their saves. For instance, a sluggish Troll is in combat with an Elf with an agility of 1. Because the Troll is sluggish, that Elf doubles up its agility to 2 instead of 1 whilst they fight each other.

Beast Mounts & Agility

To ride upon a beast that is fast and agile, makes you fast and agile too. Beware however, as the reverse is also true. Riding a slow and lumbering beast can make you a sitting duck up there!

If a character is 'mounted' (or sat) upon a steed, beast or war machine, they must use their mount's agility value if it is greater than their own. For instance, a rider with no agility is mounted on a Griffin with an agility of 2, they will share their beast's agility. So the rider would gain +2 agility to their own save. However, if the rider has a greater agility than their mount, they will suffer -1 agility to their own save. Furthermore, if the rider's beast they are mounted on is '**Sluggish**', they will suffer -2 agility to their save instead of -1.

Out of Reach

Some beasts or war machines have their riders up so high or out of reach from their enemies in combat that it makes it very difficult for both sides to harm each other with shorter weapons, like swords, axes, maces etc.

Therefore, a rider with the special attribute of '**Out of Reach**' can only hit their enemies in combat if they are armed with either a spear, pike or lance, as no other weapon has the length to reach their foes. The rider's enemies must also be armed in the same way if they wish to reach and attack that opponent in combat who is usually out of reach of the shorter weapons.

However, pieces that can '**Fly**' can always reach their targets in combat; even if their opponents have the special attribute of being out of reach of normal weapons. Flying pieces are fully explained on page 26.

Exhaustion

Any good general knows that Dwarves in combat are as hard as nails, but they also know they are lazy fat lumps and will tire easily, after only a few bouts of combat have passed. Once the bearded fat louts start to show signs of fatigue, that's the time to throw in fresh troops to finish them off.

All animated pieces can be affected by '**Exhaustion**', and those which do will become less effective fighters on the battlefield.

Some manoeuvres and using various weapons can have a cost in '**Exhaustion Counters**', and if a piece builds up 4 or more of them, they will suffer from the affects of exhaustion. Once a piece suffers from this penalty, place an exhaustion counter down next to it. The counter will follow that piece around for the rest of the game until it attempts to recover from exhaustion, which is explained next.

Exhaustion Counters

Included in the '**General Gaming Equipment**' Folder downloaded with this game are the '**Exhaustion Counter**' kits, which are gaming aids to help you keep a note of how many points of exhaustion a piece has built up.

Suffering from Exhaustion

A gaming piece suffering from the effects of exhaustion will suffer from the following affects:

- In combat, exhausted models must reroll all of their successful rolls to hit in combat; whilst their enemy can reroll all failed hits against them once more.
- Exhausted pieces suffer -1 agility to their save.
- When shooting, exhausted pieces must reroll all successful hits once more.
- Exhausted pieces halve all forms of their movement.
- Exhausted '**Flying**' pieces cannot fly move. If they are airborne when they become exhausted they must land immediately where they are on the board. If there is an obstacle underneath them, such as an enemy or friendly unit they should land at the next nearest available space instead. The rules for 'Flight' are explained on page 26.
- Exhausted pieces can no longer '**Dash**', as explained on page 27.

When a group of models suffers from exhaustion, all of them will suffer together from its affects. However, a character in an exhausted group, which is not exhausted itself, will continue to fight on as normal. The same is true for beasts and their riders, if one is exhausted, but the other is not, then the un-exhausted one will continue to fight on as normal.

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Recovering from Exhaustion

For a piece to recover from exhaustion it must remain still and do nothing until the next two combat phases in the game have passed. This means a recovering piece cannot move, shoot, cast magic or fight until after it has had time to recuperate. After its second combat phase has passed, all of its exhaustion counters it had built up will be cleared, which means it will act as normal once more from that point onwards.

If a piece that is recovering from exhaustion is charged, then it has failed to recover, and must fight still exhausted, and it will have to wait for another two combat phases to pass in the game before it can have its exhaustion counters cleared off.

Holy Warriors

Holy Warriors have been blessed by the Gods or the Great Spirits of this world, so that they might more easily smite the unholy things that linger upon the Middle Plain, such as Demons and the Undead.

When a model marked as a **'Holy Warrior'** rolls a 6 to hit an **'Undead'** or **'Demonic'** model in combat, that target automatically suffers 1 life point in damage. This damage cannot be saved. Once the automatic damage has been worked out, that roll of a 6 can do no further damage in that combat.

Life Breakers

Some of the most vile, demonic and unanimated warriors that leak into and tint the Middle Plain are so blackened with evil and chaos that they stand out from the rest of their kind for being the most twisted and terrible of all. These, the most Unholy of Warriors are so dreadful that their natural

enemies upon this plain, the living can have a fatal reaction to them merely by touching these utterly evil things. Such is the wickedness and anarchy in these beings' attacks, that the living can be overcome by their insidious darkness, which will kill them instantly. This makes these Unholy Warriors particularly deadly to all living that chooses to stand against them in battle.

When a model marked as a **'Life Breaker'** rolls a 6 to hit a **'living'** model in combat, that target automatically suffers 1 life point in damage. This damage cannot be saved. Once the automatic damage has been worked out, that roll of a 6 can do no further damage in that combat.

Note: Life Breakers attacks have no special affect against **'Undead'**, **'Demonic'** or **'War Machine'** pieces as they are not alive.

Ethereal Attacks

Some beings are not fully part of this world; they are here in this reality, but not really. These 'things' most would call ghost, sprits, wraiths, wisps and other ethereal entities, which haunt and linger upon this world. Their attacks can pass right through the toughest hides and the heaviest armour straight to your inners, which they can then rip out with ease and kill you. It's no wonder only fools contact and antagonise the dead...

Any being or entity that makes **'Ethereal Attacks'**, always ignores its victim's toughness and resistance saves when rolling to overcome them. However, enemy's that have magic as part of their save, always double up that value up to a maximum of 6, against ethereal attacks.



ARMOURY

When making war, whichever side has the best hand weapons, shields and armour often are victorious, but those who know how to use them in battle will always have the edge over their enemies.

This chapter lists and explains the rules for most of the common weapons and armour used in the world of Many.

For the other more exotic weapons and armour some pieces have, their rules can be found in their army lists they belong to.

Arming Up Pieces

Arming up a piece with weapons and armour will make them more powerful warriors in combat, and enhance their protection against missile and magical damage in battle.

Nearly all pieces in the game have been armed or can have some form of armaments, which will be indicated in their profile, found in their army list. Their profile will also indicate their current weapons and armour, and if they can be changed or upgraded. Changes and upgrades don't often come for free, so will have to be paid for in points, and those costs will also be indicated in the piece's profile. The additional costs of any upgrades or changes must be paid for per model in the piece and not just once for an entire group of them.

All a group's standard models that make most of it up must be armed in the same way as each other. Therefore, a unit cannot have some of its warriors with spears and others with great blades. However, if a character accompanies a group, as they are individually different, they can be armed up differently from them.

When a piece has been armed with particular weapons or armour, the effects of these armaments will stay with them for the rest of the game. Furthermore, they cannot add or take equipment away, or swap them during a battle either. However, pieces that have been armed with more than one type of weapon or armour can choose to or will have to switch over to use their different equipment during a battle. For instance, a model armed with a lance must switch over to use another of its weapons after charging, as the lance is too unwieldy to use in normal combat. Or a missile model using a bow to shoot at the enemy, will switch over to use their sidearm or any other hand weapon they have if they need to fight in hand-to-hand combat.

Common Sense Applies when Arming-Up Pieces

Players must use their common sense when arming up their pieces. For instance, a man cannot hold two heavy long swords at the same time, as he just would not be strong enough to hold them, nor could he hold three or four additional weapons, as he only has two hands to hold them.

Becoming Unarmed

Though it is rare, for whatever reason, if a piece becomes totally unarmed in battle, they lose any bonuses and abilities they had because of their weapons. Also, as unarmed pieces are forced to fight with their 'bare hands', they must reroll all successful rolls to overcome their opponents save's in combat once more. However, beast pieces use their bulky weight, teeth, claws, nails, fangs, etc to inflict damage, so can never become unarmed in combat.

Note: Many pieces that have a main weapon also have a '**Sidearm**' too, which is usually a sword of some kind. So if a piece loses its main weapon for whatever reason, then usually it can resort to using its sidearm instead, which

means their opponents would not gain the reroll bonus against them to overcome their saves in combat.

Inbuilt Weapons & Armour

Many pieces do not need to be armed with equipment to strike out damage upon their enemies, as they themselves are the weapons of war, like the monstrous Dragons or mechanical Dwarf Titans of this world. Therefore, all beast pieces and some war machines use their bulky weight, spikes, bolts, teeth, claws, nails, fangs, etc to inflict damage. All these attacks are treated as normal combat or shooting hits, with their own bonuses or penalties for hitting and overcoming saves etc, which will be explained within their profiles.

Close Combat Weapons

Although magic and ballistic weapons can devastate armies, it's very rare that the day is won by them alone. If you want to win you'll have to get down to the nitty-gritty and take the plunge into combat at some point. Therefore being armed with the right weapons is very important, so choose wisely.

All '**Close Combat Weapons**' can only be used during the close combat phase of the game, and they can only be used to hit enemy models that are in base contact with them, fighting them in combat.

Hand Weapons

Nearly all pieces in the game will carry a basic '**Hand Weapon**' of some form or other, and even if they don't use one as their main weapon, they will usually carry one as a sidearm just in case.

A hand weapon could be an axe, sword, club or another weapon that only needs one hand to operate in melee combat.

As they stand, hand weapons do not confer any bonuses in combat, other than giving their user the basic ability to strike and wound their enemies.

Sidearms

Nearly all warriors on foot or mounted can carry a '**Sidearm**', which is usually an extra one handed weapon they can operate in a melee combat; such as an axe, sword or club.

A model's sidearm is a 'spare' weapon, and can only be used if their main attacking weapon or weapons has been nullified in some way.

If a model has to use their Sidearm, it counts as a normal '**Hand Weapon**', as described above.

Halberds

The '**Halberd**' is a two handed weapon, which has a long pole, similar to a spear, but the head or spike is bigger and heavier and shaped a little like an Axe.

The halberd is a two handed weapon and can only be carried by troops on foot. All successful hits from this weapon inflict -1 to an enemy piece's toughness.

Flails

The '**Flail**' is a heavy pole, usually with chains attached at the end, and sometimes has heavy balls of iron with spikes coming out of them.

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The flail is a two handed weapon only carried by troops on foot. All successful hits from this weapon inflict -1 to an enemy piece's toughness and -1 to their agility. However, pieces using this weapon will suffer +1 'Exhaustion Counter' for each round of combat they fight whilst using it. 'Exhaustion Counters' are explained on page 69.

War Nets

War Nets are usually made out of crisscrossed strings of yarn, vines, animal hair or even metal chains, which are knotted together at the points where the material crosses. The crisscrossed material is evenly spaced out from each other leaving a fair space between them. This allows air to pass through it easily without slowing it down as its cast out over its target.

Generally, fighting with a war net in combat is not most warrior's first choice of weapon, as they can be difficult to operate in the hand of the unskilled and can get tangled up easily, which makes them useless. However, most hunters and beast masters will tell you nets can easily bring down a fast and agile target who would otherwise evade them in combat without it. Once the enemy has been caught in the net, the net wielder can use another simpler weapon, such as a club or spear to beat or stab them to death with.

The war net is a one handed weapon, and all successful hits from it cancel out -2 to an enemy piece's agility save. However, a war net user must always be armed with another hand weapon to kill their target with, such as a basic sword, club, spear or even a sidearm will do. Otherwise, the net by itself cannot do any damage in combat.

Great Blades

Long Swords, Broadwords or massive Battle Axes are all classed as '**Great Blades**'. These are huge two-handed blades, which could easily cut through flesh, bone and even armour from one single swing of this mighty weapon.

A great blade is a two handed weapon and successful hits from this weapon inflict -2 to an enemy piece's toughness and it increases its bearer's damage range by +1. However, pieces using this weapon will suffer +1 'Exhaustion Counter' for each round of combat they fight whilst using it. 'Exhaustion Counters' are explained on page 69.

Great Hammers

Massive Clubs, Giant Mallets or War Hammers are all classed as '**Great Hammers**'. Though these weapons cannot cut through armour, their impact hits can easily smash flesh, bone and rupture internal organs through it, which can will kill their opponents without even drawing a single drop of blood.

A great hammer is a two-handed weapon and successful hits from this weapon inflict -2 to an enemy piece's toughness and it increases its bearer's damage range by +1. A great Hammer also cancels out all resistance bonuses its target may have.

However, models using a great hammer will suffer -1 to their agility save and become '**Sluggish**' in combat, as described on page 69. Furthermore, pieces using this weapon will suffer +1 'Exhaustion Counter' for each round of combat they fight whilst using this weapon in battle. 'Exhaustion Counters' are explained on page 69.

Two Hand Weapons

Using '**Two Hand Weapons**' really covers a wide range of smaller weapons from Swords, Clubs, Axes and Maces and a few others, which only need one hand each to use in combat.

A piece that is armed with two hand weapons gains +1 attack in combat.

Spears

A '**Spear**' can just be a long straight pole of wood with an iron spike at its head. At other times the same weapon can be made out of steel and crafted

to a high standard, but both are equally good at killing the enemy, especially cavalry.

Both foot troops and mounted riders can arm themselves with the spear, which is a one handed weapon.

Note: A mounted rider could be on a steed, chariot, or beast where they have to mount it to ride it into battle.

Providing a mounted rider armed with a spear can charge over 7 inches into combat their targets will suffer -1 to their toughness for each successful hit made against them with this weapon. Furthermore, the cavalry piece gains the '**Strikes First**' bonus against the enemy they have charged into, as explained on page 43. After the first round of combat has passed, the spear loses its charge bonus and must be used as a normal hand weapon instead.

Note: If a mounted spearman started their charge in their last turn, then that distance travelled is added to their total charge move for working out if they will get their spear's bonus or not in combat in their present turn against their target.

If a mounted rider armed with a spear that is charge moving is charged themselves by an enemy in their front, they will get their spear bonus as normal. However, if they are charged in their rear or flanks whilst they are charging they receive no bonus for their spear.

Infantry units armed with the spear will fight using two ranks in combat, with the second rank fighting over the first. However, only 1 attack per model can ever pass over the first rank and hit an enemy in combat, no matter how many attacks a model armed with a spear might have.

Furthermore, infantry armed with spears gain the 'Strikes First' bonus against enemies who charge them in their front. However, after the first round of combat has passed, the piece will lose this bonus.

In combat, all successful hits against cavalry or chariots made by infantry armed with a spear will deduct -2 toughness and -1 agility off their enemy's saves.

If a unit armed with spears is forced to fight an enemy in its rear or flanks, it cannot hit the enemy with a second row of attacks in combat. Instead, the unit will just fight with its first rank of models as normal in combat.

If a unit armed with spears charges into an enemy, in its first round of combat it can only fight with one rank, but in all of that combat's following rounds of fighting, it will fight with two as normal.

Pikes (DC)

A '**Pike**' is a very long slim wooden or metal pole and is usually as twice as long as a Spear. All pikes are armed with a dreadfully sharp metal spike at their head. What's more, the Pike needs two hands to use effectively, whereas a spear only needs one.

The pike is a two handed weapon and only troops on foot may use them.

A pike unit fights using its first, second, third and fourth ranks in combat, instead of just its first row of models touching the enemy. For instance, a unit of 4 models wide and 6 deep would have 16 attacks in combat, instead of just 4! However, only 1 attack per model can ever pass over the first rank and hit an enemy in combat, no matter how many attacks a pike model might have.

In combat, all successful hits against cavalry or chariots made by infantry armed with a pike will deduct -3 toughness and -1 agility off their enemy's saves.

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Furthermore, infantry armed with pikes gain the '**Strikes First**' bonus against enemies who charge them in their front. However, after the first round of combat has passed, the piece will lose this bonus. The '**Strikes First**' special rule is fully explained on page 43.

If a pike unit is attacked in its rear or flanks the piece cannot use its pikes to defend itself, instead it will have to resort to using its sidearms to fight with. Furthermore, a pike unit will suffer +7 battle stress dice instead of the usual 5, when it has an enemy attacking it in its rear or flanks.

Carrying and using the pike in battle makes an infantry unit incredibly unwieldy, as individual warriors within it cannot turn with their pikes down. Therefore, a pike men unit can only turn 10° left or right at a time, and must travel at least 2 inches forward before making another turn again in the same phase. Even after a pike unit wins a combat and gains the special movement bonus as explained on page 34, the unit is still limited to turning 10° left or right forever 2 inches moving. However, when a pike unit hits an enemy after a charge, it will still square up as normal, this is regardless of it only being able to turn left or right 10°. Furthermore, a pike unit can make a '**Reorganising Manoeuvre**' as explained on page 23, and suffer no movement penalties for carrying its pikes whilst it reorganises itself.

Pike units cannot '**Dash**' move, and must deduct -2 inches from their movement value whilst using this weapon. Furthermore, a pike unit will automatically pass all deviancy checks to stop itself from pursuing enemy pieces out of combat.

Note: Unlike spearmen, when pike men charge they will fight with their first, second, third and forth ranks in combat. This is because when a pike unit charges, it actually moves into combat slowly, carefully trying to keep in its special phalanx formation all the time. Whereas, a spear unit will usually rush into combat and then form up.

If a pike wants to pursue or wants to become more mobile during a game for any reason, it may break its formation permanently by 'dropping its pikes' and reforming into an ordinary unit. After which, the former pike unit will fight and move as any other normal unit does in the game, but they can never use their pikes again in that battle.

A pike unit's warriors always ditch their pikes to '**Flee**' faster. Therefore, a pike unit will always flee move as normal, and all of its models will not be able to fight with their pikes again for the rest of the game. If the unit re-rallies, it will move and fight as a normal unit does, and have to resort to using its sidearms or any other weapons it has to fight in combat if it has any. Otherwise, the unit will have to fight '**Unarmed**' in combat, as explained on page 71. The rules for 'Fleeing' are fully described on page 33.

Lances

The '**Lance**' is quite a refined weapon and though in some ways far superior to the spear, is not a very common weapon. This is because lances can only be used on a cavalry charge and no other time in battle.

The lance is a one handed weapon and can only be used by mounted riders.

Note: A mounted rider could be on a steed, chariot, or a beast, which they have to ride into battle.

Providing a mounted rider armed with a lance can charge over 7 inches into combat their targets will suffer -3 to their toughness for each successful hit made against them with this weapon. This weapon on a charge also increases its bearer's damage range by +2. Furthermore, the cavalry piece gains the '**Strikes First**' bonus against the enemy they have charged into, as explained on page 43. After the first round of combat has passed, the lance can no longer be used, until its user can charge again. Instead the cavalry will have to use their side arms in combat, which count as normal hand weapons.

Note: If a piece armed with a lance started their charge in their last turn, then that distance travelled is added to their total charge move for working out if they will get their lance's bonus or not in combat in their present turn against their target.

If a mounted rider armed with a lance that is charge moving is charged themselves by an enemy in their front, they will get their lance bonus as normal. However, if they are charged in their rear or flanks whilst they are charging they receive no bonus for their lance. An exception to this rule is '**Cavalry Wedges**'. Because of these special unit's formations, if they are charged in their front or flanks whilst they are still charge moving, they will still receive their lance's bonus in combat. If they are charged in their rear, just like a normal unit of cavalry, they will not receive their lances special bonus in combat. The rules for 'Cavalry Wedges' are explained on page 57.

Ballistic Hand Weapons

Hand held ballistic weapons, are weapons like Bows, Javelins, Crossbows or any piece of equipment that one man-like creature can operate independently, which launches missiles or can be thrown at the enemy. These ranged weapons usually never win battles on their own, but they can do a lot of damage, which weakens the enemy before the final clash of combat.

All '**Ballistic hand Weapons**' can only be used in the shooting phase of the game to launch deadly missiles at their foes. They can ever be used in combat, unless their description states otherwise.

Bows

Bows are weapons that can fire shots of arrows powered by elastic string suspended from end to end of the bow. They are so effective at killing at range that they have been adopted by nearly all races as the hand missile weapon of choice for their legions.

All bows take both hands to operate in battle.

Short Bow

The smallest of all the bows, the '**Short Bow**' has a range of just 14 inches.

Bow

The standard '**Bow**' is the most common of all the bows used on Many. The bow has a range of 19 inches and is a weapon capable of '**Mass Volley Shots**', as explained on page 37. However, this is dependent on the user also being capable of mass volley shooting themselves.

Longbows

The '**Longbow**' has the greatest range of all the bows and is more commonly used by the Elves. The longbow has a range of 26 inches and is a weapon capable of '**Mass Volley Shots**', as explained on page 37. However, this is dependent on the user also being capable of mass volley shooting themselves.

Throwing Weapons

'**Throwing Weapons**' can be a variety of small hand weapons, which can be easily thrown at the enemy over a short range, such as Knives, Axes and Throwing Stars.

All throwing weapons take only one hand to chuck them at the enemy in battle, and have a range of 6 inches. Furthermore, each successful hit cancels out -1 agility on an enemy.

Crossbows

'**Crossbows**' are deadly hand held missile weapons, even in a novice's hands. They are easy to operate, and are the perfect weapons for those new to

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archery. However, the disadvantage of the crossbow is that it takes much longer to load than the Bow in battle.

The crossbow takes both hands to operate in battle, and has a range of 20 inches. Furthermore, all successful hits made with this weapon within a range of 10 inches inflict -1 to an enemy piece's toughness.

Furthermore, pieces armed with the crossbow cannot '**Move & Shoot**' or '**Hold & Shoot**'. Both of these rules are described on page 37.

Javelins

The '**Javelin**' is like a flimsy spear, but much smaller and lighter. As it is meant to be a throwing weapon, it makes for a poor melee weapon in hand-to-hand combat.

The Javelin takes only one hand to throw in battle and has a range of 9 inches.

A piece armed with a Javelin, providing it moves directly towards its target in a straight line, may move up to its full movement range and still throw their Javelin without suffering any shooting penalties for '**Moving & Shooting**', as explained on page 37.

Slings

A '**Sling**' is a projectile weapon typically used to throw a blunt projectile stone or even iron or lead bullets. It has a small cradle or point in the middle of two lengths of cord. This makes the sling very inexpensive, and easy to construct compared to the crossbow or even the simple bow.

The sling takes only one hand to operate during a battle, and has a range of just 17 inches. However, this weapon can only be used by skirmishers or individual models on foot by themselves.

Armour

Armour can come in many forms, made from steel, iron or hardened leather, which wraps around the body. This can greatly help protect its wearer from being wounded or even killed during a battle from blows that might otherwise kill them.

Light Armour or Lightly Armoured

Light armour is usually be inexpensive and fairly weightless, made out of hardened leather with no more than the odd stud or strip of metal in key places to protect the wearer's vital organs.

Pieces wearing '**Light Armour**' or are '**Lightly Armoured**' add +1 to their toughness.

Heavy Armour or Heavy Armoured

Heavy Armour can be made out of steel or iron, which covers a warrior from head to toe, making them into a marching wall of metal, were lesser arrows will bounce off them and blades shatter on contact! However, the weight of their armour can make them slow and sluggish on the battlefield.

Pieces wearing '**Heavy Armour**' or are '**Heavy Armoured**' add +2 or more to their toughness, which will depend on the armour's bonus rating.

However, models that wear heavy armour will suffer -1 agility to their save. If they are mounted upon a steed, beast or war machine, which grant's its rider an agility bonus, the entire piece will still suffer -1 agility for wearing heavy armour. For instance, a character wearing heavy armour is riding a Griffin with an agility of 2. This would usually grant the rider +2 agility to their save, but as the Rider is wearing heavy armour, both the rider and Griffin suffer -1 ability to their save. Therefore, both would have an agility save of 1 instead of 2.

Furthermore, if a heavily armoured rider is on foot or mounted upon a steed or chariot the entire piece will suffer -1 to their movement. This movement

penalty affects all forms of motion a piece can make during a game, such as charging, pursuing, fleeing, flying, etc. However, if they are mounted upon a beast, the model's movement is unaffected by the rider wearing heavy armour.

★Moving through Deep Water Features carrying Heavy Armour
When piece's carrying heavy armour move through '**Deep Water**', they could 'drown', which is fully explained on page 76.

Shields

A shield is a portable barrier, usually constructed from wood or a combination of other stronger materials such as iron or steel, and many even have tough leather bound round its front, making it even more resilient to damage. They are used to intercept enemy attacks, either by stopping projectiles such as arrows or blocking blows from enemy melee weapons in combat.

Shields are always mixed in with a piece's normal armour rating of a +1, +2, +3 and so on. Therefore, a gaming piece using a shield receives no further armour bonuses in combat for carrying this piece of armour. However, all pieces gain +1 to their toughness against all forms of ballistic and magical attacks, providing they can sense where those attacks are coming from using their '**Awareness Ranges**', as explained on page 15. So, if a shield carrying piece cannot see or sense their enemy shooting or casting magic at them, this shield bonus cannot be awarded to that piece.

No shield bonus is ever awarded to pieces armed with missile weapons that require two hands to operate, such as bows or crossbows for instance. Whereas, pieces on foot armed with Slings, Javelins or throwing Weapons can still receive the shield bonus, as they only require one hand to use.

Note: Pieces that carry two handed weapons that also carry shields will still receive their shield bonus against ballistic and magical attacks. This is because they will use their shields as normal for protection until they get into combat, where they will toss them down to the ground or strap them onto their backs when they fight.



TERRAIN LIST

This chapter lays out most of the different key types of **'Terrain'** which can be used in a game of Three Plains. It also covers all the terrains rules and their effects on gaming pieces as they move over or through them. However, no rules can possibly cover all the different types of scenery that exist on a battlefield. Therefore, this chapter is really meant to be used as a **rough guide**, and players will no doubt find themselves having to mix or blend some of the terrain rules together to get the rules that apply to their situation in the game.

Scenery & Terrain

Most players create their own scenery, but when creating these gaming board features, you must keep it in scale with the Three Plains figures. Otherwise you could have scenery that takes up large areas of the gaming board and just looks silly, being completely out of scale with the rest of the game.

Open Ground

Areas where there is no scenery, which should be the majority of the gaming board are classed as **'Open Ground'**, and pieces do not gain or suffer any benefits or penalties to their movement for moving through these areas.

Impassable Terrain

'Impassable Terrain' are areas of the board that are impossible for a ground moving piece to travel over them, such as cliffs, crevices, high wall, etc. The only pieces that can move freely over them are those that can **'Fly'**, as described on page 26. However, a flying piece can never land on impassable terrain.

Rough Ground

Sandy, muddy, rocky, overgrown ground, or any other type of terrain that would be clearly difficult to travel over for ground moving pieces is all classed as **'Rough Ground'**. Pieces on foot travelling over these difficult areas of the board must halve all of their movement, which includes dashing, fleeing and pursuing. However, **'Skirmished'** or **'Flying'** pieces can move through or over this type of terrain unaffected. The full rules for 'Flying' pieces are explained on page 26, and 'Skirmishers' are discussed on page 58.

Woody Terrain

All pieces that travel on the ground through deep **'Woody Terrain'**, such as a forest, wood or jungle, etc must move at half pace, which includes dashing, fleeing and pursuing. However, **'Skirmished'** or **'Flying'** pieces can move through or over this type of terrain unaffected. The full rules for 'Flying' pieces are explained on page 26, and 'Skirmishers' are discussed on page 58.

Furthermore, piece's occupying woody terrain cannot sense the enemy or be sensed by them, unless they are within 2 inches of each other. However, if a piece occupying this terrain is within 2 inches of the woods' borders it can see out on to the rest of the battlefield as normal, and they also will benefit from **'Cover'** from shooting, as described on the last page 37.

★Dread of the Woods

Large beasts with the special attribute of **'Dread of the Woods'** have special rules regarding woody terrain, which are explained on page 62.

Hills (or Moving Up & Down)

When a piece is moving up a slope, it will cost double its movement, and moving down one will cost half of its movement. However, **'Skirmished'** pieces and others which can **'Fly'** over this terrain do not suffer or gain any movement. The full rules for 'Flying' pieces are explained on page 26, and 'Skirmishers' are discussed on page 58.

★ Holding the High Ground in Combat

See **'Defended Positions'** on page 45.

★ Shooting off Hills

See **'Shooting off High Ground'** on page 37.

Small Buildings

'Small Buildings' such as cottages, huts, and homesteads for instance are impassable objects, unless a piece can **'Fly'** over them, as explained on page 26.

A small building has a toughness of 6 and 12 life points. If one is destroyed, remove the entire model from the board immediately, and the area it once occupied becomes rough ground for the rest of the game. Furthermore, any pieces within 1 inch of the building are automatically hit once, with the building toppling on them. This automatic hit has a damage rating of 1.

Large Buildings

'Large Buildings' such as halls, barns and churches for instance are impassable objects, unless a piece can **'Fly'** over them, as explained on page 26.

A large building has a toughness of 16 and 26 life points. If one is destroyed, remove the entire model from the board immediately, and the area it once occupied becomes rough ground for the rest of the game. Furthermore, any pieces within 1 inch of the building are automatically hit once, with the building toppling on them. This automatic hit has a damage rating of 1.

The Odd Tree & other Small Obstacles

A **'Small Obstacle'** can be any terrain feature on the battlefield which is smaller than 30x30mm and clearly cannot be passed over by ground moving pieces. For instance, a tree, a bolder or a large flag pole would all count as a small obstacle on the battlefield. All these obstacles cannot be passed over by solitary models, unless they can **'Fly'** over them, as explained on page 26. However, all 'groups' of models can pass over these smaller obstacles without suffering any movement penalties. This is because any group of individuals would just circle round all these smaller obstacles on the battlefield without too much trouble.

Shallow Water Features

A **'Shallow Water Feature'** could be a pond, stream, bog or any other body of water which is not that deep. Any piece attempting to cross a shallow water feature must halve its movement value, unless they can **'Fly'** over them, as explained on page 26.

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Deep Water Features

A '**Deep Water Feature**' could be a lake, river, or any other body of water that could easily swallow up a man's height under its depths. Any piece attempting to cross a deep water feature must halve its movement value, unless they can '**Fly**' over them, as explained on page 26.

Furthermore, at the start of each player's turn, all man-sized infantry, cavalry and chariot models wearing heavy armour or more occupying a deep water feature will receive one automatic hit each, which cancels out all saves. This automatic hit has a damage range of 1-5.

However, any piece that occupies a deep water feature benefits from '**Cover**', which is fully explained on page 37.



Wooden & Stone Bridges

A '**Wooden Bridge**' can be destroyed like a building. For every 6 inches a wooden bridge extends, it is classed as a different segment of it. Each part of the bridge has a toughness of 7 and has 12 life points each. This means that if one part of the bridge is destroyed, the whole structure is not wiped out, but only that part of it.

A '**Stone Bridge**' can be destroyed like a building. For every 6 inches a stone bridge extends, it is classed as a different segment of it. Each part of the bridge has a toughness of 15 and has 22 life points each. This means that if one part of the bridge is destroyed, the whole structure is not wiped out, but only that part of it.

Once a bridge part is destroyed remove it from the game. Any models on that part of the bridge at its time of destruction will fall to the ground with a thump! These models will receive 1 automatic hit each, suffering -3 to their toughness and this automatic hit has a damage range of 1-3. However, if a model falls into a lake, river or stream underneath them, instead of suffering this penalty, this will count as landing in a '**Shallow or Deep Water Feature**', which is explained above.

Low Walls

All ground moving pieces travelling over any '**Low Wall**' suffer -2 inches to their full movement. A low wall could be a fence, hedge, small stone wall, etc. However, '**Skirmished**' pieces and others which can '**Fly**' over this terrain do not suffer any penalties when travelling over these battlefield features. The full rules for '**Flying**' pieces are explained on page 26, and '**Skirmishers**' are discussed on page 58.

A hedge or wooden fence can never be used as a '**Defended Position**', as they are just too flimsy to hold back an enemy force. '**Defended Positions**' are explained on page 45.

For every 6 inches a wall extends is classed as a different segment of it. Each part of a stone or metal fence wall has a toughness of 2 and has 4 life points. This means that if one part of the wall is destroyed, only that part is removed from play and not all of it. When a part of a wall is destroyed the area it once occupied is now counted as '**Open Ground**', as described on the last page. However, softer walls such as hedges and wooden fences are simply chopped through or broken down when groups of troop's move passed them. So these light obstructions are simply removed from the game after a piece has moved through them, without the need for attacking them to destroy them.

High Walls

A wall twice the height of a man sized figure is classed as a '**High Wall**', and is impassable for pieces that cannot '**Fly**' over them, as explained on page 26.

For every 6 inches a high wall extends is classed as a different segment of it. Each part of the wall has a toughness of 16 and has 20 life points. This means that if one part of the wall is destroyed, only that part is removed from play and not all of it. When a part of a high wall is destroyed the area it once occupied is now counted as '**Rough Ground**', as described on the last page.

Any models on that part of the high wall at its time of destruction will fall to the ground with a thump! Each of these unlucky models will receive 1 automatic hit each, suffering -4 to their toughness and this damage has a range of 1-4.

Appendix 1 – A 'Rolling To Hit' & 'Overcoming Saves' Example

Ungor the Giant vs Squob the Goblin

This appendix walks you through the whole process of 'Hitting', 'Overcoming Saves' and dealing out 'Damage' in 'Life Points' to kill an enemy in close combat, with the aim of making it clearer.

Note: Though this section largely deals with fighting in combat, after hitting the target, the rest of this appendix can apply to shooting as well.

For our example, say hello to Ungor the Giant and Squob the Goblin, who today will be fighting each other to the death to demonstrate all the rolls required in combat to kill the enemy, just to better your understanding of the game...

Ungor and Squob's Stats and Special Rules

	M	A	CR	D	Save	LP	S
Ungor	9	7	2	1-4D -4	50 00	15	3
Squob	7	1	3	1	10 10	1	2

Note: As Ungor's stats indicates under the letter 'D' for damage, with each hit he makes upon an enemy will deduct -4 from their toughness, and any injuries caused by Ungor has a damage rating of 1 to 4.

Ungor's Attacking Rolls in Close Combat

In Three Plains the game unless one side has the 'Strikes First' bonus, as described on page 43, both sides strike each other at the same time in close combat. However, it is a good idea to roll one side's attacks out first, and then the other side takes their turn at attacking. There is no advantage gained or lost playing in this way, but it will make it easier for both players to follow and understand what's going on in the combat better.

So, Ungor goes first and rolls 7D6 as he as a whopping 7 attacks and rolls 1, 2, 2, 3, 4, 5 and a 6. Now using the 'Hitting in Close Combat Chart', which can be found on the next page, work out what Ungor needs to roll to hit Squob using his combat rating of a 2. The chart works by matching up both sides' combat ratings in a fight, which will then indicate what you need to roll to hit the enemy on. For instance, the situation of "If the target's CR is the same or above its attacker's" matches with Ungor and Squob's circumstances right now. So this one is used to work out what is needed to hit on, which in this case is a +4. Therefore, it should be clear that Ungor has hit poor Squob 3 times in combat.

Now Ungor has to roll each of these successful hits out again to overcome Squob's save to kill him. These dice are rolled out using 1D6 each and are called the 'Damage Dice', and depending on their damage rating, for each point they roll over Squob's toughness, which is his save, will deduct 1 life point from him. Ungor has a damage rating of a 1 to 4, which means he can only cause a minimum and maximum of 1 to 4 life points in damage against his little foe, no matter how much he rolls over Squob's save. Furthermore, as Ungor deducts -4 to an enemy's toughness, poor Squob's save will be

completely cancelled out; so all damage dice rolled against him up to a limit of 4 damage per die will just count as lost life points suffered by him. All damage dice that roll over a piece's damage range count as causing maximum damage upon their target. However, Squob does have an agility of 1, which means he discounts out all damage dice that score a 6 against him. Anyway, Ungor rolls 1, 3 and a 6 with his damage dice, which equals -4 life points from Squob, but at least he did manage to dodge one of Ungor's attacks. As Squob only has 1 life point, he has just been squished dead!

Squob's Attacking Rolls in Combat

Now it Squob's turn to hit back at Ungor, but he only has 1 attack, so we can't expect him to do much damage... or can we...? Squob did have a better combat rating of 3, when Ungor only has a combat rating of 2, meaning if we look at the chart again, Squob only needs to roll a 3 or more to hit Ungor using 1D6. So Squob rolls and he scores a 3, just what he needed to hit Ungor, hurrah!

Now hitting a giant is one thing and wounding it is quite another, as Squob is about to find out. Ungor has a toughness of 5, which means Squab would need to roll a 6 with his single hitting damage die to overcome Ungor's save. Or would he... You see unknown to everyone, sneaky Squob has the 'Mace of Oblivion'. Each hit from this mighty weapon deducts -10 to its target's toughness and it increases its bearer's damage range by +6, and each life point suffered is tripled. Furthermore, this weapon also completely cancels out its target's magic bonus to their save.

How he came to have this awesome weapon, we will never know... Anyway, Squob rolls his damage die of a D6 and remarkably scores a 6! Wow, as Ungor's toughness is completely cancelled out he has totally lost his save. So the roll of a 6 all converts straight into damage in life points, which is then tripled to 18 points all together, which kills him outright!

The Conclusion of this Combat

So it's a draw, and though both are dead at least they didn't die in vain, as now you understand how hitting and overcoming saves work in combat just that little bit better. However, if they did die needlessly and you still don't understand how this system works, then at least you can always visit the Epic Forum for more help on this subject at <http://epicwargaming.com/Forum>.

Other Notes on Damaging a Target

- 'Horde Hits' can have the 'Reroll' bonus or penalty applied to them as normal.
- If an attack has a 'Damage Multiplier' by saying for instance 1-6 damage x2, just multiply the life points caused in damage by the value given. For instance, if you roll over a piece's save by 3 and you multiply by x3, your attack would do a total of 9 life points in damage instead.
- If life point damage is multiplied upon a piece which can 'Regenerate' or use some other means to save that damage, always multiply the damage first and roll to save afterwards. 'Regenerating' is explained on page 68.
- If an attack's description states it cancels out or deducts a piece's save, it will affect its target's entire save as it describes. This is regardless of a target's resistance, agility or even its magic rating.

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The Hitting in Combat, Shooting & Overcoming Saves Charts

Hitting in Close Combat Chart

Attacking Situations	If the attacker's CR is double or more of its target	If the attacker's CR is above its target	If the target's CR is the same or above its attacker's	If the target's CR is +3 or over than attacker's CR	If the target's CR is +6 or over than its attacker's CR
The Attacker's Rolls to hit on using a D6	+2	+3	+4	+5	6

Shooting Modifier Chart

Close Range	If the target is within 10 inches of the shooter they get +1 to hit that target. See page 37 for this shooting modifier's full rules.	+1
Cover	If the shooter's target is behind a small wall or hedge they suffer -1 to hit their target. See page 37 for this shooting modifier's full rules.	-1
Moving & Shooting	A piece that moves over half its range of movement, will suffer -1 to hit their target. See page 37 for this shooting modifier's full rules.	-1
Insignificant Gaming Pieces	Piece's shooting at individual models no bigger than 30x30mm will suffer -1 to hit them. See page 37 for this shooting modifier's full rules.	-1
Hold & Shoot (DC)	Pieces wishing to ' Hold & Shoot ' must take and pass a Deviancy Check first. If passed, they can shoot at a charging enemy, but will suffer -1 to hit them. For the full rules on this manoeuvre see page 37.	-1
Shooting at Skirmishers	Piece's shooting at ' Skirmishers ' must half all their successful hits upon that piece. With odd numbers of hits, always round them 'up'. See page 37 for this shooting modifier's full rules.	Half the hits and round up odd results

Overcoming Saves & Damaging

After an attacking player has made a successful '**Hit**' upon a model in either combat, shooting or with magic, they need to roll out a '**Damage Die**' to see if their assault will wound or kill their victim. This die is always rolled out using a D6, and depending on the attacker's '**Damage**' range, for each point it can roll over its target's save, subtracted that score away from its total number of '**Life Points**' it has. To work out a target's save, either use its toughness or magic values within its save, depending on which one is the highest. For instance, an Orc with a **2** toughness and **0** magic would have a save of a 2. So to wound this piece a player would have to roll 3 or more with a damage die. Once wounded, you will need to work out how much a target takes in damage. All attacks have a '**Damage Range**', that can be found within the attacker's stats under the letter '**D**', and this indicates how much damage an attack is limited to doing in life points. For instance, an attacker with a damage rating of 1-3 rolls their damage dice and scores a 6, which beats their target's save of a 3 by 3 points. Therefore, it will suffer -3 life points in damage. If an attacker rolls over its target's save and its own damage rating, do not reroll that assault, just inflict the maximum damage that piece can do upon its target instead. Once a piece has lost all of its life points, it has been slain and is removed from the game. If an attacking damage die cannot beat an enemy's save it has failed and is discounted. If a model's save is higher than 5, refer to '**Horde Hits**' underneath to see how to damage them. All attacking dice damage must be concentrated on one individual at a time in a group of models until it has been killed, before wounding the next one. If a single damage dice overkills its target model, those damage points are lost, and so do not pass over on to any other models in an accompanying group.

Damage ranges can be added together. For instance, if a Man with a damage rating of a 1 carries a weapon that increases his damage range by +1. His total damage range will become 1-2 instead of just 1.

Sometimes, attacks have bonuses such as '**-2 Toughness**' or '**-2 Agility**'. In these cases, just deduct the bonus off the enemy's save.

Toughness **0** and the other Save Bonuses

A piece's '**Toughness 0**' trait is what its enemies have to roll over to harm them. For instance, a Man with 3 toughness, his enemies would have to score 4, 5 or a 6 to roll over his save to harm him. However, some pieces have more bonuses to their save such as '**Resistance 0**', '**Agility 0**' and '**Magic 0**', which affects a piece's save, and these rules are explained underneath:

Resistance **0**

For each point of '**Resistance**' a piece has, it will resist enemy damage dice save reductions to a piece's toughness. For instance, if an attack from a great blade that does -2 to a piece's toughness, which has a resistance of 1, that enemy attack will only deduct -1 from its toughness save instead.

Agility **0**

For each point of agility a piece has, discount the highest roll of an attacking damage dice, working down the die for each point. For instance, an agility of 1 will discount all damage die rolls of a 6, and agility of a 2 will discount all rolls of a 5 and 6, and so on.

Magic **0**

'**Magic**' replaces a target's toughness when trying to roll over its save, if its magic value is higher than its toughness or its toughness value has been reduced lower than its magic value. However, unlike toughness, magic can **never** be added together or increased with different sources of magic from spells or magic items for instance. If a piece has two different magic values to choose from, it will always use the highest value to save on, and ignore all other magic values it has.

Horde Hits

If a successful hit from combat, shooting, magic etc cannot harm a target, because its save goes beyond the attacking damage die's capacity to overcome its save, or its agility always blocks that attack, it will need to be '**Horde Hit**' to harm it instead. To make a horde attack, roll to hit as normal and roll out all damage dice scored against the target, and do not discount any dice for agility. For every 6 scored after the first, boosts that first score of a 6 up by +1, and for each point this score goes over its target's save, deduct one life point from it. For instance, a Dwarf with a save of a 7 would need a score of at least an 8 to overcome its save. After rolling to hit the Dwarf in combat, the damage dice scored against him are 1, 2, 5, 5, 6, 6, 6 & 6. The first 6 scored counts as a 6, the second boosts it up to a 7, the third an 8, the fourth a 9. Therefore the Dwarf's save has been overcome by 2, and he would suffer -2 life points in damage.

Appendix 2 – Randomly Generating Terrain

Some gamers prefer to put their destinies' into the laps of the gods, rather than negotiate with their opponent to an agreeable gaming board for both sides to play on. So these rules allow gamers to create a randomly generated board, to give players a more challenging game, but be warned you might not always be happy with the cards the gods have dealt you.

If both players can agreed to use these alternative rules for setting out the gaming board, then these rules fully replace those described on page 20 under 'Setting out the Terrain'. However, to fully understand these replacement rules, the original ones should be read and understood first before using the following alternative terrain deployment system.

Terrain Tiles

In the 'General Gaming Equipment' folder, downloaded along with this rulebook, you will also find the 'Terrain Tiles Sheets 1, 2, 3 and 4'. Print off the 3 sheets and cut all the tiles out. This gives you a stack of terrain tiles or cards to randomly generate your gaming board's terrain with.

Generating Terrain on the Gaming Board

Firstly, you must determine how many terrain tiles you will need to generate the board's layout. To do this you need to use the 'Terrain Generator Chart', which is located on the right. Refer the game's total size in points to the 'Game Size in Points' column in the chart. Once you have found your size, follow the score along to the next column labelled 'Tiles' and this will indicate how many terrain tiles you should use for generating the board's terrain. For instance, in a game sized 8000 points, the chart indicates you should use 18 terrain tiles to generate its layout.

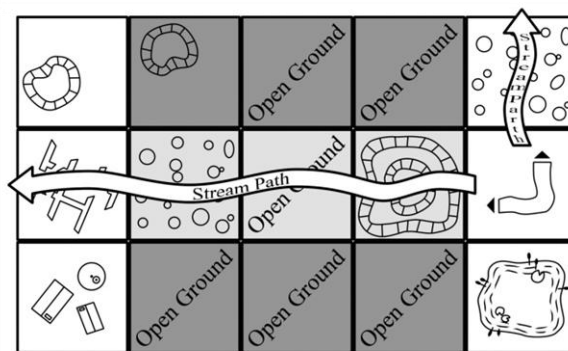
Terrain Generator Chart

Total Game Size in Points	Tiles
1 – 6,000	15
6001 – 9000	18
12001 – 14000	21
14001 – 17000	24
+3000	+3 Tiles

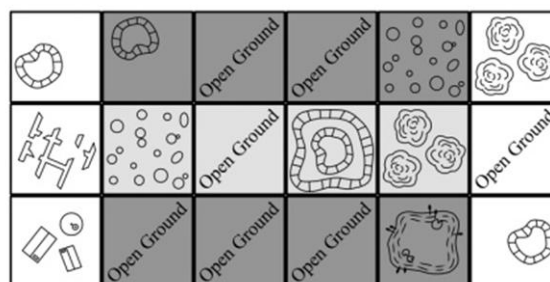
Before laying down a single terrain tile, both players must pick their sides of the board and stick to them, and then deal out the terrain tiles.

To deal out the terrain tiles, gather them up into one pile facing down and lay them out 1 at a time in vertical lines of 3, until they have all been set out, which should form a oblong. Turn each tile face up so both players can see them clearly as they are laid out. **DO NOT** turn any tile the 'right way round', because this will also determine which direction the terrain will face on the board. At the top right of the page are two examples labelled 'L1' and 'L2' that clearly demonstrates the terrain tiles being set out correctly according to their game size in points, as just described.

L1 - 5000 Point Game generated with 15 Terrain Tiles



L2 - 8000 Point Game generated with 18 Terrain Tiles



Once a terrain tile has been set down, it cannot be changed or swapped, unless one side gains a 'Tactical Edge' over the other or both players wish to swap the 'No Man's Land' tiles once. Both of these special rules are explained in full later on in this section.

No matter how many tiles are used, both rows of tiles on each far side of the board always make up the 12 inches of the 'Manoeuvring Space' all gaming boards must include, where no gaming pieces can be deployed, unless they have the 'Scouting' special rule, as described on page 68. These areas have been marked out with the white tiles in both examples L1 and L2.

Excluding the manoeuvring space tiles, all other tiles on the first row of a player's side facing them represents their own 'Deployment Zones', where only their gaming pieces can be put out. Both sides' deployment zones have been marked out with the dark grey tiles in both of the examples.

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All the tiles left in the middle of the board represents the '**No Man's Land**' zone on the battlefield, where no pieces can be deployed, unless they have the '**Scouting**' special rule, as described on page 68. This zone has been marked out with the light grey tiles in both of the examples. These tiles may be changed once; providing both players wish it, but once swapped they cannot be changed again.

Tactical Edge

Once all the tiles have been set out, one side can win an extra terrain tile, which can be set out within their deployment zone. This terrain tile can only be one of the following; a small to medium sized hill, a large pond or a wood measuring 1 foot squared. If one or both players want to use this tile bonus, both sides' generals must roll all of their soldiering dice each. No soldiering dice bonuses for banners and battle standards can be added to this roll. However, all other soldiering bonuses are applied to this roll as normal. The side that scores the most passes or +4's wins the bonus terrain feature, whilst the losing side must go without. For instance, Player A has a general with a soldiering 5, and Player B's general has a soldiering 4. Therefore, Player A rolls 5 dice against Player's B's 4. Player A score 3 passes and Player B scores just 2, which means Player A wins the throw, and so gets the bonus terrain tile feature to deploy out within their deployment zone. If the winning side does not want to use their bonus terrain tile, they may discard it instead of deploying it.

If a game size is 8000 points or more, both players may try for another bonus terrain feature each, by rolling off against each other again.

River & Stream Tiles

River and stream tiles all have two arrows on them each; indicating the direction the river or stream will flow on the board. For instance, example '**L1**' has a stream tile set down, and its path across the board has been marked out by two arrows ladled '**Stream Path**', which are just following the directions of the arrows on the card.

A river or stream can never run across more than half of a player's deployment zone tiles. If this happens, the responsible tile must be swap for another random tile, which will not conflict with the other tiles on the board instead.

When a river tile flows over a stream, it always cancels the stream out, and so that tile is used instead.

Bridges

You cannot have rivers and streams on the gaming board without having the odd bridge to cross them. Therefore, for every 2 tiles a river or stream takes up, there must be 1 bridge set down on the gaming board to cross them.



Interpreting of the Terrain Tiles

The terrain tiles will never give you an 'exact' picture of what the gaming board will look like. Instead, it's more of a guide to help you to fill in the right sectors of the board with the right terrain. Therefore, as long as the right scenery is in the right zones according to the terrain tiles, this will be satisfactory.

Terrain Mixes

Before setting down the terrain tiles, you and your opponent can decide to alter the terrain mix, by adding or taking away certain tiles. For instance, you and your opponent might want to remove all the river and stream tiles, as you both think these water features just get in the way of the battle.

As long as both players agree, you may have whatever you want in the terrain tile mix, but remember in the spirit of these rules, if you restrict the mixes too much, you might as well not use them at all.

Also included in the general gaming equipment folder is '**Blank Terrain Tiles**' for you to fill in yourself with your own ideas of what should be on the gaming board. So, with your opponent's blessing, feel free to use them as you wish, as they will only make for a more interesting game.

Appendix 3 – Deviancy Checks Chart

All the standard 'Deviancy Checks' in the Three Plains Rulebook

Deviancy Checks (DC)	Rules fully explained on Page
Redirecting a Charge (DC)	23
Reorganising Manoeuvres (DC)	23
Squaring-up (DC) = Loose Moving Pieces can avoid its models from spilling over onto other enemies after charging by taking a DC.	29
Counter Charges (DC)	30
Falling Back (DC)	31
Splitting-up a Group of Warriors (DC)	32
Reinforcing Units (DC)	32
Dividing up an Reinforced Unit (DC)	33
Pursuing Pieces out of Combat (DC) = To stop a piece from pursuing an enemy out of combat after they have fled take and pass a DC.	34
Hold & Shoot (DC)	37
Shooting at Friendly Pieces locked in Combat with the Enemy ☹ (DC)	38
Defensive Strikes (DC)	38
Infantry Wedge's Formation (DC) = Forming in and out of an Infantry Wedge formation.	55
Cavalry Wedge's Formation (DC) = Forming in and out of a Cavalry Wedge formation.	57
Cavalry Wedges' in Combat (DC) = Cavalry Wedge forming into a normal unit during combat.	57
The Death of the General! (DC)	60
Tormentive (DC) = DC if within 8 of a Tormentive piece.	68

All the 'Deviancy Checks' related to Spells

Deviancy Checks (DC)	Rules fully explained on Page
The Sixth Discipline of Destruction - Superheated Weapons (DC)	109
The Seventh Discipline of Destruction - Explosion (DC)	110
The Seventh Discipline of Creation - Earthquake (DC)	112
The Eighth Discipline of Creation - Raising Earth (DC)	112
The Ninth Discipline of Creation - Abyss (DC)	112

Appendix 4 – Battle Scenario 'Rampage!'

A once peaceful realm has been invaded by a rampaging enemy, which has already destroyed its main standing army. Now these monsters are pillaging, murdering and enslaving the good people of these once stable lands, and all totally unchallenged. So something must be done before all is lost!

The invaded realm must put up a last ditch defence before it's too late; though with their main force destroyed, it cannot hope to match the military might of their invaders. However, after their last defeat they do at least know their enemy's numbers and armaments now. Also, with the realm's people facing total annihilation, many are rallying to its defence for the final battle.

With the stakes stacked extremely high, this last battle will decide the fate of a realm and all who live within it, which will make this epic battle even bloodier than the first!



The Rampage Scenario's Rules

This appendix offers players the '**Rampage**' scenario to play as an alternative to the standard pitch battle game found at the start of the rulebook.

This scenario uses the majority of the standard rules found within this book, and so they should be followed as normal when playing this game. However, all special rules for this scenario will replace those found in the rest of this book if they conflict with each other.

The Rampage Players' Designations

In this scenario, the side taking on the role of the rampaging attacking army are known as the '**Invaders**', and the other side attempting to put a stop to their aggressive advances, are described as the '**Defenders**'.

Game Size and Military Forces

Whatever the size of the invader's army in points, the defending side's force must always be 2/3 its size. For instance, if the invaders' army is 3000 points, the defenders' army would have to be 2000 points.

All normal rules for creating an army with regards to their shape allowances still apply to both sides, with the exception of the defenders cannot use any piece that uses 1 or more triangles. This is because they were destroyed by the initial battle at the start of the invasion, which they lost.

Playing through this Scenario'

All normal rules apply for playing through this scenario game, as explained in '**Step 6 - Starting the Game & Who Goes First**' on page 20.

A Known Enemy

The invading side has now shown their full hand in their last battle, revealing their military forces, and they cannot alter them whilst deep within their enemy's realm. This means the defenders have a key advantage of intelligence over them, which might be just enough to swing the up and coming final battle in their favour.

- The invading side must write up their army list and give a copy to the defending player, who then writes up their army list for the game. This must be done at least one day before the battle, to give the defending player adequate time to write up their list. Once the invader has submitted their list, they cannot change it before the battle.

All or Nothing

For the defending side they stand to lose everything, their homes, love ones, wealth and even their lives if they lose this battle. On the other hand, as any good general knows this is a great motivation for their warriors to out fight and last their enemies on the battlefield, and so they can play this to their advantage.

All defending pieces gain '**+1 Bravery**', and can suffer 5 exhaustion counters instead of 4 before they succumb to the affects of '**Exhaustion**' in this scenario. '**Bravery**' is explained on page 66 and '**Exhaustion**' on page 69.

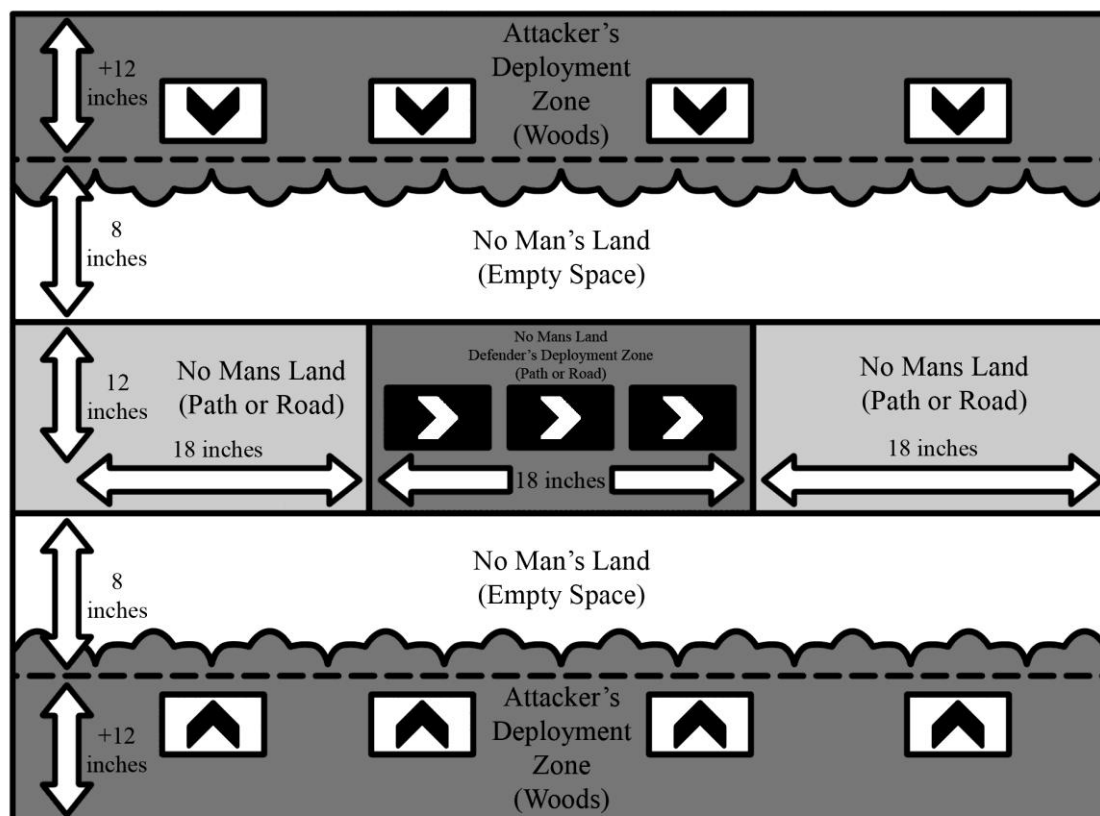
Special Victory Conditions for Rampage

The normal rules to determine who has won or lost this game as described on page 21 still apply to this scenario, but with one exception explained underneath.

If this scenario ends in a '**Draw**', then the defending side has won this game instead. This is because the rampaging force has been stopped in its tracks, and though not destroyed it has no choice but to return home, as each day it remains it will weaken with starvation, whilst the defenders will grow in strength as more of its people will rally to its cause.

Appendix 5 – Battle Scenario 'Forest Ambush'

M1 - The Forest Ambush Board Layout



As your troops march deep into the woods, you're surrounded by the tender and loving sounds of Mother Nature. There is a bird singing, the odd shuffle of a rabbit in the undergrowth and trees gently swaying in the breeze, which calms and soothes your warriors' nerves. You almost forget that this is enemy held territory... Then all hell breaks loose! Arrows come flying out of nowhere, and then the enemy come pouring out of the woods, and clash into your unprepared forces! Despite all the bloody mayhem around you, you must rally your men and call them to arms. If your warriors can hold their nerves for the next few moments, you might survive the slaughter. If not, your bones will soon be picked over by Mother Nature's little friends.

The Forest Ambush Scenario's Special Rules

This appendix offers players the **'Forest Ambush'** scenario to play as an alternative to the standard pitch battle game found at the start of the rulebook.

This scenario uses the majority of the standard rules found within this book, and so they should be followed as normal when playing this game. However, all special rules for this scenario will replace those found in the rest of this book if they conflict with each other.

The Forest Ambush Players' Designations

The player springing the forest ambush is referred to as the **'Ambushers'** in this scenario, and the other side who has fallen in to their trap, are called the **'Victims'**.

The Forest Ambush Armies' Restrictions

For a forest ambush to work well, your forces need to be stealthy and as discreet as possible. Otherwise, if the enemy get wind of what lays ahead of them, it could be your forces in real trouble instead.

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Therefore, the ambusher's strike force cannot include any of the following gaming pieces in their army, as these pieces could give their position away before they have a chance to spring their trap.

- Beast Pieces
- Cavalry Pieces
- Mob Pieces

However, these pieces above can be deployed provided they have the '**Scouting**' special rule, as described on page 68.

The Victim Army's Restrictions

No one would bother setting up a forest ambush if their target could just fly out of it. Therefore, no more than 15% of the victims' army can include flying pieces.

Setting-up the Forest Ambush Board

The rules in '**Step 3 - Setting up the Gaming Board**' on page 21, which describes how to set up a board for a pitched battle are ignored in this scenario. Instead, players must use a predetermined board set-up to lay out the gaming board's terrain, which is shown on the last page in example '**M1**'.

The total size of this scenario's board is 6 foot wide and 4 foot tall, as demonstrated in example M1. The two dark grey areas at the top and bottom of the gaming board labelled '**Attacking Deployment Zone**' is where the attacking player holding the ambush deploys out their gaming pieces. The width of both of the ambusher's deployment areas extends from one end of the board to the other, and they must be at least 12 inches deep at both sides. These areas must be filled with deeply woody terrain for the ambushers to hide in.

The dark grey area in the middle of the gaming board is the victim's deployment zone, which is part of a large path or road they are using to travel through the woods. This area has a width of 18 inches and a height of 12 inches, and this space must always be right in the centre of the gaming board.

The light grey areas in the middle, at both sides of the gaming board represents the path or road the player who is about to be ambushed is travelling on. This area is classed as '**No Man's Land**' and no one can deploy their pieces here. Even pieces that can '**Scout**' as explained on page 68 cannot be deployed in these spaces. Both these areas must have a width of 18 inches and a height of 12 inches.

The two white areas which have a width of 48 inches and a height of 8 inches are classed again as '**No Man's Land**' and no one can deploy their pieces here. Even pieces that can scout cannot be deployed in these spaces.

Deploying Pieces

Just as normal, both players must deploy their pieces in their own deployment zones, which are marked out in the example M1. However, instead of both sides' generals rolling off against each other to see who has to deploy first, the victims of the forest ambushed must set out all their pieces first. The victims of the ambush must also deploy all of their pieces out facing in the direction they are travelling along on the path or road they are on. Furthermore, all of their units must be travelling in either a square or column formation and their general must always be placed at the very front of their army.

The victims of the forest ambush cannot use the '**Scouting**' special rule, as described on page 68.

Once the victims of the forthcoming ambush have deployed out all of their pieces, the ambushing side then deploys their entire force within their zones.

Playing through this Scenario

The ambushing side always takes the first turn of the game, as they are the ones springing the trap, after which this game runs for 8 turns and then ends

Surprised! (DC)

The victims getting ambushed are not prepared for an attack by any means. So their real battle at the start of the ambush is bracing themselves for the onslaught, and keeping their cool until they can turn the tables on the attackers.

At the very start of the game, all of the victims' pieces must take a **Deviancy Check** each. Pieces that pass this test may move, fight, cast magic, etc as normal. However, pieces which fail this check suffer from the following affects:

- Cannot move
- Unit pieces suffer from '**Flimsy Ranks**', as described on page 44.
- Cannot cast magic
- Cannot shoot

All pieces that failed their deviancy check in their first turn will automatically recover from being 'surprised' at the start of their second turn, and so can be used as normal from that point onwards. This means they can move, shoot and cast magic as normal, and they will no longer suffer from flimsy ranks at the start of their second turn.

Forest Ambush Victory Conditions

The standard rules for '**Who has Won**', as described on page 21 are completely ignored and replaced with the following rules underneath.

For the ambushing side to win this scenario they must wipe out at least 75% or more of their victim's fighting force. If the ambushers fail to kill up to this amount by the end of the game, they have lost the scenario and the victims will win the game instead.

Or, if the ambushing side lose up to 50% or more of their force by the end of the game, but still reach their target of killing 75% of their victim's forces, the game is declared a draw.

Instead of staying and fighting, the victims of the forest ambush may instead attempt to escape their attackers by leaving the board to save their pieces from annihilation. All escaping pieces must leave the gaming board at the same side as their general withdraws from. Escaping pieces may leave the board before their general escapes or after, and still be saved. If the general does not make it off the board, then no matter how many pieces escape, they will be counted as lost and their victory points will be awarded to the enemy.

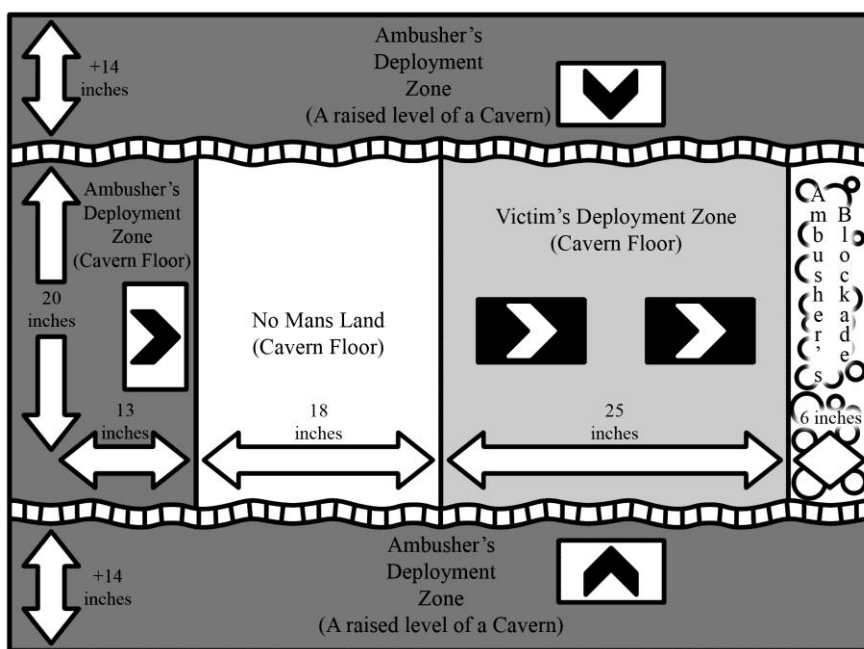
Once a piece has escaped remove it from the board, as it will take no further part in the game. Now safe from its ambushers, its victory points have been 'banked' and saved from them.

Fleeing pieces running for their lives can never be 'saved', even if they flee off the same side of the board as their general escaped from.

As normal, pieces that are fleeing at the end of the game are counted as lost for the purposes of working out victory points.

Appendix 6 – Battle Scenario 'Cavern Ambush'

N1 - The Cavern Ambush Board Layout



There is only one way across the mountains, and it's what all generals' fear the most, the dreaded mountain pass...

At either side of this narrow passage are high stony walls and ledges, which a more cunning adversary could use to bombard you with rocks, spears and arrows from up above. There are also any number of little gullies and passages where large numbers of hostile warriors can conceal themselves from your passing troops, and then surprise you with an attack from behind. But the most worrying thing of all, is that the pass can be blockaded, which would turn it into a death trap for all unsuspecting armies travelling through them if they were ambushed.

For those who find themselves in the nightmare of a cavern ambush their only hope for escape is to carve a bloody hole through their enemy's ranks, or they will die there with missiles raining down on them whilst getting hacked to bits.

The Cavern Ambush Scenario's Special Rules

This appendix offers players the 'Cavern Ambush' scenario to play as an alternative to the standard pitch battle game found at the start of the rulebook.

This scenario uses the majority of the standard rules found within this book, and so they should be followed as normal when playing this game. However, all special rules for this scenario will replace those found in the rest of this book if they conflict with each other.

The Cavern Ambush Players' Designations

The player springing the cavern ambush is referred to as the 'Ambushers' in this scenario, and the other side who has fallen in to their trap, are known as the 'Victims'.

The Cavern Ambush Armies' Restrictions

If a cavern ambush is to work at all, your forces need to be as stealthy and as discreet as possible. Otherwise, if the enemy get wind of what lays ahead of them, it could be your forces in real trouble instead.

Therefore, the ambusher's strike force cannot include any of the following gaming pieces in their army, as these pieces could give their position away before they have a chance to spring their trap.

- Beast Pieces
- Cavalry Pieces
- Mob Pieces

However, these pieces above can be deployed provided they have the 'Scouting' special rule, as described on page 68.

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The Victim Army's Restrictions

No one would bother setting up a cavern ambush if their target could just fly out of it. Therefore, no more than 15% of the victims' army can include flying pieces.

Setting-up the Cavern Ambush Board

The rules in '**Step 3 - Setting up the Gaming Board**' on page 19, which describes how to set up a board for a pitched battle are ignored in this scenario. Instead, players must use a predetermined board set-up to set out the gaming board's terrain, which is shown on the last page in example '**N1**'.

The total size of this scenario's board is 6 foot wide and 4 foot tall, as demonstrated in example N1. The three dark grey areas at the top, middle and bottom of the gaming board labelled '**Ambusher's Deployment Zone**' is where the attacking player holding the ambush deploys out their gaming pieces. In example N1, the ambusher's top and bottom deployment zones measure 62 inches in width and 14 inches in height. Both of these spaces are raised areas on the board, and they are both cut off from the middle part of the playing surface by impassable cliffs, which extends from one end of the board to the other. The ambusher's third deployment zone in the middle left of the example is set at the same level as their victims. This deployment zone measures 13 inches in width and 20 inches in height.

The light grey area near the middle right of the gaming board is the victims' deployment zone. This area's border must always start in the centre of the board and extend 25 inches right to the other side, and has a depth of 20 inches.

The white area near the middle left of the gaming board represents the '**No Man's Land**' zone of the board, and no one can deploy their troops here. This area's border must always start in the centre of the board and extend 18 inches left to the other side, and has a depth of 20 inches.

The rocky area in the middle of the board on the right represents the ambushers' blockade, which is impassable to all pieces on foot. This area's border's is 6 inches long and has a depth of 20 inches.

Note: The four areas in the middle of the board represent the path or road the victims' army are travelling on in the cavern ambush scenario.

Deploying Pieces

Just as normal, both players must deploy their pieces in their own deployment zones, which have been marked out in example N1. However, instead of both sides' generals rolling off against each other to see who has to deploy first, the victims of the cavern ambushed must set out all their pieces first. The victims of the ambush must also deploy all of their pieces out facing in the direction they are travelling along on the path or road they are on. Furthermore, all of their units must be travelling in either a square or column formation and their general must always be placed at the very front of their army.

The victims of the cavern ambush cannot use the '**Scouting**' special rule, as described on page 68.

Once the victims of the forthcoming ambush have deployed out all of their pieces, the ambushing side then deploys their entire force within their zones.

Playing through this Scenario

The ambushing side takes the first turn of the game, as they are the ones springing the trap, after which this game runs for 8 turns and then ends.

Surprised! (DC)

The victims getting ambushed are not prepared for an attack by any means. So their real battle at the start of the ambush is bracing themselves for the onslaught, and keeping their cool until they can turn the tables on the attackers.

At the very start of the game, all of the victims' pieces must take a **Deviancy Check** each. Pieces that pass this test may move, fight, cast magic, etc as normal. However, pieces which fail this check suffer from the following affects:

- Cannot move
- Unit pieces suffer from '**Flimsy Ranks**', as described on page 44.
- Cannot cast magic
- Cannot shoot

All pieces that failed their deviancy check in their first turn will automatically recover from being 'surprised' at the start of their second turn, and so can be used as normal from that point onwards. This means they can move, shoot and cast magic as normal, and they will no longer suffer from flimsy ranks at the start of their second turn.

Only Way Out

For the victims of a cavern ambush, it is clear there is only one escape route, which is through a merciless enemy looking to butcher them. So they must fight their way out of the cavern or be slaughtered like cattle there in this death trap they have unwisely walked into!

Instead of fleeing all the victims pieces will immediately '**Scatter**', as described on page 34 if they fail any break test. This means the victim's pieces cannot be broken out of combat and force to flee. So the ambushers really must hack their victims' to death if they mean to destroy them!

Cavern Ambush Victory Conditions

The standard rules for '**Who has Won**', as described on page 21 are completely ignored and replaced with the following rules underneath.

For the ambushing side to win this scenario they must wipe out at least 75% or more of their victim's fighting force. If the ambushers fail to kill up to this amount by the end of the game, they have lost the scenario and the victims will win the game instead.

Or, if the ambushing side lose up to 50% or more of their force by the end of the game, but still reach their target of killing 75% of their victim's forces, the game is declared a draw.

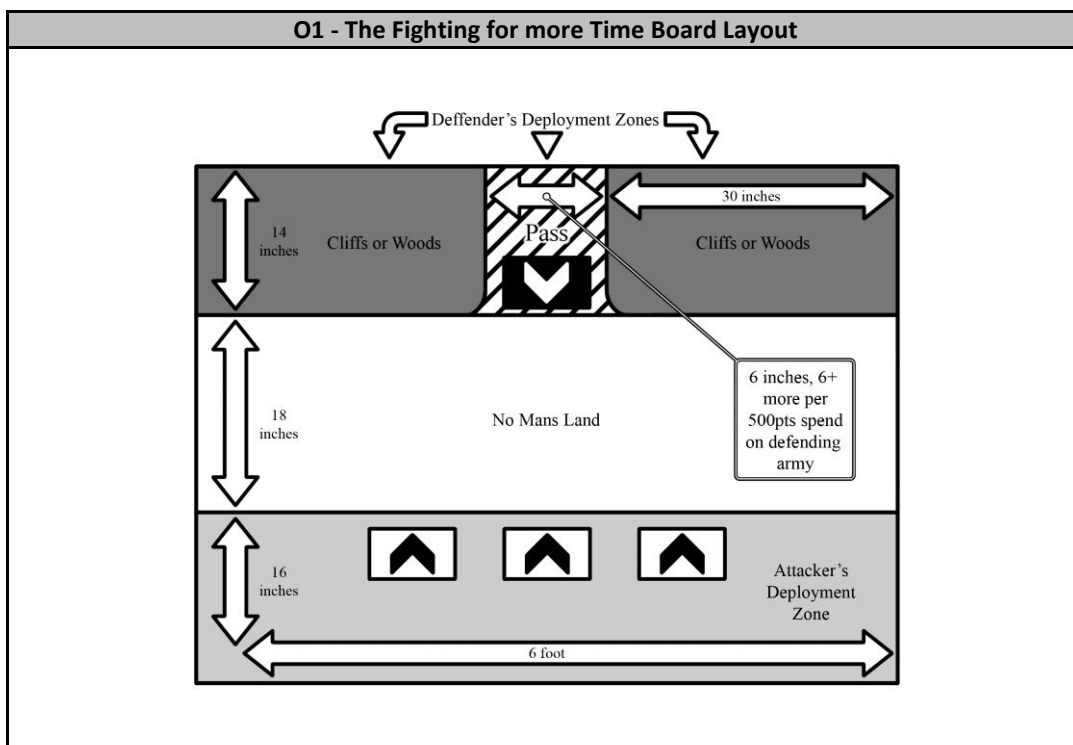
Instead of staying and fighting, the victims of the cavern ambush may instead attempt to escape their attackers by leaving the board to save their pieces from annihilation. All escaping pieces must leave the gaming board at the same side as their general withdraws from, which is at the opposite side of the ambushers' blockade. Escaping pieces may leave the board before their general escapes or after, and still be saved. If the general does not make it off the board, then no matter how many pieces escape, they will be counted as lost and their victory points will be awarded to the enemy.

Once a piece has escaped remove it from the board, as it will take no further part in the game. Now safe from its ambushers, its victory points have been 'banked' and saved from them.

Appendix 7 – Battle Scenario 'Fighting For More Time'

Sometimes it is necessary to call up the bravest and best warriors and order those few to do the impossible, which is to hold a position against an enemy, whose size and might would surely crush most that stand in their way. Yet, their selfless sacrifice will buy their leaders more precious time to rally more fighters to their cause, which could save their homelands from conquest.

These warriors may have hearts of fiery steel, but they are no fools. They will force their foes to fight them on a battlefield of their choosing. This will be at the mouth of a cavern, a wooded path or ravine, somewhere where they know their enemy's numbers will not be able to encircle and engulf them on the battlefield. If they can just hold their nerve, and the gods are with them, they may even win the battle all on their own, saving their homes and becoming true heroes each and every one of them!



The Fighting for more Time Scenario's Special Rules

This appendix offers players 'The Fighting for more Time' scenario to play as an alternative to the standard pitched battle game found at the start of the rulebook.

This scenario uses the majority of the standard rules found within this book, and so they should be followed as normal when playing this game. However, all special rules for this scenario will replace those found in the rest of this book if they conflict with each other.

The Fighting for more Time Players' Designations

The player who is blocking their enemy's passage through the pass is referred to as the 'Defenders' in this scenario and the other side who is attempting to get passed them are known as the 'Attackers'.

Army Limitations

This task could require the ultimate sacrifice from those who answer its call, but this kind of bravery is not a common trait amongst an army's normal ranks. So, it is only the very best and bravest who volunteer, which makes for an army of hero's to face the enemy hordes on its way.

The attacking army can range from between 2000 to 6000 points in size. Whatever the attackers army size, the defending side's force must always be 1/3 of its enemy's size in points. For instance, a defending army would only have 2000 points against an attacking force of 6000 points. However, despite the defenders size disadvantage, they may use the same amount of diamonds (◆) triangles (▼) and stars (★) as the attackers are allowed to have within their own ranks, and can spend any amount they wish on block (■) pieces within their army. Furthermore, all the defender's magic items and characters are reduced to 25% of their full cost, which includes any of their upgrades, equipment, and any steed a hero might bring into battle with them. For instance, if the defending side takes a character mounted on a steed armed with a magic weapon worth 100 points, they would only pay 25 points for them in this scenario game. However, defending characters do not get any reductions for riding a beast, such as a Griffin or Dragon for instance.

Note: In this scenario the 25% reduction to the defender's magic items has no affect on 'Oblivion Checks', as described on page 52. Therefore, all of the defending characters need to take oblivion checks as normal if their magic items went over 150 points before they were reduced down by 25%.

Setting-up the Fighting for more Time Board

The rules in 'Step 3 - Setting up the Gaming Board' on page 19, which describes how to set up a board for a pitched battle are ignored in this scenario. Instead, players must use a predetermined board set-up to set out the gaming board's terrain, which is shown on the last page in example 'O1'.

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The total size of this scenario's board is 6 foot wide and 4 foot tall, as demonstrated in example O1. The two dark grey areas of the board labeled '**Cliffs**' or '**Woods**' can either be impassable cliffs where the defender may deploy missile pieces, or instead this area can be a deeply wooded area, which is booby trapped. The defending player chooses which type of terrain they want to play with in this scenario, but they cannot have a mix of both. Each one of these areas has a starting width of 30 inches and a depth of 14 inches. However, the width of these areas will vary depending on the size of the defending army occupying the pass, which is explained later on in these rules.

If the defending player chooses to have woods, then they are booby trapped. For every 3 inches an enemy piece moves within these areas, roll 1D6 and on the score of a 1 to 3 nothing happens, but on the score of a 4 to 6 that piece has hit a booby trap. When this happens, an enemy piece immediately takes D8 hits, which cannot be avoided by any means. Each one of these hits has a damage rating of 1.

The '**Pass**' marked out by the striped area in the scenario board example has a depth of 14 inches and a starting length of 6 inches. For every 500 points spent on the defending army, the pass length grows by 6 more inches. For instance, a defending side's army of 1500 point would have to guard a pass which is 18 inches wide. This zone must have no terrain upon it, which makes all of this area open ground.

Both the two dark grey and striped areas at the top of the example O1, is where the defending player deploys their pieces. All together this area has a width of 6 foot and has a depth of 14 inches. If the defending player deploys any of their pieces within a booby-trapped wood, they are unaffected by their own traps.

The light grey area at the bottom of the gaming board labeled '**Attacker's Deployment Zone**' is where the attacking player deploys out their gaming pieces. This zone must measure 6 foot in width and has a depth of 16 inches, and must have no terrain upon it, which makes all of this area open ground.

The white area in the middle centre of the gaming board is the '**No Mans Lands**' zone of the board, where no pieces can be deployed by either side. The area measures 6 foot in width and have a height of 18 inches. This zone must have no terrain upon it, which makes all of this area open ground.

Deploying Pieces

Just as normal, both players must deploy their pieces in their own deployment zones, which have been marked out in example O1. However, instead of both sides' generals rolling off against each other to see who has to deploy initially, the attacking side must set out all their pieces first. Once they have done this, the defending side then takes their turn to deploy out their entire force within their own zones, which could be upon the cliffs or in the woods, depending which terrain they choose for this scenario.

In this Scenario, the '**Scouting**' special rule cannot be used by the attacking side to set out their pieces past their own deployment zone. However, the defending side can use this special rule as normal. 'Scouting' is explained on page 68.

Playing through this Scenario

The defending side always takes the first turn of this scenario, and then the game lasts for 8 turns before ending.

There is No Return

These brave warriors have said their final goodbyes to their loved ones and made their peace with their gods, as they expect this to be their last battle. As grim as this sounds for them, this mindset makes their spirits nearly unbreakable in battle, as they are ready to except death at anytime. This means the enemy will have to butcher each and every one of them before they can pass through them, which will be bloody hard work to do...

Because of these warriors nearly unbreakable mindset, whenever a defending piece takes a break check they always double up their soldiering dice.

Furthermore, all defending pieces are also immune to being '**Overlapped**' in combat, as described on page 43, unless they are a Dwarf Redeemer who have their own special rules for coping with this emotional state upon the battlefield.

If the defending side's general perishes during this scenario game, all their forces ignore the deviancy check for the '**Death of the General**', as explained on page 60.

Every Hit Counts

If at anytime a warrior is going to give his all in battle that time will always come in his last fight to the death, which is now!

All defending pieces get +1 to hit in combat during this scenario game.

Well Rested

It will be days before the enemy arrives at the pass to meet the defending warriors for battle. So the defenders have plenty of time to prepare, which means no marching on the previous day, a good night's rest and a warm meal before the coming conflict. These well rested and well prepared guardians will have more energy to throw into the battle, unlike their enemy on the constant march to face them. If the defenders can just hold back the enemy hordes for long enough, this extra energy could just be enough to tip the scales of battle into their favour instead, and they could steal victory for the jaws of defeat.

In this scenario, all defending pieces can suffer an extra +2 exhaustion counters, before they succumb to the affects of '**Exhaustion**', as explained on page 69.

If a defending piece becomes exhausted and rests to recover, it will not regain this bonus of +2 exhaustion counters again in this scenario.

Fighting for more Time Victory Conditions

The standard rules for '**Who has Won**', as described on page 21 are completely ignored and replaced with the following rules underneath.

For the attacking side to win this scenario they must clear all the defending pieces out of the path's area of the board by the end of the game. If the attacking side cannot do this by the end of the game, the defenders win this scenario.

Furthermore, if the defending side can kill the attacking side's general, the defenders automatically win the game, as all the attacking forces will withdraw back to their own lands, now their master has been slain.

Appendix 8 – Battle Scenario 'The Last Stand'

Battered and bruised after many years of bitter fighting, a once proud nation's army lay in tatters and unable to continue their war against an invading foe. This overpowered force has been reduced to just a hand full of men, and with all their cities, castles and other strongholds lost to the enemy it is clear that they have been totally defeated, but yet they refuse to surrender even if that means their own death.

Their invaders know that they resistance could breed a rebellion against their occupation if they were left to fester in their new empire, and besides the defeated side have nothing left to bargain with now. So they need to be finished off once and for all.

With nowhere to flee or hide, the losers of this conflict have no choice but to make one last stand. Nevertheless, as this must be their last day on the Middle Plain, they will not disappoint their Gods in this battle! They will not falter, nor will they turn and run, as they fully intend to fight to their last man in this battle, killing as many of their enemies as they can before their bloody departure from this life to the next.

The Last Stand Scenario's Special Rules

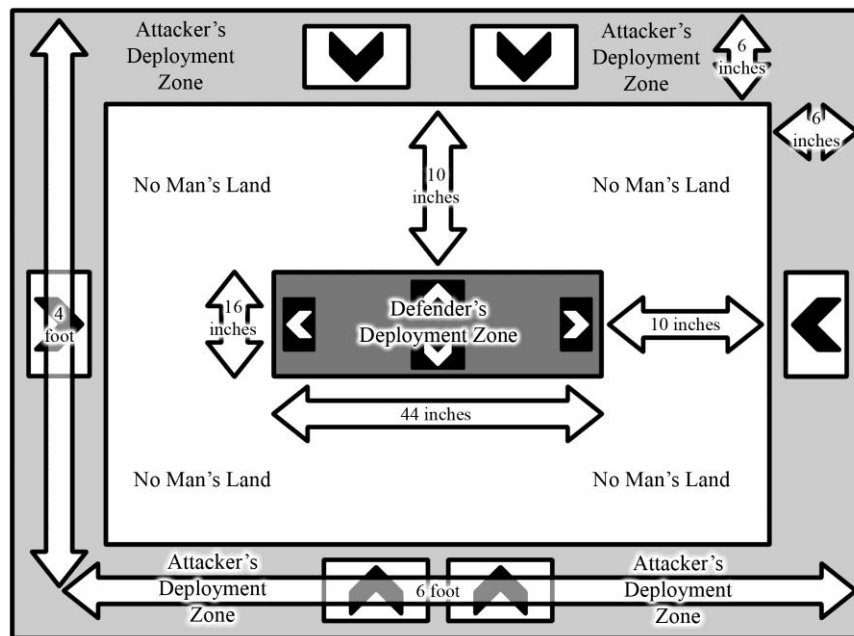
This appendix offers players the 'Last Stand' scenario to play as an alternative to the standard pitch battle game found at the start of the rulebook.

This scenario uses the majority of the standard rules found within this book, and so they should be followed as normal when playing this game. However, all special rules for this scenario will replace those found in the rest of this book if they conflict with each other.

The Last Stand Scenario Players' Designations

The player controlling the side that is making its last stand against the hordes of hostile warriors seeking to destroy them is referred to as the 'Defenders' in this scenario. The other side wanting to finish off the defenders are known as the 'Attackers' in this game.

P1 - The Last Stand Board Layout



Army's Limits for a Last Stand Game

The time to be conservative about what resources to throw into a last battle has long since passed; because now it's all or nothing. So the defending force making their last stand will break out all of their best magic items, armour and weapons, to throw into this, their final battle.

Whatever the size of the attacker's army in points, the defending side force must always be 1/4 its size. For instance, if the invaders' army is 4000 points, the defenders' army would have to be 1000 points. However, despite the defenders size disadvantage, they may use the same amount of diamonds (♦) triangles (▼) and stars (★) as the attackers are allowed to have within their own ranks, and can spend any amount they wish on block (■) pieces within their army. Furthermore, all the defender's characters are reduced to 25% of their full cost, which includes any of their upgrades, equipment, and any steed a hero might bring into battle with them. For instance, if the defending side takes a character mounted on a steed with heavy armour and a great blade which is worth 100 points altogether, they would only pay 25 points for them in this scenario game. However, defending characters do not get any reductions for riding a beast, such as a Griffin or Dragon for instance.

Furthermore, the time for conserving the best troops, weapons and magic items has long gone; now the defeated side must use what they have left or lose it forever to the enemy. Therefore, the defending player gets all magic items and command pieces for free, so do not have to pay points for them in their army list.

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Note: In this scenario, the defender's take magic items for free, but this has no affect on 'Oblivion Checks', as described on page 52. Therefore, all of the defending characters need to take oblivion checks as normal if their free magic items would have cost 150 points or more in a regular game.

Lastly, **all** command models may take and use any magical command item they wish, even if this is not usually allowed for them.

Setting-up the Last Stand Board

The rules in 'Step 3 - Setting up the Gaming Board' on page 19, which describes how to set up a board for a pitched battle are ignored in this scenario. Instead, players must use the following rules underneath to set-up and lay out the board's terrain. However, before setting up the board's terrain, players must first understand all of the different areas of the board, which are demonstrated in example 'P1' on the last page.

The total size of this scenario's board is 6 foot wide and 4 foot tall, as demonstrated in example P1. The light grey area labelled '**Attacker's Deployment Zone**' which runs around the outer board in the example is where the attacking player deploys out their gaming pieces. The attacker's deployment zone must measure 6 foot in width, and be 4 foot in height and have a depth extending into the board of 6 inches.

The white area in the middle of the light and dark grey zones of the gaming board labelled '**No Man's Land**' is where no pieces from either side can be deployed there. This area measures 60 inches in width, and has a height of 36 inches and a depth of 10 inches.

The dark grey area in the middle of the board labelled '**Defender's Deployment Zone**' is where the defending player deploys their pieces. This area measures 44 inches wide and has a height of 16 inches.

Laying out the Board's Terrain

Both the '**No Man's Land**' and '**Attacker's Deployment Zone**' areas cannot be filled with any type of terrain, and must be left as open ground.

On the other hand, the defending player can set-out nearly any type of terrain within their zone of deployment. For instance, they could place a large hill in their zone and put a wall all the way round it, which is a hint by the way... However, the defending player cannot use high walls, rivers, streams, rough ground or any other scenery that would completely obstruct the attacker's forces from getting at them in combat.

Deploying Pieces

Just as normal, both players must deploy their pieces in their own deployment zones, which have been marked out in example P1. However, instead of both sides' generals rolling off against each other to see who has to deploy initially, the attacking side must set out all their pieces first. Once they have done this, the defending side then takes their turn to deploy their entire force within their own zone.

Playing through this Scenario

The defending side always takes first turn of this scenario game, and then it is played out for 8 turns, and after that this battle ends.

Fight or Die

The defeated side has nowhere to run or hide, and the enemy will not accept a plea for surrender from them either, as they only seek their total

destruction now. So, their only option is to fight their way out of this battle. On the other hand, they do say that a wounded wild animal is at its most dangerous when it is cornered and has nothing left to lose...

All defending pieces are '**Unbreakable**', as described on page 67 and they can also suffer an extra +2 exhaustion counters, before they succumb to the affects of '**Exhaustion**', as explained on page 69.

If a defending piece becomes exhausted and rests to recover, it will not regain this bonus of +2 exhaustion counters again in this scenario.

Fight to the Last Man

Usually, small numbers of warriors left over from devastated units will either be quickly cut down by their enemy, or if they are lucky, they just might be able to sneak off the battlefield unnoticed by their adversaries. However, when there is no escape and every man needs to fight to the last, even those handfuls of men can prove difficult to completely wipe out in combat.

All defending unit pieces that become an '**It**', as described in '**What makes a Unit**' on page 54 are not removed from the gaming board, but instead remain in play to fight on for the rest of the game.

Furthermore, during this scenario game no defending piece can ever be '**Marched Over**', as described on page 31.

Last Stand Victory Conditions

The standard conditions for '**Who has Won**', as described on page 21 are ignored and replaced with the following rules underneath.

Underneath is the '**Last Stand Victory Conditions Chart**' that indicates which side has won and lost the game.

Last Stand Victory Conditions Chart

Attacker's Army Size	Attacker's losses in Victory Point		
	0 – 300	301 – 749	750+
1,000pts	0 – 600	601 – 999	1500+
2,000pts	0 – 900	750 – 1249	2250+
3,000pts	0 – 1200	1201 – 2999	3000+
4,000pts	0 – 1500	1501 – 3759	3750+
5,000pnt	0 – 1800	1801 – 4499	4500+
6,000pst			
Attacker's Game Results	Win	Draw	Win
Defender's Game Results	Defeat	Draw	Defeat

The chart works by feeding the attacker's lost victory points into it at the end of the game, and matching up the results at the bottom of the chart with the '**Attacker's and 'Defender's Game Results**' rows to determine the outcome of the battle. The game size is always determined by the attacker's army. So for instance, if the attacker's army size was 5000pts and they lost 3800 victory points in the game, they would have lost this scenario.

Even if the defending side has been completely wiped out in this battle, if they manage to slay enough of the enemy to score a win on the chart, they will go down in legend as true heroes! But more worryingly for the enemy, they will be seen as the bravest of martyrs for their people to rally around, and as a consequence many uprisings could soon follow, which their weaken army will not be able to contain. So even in death, the defenders could still have the last laugh...



Appendix 9 – Battle Scenario 'Raid'

Not all battles are big affairs, most races want to avoid all out war against each other. So instead, they will setup a little raid rather than committing to a costly war to achieve their minor goals.

These skirmishes might be small, but they can be just as brutal and bloody as any large pitched battle!

The Raid Scenario's Special Rules

This is the '**Raid Scenario**' designed to allow gamers to play a small skirmished game in the context of the Three Plains world and its rules.

As with all extra scenarios, this one has additional rules and where different they will supersede the main rules found in this book when playing this game.

The Raid's Objective?

All raid scenarios need an 'Objective', where the attackers can either '**Assassinate**' a character or to steal an '**Artifact**', and their defenders mission is to defend them. Whatever the goal is, it must be decided whilst arranging the game with your opponent long before the battle begins.

The Player Designations

The side that is attempting to assassinate a character or steal an artifact is referred to as the '**Raiders**', whilst the other side are known as the '**Defenders**' in this scenario.

Assassination Game

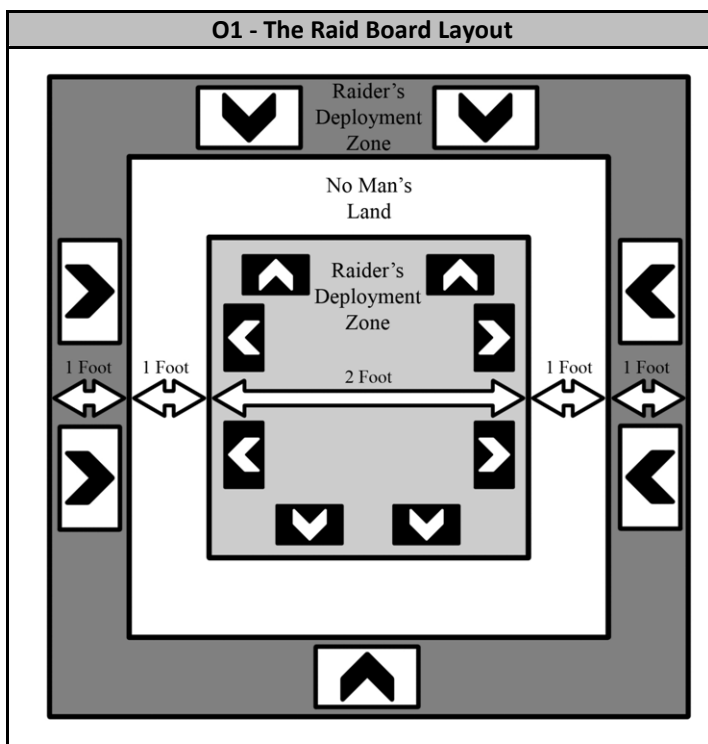
If the scenario is going to be an assassination attempt, the raiders must choose a character from the defending side as their target, which can be any one they wish.

If the raiders kill their target or wipe out 75% of the defender's forces on the board, which includes any reinforcements, the raiders win the game. If the raiders do not kill their target or do not wipe out 75% of the defenders pieces on the board by the end of the game, the raid has failed and they lose, and the defenders win the scenario.

Stealing an Artifact Game

An artifact could be anything of value, such as a treasure chest, a magical sword, a precious gem, etc. Whatever the special object is, its location is chosen by the defending player, and this spot is made apparent to the raiding side so they know where their target is. However, this precious artifact must be placed somewhere so that the raiders can easily get to it. Therefore, this artifact cannot be placed in a building, nor can it have high walls all the way round it stopping access to it. Lastly, the artifact must have its own marker to symbolize it in the game, which could be a bit of card roughly 20x20mm large and it should have a picture on it to represent what it is.

To steal the artifact the raiding side must move one of their pieces over it, which they will carry around with them for the rest of the game. If that piece is killed they drop the artifact where they were slain, but it may be picked up and moved in the same way again by any side's gaming piece.



If the raiders can move the artifact off the board or wipe out 75% of the defender's forces on the board, which includes any reinforcements, the raiders win the game. If the raiders fail to take the artifact off the board or do not wipe out 75% of the defenders pieces by the end of the game, the raid has failed and they lose, and the defenders win the scenario.

The Raid Scenario's Gaming Board

The rules in '**Step 3 - Setting up the Gaming Board**' on page 19, which describes how to set up a board for a pitched battle are ignored in this scenario. Instead, players must use a predetermined board set-up to set out the gaming board's terrain, which is shown above in example '**Q1**'.

This scenario is played on a 4x4 foot gaming board. The first foot in towards the centre of the board is where the '**Raider's Deployment Zone**' is and where they may put out there forces. The next foot inwards towards the centre of the board is '**No Man's Land**', and no pieces can be deployed there at all. In the remaining space in the centre of the board is where the '**Defender's Deployment Zone**' is, which is where they put their forces.

The Raid Scenario's Terrain

How the raid's board terrain is set up is largely up to its players, but the raider's deployment zone should have plenty of features to hide behind. The area of No man's land should be largely left empty. The defenders deployment zone could be a camp with tents or maybe a small village with some buildings, but they cannot have any scenery which could be used in a defensive way.

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Playing through this Scenario

The defending player must deploy out all their pieces first in this scenario, after which the raiders set out all of theirs.

The raiding side takes the first turn of the game, after which this game runs for 8 turns and then ends.

Raiders & Defenders' Forces

The raiders must use 500 points in their army's size, whilst the defenders are limited to 300, but will receive 500 points of '**Reinforcements**' later on in the game. Furthermore, there is no limit to how many shapes can be used in this game. However, no war machine can be used in a raid scenario, and the defending player must start the game with one character, in case they are going to be the target of an assassination.

Rough & Ready Movement

All pieces use '**Loose Movement**', no matter their normal mode of motion, and they cannot form any special formations in this battle, such as a '**Unit Wedge**' on page 55 or a '**Cavalry Wedge**' on page 57. Furthermore, no group of warriors can contain more than 10 models in it.

Reinforcements

At the start of the defender's 3rd turn they will nominate one side of the board where an additional 500 points of their '**Reinforcements**' will arrive. The defending player must roll 1D6, and on the score of a 4 to 6 their reinforcements arrive and can be immediately used as normal for the rest of the game. If the roll fails, no help arrives and the defender must wait until their 4th turn to roll again to see if their reinforcements will come, but this time their roll succeeds on a roll of a 3 to 6 instead. Each turn which passes will increase the chances that reinforcements will arrive by +1. However, the score of a 1 will always fail to bring help.

Night Raid

A '**Night Raid**' is a different mode of this scenario and it is as its name suggests, it is a raid set at night. If this mode of play is chosen for this



scenario, it must be agreed by both sides if it will be used or not long before the game is played.

If this mode is used, all pieces have a '**Primary Sense**' of just 6 inches and suffer -1 to hit in combat and shooting, as they are moving and fighting in the dark. However, all pieces within the defenders' deployment zone or within 6 inches of a lit '**Torch**' can see and fight normally. A piece's '**Primary Sense**' is explained on page 15.

Note: Shooting at targets is possible in a night raid game, but only if they are within a shooter's primary sense limited to 6 inches or within the defenders' deployment zone.

Torches

Any unit or character model can carry a '**Torch**' in this scenario at the cost of 1 point per model, which needs one free hand to hold.

A torch can be lit, snuffed out or cast away at anytime during its controlling player's turn

All pieces which are within 6 inches of a lit torch can see and fight normally in the dark.

Note: As a torch takes one hand to hold, it will affect how a model is armed and fights in battle. For instance, if a Human carries a torch, they cannot use a great blade, as that weapon takes two hands to carry and use in combat. Models that carry a torch in one hand will always have a basic hand weapon in the other.

APPENDIX 10 – BATTLE SCENARIO 'THREE PLAINS SIEGE'



Note: The Three Plains Siege rules are still very much in development and will be subject to change as we game test and develop this system further. Therefore, these rules at the moment should be used 'loosely' or more as a rough guide on how to play a siege battle, rather than using them as if this was a solid gaming system. So if the rules fall short refer to 'House Rules' and 'Settling Arguments' on page 21 for guidance on how to carrying the game fairly from there. Also, you can get involved in developing these rules or any other part of the wider game by posting your thoughts at: Epicwargaming.com/Forum were we would love to hear from you

The Siege Scenario

The Middle Plain is littered with Castles, Strongholds and large Cities encircled with tall and imposing Walls. What's more, most of the holy texts and demonic writings found in this world say that even the gods themselves have great defensive structures in there higher and lower plains of existence. So if one is too wage war, it stands to reason that they will have to fight a siege battle at some point in their campaign, no matter where their conquest takes them...

Most harden generals fear siege warfare, and with very good reason! These bloody battles can be very costly indeed, in both gold and good warriors' lives! Putting the expense aside, to take a stronghold many will have to die before a breach can be made into a fortress, and once inside scores of its defenders will fight to the death, as there will be no escape if they lose. All this makes a siege battle one of the most bloodiest a man can witness in his lifetime, if they are lucky enough to survive one that is...

The Siege Scenario Special Rules

The 'Three Plains Siege Rules' is a system designed to help players to create their own siege game scenario. This could be anything from besieging a Herlanceian fortified town, battling into a mercenary fort, hacking and slashing your way into an Orc stronghold or vanquishing an Elf mystical castle.

As with all extra Three Plains' scenarios, this scenario has additional rules, and where the rules contradict the standard ones found earlier in this rulebook, they will replace those rules and be used instead.

The Siege Scenario Player Designations

The side holding the fortress against a siege army is referred to as the 'Defenders' in this scenario, and the other side that are conducting the siege are known as the 'Besieging Force' or 'Player'.

Siege Point Chart

Vesieging Army Size in Standard Points	Defending Army Size in Standard Points	Siege Points (SP) for both Sides
1000	250	1000
2000	500	2000
3000	750	3000
4000	1000	4000
5000	1250	5000
6000	1500	6000
+1000	+250pts	+1000

Army Limits

The besieging player's army cannot be any smaller than 1000 points in this game, although there is no points limit to how large their force can be in this scenario.

Whatever the size of the besieging army, the defending side's army must always be 1/4 of its size in points. However, all the defender's magic items and characters are reduced down to 20% of their full cost. All of the characters' upgrades and equipment they bring into battle with them are also reduced down to 20%. For instance, if the defending side takes a character and they have a magic weapon worth all together 100 points, they would only pay 20 points for them in this scenario game. However, defending characters cannot reduce the cost of their mounts. Therefore, any steed, beast or war machine they ride into battle, they must pay full points for.

Note: In this scenario the 20% reduction to the defender's magic items has no affect on 'Oblivion Checks', as described on page 52. Therefore, all of the defending characters need to take oblivion checks as normal if their magic items went over 150 points before they were reduced to 20% of their full cost.

Furthermore, all defending unit pieces do not pay any points for command pieces, as they always get them for free. If a defending unit piece takes a magic command item, they too are reduced down to 20% of their original cost.

Even though the defender's army is much smaller than the invaders, they must use the same shape allowances as the besieging side. For instance, an attacking siege army of 4000 points must use 4.5 blocks (■) within their army. Therefore, the defending army must also use 4.5 blocks within their much smaller force too.

Siege Points

A siege game uses standard 'Points' to buy pieces, magic items and weapon upgrades just like any other normal game of Three Plains. However, for a siege game in Three Plains, 'Siege Points' or 'SPs' for short are also used alongside normal points.

Siege points are used to buy all the siege equipment and castle scenery the players will need for this kind of scenario game, which cannot be bought with normal points. These items and structures can be found on the 'Siege Fortifications & Equipment List' on page 99. Additionally, each race has their own special equipment for siege warfare, which is contained within their own army list, along with their rules and costs.

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At the top of the last page is the **'Siege Points Chart'**. This chart lays out the 4 to 1 siege game ratio in normal points both players are allowed in this scenario, and it also indicates how many siege points they are allocated each, which depends on their game size.

To use the chart, find the besieging army's size in standard points and work your way across the row, which will indicate the defender's allowances in normal points and how much both sides are allowed in siege points. For instance, if a besieging army has a size of 4000 points, by following the chart across it indicates the defending force is allowed 1000 points, and that both sides can have up to 4000 siege points each.

As usual, both sides must write up an army list each before playing a siege game, which lays out how they will spend their standard points in this scenario. However, the defending player must also include how they will spend all of their siege points on their fortress and its defences in their list, such as its walls, towers, fortress gates, stone throwers and etc. Furthermore, the defending player has to design their fortress layout and include it in their army list, before deploying it on the battlefield. The full rules for how to correctly deploy fortress structures are explained in **'Fortress Plan'** underneath. All fortress structures, and their points and rules can be found in the **'Siege Fortifications & Equipment List'** on page 99.

Unlike the defending player, the besieging side spends all of their siege points after the defending side has deployed out all of their fortress defences, which is explained in **'Setting-up the Siege Board'** further down this page.

Fortress Plan

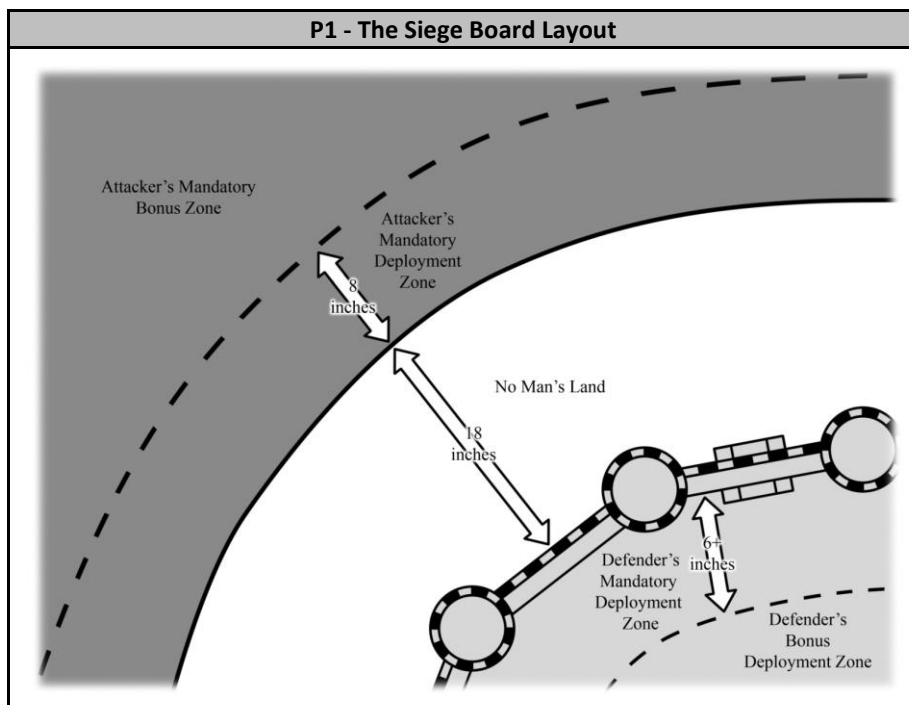
Fortress plans must abide by the following special rules and criteria laid out underneath. Otherwise, the defending player may set out their fortress as they wish. Above is example **'P1'**, which demonstrates the following rules applied to a siege game correctly.

- The fortress must make up one solid wall that reaches from one end of the board to the other, with no gaps in between it.
- A 1000 point siege game must have a fortress wall that has a length of at least 4 foot. For every 500 points after the first 1000 siege points spent, the defenders' must extend their wall length by a further 6 inches.

Note: The size of the siege game is always work out based on how many points the attacking player spends on their army.

- All fortresses must include a **'Fortress Gate'**, which is explained on page 100. Even if only part of the fortress is represented on the board it must still have a fortress gate somewhere along it.
- All fortifications set down by the defending player counts as their deployment zone. Furthermore, the area behind the fortress also counts as the defending player's deployment zone, which must extend back at least 6 inches.
- The space just outside of the fortress counts as the board's **'No Man's Land'** zone, where no side's pieces or other terrain may be deployed. However, the defending player may place a **'Moat'** down in this area, approximately 1 inches from their fortifications. The

P1 - The Siege Board Layout



No Man's land zone must extend out 18 inches from the defender's fortifications. Also, the outer perimeter of this area must measure as long or be longer than the defender's deployment zone's outer perimeter. To learn more about **'Moats'**, see page 100.

- Beyond the outer perimeter of the No Man's Land is the beginning of the attacking player's deployment zone, and this area must extend back at least 8 inches before the board ends. The outer perimeter of the attacker's deployment zone (of at least 8 inches) must measure as long or be longer than the outer perimeter of the No Man's Land area on the board.
- For every 4 fortress models set out such as Walls, Fortress Gates, Towers, etc the defending player must include a **'Fortress Ladder'** in their fortress design. This will allow models on foot to move about the fortress more freely, and allow the attacking side to create another 'route' through the fortress, other than just through its gates. Why this is important is explained in **'Siege Victory Conditions'** on the next page. The rules and siege points for 'Fortress Ladders' can be found on page 99.
- All fortresses must be designed to be fully accessible with the appropriate number of **'Fortress Bolted Doors'** set out between its walls and towers, which will allow access to the entire fortress. The rules and siege points for these doors can be found on page 99.

Defender's Excess Siege Points

If the defending player has any remaining siege points left over after creating their army list, they may convert those siege points in to regular points and spend them on normal gaming pieces to defend their fortress with. However, siege points have to be reduced down to 25% of their value before they can be converted in to regular points. For instance, if after writing a defending army list for a game 200 siege points remain, those points could be converted into 50 regular points instead.

The attacking besieging player **cannot** convert siege points in to regular points.

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Setting-up the Siege Board

The normal rules for setting up the board and deploying pieces in '**Step 3, Setting up the Gaming Board**' on page 19 and '**Step 4, Deploying Gaming Pieces**' on page 20, are ignored and replaced with the following rules.

Setting-out the Defenders Fortifications

Before setting out any terrain, the defending player must set out their fortress' structures according to its design plan they should have already drawn up before the battle. This includes setting out all of their siege equipment, such as Bolt Throwers, Catapults, Pots of Boiling Oil, etc. A defending side's siege equipment is shown on page 99 and some other siege equipment and war machines can be found within their own army lists.

The defending player should not deviate from their fortress design, unless it is absolutely necessary.

Setting out the Board's Normal Terrain

Once all the siege fortifications, equipment and war machines have been set down and the gaming board's zones have been determined, the attacking player's deployment zone has to be filled with randomly generated terrain. To do this, players will have to use the '**Terrain Tiles**' as explained on page 79, and fill in the attacker's deployment zone with the results of the cards.

As a siege board layout can vary from game to game, the amount of terrain tiles needed will change, so players will have to estimate just how many tiles is needed for their game themselves. River and stream tiles are ignored if dealt out, because this would prove too much of a disadvantage for the attacking player to overcome.

Deploying Pieces

Just as normal, both players must deploy their pieces in their own deployment zones, which have been marked out in the example '**P1**' on the last page.

The defending side must deploy out the first gaming piece within their fortress' boundaries, after which both sides take it in turns to set out all of their pieces.

As the attacking player would not know what their enemy's fortress would look like until the game itself, siege equipment is purchased in this stage of the battle and deployed out with the rest of their forces.

The attacking side's siege equipment can be either found within their own army list or in the '**Siege Fortifications & Equipment List**' on page 99.

Scouting

In the deployment phase of the game, neither side can use the special bonus of '**Scouting**' to set out their pieces past their deployment zone in this battle scenario. Instead, these pieces with this special skill can only be deployed out as normal with all other gaming pieces. The rules for 'Scouting' are explained on page 68.

Starting the Game

The attacking side always takes the first turn of the game. The game is then played out for 8 turns and then ends.

Siege Victory Conditions

The standard rules for '**Who has Won**' the game, as described on page 21 are ignored and replaced with the following rules underneath.

If the attacking side can clear two uncontested routes from the outside of the stronghold, over its walls and into the '**Defender's Deployment Zone**' and

have one or more of their infantry or cavalry pieces within the enemy's fortress by the end of the game, the attacking side has won the battle. Skirmishers, beasts and flying pieces cannot hold any kind of fortifications. Therefore, these pieces cannot be counted as securing a route through the enemy's fortress at the end of the game. Example '**P1**' on the last page shows how to determine where the 'Defender's Deployment Zone' is on the board.

If the attacking side can only clear one route from the outside of the stronghold to the 'Defender's Bonus Deployment Zone' and have one or more of their pieces guarding it, the game is declared a draw.

If the attacking side cannot clear a route from the outside of the stronghold to the 'Defender's Bonus Deployment Zone', the defenders have won the game.

An attacking side's route must be clear of all defending pieces by at least 3 inches. However, defending war machine models cannot hold back the attacking enemy forces, and so cannot block any enemy route into the fortress if they are within 3 inches of it or not.

Note: To work out if an attacking route is clear of all defenders or not, it is a good idea to mark out the supposed route with markers. Once the markers have been placed, measure out 3 inches from either side of the route to see if any defenders block it or not.

The only exception to this rule is if one side completely wipes out the other. Therefore, the side which totally destroys the other player's forces will win the game regardless of how many routes there are into the fortress.

Movement

The Three Plains game uses the normal rules for movement, as described in the '**Movement**' chapter on page 22 and 35. However, this scenario game has additional rules for movement, which are as follows.

Quick Assaults

Some siege equipment can make a special attack called a '**Quick Assault**', which will be indicated in their description. Unlike normal attacks, quick assaults are made in the besieging player's movement phase by trading some of the user's movement to assault a target. A piece can make as many quick assaults as their movement will allow for. For instance, a unit carrying a siege ram can move up to 7 inches per turn, and its ram costs 3 inches per quick assault. Therefore, the unit could make 2 quick assaults against an enemy's gates, and still move up to 1 inch.

A piece can make a quick assault at any time during its movement phase, and can mix into its normal movement. Therefore, a piece could move, then make a quick assault and move again; this is providing it has sufficient movement to do this of course.

Note: A gaming piece carrying siege equipment that allows them to make quick assaults will still be able to attack their target in their combat phase as normal. Furthermore, bear in mind that the combat phase is a joint one, where both sides attack each other at the same time. Therefore, if a piece is in combat with a structure it will still be able to attack its target in the combat phase of the enemy's turn.

Movement In, Out, Through or On Siege Structures

Not all models can move on or enter a siege structure; only models on foot and no taller than 30mm may occupy them. However, if a model can '**Fly**', they may land on or takeoff from on top of a siege structure, and they can move around on them as normal, but they cannot move through it, unless they are 30mm tall or shorter.

All gaming pieces, no matter their type that move on or in a siege structure always use '**Loose Movement**', as described on page 26. However, each type of special siege scenery has its own '**Passage Cost**' in movement for travelling

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'through' them. These special movement costs can be found in the **'Siege Fortifications & Equipment List'** on page 99.

Note: A siege model's passage cost only counts for moving through that model only. Therefore, if a set of siege models are put together to form one big model, as models pass through them, they must pay a passage cost for each fortress model they move through at a time, and not just one for moving through the entire model.

Note: All loose moving pieces may move or pass through each other without penalty, and they can also change their formations freely, as described on page 26. This is handy to know when moving models around on siege areas, such as fortress walls for instance.

A piece's models moving through a siege structure, which finish their move whilst still in it, must be put to one side off the board, until they can fully pass through it.

Pieces can occupy siege structures for as long as they want, but their controlling player must keep a note of just how many models they have in that building during a game.

Once a piece completely leaves a siege structure, it will immediately return to its normal mode of movement.

Fleeing off a Siege Board

All standard rules for **'Fleeing'** remain the same as described on page 33. However, all defending pieces will always flee off their side of the board or deeper into their fortress, and attacking pieces will always flee off their side of their board instead, which would always take them away from the defender's fortress.

Any fleeing piece 'boxed in on' a fortress wall, will 'jump' off that structure to get away from the enemy. Each model will suffer one automatic hit each that does -2 to their toughness save that does 1 damage, as they jump off the wall. Any surviving models will then flee away as normal.

Note: A defending or attacking piece that cannot flee any further, because they have been trapped within a fortress will be destroyed completely and removed from play as normal.

Note: If a piece is forced to flee, it will always ditch any siege equipment it is carrying where it is. This is explained in full underneath.

Dropping and Picking up Siege Equipment

Usually infantry pieces start off carrying their siege equipment at the beginning of the game. However, they can choose or be forced to ditch it, and other infantry units can even pick up unused siege equipment off the battlefield and use it for themselves.

To ditch a piece's siege equipment, simply declare this action at the start of its turn, and the unit will immediately put down its equipment where it is. The equipment will stay where it is for the rest of the game, unless it is destroyed or picked up again.

If a piece is forced to flee, it will always ditch any siege equipment it is carrying where it is. However, the piece will only dump heavy siege equipment they have to carry as a group, not their individual siege equipment like their **'Grappling Hooks'** for instance. Refer to page 101 to learn more about 'Grappling Hooks'.

Another reason why a unit would drop their siege equipment is when their group of models falls below their equipment's **'Operation Number'** needed to carry it. For instance, a siege ladder has an operation number of a minimum of 5 models. Because of mounting casualties on the battlefield, the unit's

numbers fall down to 4 models, which would force the unit to dump their siege ladder where it is on the board.

To pick up siege equipment, simply declare the intention at the start of the infantry piece's turn and move it up (or over) to the equipment. Once the piece has arrived, it will immediately pick up and be able to use the siege equipment. However, only infantry units can carry and use siege equipment, and no other kind.

Shooting in Siege Games

The Three Plains Siege game uses the normal rules for shooting, as described on page 36 to 40. However, Three Plains Siege has additional rules for shooting, which are as follows.

Hard Cover

Even the most skilled archer on the Middle Plain will still have great difficulties hitting the dimmest of warriors when they are hiding behind a good fortress wall.

Some siege terrain, siege war machines and siege equipment have the special bonus of **'Hard Cover'**, which gives its friendly models using it a -2 to hit them from all shooting attacks.

Very large pieces such as dragons or huge monstrous demons, which are **'Unmissable'** as described on page 16, can never benefit from hard cover.

Total Awareness

Whilst occupying any kind of fortress structure, all spell casters and shooting pieces have their **'Primary Sense'** or their 'sight' increased from 90° to 360°, which means they can shoot or cast magic in any direction they wish. To learn more about pieces' **'Awareness Ranges'**, which also includes their 'Primary Sense' turn to page 15.

★ Shooting off high Ground or Siege Structures

Note: When missile pieces are shooting off fortress structures and other tall siege war machines, at a target below them on the battlefield, they will benefit from the special rule of **'Shooting off high Ground'** as described on page 37.

This is No Time for Idle Hands

If your fortress falls you will be faced with life imprisonment, slavery or even death! So whilst you still have a good sword, bow or even a stone in your hands, you better make the most of them whilst you still can!

Defending pieces that are fighting an enemy who are trying to overcome their turrets can still shoot (or **'Through Projectiles'** as explained on page 100) at the enemy if any of their models are not personally locked into combat. They can even operate **'Cauldrons of Boiling Oil'**, as explained on page 100 to pour them on the enemy. For instance, 8 defending archers are fighting a besieging unit coming over their wall's turrets. 5 archers are locked into combat with the enemy, leaving 3 with idle hands... Therefore, those 3 doing nothing can still shoot down at the enemy, providing they can see them of course.

Shooting at the Besieging Enemy in Combat

Providing a besieging piece is being held back behind the defenders' wall turrets in combat, they can be targeted by the defenders without taking and passing a deviancy check, as explained on page 38. Furthermore, all successful hits are not divided up between the pieces in combat, also explain on page 38. Instead, they only hit the besieging piece's models and not the defenders they are in combat with.

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Combat in Siege Games

The Three Plains Siege game uses the normal rules of combat, as described on page 41 to 45. However, this scenario game has additional rules for combat, which are as follows.

Pieces Switching Places

Friendly pieces lined up one behind the other on a fortress structure may **'Switch'** places just before an attacking side's piece enters into combat with them to try and take the defender's walls. This free manoeuvre is typically used to allow archers to step back and let the defending warriors behind them rush forwards to fight the enemy climbing over their wall turrets.

The example **'P2'** on the right demonstrates a unit of archer switching round with a unit of warriors just before combat starts.

Combat 'On' Siege Structures

Whilst a defending piece holds back a besieging attacking force from over their wall turrets, both sides will not suffer from **'Flimsy Ranks'** or being **'Overlapped'** in combat. **'Flimsy Ranks'** is explained on page 44 and being **'Overlapped'** on page 43.

However, if a besieging force is attacked from outside the fortress whilst they are try to breach their enemy's walls they will suffer all the normal battle stress penalties for fighting off a siege structure. For instance, the besieging unit could suffer from being attacked in their **'Flanks'** or **'Rear'**, **'Flimsy Ranks'** or being **'Overlapped'** in combat as normal.

Note: Bear in mind that a besieging unit will additional battle stress when breaching a wall with **'Siege Ladders'** and **'Grappling Hooks'** in combat. the rules for **'Siege Ladders'** and **'Grappling Hooks'** are discussed on page **.

Combat 'Within' Defensive Structures

If two opposing sides enter a siege structure, they will automatically engage into combat with each other and follow the normal rules for combat with the following exceptions.

No more than 10 models from both sides of a combat can attack each other within a siege structure at any one time.

If included in the combat, characters will always be amongst those models that can fight. Furthermore, characters from both sides may choose to attack normal models or each other in this kind of battle.

Weapons such as Spears, Pikes and Lances cannot be used inside a siege structure in a combat. Instead, models armed with these weapons will have to use any other combat weapons they have or resort to using their **'Sidearms'** in combat. The rules for carrying and using a **'Sidearm'** is explained on page 71.

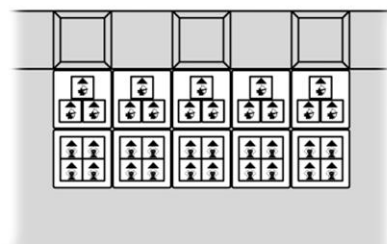
Note: A combat within a siege structure is an unseen affair, and as a result this could be a little confusing to keep score of its casualties. Therefore, it is a good idea to line up the opposing models against each other outside the gaming board somewhere. This is so that slain models and battle stress modifiers can be more easily worked out by both sides.

Combat in a Door Way

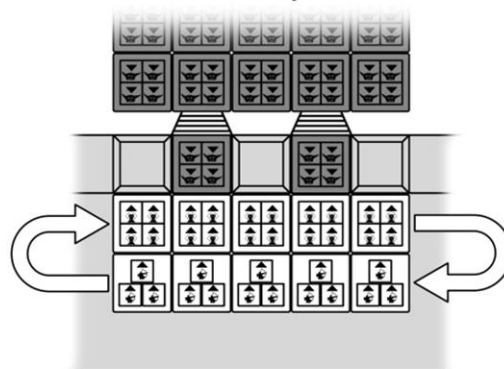
If a combat accure in or at the foot of a door the piece in the door way can only have one model attacking. The other side fighting their way into the door way can have up to 3 models attacking them. Furthermore, the piece in the door cannot suffer from being **'Overlapped'** in combat or from **'Flimsy Ranks'**, as explained on page 43 and 44.

P2 - Pieces Switching Places

Before Units Switch Places



After Units Switch Places just before Combat



Breaching Walls

There's a good reason why a besieging force's size must be many times bigger than their adversaries', as it will take scores of deaths to take even a single wall, where only a few defenders could fall holding it.

To make it clear, **'breaching'** a wall is to get a besieging unit over the defenders' wall turrets. Only special siege equipment found in the **'Siege Fortifications & Equipment List'** and within each race's army list will allow attacking pieces to breach fortress walls. Once they have been breached by the attacking side their pieces may move over them freely.

No matter the siege equipment used by the besieging side, none of their models can move on to a fortress structure if there is a defending piece stationed there.

The defending models must be placed up against a wall's turrets to hold back any besieging force trying to climb up and break through. A defending piece can guard and hold up to 2 inches of wall turrets. Only when this threat has totally been removed can the besieging forces enter and move around freely on a fortress wall.

How a fortress wall, gate or tower held by defenders is assaulted depends on the attacker's siege equipment. However, Siege Ladders and Towers always must be lined up against the foot of that wall and remain there for the rest of the game once it has been used to breach them.

Note: Each kind of siege equipment has its own special rules for combat. To learn more about siege equipment see the **'Siege Fortifications & Equipment List'** on page 99 or its own rules within its army list it came from.

If a besieging unit is in combat and a gap appears in the defender's wall turrets were they have no defending models guarding, any free defending models within 2 inches of the gap will immediately charge into combat to plug

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up that hole. This is a free and compulsory move, which counts as charging into combat, and can happen at any time during the game when a gap needs to be filled in. Once the defending piece has plugged up a gap in combat, all the models in that group are committed that combat as normal.

Note: When a defending piece charges into combat to fill in a gap in their defences, they only get 2 inches of free movement. Therefore, when making this move, a defending piece might have to wait until their next movement phase to get all of their models into combat as normal.

Lastly, because of defensive magical enchantments and the unusual situation of fighting defenders behind their wall's turrets in combat, any besieging pieces attacking special '**bonuses**' to hit in combat will not work. For instance, re-rolls, +1, +2 or +3 (etc) to hit in combat and automatic hits will not work in this combat situation. Instead, all of these special attacks are instead rolled out as normal. Automatic hits in combat from magical or some other special abilities will only hit the defending models on the roll of a 6, but will still hit their own side's models automatically, if the special attack has a radius that affects all models within it.

Note: All '**penalties**' for hitting the defenders behind their wall's turrets in combat will still apply as normal. For instance, a besieging force will still suffer -2 to hit in combat using siege ladders to breach an enemy's wall. The 'Siege Ladder's' rules are on page 101.

Magic in a Siege Game

Castles, Fortresses and other strongholds have to have their walls treated with anti magic enchantments. Otherwise, all the stone in the world will not save a fortress's defenders against the enemy's superior magic, which would otherwise blast them to bits up on their walls.

All the attacking side's spells all have +1 added on to their ether resistance level. For instance, a spell with an ether resistance of 1 in an ordinary game would have an ether resistance of 2 in a siege game.

Battle Stress and other Psychologies in a Siege Game

The Three Plains Siege game uses the normal rules for battle stress and the game's psychologies. However, this scenario game has some additional rules for battle stress and frenzy, which are as follows.

Subjugation, Imprisonment, Slavery or Death

The defenders are boxed in and are faced with subjugation, imprisonment, slavery or even death if they surrender to the besieging enemy. So fighting to the death is about the best bet for the defenders if they want to survive a siege battle.

All defending pieces in a siege game gain +3 '**Bravery**', as explained on page 66.



Always in Frenzy

All frenzied defending warriors are always ready to fight and go nuts in a siege game! Therefore, all pieces with the ability to go into '**Frenzy**' in combat, as explained on page 65, will always fight in frenzy regardless if they charge the enemy or not.

Note: As soon as frenzied warriors become exhausted as explained on page 69, they will lose this ability as normal.

Other Special Rules in a Siege Game

Defending Unit Piece's becoming an 'it'

In a siege battle, the defenders' know if they lose, it will most likely end with their heads on stakes upon the battlements. So every last man who can fight, should fight to the death for as long as they can!

Defending unit pieces cannot become an '**it**', as described on page 54. Instead, they will always fight down to the last model.

Destroyed Walls and Other Siege Structures

Once a siege structure has been destroyed it is removed from play. The remaining space becomes '**Rough Ground**', which may otherwise be passed over by all gaming pieces.

Any models inside a siege structure that is destroyed are slain automatically and removed from play.

Any models which cannot fly on top of a siege structure that is destroyed are slain automatically and removed from play. Otherwise, models that can fly take one automatic hit each that cancels out -6 to their toughness, and any injuries caused has a damage rating of 1 to 6.

Siege Fortifications & Equipment List

Underneath are all of the rules and costs of the siege scenery that a player can use in a siege game, and all of those model's can be found on Epicwargaming.com/s website. Furthermore, most of the siege equipment can be found here; but not all of it, as each race has their own special equipment for siege warfare, and those rules and costs can be found within the army lists they belong too.

Fortress Bolted Door

Cost: 10 siege points

Passage Cost: Nothing

Quick Assault Wooden Door: 2 inches

Toughness: 5

Life points: 3

Get these Models in: [Epic's Fortress Kit](#)

Special Rules

- Bolted Doors can be attached to Fortress Towers and Walls.
- Once a Bolted Door has been destroyed, it will count as being 'open', and will allow both defending and attacking infantry models full access to move in and out to the structure it is attached too.

Fortress Ladders

Cost: 5 siege points

Passage Cost: 2 inches

Quick Assault: 2 inches

Toughness: 4

Life points: 3

Get these Models in: [Epic's Fortress Kit](#)

Special Rules

- One Fortress Ladder may be added to any kind of Fortress Wall, but never a tower model.
- Models may move up and down any Fortress Ladder at a cost of 2 inches and only characters and infantry on foot can use them. If a piece's models are still moving up or down a ladder whilst its move ends, those models must be stacked on top of each other next to it. In their next turn, those stacked up models can be un-stacked and moved away from the ladder as normal.
- Pieces can charge up and down Fortress Ladders into combat. However, if a piece charges into combat whilst still on a ladder, only one of their models can fight at a time and they will suffer -2 to hit their enemy in combat. If a combat is fought when both sides are on a ladder, then both sides can only have one model attacking each other at a time and both will suffer -2 to hit in combat.

Arrow-loop Add-ons

Cost: 5 siege points

Get these Models in: [Epic's Fortress Kit](#)

Special Rules

- Arrow-loops are special ports design to allow archers to shoot at the enemy attacking their fortress. They are fortress Wall add-ons, and each wall is allowed to have a certain number of fortifications. These add-ons must be placed on a wall's outer facing wall, towards the enemy.
- Each Arrow-loop gets one shot each and can use any Bow or Crossbow the defending side is allowed to use within their army list. For instance, Orcs cannot use a longbow, as they cannot equip their troops with it according to their own list. However, the Elves and Herlanceians can, because they do have them within their own lists.
- Archers manning the Arrow-loops can shoot '**Flaming Arrows**' at the enemy as described on page 100, and will benefit from '**Shooting off High Ground**', as explained on page 37.
- The Archers manning the Arrow-loops cannot be targeted with magic or missiles, and cannot be moved or be used to fight upon the walls either. The only way to kill them is to destroy the Fortress Wall itself.

Fortress Straight Walls and their 90° Bends

Cost: 50 siege points

Passage Cost: 3 inches

Toughness: 20

Life points: 20

Get these Models in: [Epic's Fortress Kit](#)

Special Rules

- A Fortress Wall can have 1 '**Fortress Ladder**' attachment.
- A Fortress Wall can have up to 2 '**Bolted Doors**' attached to it.
- In a siege game, all pieces holding siege walls and towers ignore the rules for holding and fighting in a '**Defended Position**', as explained on page 45.
- Defending pieces being shot at from behind a Wall's turrets will benefit from '**Hard Cover**', as described on page 96.
- Can have up to 2 '**Arrow-loop**' Add-ons built into the Fortress Structure's outer facing wall. Arrow-loop Add-ons are explained earlier on this page.

Add-on 45° Wall Bend

Cost: 25 siege points

Passage Cost: 1 inch

Get these Models in: [Epic's Fortress Kit](#)

Special Rules

- The 45° Fortress Wall Bend is treated as a wall add-on or as an extension to the Fortress Straight or 90° Bending Wall next to it. Therefore, this wall shares its mother's wall life points and toughness value. If the bend's mother wall is destroyed, then it is also destroyed and the opposite is also true.
- A Fortress Straight or 90° Bending Wall can only have one Add-on Wall 45° Bend attached to it.
- An Add-on Walls 45° Bend can also share its mother wall's '**Bolted Doors**' and '**Fortress Ladder**' attachments.
- In a siege game, all pieces holding siege walls and towers ignore the rules for holding and fighting in a '**Defended Position**', as explained on page 45.
- Defending pieces being shot at from behind a Wall's turrets will benefit from '**Hard Cover**', as described on page 96.

Fortress Towers

Cost: 200 siege points

Passage Cost: 3 inches

Toughness of its Main Structure: 20

Life points of its Main Structure: 30

Get these Models in: [Epic's Fortress Kit](#)

Special Rules

- A Fortress Tower can have up to 8 '**Bolted Doors**' attached to it.
- This structure may be occupied by gaming pieces who can only fight and move on foot. A tower can hold no more than 30 models at any one time, which cannot measure over 30mm high.
- In a siege game, all pieces holding siege walls and towers ignore the rules for holding and fighting in a '**Defended Position**', as explained on page 45.
- Defending pieces being shot at from behind a tower's turrets will benefit from '**Hard Cover**', as described on page 96.
- Can have up to 2 '**Arrow-loop**' Add-ons built into the Fortress Structure's outer facing wall. Arrow-loop Add-ons are explained earlier on this page.

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Fortress Gate

Cost: Free

Toughness of its Main Structure: 20

Life points of its Main Structure: 20

Toughness of its Wooden Gate: 10

Life points of its Wooden Gate: 10

Get these Models in: [Epic's Fortress Kit](#)

Special Rules

- All fortresses must have at least one Gate.
- A Fortress Gate can have up to 2 '**Fortress Ladders**' attached to it.
- A Fortress Gate may be opened and closed at will by the defending player, providing they have at least one of their pieces stationed there made-up of 4 or more models. Opening and shutting the Fortress Gate will allow gaming pieces to freely travel through them using their own movement values. However, the gate can only be opened or closed at the start of the movement phase of the player who has control of it, and at no other time.
- If the attacking side can clear off all the defending pieces from a Fortress Gate they will have captured the structure, which will allow them to open and close it. However, they must wait until the start of their movement phase to open or even close their newly captured fortress gate, and have at least 4 of their own models stationed there.
- If the attacking side can clear off all the defending pieces from a Fortress Gate they will have captured the structure, which will allow them to open and close it. However, they must wait until the start of their movement phase to open or even close their newly captured fortress gate, and have at least 4 of their own models stationed there.
- Once a Fortress Gate has been opened, the side whose turn it is can choose to charge their enemy through the gates if they wish, even though they could not see them at the start of their Movement Phase.
- Fortress Gates are totally immune to magical attacks from magic items or spells. Even a spell's affects which hits a gate indirectly will not affect it in any way.
- In a siege game, all pieces holding siege walls and towers ignore the rules for holding and fighting in a '**Defended Position**', as explained on page 45.
- Defending pieces being shot at from behind a Wall's turrets will benefit from '**Hard Cover**', as described on page 96.

Dragon Spikes

Cost: 5 siege points

Toughness: 8

Life points: 3

Get these Models: (Coming Soon)

Special Rules

- If a flying piece that has a base sized 40x40mm or bigger lands within 3 inches of a Dragon Spike, it will suffer D3 automatic hits. Each hit will deduct -6 from its toughness, and any injury caused has a damage range of a 1-6. The affected flying piece will keep on taking damage in each of its movement phases for as long as it is still within 3 inches of a dragon spike.
- Dragon Spikes are deployed out with the rest of the siege scenery, and can be placed anywhere on it.
- As Dragon Spikes are so thin, they are classed as '**Small Obstacles**' as described on page 23. However, flying piece's can never land directly on a Dragon Spike.

Moats

Cost: 75 siege points

Get these Models in: [Epic's Fortress Kit](#)

Special Rules

- A Moat must be set down outside a fortress' walls, at approximately 1 inches from it.
- A Moat is classed as a '**Deep Water Feature**', as explained on page 76.

Cauldrons of Boiling Oil

Cost: 25 siege points

Toughness: 6

Life points: 2

Get these Models: [Epic's Fortress Kit](#)

Special Rules

- Cauldrons of Boiling Oil can only be installed to a defender's walls, towers and gates' turrets. The pots of oil are set up with the defender's siege fortifications, and once they are set out they cannot be moved.
- Cauldrons of Boiling Oil are small targets. Therefore, any enemy missile shooting at them will suffer -1 to hit them.
- Cauldrons of Burning Oil count as ballistic weapons. Therefore, they can only be used in their controlling player's shooting phase.
- Cauldrons of Burning Oil are used by defenders to pour burning hot oil onto their enemies below them from off the walls. Each cauldron will automatically hit D6 enemy models underneath them and within 1 inch of the cauldron in the shooting phase. Each hit from the cauldron counts as a '**Fire Based Attack**' and will deduct -3 off a target's toughness save, and cause 1-3 in damage. The rules for 'Fire Based Attacks' are explained on page 69.
- Once a cauldron pours its oil out, cannot be used again during the game.
- If a Cauldron of Burning Oil is destroyed, all models, friend and foe within 1 inch and underneath it are hit automatically D6 times. Each hit from the cauldron counts as a '**Fire Based Attack**' and will deduct -3 off its victim's target's toughness, and has a damage range of 1-3. If multiple pieces are within the range of the cauldron when it is destroyed, divide up the D6 hits fairly between those pieces, as explain in the '**Missile Hits Dispersal Chart**' on page 38. The rules for 'Fire Based Attacks' are explained on page 69.

Throwing Projectiles

Cost: 10 siege points per defending unit

Special Rules

- Any unit piece may be armed with Throwing Projectiles; which could be anything from spears, javelins, rocks or anything that could be thrown down at the enemy to harm them. Following the normal rules for shooting, a unit armed with throwing projectiles can shoot any enemy piece that is within 3 inches and below them. Just like normal shooting, only the first rank can throw their projectiles at the enemy.

Flaming Arrows

Cost: Free

Special Rules

- Flaming Arrows are free to equip to all archers on foot in a siege battle. Whilst armed in this way, archer units may choose to use their standard arrows or flaming ones when shooting. However, this choice of using a normal arrow or flaming arrows must be declared before shooting them.
- Flaming Arrow suffer -6 to their full range.
- Flaming Arrows count as making '**Fire Based Attacks**', as described on page 69.

Door Rams

Cost: 25 siege points per unit piece

Quick Assault: 2 inches

Operation Number: 1+ infantry model

Special Rules

- Only unit pieces on foot can be armed with a Door Ram, and they can only have one in a unit at a time.
- To batter down a 'Bolted Door', move up the unit carrying the Door Ram to it. The unit will automatically hit it once in the combat phase, and more times in their movement phase if they are making '**Quick Assaults**' upon the door. Each hit will cancel out -3 to its toughness.



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Note: Bear in mind that the combat phase is a joint one, where both sides attack each other at the same time. Therefore, if a piece carrying a Door Ram is in combat with a fortress structure it will still be able to attack its target in the combat phase of the enemy's turn.

Portable Bridges

Cost: 50 siege points per unit piece

Operation Number: 10+ infantry models

Toughness: 7

Life points: 6

Get these Models: (Coming Soon)

Special Rules

- A Portable Bridge is a giant piece of flat wood bolted together to create a simple but strong bridge structure any infantry unit can carry above their heads into battle. Therefore, only infantry units or mobs made up of 10 or more models can carry them.
- All missile hits have to be divided up against infantry units carrying a Portable Bridge. 1-2 hits the infantry and 3-6 hit the bridge. However, when a missile hit lands directly on top of the bridge, such as a hit from catapults and trebuchets, the missile will always automatically hit the bridge and not the warriors carrying it underneath.
- When an unit carrying the Portable Bridge reaches a 'Moat', the unit can put it over the moat at a cost of 2 inches off their move. Once the bridge is down, all pieces can move over it, as if it is 'Open Ground' typically found on a battlefield, as explained on page 75.
- The Portable Bridge is 'Vulnerable to Fire' based attacks, as explained on page 69.

Basic Battering Ram

Cost: 200 siege points per unit piece

Quick Assault Wooden Gate: 4 inches

Operation Number: 7+ infantry models

Toughness: 8

Life points: 8

Get these Models: (Coming Soon)

Special Rules

- Only unit pieces on foot can be armed with a Basic Battering Ram, and they can only carry one at a time.
- To batter down a Fortress's Gate, move up the unit carrying the Basic Battering Ram to it. The unit will automatically hit it once in the combat phase, and more times in their movement phase if they are making 'Quick Assaults' upon the door. Each hit will cancel out -8 to its toughness.

Note: Bear in mind that the combat phase is a joint one, where both sides attack each other at the same time. Therefore, if a piece carrying a Basic Battering Ram is in combat with a fortress structure it will still be able to attack its target in the combat phase of the enemy's turn.

- All missile hits have to be divided up against infantry units carrying a Basic Battering Ram. 1-4 hits the infantry and 5-6 hit the ram. However, when a single missile hit lands directly on top of the ram, such as a hit from a catapult's or trebuchet's giant stone or bullet, the missile will always automatically hit the ram and not the warriors carrying it underneath.
- The Basic Battering Ram is 'Vulnerable to Fire' based attacks, as explained on page 69.

Siege Ladders

Cost: 50 siege points

Operation Number: 5+ infantry models

Passage Cost: 3 inches

Toughness: 4

Life points: 3

Get these Models in: [Epic's Fortress Kit](#)

Special Rules

- Siege Ladders can only be given to unit pieces on foot.
- Each unit can carry up to 4 Siege Ladders at a time.
- Models carrying Siege Ladders can scale all the different kinds of fortress walls in the game, but never a tower.
- To scale a fortress wall with Siege Ladders, simply move the unit up to the target wall and put up its ladders against it. Putting the ladders against a wall costs no movement. Any remaining movement can be used to climb up the ladder. If there are any models defending the wall after the unit has climbed up, they have now entered in to combat with them, and count as being charged by the attackers.
- After a unit has climbed up a ladder into combat and is fighting over the defender's wall turrets, only one model per ladder from the unit is allowed to fight at a time. Furthermore, those fighting models using a ladder will suffer -2 to hit in combat and they cannot use weapons that require two hands to use in battle. Once they have taken the wall they will fight as usual, with no penalties to hit in combat, and they are free to use any weapon they are carrying as normal.
- Pieces can also charge down a Siege Ladder into combat. However, if a piece charges into combat whilst on a ladder, only one of their models can fight at a time and they will suffer -2 to hit their enemy in combat. If a combat is fought when both sides are on a ladder, then both sides can only have one model attacking at a time and both will suffer -2 to hit each other in combat.
- Siege Ladders can never be used to scale a Fortress Tower.
- Once a siege Ladder has been deployed out, both sides can use them.

Note: Any part of a fortress that has its own defending side's models stationed there counts as a 'Defended wall'.

- A unit using siege ladders to climb up and breach a defended enemy wall will suffer +1 battle stress in combat.

Grappling Hooks

Cost: 25 siege points per skirmished piece

Special Rules

- This equipment can only be given to skirmishers on foot, and each model carries their own Grappling Hook.
- Models carrying Grappling Hooks can scale any wall, or castle gate, but never a tower. To work out the cost of the scaling move up a wall, measure the height of the wall the skirmishers are climbing up, which is the cost of the move.
- In siege combat, all the front models of a skirmished piece scaling a wall will fight any defending models they encounter as normal. However, those fighting models using Grappling Hooks will suffer -3 to hit in combat, -1 to their toughness and they cannot use weapons that require two hands to use in battle. Once they have taken the wall they will fight as usual, with no penalties to their save or to hit in combat, and they are free to use any weapon they are carrying as normal.
- Any part of a fortress that has its own defending side's models stationed there counts as a 'Defended wall'.
- Grappling Hooks can never be used to create a route for the attacking side to win the game.
- A skirmished unit using grappling hooks to climb up and breach a defended enemy wall will suffer +2 battle stress in combat.

Other Siege Scenery & Equipment

The majority of the siege scenery and equipment can be found here in this list, but each race also have their own additional special items to use in a siege battle, which all can be found within their own army lists.

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APPENDIX 11 – CREATING A CAMPAIGN FOR THREE PLAINS

Instead of gamers playing a random battle after random battle, sometimes it's a good idea to string them all together into a war, which links them all into a much bigger game. This is called a **'Campaign'**, and it really is a series of pitched battles or other scenario games all played one after the other, guided by one back story created by its users or it could be borrowed from somewhere else.

Two or more players will fight it out to achieve their side's end goal within the campaign's story. Depending on how each player does in each battle, will determine the route through the campaign's story. For instance, a campaign could be about fighting for a newly discovered island with great treasures and resources, and the side who wins the most battles, gets this new piece of land, and would win the scenario.

This appendix offers gamers a quick, easy and fair model to lay out your own campaign game. However, there are many ways you could create your own campaign within the Three Plains rules. So feel free to use other campaign models or construct your own. Providing the campaign's users agree to use it, it does not matter.

Creating a Campaign

As mentioned before, there are many ways to write up your own campaign game, but following this model's steps laid out here in this appendix will help you create one easily, and will be fair to all who take part in it.

Step 1, Back Story

The very first thing you must do is, is write the **'Campaign's Back Story'**. This is very important, as it will shape and guide the players through each battle of the campaign.

To write a good campaign's back story, it should have the following elements:

Characters and other Fluff

The story should have different races fighting it out, with their own leaders and heroes to give the story a bit of flavour.

Conflict of Interests

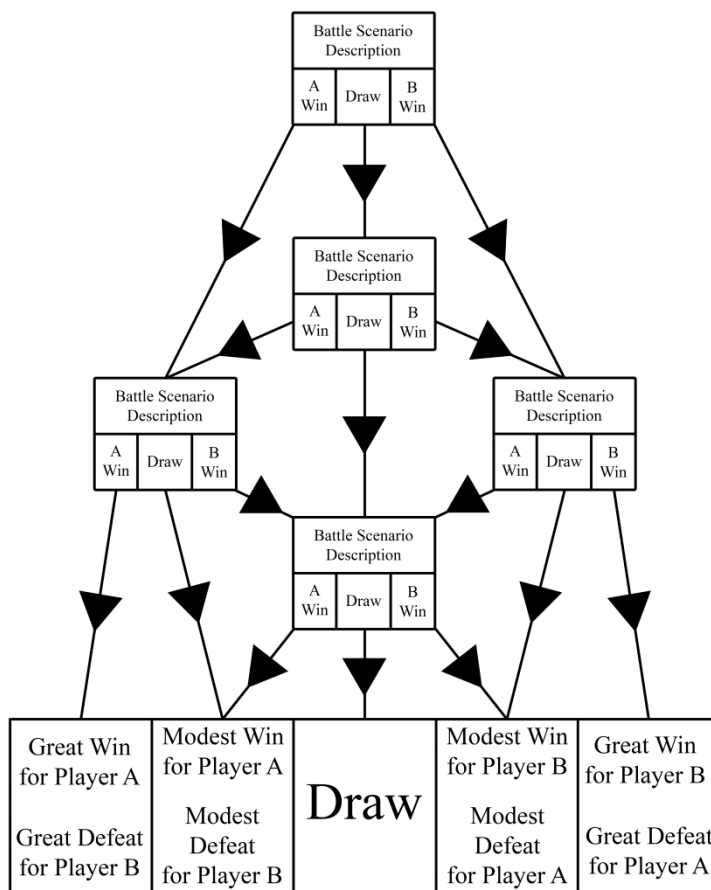
What is the reason why the different sides are fighting each other? For instance, it could be for land, gold, slaves or some other highly prized resource. It should also be made clear what the beaten side stands to lose in this campaign too.

The beginning of the War!

The back story should have the rough events leading up to the beginning of the campaign.

A campaign back story can be as short as half a page or as long as a book if you want. Providing it's interesting and well written it does not matter, but remember the more appealing you make it, the more others will enjoy playing with it.

Q1 - 3 Route Campaign Flowchart



Step 2, Campaign Structure

With a good back story in place for your campaign, it should be easy to move onto the next step, which is to choose or create the campaign's **'Structure'**.

A campaign structure is basically a framework which leads gamers through a campaign, depending on the result of each battle played within it, which would usually be a win, lose or draw.

There are many different campaign structures gamers can use, but one of the easiest and fairest models is demonstrated in example **'Q1'** above, which is a 3 route flowchart, and the one we will be using in this campaign model. This is because this structure is simple to use and easy to write up, but unlike other more complicated structures, even if a player has lost many battles in a campaign, they can still turn it all around and win in the end. Otherwise, if a campaign is too long and lengthy, and has routes that offer no way of winning, then a losing player may become disheartened and stop playing.

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This model works by starting at the top of the campaign structure, and with each battle played its result will lead the gamers on to their next conflict. Each battle could be a normal pitched battle or another Three Plains' scenario game found in this rulebook.

Each one of these encounters will need its own back story and scenario game assigned to it, which should naturally flow on to the next scuffle in the campaign.

Finally, at the end of this campaign's model's structure should be the overall result and ending of this war for those who take part in it. For instance, referring back to example Q1, if player A wins every battle they play in this system, their end result is a '**Great Win**' over the other side, who scored a '**Great Defeat**'.

Note: It is recommended when playing a campaign, gamers should stick to using the tested scenarios and their rules contained in this book, as that would be the best way to ensure fairness in this game.

Step 3, Campaign Special Rules

To make things even more interesting or to help a campaign flow more easily, players may want to create their own special rules for it. Whatever they are, it is a good idea that all sides taking part can benefit or suffer from them equally, which will ensure fairness for all.

Character Development Chart

New Skill	D6
+1 Movement	1
+1 Combat Rating	2
+1 Life Point	3
Re-roll hits in Combat	4
Re-roll shooting attacks	5
-25 points of model	6

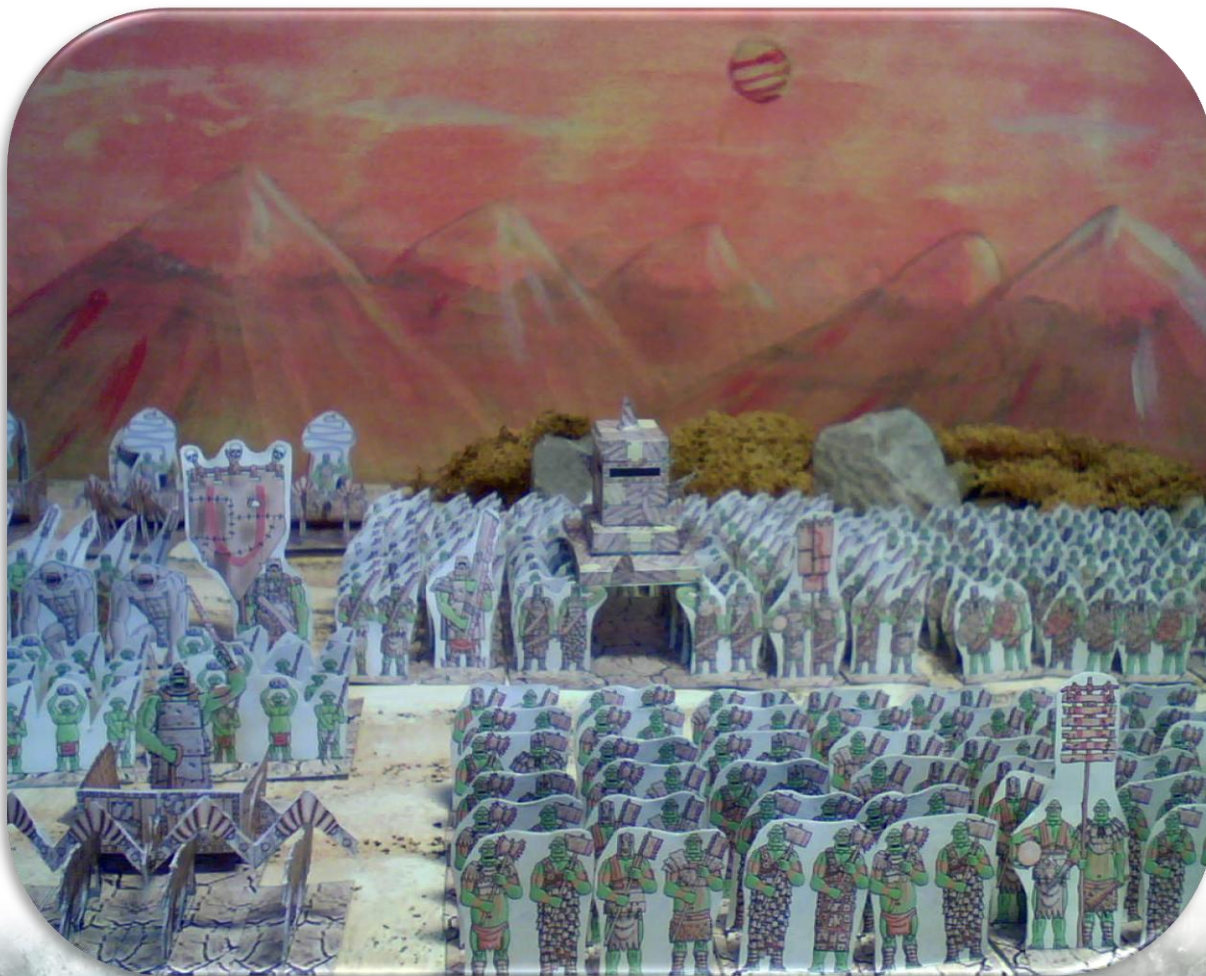
For instance, a common campaign special rule could be the death of a leading character in battle, which would usually end the campaign immediately and the side that killed them would automatically win the war.

However, a campaign writer really can be as creative as they like with their campaign's special rules. For instance, they may want to create a '**Character Development Chart**' as demonstrated above, where over the course of a campaign a special character will gain stats and other special abilities after each battle they survive.

Step 5, Check the Campaign

The very last thing a campaign writer should do before starting it, is to check it over with all the other players first, to see if they like it and that everyone agrees that it is fair to everyone who is going to play it.

If no re-working is needed on the campaign, and all players agree to use it, then it is now ready to play with, and of course for everyone to enjoy.



APPENDIX 12 – DISCIPLINES OF MAGIC OF THE MIDDLE PLAIN

This appendix describes all the 'Disciplines of Magic's' spells that are available to be used in a game of Three Plains.

Disciplines of Harmony

The First Discipline of Harmony - The Flow of Cohesion

Ether Resistance 1

Wanting to see into the future, the wizard concentrates his limited corporeal mind upon events to come. This is so he knows how to navigate through his present time to create a more favourable future for himself.

If successfully cast roll 1D3. The score equals the amount of magical rerolls, which can be used to reroll any failed roll made in the game (even failed break checks). The affects of this spell will last until the beginning of the caster's next turn.

The Second Discipline of Harmony - Melody

Ether Resistance 1

The wizard looks upon the field of battle and sings a gentle melody, which seems to float across the enemy's lines. Suddenly, the enemy becomes more lethargic and tired before they have even moved.

This spell has a range of 14 inches and can only affect one enemy piece within the awareness ranges of the caster. If successfully cast the targeted piece will suffer -D6 inches to its movement. The affects of this spell last until the beginning of the caster's next turn.

The Third Discipline of Harmony - Tranquillity

Ether Resistance 1

The wizard sees a friendly unit fleeing from the battle field. So the mage in a bid to re-rally them enters their chaotic minds and releases them of their terror. This calms them down and brings them back to their senses, ready to fight once more.

If this spell is successfully cast, any one friendly piece that flees anywhere on the board can be automatically re-rallied.

This spell's magic does not have to be used straight away. Instead, once it has been cast, the spell's affects can be saved until later on in the game right up until the caster starts their next turn.

Before using this spell's affects to automatically re-rally a fleeing piece, the enemy must still have their chance to pursue them out of combat and overrun them. After which, that fleeing piece may be magically re-rallied without the need to roll out a break check.

The Fourth Discipline of Harmony - Perfection

Ether Resistance 2

Suddenly all doubt leaves your mind and you are no longer prone to mortal errors. Now, no foe is too quick for you. As you hit them, you strike them down one after the other with great ease.

Select one friendly piece within 8 inches of the caster. The affected piece benefits from +2 to hit whilst shooting or in combat. The affects of this spell only affect the targeted piece during its next shooting and combat phase, then the spell ends.

The Fifth Discipline of Harmony - Control

Ether Resistance 3

Though fear runs through the ranks, but somehow the wizard keeps the men around him, calm and cool. Why, this can only be magic.

This spell affects all friendly gaming pieces within 8 inches of the caster and ends at the start of the caster's next turn. All friendly gaming pieces affected by this spell gain +3 soldiering dice when taking a break test.

The Sixth Discipline of Harmony - Preparation

Ether Resistance 3

The wizard empties his mind, preparing it for the coming divine enlightenment of the Gods...

The wizard gains 3 more opportunities to cast any of their spells they have, even if they have been cast already. These extra spells may even be swapped in for extra magic or ether dice, as explained on page 49.

The 3 extra spells will need to be cast again in the normal way; for example, rolling to cast each one.

The extra spells cannot be saved from turn to turn.

The Seventh Discipline of Harmony - Domination

Ether Resistance 4

The wizard's pure and well ordered thoughts enter a chaotic beast's mind, subduing it and bringing it under control of the wizard, to be used as he sees fit.

This spell has a range of 22 inches and can only affect one mounted beast (not steed) or beast unit within the awareness ranges of the caster. If successfully cast, in the following round of combat, the beast/s turns against its mount or beast masters and both sides must attack each other. After the bout of combat, the spell immediately ends. If the mount or beast masters are all killed, the remaining beast/s must turn 'Wild', as described on page 61.

The Eighth Discipline of Harmony - Serenity

Ether Resistance 5

Suddenly, all the hostile warriors that have worked themselves up into a mad frenzy seem to calm down, losing their killer instincts. Instead they begin to hug and kiss each other, and some even sob...

This spell affects all enemy pieces on the tabletop, which have the ability to go into 'Frenzy' or have 'Hatred'. If successfully cast, their enemy gaming pieces will lose their frenzy and hatred special ability. The affected pieces will regain their special ability at the start of the caster's next turn. 'Frenzy' and 'Hatred' are described on page 65.

Note: Pieces that lost their ability to go into frenzy will have to charge again to regain their frenzied bonus in combat.

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The Ninth Discipline of Harmony - Winning Confidence

Ether Resistance 5

All fear and doubt without warning seems too melt away from the ranks and is replaced with a winning confidence none can surely beat.

If successfully cast, this spell affects all friendly pieces on the gaming table who gain +3 soldiering dice. This spell lasts until the beginning of the caster's next turn. Whilst this spell remains in play it may not be cast again by any friendly wizard.

Disciplines of Chaos

The First Discipline of Chaos - Crack in Reality

Ether Resistance 1

This odd but very dangerous spell 'somehow' manages to open up a small crack in reality, which warps time and space where it appears. The problem is you're in that space at the time!

This spell has a range of 22 inches and can only affect one enemy piece within the awareness ranges of the caster. If successfully cast, roll a D6, and on the score of 1 to 5 the target is hit D3 times. No saves of any kind are allowed against this spell's attacks, and any injury caused has a damage range of 1 to 3. However, on the score of a 6, the caster is hit with this spell instead of its target.

The Second Discipline of Chaos - Carnal Warp

Ether Resistance 1

The chaotic mage blasts a unit of warriors with the full force of chaos, which undoes the original design the Creator intended for them. As a result they grow new limbs, which soon wither and die but in the mean time will either help them greatly or hinder them in battle.

This spell has a range of 8 inches and can affect any one piece (friend or foe) within the awareness ranges of the caster. If successfully cast the targeted piece will swap their movement value for 3D6. Pieces with a movement value of 12 inches and greater will swap their movement value for 5D6 instead. Pieces affected by this spell still must dash in the normal way. Each time a piece moves (which could be to flee, pursue, dash, etc) whilst affected by this spell must suffer D6 hits with no saves allowed. This spell and its affects will end at the end of the caster's turn.

The Third Discipline of Chaos - Disorder

Ether Resistance 2

After the wizard concentrates his chaotic mind upon an enemy war machine, the contraption begins to bend, warp and change, never working the same again.

This spell has a range of 20 inches. If successfully cast, roll 1D6 and on the score of a 1 to 5, up to 3 enemy war machines within range of this spell, all chosen by the caster cannot shoot in their following turn. However, on the roll of a 6, up to 3 enemy war machines within range of this spell, all chosen by the enemy player, can all shoot 2 times instead of just once in their next turn.

The Fourth Discipline of Chaos - Senselessness

Ether Resistance 3

The twisted mage casts an illusion spell of chaos upon you, and suddenly all doubt, fear and the sense of your own mortality are wiped from your mind, which makes you feel invincible!

This spell has a range of 12 inches and can only affect one friendly piece within the awareness ranges of the caster. If successfully cast, roll 1D6 and on

the score of 1 to 4 the target no longer breaks. However, on the score of a 5 or 6 the target piece suffers +2 battle stress dice. This spell lasts for one full turn and ends at the beginning of the casters next turn.

The Fifth Discipline of Chaos - Scatter Leap

Ether Resistance 3

Just as the foul black chaos mage is about to be butchered, to put an end to his twisted magic, he escapes by disappearing into thin air?

This spell has a range of 8 inches and can only affect one enemy piece within the awareness ranges of the caster, which can include the caster as well. If successfully cast roll a direction dice and roll 2D6 inches and move the target piece to the coordinates just rolled. If the targeted piece is in combat it is moved out of combat immediately and moved to its new location. If the leaping piece moves into an enemy, it counts as a charge and is placed into the side of the enemy where it arrived. If the leaping piece lands on a friendly piece, it is placed next to them, at the side where it arrived. When the target piece lands, it may be faced in any direction the casting player chooses, unless it lands in combat. Furthermore, the casting player may have 1 reroll of the dice to relocate their piece if the first location is undesirable, but the second roll must stand.

The Sixth Discipline of Chaos - Confusion

Ether Resistance 4

The world looks the same but now for some reason you can no longer comprehend any of it. Friends, foes, language or time means nothing to you anymore. Then you wonder what you're doing on a green open field and what those things are running towards you with those pointed silver sticks doing? Hmm...

This spell has a range of 8 inches and can only affect one enemy piece within the awareness ranges of the caster. If successfully cast roll a D6 and on the score of 1 to 5, the target suffers -D6 to its combat rating to a minimum of 1. However, on the score of a 6 the enemy player can pick one piece on the caster's side, anywhere on the gaming board instead, and that piece will suffer -D6 to their combat rating to a minimum of 1. The spell's affects last until the beginning of the casters next turn.

The Seventh Discipline of Chaos - Raging Madness

Ether Resistance 4

This spell has the power to turn a warrior's mind into an enraged mess, which only lusts for blood and makes them an insane killer without any moral regards for their unfortunate victims!

This spell has a range of 6 inches around the caster and affects all friendly pieces within its ranges. If successfully cast, roll a D6 and on the score of 1 to 5 all the affected pieces become 'Frenzied', as explained on page 65. The affected pieces will always go into frenzy regardless if they have charged or not. However, on the score of a 6 the enemy player can pick any one of their own gaming pieces to become frenzied instead. This spell and its affects last until the beginning of the casters next turn.

The Eighth Discipline of Chaos - Mayhem

Ether Resistance 5

Nothing works as it should. I fire an arrow off and it just falls to the ground where I stand, or I will stab my enemy and it goes straight through them, but draws no blood; what wicked sorcery is this...?

The casting wizard picks one enemy piece anywhere on the tabletop. Once cast, roll a D6 and on the score of 1 to 5 the affected enemy piece must make 1 reroll for all successful rolls it makes until the casters next turn. However, on the score of a 6 the enemy player can pick one of the casting side's pieces anywhere on the tabletop instead. That affected piece must make 1 reroll for

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all successful rolls made in their current turn and in the enemy's next turn also.

The Ninth Discipline of Chaos - Turmoil

Ether Resistance 5

After a black chaos sorcerer casts their foul magic upon an unsuspecting group of well armed warriors, their tough armour becomes as effective as a pillow case stuffed with goose feathers. This won't be much good to them in hand to hand combat, where they will soon be cut to pieces by a very unforgiving enemy.

The casting wizard can pick any one enemy piece on the gaming board to cast this spell at. Once cast, roll 1D6 and on the score of 1 to 5 the target piece must cancel out all of their saves. However, on the score of a 6, the enemy side can pick any one of the casting side's pieces on the gaming board and that piece must discount all their saves instead. This spell lasts until the beginning of the casters next turn. This spell never affects models with the 'Life over Death' spell already cast upon them from the discipline of White Magic.

Disciplines of Black Magic

The First Discipline of Black Magic - Chill Blades

Ether Resistance 1

From the sorcerer's hand comes darting chilling blades of death, which strike down all those before him.

This spell has a range of 18 inches and can only affect one enemy piece within the awareness ranges of the caster. If successfully cast the spell inflicts 1D6 automatic hits on the enemy piece, and any injuries caused by this magical attack has a damage rating of 1.

The Second Discipline of Black Magic - Touch of Death

Ether Resistance 1

The sorcerer simply reaches out his diseased bony finger and with one mere touch, drains the life out of whomever he touches.

If cast, any 'living' enemy pieces touching the wizard or the wizard's unit piece they are accompanying will suffer 1D6 automatic hits. This magical attack cancels out -6 to an enemy's toughness and magic saves. This dark magic attack has a damage rating of 1. All hits are dispersed in the piece just like missile hits are from shooting, but will never hit friendly models.

This spell has no affect on demonic and other unanimated pieces.

The Third Discipline of Black Magic - Despair

Ether Resistance 2

The dark insidious mage begins to chant in a whisper. Suddenly, in each enemy warrior's head, a voice appears which keeps saying forever louder: "you're going to die painfully and for nothing, and then next you're off to hell". This disturbing voice is hurt over and over again, never ending...

This spell has a range of 10 inches and can only affect one enemy piece within the awareness ranges of the caster. If successfully cast the targeted piece will suffer -2 to their combat rating, to a minimum of 1. This spell lasts until the beginning of the casters next turn.

The Fourth Discipline of Black Magic - Null Life

Ether Resistance 2

It is said that mana runs through all living things. So when a dark sorcerer casts Null Life, it works by draining the souls of enemy warriors, thus disrupting the rival natural wizards' flow of magic upon the battlefield, which makes it far more difficult for them to casts their spells in battle.

If cast, this spell will last until the beginning of the casters next turn. The caster chooses a secret number and notes it down out of view from their opponent. The secret number relates to the order of spells cast by the enemy in their next turn. So each enemy spell is numerically numbered, starting from their first spell, which is 1. So the second enemy spell would be 2 and the third would be 3 and so on. The affected enemy spell (indicated by the secret number) is immediately dispelled after it has been cast, without the need for a dispelling roll. For instance, the caster notes down 4, which means the enemy's forth spell they cast in their turn will be automatically dispelled. Once the spell as been dispelled in this way, the caster of Null Life must reveal their secret number they noted down to their opponent.

The Fifth Discipline of Black Magic - Back Veil

Ether Resistance 3

The insidious mind of the sorcerer concentrates on an enemy unit of troops and a black veil of death soon falls over them. Soon one by one they drop dead in the dark suffocating mist.

This spell has a range of 16 inches and can only affect one enemy piece within the awareness ranges of the caster. If successfully cast, the casting player rolls 1D6 for every individual model contained within the gaming piece. On the score of a 1 to 3 nothing happens. However, for every model in a piece that scores a 4 to 6 takes 1 automatic hit each, which cancels out all agility bonuses, and any injuries caused by this magical attack has a damage rating of 1.

The Sixth Discipline of Black Magic - Extreme Hatred

Ether Resistance 3

By the use of black magic, the dark mage transfers all of his intense hatred into a group of allied warriors. After this spell as been cast upon them, they know nothing, but a burning hatred for all those who dare to stand against them in battle.

This spell has a range of 6 inches and can only affect one friendly piece within the awareness ranges of the caster. If successfully cast, choose one enemy piece anywhere on the tabletop, and the friendly piece the spell was cast on will 'Hate' them for the rest of the game. This spell may be cast upon the same piece more than once, which will allow the caster to choose any number of different enemy pieces for it to hate during a battle. To learn more about 'Hatred' turn to page 65.

The Seventh Discipline of Black Magic - Shadow Strike

Ether Resistance 4

We all have a shadow, and some believe it embodies our dark side, which follows us everywhere we go and sees all the murky things we all do. They say it is the keeper of all our secrets and when we meet our creator, you hear it speak for the first time and it tells the creator all it knows about you, both the good and the bad. What if it had form? What would it look like or what would it do?

This spell has a range of 6 inches and can only affect one friendly piece within the awareness ranges of the caster. If successfully cast the selected gaming piece doubles all of its attacks in their next close combat phase, up to a maximum of 4 attacks per affected model within the piece. After the close combat phase has ended the spell's affects immediately end. The extra

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attacks will benefit from any special attacks or magic weapons the gaming piece may already have.

The Eighth Discipline of Black Magic - Reanimate the Dead

Ether Resistance 4

When you work for a dark wizard, the small matter of death is no excuse to not complete your task; as they can and will bring you back if it still suits them. There really is no rest for the wicked...

This spell has a range of 8 inches and can only affect one friendly group of models within the awareness ranges of the caster. This spell cannot be cast on characters, mounted beasts or war machine pieces. If successfully cast the selected piece immediately restores back to life D6+1 life points worth of models in that group. For instance, after this spell has been cast, the caster rolls a 6, which will restore 7 life points back to a group of models, and as each model has 1 life each, this spell will reanimate 7 models back to life. An army can only have slain models it has lost during the game restored back to life, but no more than the original amount it started off with. For instance, if a unit of infantry has lost 3 models, and the player scores a 6, you only restore 3 infantry models and not 6.

The Ninth Discipline of Black Magic - Drain Life

Ether Resistance 5

The living is a great source of free mana and the sorcerer sees no reason why they should not tap into that, even if it leaves the living a little exhausted and very vulnerable.

This spell has a range of 6 inches and can only affect one enemy or friendly piece within the awareness ranges of the caster. If successfully cast, the affected piece instantly suffers from 'Exhaustion', as explained on page 69, and the caster gains D3 magic dice to cast their following spells with. These bonus magic dice can be saved from turn to turn, and can be used whenever the caster wishes to use them. However, only the caster themselves can use them and once they have been used, they are expended.

Disciplines of White Magic

The First Discipline of White Magic - Good Luck

Ether Resistance 1

Some say luck is a force and therefore can be manipulated, but then again some say it does not exist at all. The learned white wizards are part of those who believe it does exist, and they even say that it can be controlled. Whatever the case may be, good fortune does tend to smile upon them quite often, much more than most mortals.

This spell has a range of 8 inches and can only affect one friendly piece within the awareness ranges of the caster. If successfully cast, the affected piece gains +1 agility to their save. Furthermore, if they are wearing heavy armour they will no longer suffer the -1 penalty to their movement and agility save for being armoured in this way. The affects of this spell last until the beginning of the casters next turn.

The Second Discipline of White Magic - Blessing of the Gods

Ether Resistance 1

The white wizard respectfully praise for one of the Gods of the Light to aid one of their comrades in battle, who is in need of their divine mercy. The clouds part and a beam of brilliant white light reaches down from the heavens and engulfs the brave hero. The God's blessing restores the champion's health and makes them much stronger in battle.

This spell can be cast anywhere on the tabletop, but it will only affect one individual character piece whilst either out on their own, in a unit or mounted on a beast. If cast, roll a D6 and the affected piece gains one of the following benefits for the rest of the game.

1 - 4 = The affected piece gain's +1 life point.

5 = The affected piece gain's +1 combat rating.

6 = The affected piece gain's 1 magic to their save. If this result is scored again, the affected piece will gain 2 magic instead, and then 3 and so on.

The Third Discipline of White Magic - Seek & Desist

Ether Resistance 1

The white wizard casts his deep mind out upon the battlefield into the enemies' feeble minds, which under the mage's vastly superior intellectual might cannot help but betray their secrets to the wizard. The White Wizard can even force an enemy magic item to fail for a short time, which could just give his side the advantage they need to win the battle.

Transparency

Once cast, the casting player can pick one enemy gaming piece of their choosing anywhere within 24 inches of their casting wizard. The enemy player must reveal all the piece's magic items and any other secrets that it may or may not have, including if there is a hidden halfwit in their unit for example.

Furthermore, one enemy magic item in the affected piece, which the caster chooses, can be made to temporarily fail for one full turn on the score of a +5 on a roll of a D6. The affects of this spell last until the beginning of the casters next turn.

The Fourth Discipline of White Magic - Protection

Ether Resistance 2

The good white wizard will not have his comrades shot down like common beasts. So the mage rises up an unseen magical shield to protect his brave friends from the cowardly enemy, who would rather shoot at them from afar than enter into a fair and honourable combat with them.

This spell has a range of 8 inches and affects all friendly pieces within its radius. If successfully cast, the affected pieces gain +2 to their toughness vs all missile hits and magical attacks. This spell's affects last until the beginning of the casters next turn.

The Fifth Discipline of White Magic - Defence

Ether Resistance 2

The good white wizard concentrates his powerful mind upon a group of brave but poorly armed ally warriors. Suddenly their armour becomes thicker and stronger, although it weighs no more than it did before. This makes these fighters far better at defending themselves in combat.

This spell has a range of 10 inches and can only affect one friendly piece within the awareness ranges of the caster. If successfully cast, all enemies attempting to attack the piece in combat suffer -1 to hit them. The affects of this spell last until the beginning of the casters next turn.

The Sixth Discipline of White Magic - Morale

Ether Resistance 3

Suddenly at the front of the army the white wizard starts to sing and one by one the men join in. What they don't know is that the mage skilfully weaves in a magical incantation, which fills the men with hope and greatly heightens their confidence, and melts away all their fears of the coming battle.

If cast, all friendly gaming pieces within 14 inches of the caster receive +2 soldiering dice each. Whilst this spell is in play it may not be cast again by the same side, even if they have another wizard with the same spell. The affects of this spell last until the beginning of the casters next turn.



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The Seventh Discipline of White Magic - Holy Call

Ether Resistance 4

The white wizard is surrounded by unnatural 'things' who seem intend to hack him to pieces. Then the mage calls out a strange secret holy word, which is only known to white wizards, and all his foes simply vanish into thin air...?

All unnatural demonic or undead models within 3 inches of the caster suffer one automatic hit each. This magical attack cancels out all agility bonuses to its victims' save, and has a damage rating of 1.

The Eighth Discipline of White Magic - The White Wind

Ether Resistance 4

The white wizard summons up a soft and mysterious breeze that drifts across the battlefield, draining all evil magic as it goes. Suddenly all the enemy's evil supernatural devices fail upon them, leaving your brave and gallant warriors much safer in this theatre of war.

Once cast, all enemy magic items within 8 inches of the caster will cease to work for the remainder of that turn. At the beginning of the enemy's following turn this spells affects will end, and all enemy magic items will function as normal once more.

The Ninth Discipline of White Magic - Life over Death

Ether Resistance 5

The white wizard concentrates his mind on the divine passage of light, which leads the good to their other realms of eternal rest and peace. Though the mage cannot shut out the light totally he can dim it somewhat and as a result, fewer souls are lost to the light.

If cast, this spell lasts until the beginning of the casters next turn. Once cast select one friendly piece anywhere within 10 inches of the casting wizard. The affected piece swaps their normal save for 6 magic instead, which cannot be improved upon or negated in anyway.

Disciplines of Destruction

The First Discipline of Destruction - Wrath of Fire

Ether Resistance 1

The wizard of destruction gathers a small plume of fire at his fingertips and casts it at the enemy, and once the flame impacts, the foe is engulfed in a raging inferno, which cooks them alive within their own armour.

This spell has a range of 16 inches and can only affect one enemy piece within the awareness ranges of the caster. If successfully cast the targeted piece is hit once and suffers -3 to their toughness, and any injuries this magical attack causes has a damage range of 1 to 2.

This spell makes 'Fire Based Attacks', as described on page 69.

The Second Discipline of Destruction - Blazing Sun

Ether Resistance 1

The wizard of destruction summons the power of the sun, which begins to beat down upon a group of hostile warriors, much more intensely than anywhere else on the battlefield. This burst of heat will eventually sap these warriors of their fighting energy. Soon they tire so much that they become sluggish prey, just ripe for the wizard's own forces to cut down.

This spell has a range of 16 inches and can only affect one enemy piece within the awareness ranges of the caster. If successfully cast, the affected piece suffers 1 'Exhaustion Counter', and these special counters' rules are discussed on page 69.

The Third Discipline of Destruction - Inferno Charge

Ether Resistance 2

You would think a wizard of Destruction would be easy to kill in hand to hand combat like any other wizard, but that mistake could cost you your life.

This spell has a range of 10 inches and can only affect one friendly piece within the spells range, which is armed with a hand weapon of some kind. The caster may also even cast the spell upon their own hand weapon. This spell's effects will last until the beginning of the casters next turn.

Once cast the models' weapon becomes magical and makes 'Fire Based Attacks', as described on page 69. Furthermore, this magical weapon adds +3 attacks to the users own stats, and each hit from it will deduct -3 to an enemy's toughness. This magical weapon also increases the bearer's damage range by +4.

This spell cannot be cast on magical weapons. If the weapon this spell is cast upon has a special bonus, it is just combined with the spell's effects.

The Fourth Discipline of Destruction - Dragons Breath

Ether Resistance 2

The wizard inhales deeply, a deep rumbling sound emanating from his chest before he exhales large gout of searing flame, leaving nothing but charred remains in the place of where his enemies once stood.

When cast, the caster breathes fiery breath, as if they were a dragon themselves. Use the 'Fiery Breath Template' found in the 'General Gaming Equipment' folder to work out all the models hit with the blast of fire. All affected models will suffer -1 to their toughness and -1 agility, and suffer 1 damage each. This also counts as a 'Fire Based Attack', as described on page 69.

Note: Like all template weapons, both enemy and friendly models can be hit with the fiery breath template.

The Fifth Discipline of Destruction - Burning Blood

Ether Resistance 3

The wizard bathes his enemies in magical heat energy, burning their forms and boiling their blood in their veins. The Wizards enemies have mere seconds before their internal organs are fried and their skin blisters under the intense heat. This will kill many warriors in a group, and leave the rest gravely injured and unable to continue fighting.

This spell affects an enemy piece within 18 inches of the caster. The affected piece takes 3D3 hits and suffers -1 to their toughness. This magical attack has a damage rating of 1, and makes 'Fire Based Attacks', as described on page 69.

The Sixth Discipline of Destruction - Superheated Weapons (DC)

Ether Resistance 3

The wizard uses energy to heat the opponent's weapons, causing them to drop them and forcing them to fight barehanded.

This spell has a range of 10 inches and can only affect one enemy piece within the awareness ranges of the caster. If successfully cast the affected piece becomes 'Unarmed' (as described on page 71) in its following next round of combat and then the spell will end. When the spell ends the affected piece's weapons are used as normal once more.

This spell also affects character pieces, either out on their own or within a unit, or mounted on a beast. However, all affected characters must take a deviancy check to see if they can resist the heat of their weapons. If they pass,

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they may use their weapon as normal, but if they fail, they cannot use it in their next round of combat.

The Seventh Discipline of Destruction - Explosion (DC)

Ether Resistance 3

The wizard of Destruction is surrounded by deadly foes with every escape route cut off. There is no doubt that the enemy will soon be cutting him down, but suddenly the wizard explodes! Now all those round the wizard are scorched and burnt to a cinder leaving nothing left standing. After the smoke has clear, the wizard just seems to reappear totally unscaved, as if nothing happened.

After casting this spell the caster explodes. Use the **'Large Explosion Template'** found in the **'General Gaming Equipment Folder'** to work out how much damage the explosion will course. The explosion from the wizard will hit all models (friend or foe) within its explosion template. All affected models suffer -2 to their toughness and -2 agility, and this magical attack has a damage range of 1 to 2. Furthermore, the fiery blast from the explosion counts as a **'Fire Based Attack'**, as described on page 69. Before rolling for the explosion damage, the wizard must take a **Deviancy Check**. If the check is passed, all is well and the wizard is unharmed by the blast. If the check is failed, the wizard will also suffer 1 hit from their own explosion.

The Eighth Discipline of Destruction - Leaping Bolts of Fire

Ether Resistance 4

From the Wizard's hand shoots out bolts of fire in volleys, one after the other. So the enemy is not just hit with one fireball, but many, which very few can resist.

This spell has a range of 18 inches and can only affect one enemy piece within the awareness ranges of the caster. If successfully cast the targeted piece suffers 4D3 hits, and all affected models suffer -1 to their toughness. This magical attack has a damage rating of 1. Furthermore, this spell counts as a **'Fire Based Attack'**, as described on page 69.

The Ninth Discipline of Destruction - Tumbling Skies

Ether Resistance 7

The fire wizard casts his mind skywards to rip out a piece of the 'sky' from its place in the heavens, and drives it down upon his enemy. As it tumbles down, it turns into a huge fire ball, which smashes into the enemy ranks, instantly incinerating them in a massive explosion that can be seen for miles around.

The spell may affect any point on the battlefield within 20 inches of the caster's primary sense, their line of sight. The casting wizard may not cast this spell over an enemy unit or even in the middle of one unless they can see over them, because they are set on top of a hill for example. Once cast, mark the desired point of impact of the piece of falling sky with a counter. Roll one direction die and 3D6 and move the marker or counter to the coordinates indicated by the dice just rolled. Any double or treble 5s or 6s rolled means the falling star has landed where the wizard first intended it to land at the marker's original location. Otherwise the piece of sky lands at the new location of the marker. Use the **'Large Explosion Template'** found in the **'General Gaming Equipment Folder'** to work out how much damage the explosion from the piece of sky will cause. All affected models suffer -30 to their toughness and -6 agility, and this magical attack has a damage range of 1-6x5. Furthermore, the blast from the explosion counts as a **'Fire Based Attack'**, as described on page 69.

Disciplines of Base Magic

The First Base Discipline - Look of Death

Ether Resistance 1

The wizard fixes his gaze upon an enemy and gives them what would seem to be a nasty glare. Now, if the enemy is weak of heart, they will drop to their knees dead. If not, it's no more than a nasty face from a funny looking wizard.

This spell can only affect one enemy model at a time, within 20 inches of the caster. Also both the caster and its target must have each other within their own primary sense, their 180° line of sight. If successfully cast, the target piece takes D6 automatic hits. This magical attack has a damage rating of 1.

The Second Base Discipline - Zap!

Ether Resistance 1

The wizard gathers a small ball of magical energy and ZAPS the enemy with it!

This spell has a range of 18 inches and can only affect one enemy piece within the awareness ranges of the caster. If successfully cast the targeted piece is hit D3 times and suffers -2 to their toughness. This magical attack has a damage rating of 1.

The Third Base Discipline - Energize

Ether Resistance 1

The wizard concentrates his mind upon some friendly group of warriors. There strength is failing them after many hours of brutal combat and so the wizard casts a spell upon them. Suddenly, they spring back into life, energised with the wizard's magic and are once again fighting fit.

Select one friendly piece anywhere within 10 inches of the caster. Once cast, the affected piece has all of its **'Exhaustion Counters'** cleared off the board. The rules for 'Exhaustion' are described on page 69.

The Fourth Base Discipline - Slow

Ether Resistance 1

As the enemy charges at the wizard, he thinks they are moving just a little too fast for his liking. So the wizard casts a cheeky spell upon them and suddenly they can hardly move. The wizard on the other hand can still move just fast enough to make good this escape.

This spell has a range of 14 inches and can only affect one enemy piece within the awareness ranges of the caster. If successfully cast the affected gaming piece loses 3 inches of their total move. This spell also affects all the different types of movement an affected piece may have, from fleeing, charging, dashing and marching etc. The affects of this spell last until the beginning of the caster's next turn.

The Fifth Base Discipline - Haste

Ether Resistance 1

It can only be the affects of magic, when warriors can run alongside galloping steeds and somehow keep up.

This spell has a range of 14 inches and can only affect one friendly piece within the awareness ranges of the caster. If successfully cast the affected gaming piece gains 3 inches to their total move. This bonus movement is also added on to all the other different types of movement a piece is capable of, but cannot be added on to its dash move. The affects of this spell last until the beginning of the caster's next turn.

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The Sixth Base Discipline - The Magic Crown

Ether Resistance 1

Hordes of enemies charge into a small outnumbered group of allied warriors. A friendly wizard can see they are surely done for if he does not act now. They need a real leader to emerge and save them from the unforgiving jaws of defeat. But alas, they are no such warriors left in that war torn unit now. So the wizard utters a few magic words and a beautiful golden crown appears on one of the warrior's heads in the troubled unit. Suddenly this man finds himself with a new confidence he never knew he had. He grabs the fallen banner from the bloodied earth, holds it high once more and with pride he calls upon his men to fight on to the last!

This spell has a range of 16 inches and can only affect one friendly piece within the awareness ranges of the caster. If successfully cast the affected gaming piece gains +2 soldiering dice. The affects of this spell lasts until beginning of the casters next turn.

This spell can be cast upon an army's general, but no other piece under their command can use the Magic Crown's bonus of +2 soldiering.

The Seventh Base Discipline - Swiftness

Ether Resistance 1

This simple spell makes a Man as alert as an Elf. So in combat against these magical enhanced men, the sluggish and heavier blows will never hit them, as now they can simply dodge those attacks.

This spell has a range of 14 inches and can only affect one friendly piece within the awareness ranges of the caster. If successfully cast, the affected gaming piece gains +1 agility bonus. Furthermore, if they are wearing heavy armour they will no longer suffer the -1 penalty to their movement and agility save for being armoured in this way. The affects of this spell lasts until the beginning of the caster's next turn.

The Eighth Base Discipline - Great Fortune

Ether Resistance 2

One would surmise that a wizard would have a good grasp of 'Luck', as luck is said to be a magical force of a sorts. Well... one would have surmised rightly, as they often use it to ensure that events play out in their favour.

Once cast, the controlling player of this wizard gains D3 turns of a die. A die must always be turned round in numerical order, either moving it up or down. For instance, on die roll of a 2, the caster spends a die turn and moves the die round to face a 3. The die turns can be used on any die rolled by the caster's controlling player. However, only one die turn can be used at a time on one die. So a die cannot be turned twice or three times at once. Die turns may be spent in both the caster's turn and in the enemy's turn too, but they cannot be carried over into the caster's following turn.

The Ninth Base Discipline - Dispel

Ether Resistance 2

Though Base Magic is seen as a simple discipline, which is easy to master by novice wizards, it holds a great respect in the world of magic. Because, it has the power to stop even the most powerful of mage's spells dead in their tracks.

This spell can be cast directly after an enemy wizard has cast their spell, which means this spell may be cast out of its caster's turn.

Once cast, the enemy's spell regardless of its strength or where it was cast will fail and it will have no further affect on the game, until that spell is cast again.

Note: Just like any other spell, this spell can only be cast once per turn. So when this spell is cast, the caster must wait until the start of their enemy's next turn to recast this spell again.

Note: This dispel spell is still a 'spell', which can have an effect anywhere on the battlefield, which also means it can be dispelled by any or all of the enemy wizards on the board.

Disciplines of Creation

The First Discipline of Creation - Earth Wall

Ether Resistance 1

The wizard musters up the simple mud and stones from the earth of the battlefield, and then fashions them into a basic wall in front of his allies. Though this structure will not stand the test of time, it will last just long enough to slow and hold off a charging enemy for a while.

This spell has a range of 8 inches. It must be within the awareness ranges of the caster and upon a friendly piece that has room to put at a small 'Wall' in front of it. The spell can only affect one friendly piece that is not in combat. If successfully cast, the affected gaming piece has a small stone wall place in front of it. This new magical wall will extend right across the piece's front it is protecting. The new magical wall follows all the normal rules for 'Walls', as described on page 76. These magical walls will either last for one round of combat, or if the piece it is protecting is shot at the wall will immediately crumble away and be removed from play after that shooting phase. Otherwise, if left unscaved these magical walls will last for an entire game.

The Second Discipline of Creation - Stony Path

Ether Resistance 1

Obstructions are no problem for a wizard of this Discipline. For all the mage has to do is channel their magic power into the earth underneath them, and where there was no safe path before, there is now.

This spell can be cast anywhere on the tabletop on some form of natural obstruction. Such as, woods, cliffs, rough ground, streams, rivers, pits, large holes, etc. This spell has no affect on buildings, walls and will not flatten areas of the board, such as hills for instance. Once cast a stone path will appear where the caster chooses to place it. All scenery (barring buildings, walls and hills) underneath will be replace with a smooth stone path. The path measures 4 inches wide and has a length of 8 inches. All stone paths created by with will last for the rest of the game and count as open ground.

The Third Discipline of Creation - Spring

Ether Resistance 3, 4 & 5

The wizard concentrates his thoughts deep underground and forces fresh water to create a spring. This creates a small pond. However, if the wizard puts his mind to it further, he can make it larger and even force it to break its banks, turning it into a new little river.

This spell has a range of 16 inches and can be cast anywhere within the awareness ranges of the caster. If successfully cast, a fresh water spring will appear, which creates a small bit of pond scenery there. If cast again on the same area the spell will have an ether level of 4 to overcome instead and will make pond grow into a large deep water pond. If cast again on the same large pond; the spell will have an ether level of 5 to overcome and will make the pond break its banks, turning it into a stream. Roll a random direction die to determine the flow of the new stream's path across the board, which will run underneath gaming pieces if necessary. If this spell is cast once more on any part of the new stream, at a cost of 6 mana, it will turn into a deep river. Once a river has been created with this magic, this spell cannot be cast again on that same water feature. All new terrain created by this spell is permanent and follows all the rules for its type as described between page 75 and 76.

Note: Any new water feature created by this spell can have the power to slow down pieces or even drown them, in accordance with their rules, as explained on page 75.



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The Fourth Discipline of Creation - The Word of the Ents

Ether Resistance 3

The wizard knows the 'word' of the Ents, or some know them as the Tree Shepherds who heard all the lesser trees of Many. So quietly the wizard utters the ancient and secret word and the trees respond to their new master...

This spell has a range of 16 inches and can be cast anywhere within the awareness ranges of the caster. If successfully cast the chosen area of the board will immediately grow D3 trees. If more than one tree is created, the new trees must be grouped together, approximately 4 to 5 inches apart. If 3 or more trees are group together it creates a small woody area. Alternatively, this spell can be used to permanently remove D3 trees from a woody area of the board instead.

Added or removing trees will never harm gaming pieces occupying that area at the time. All new terrain created by this spell is permanent and follows all the rules for its type, as described between page 75 and 76.

The Fifth Discipline of Creation - Earth Spike

Ether Resistance 3

The wizard's mind delves beneath the earth and pulls up at great speed a huge stony shard, which has never seen the light of day before now. When the stone shard pierces through the earth, it stands taller than most trees and its tip is sharper than any Dwarf or Elf sword. Any monster or great demon that is underneath it when the shard springs up, will find themselves impaled upon it, before it sinks back down into the earth.

This spell has a range of 16 inches and can be cast anywhere within the awareness ranges of the caster. If successfully cast, place a marker down at the selected point and roll 1D6 and one direction die, and move the marker to the new coordinates indicated by the dice just rolled. However, on the roll of a 6 the marker is not moved and stays where it is instead. The marker is where the Earth Spike will pierce the ground and automatically hit once whatever is just above it. If the Earth Spite hits a mounted beast piece, it will always hit the beast and not the rider. A struck piece will suffer one hit that deducts -6 from their toughness and this magical attack has a damage range of 1 to 3. After the Earth Spike's affect have been worked out, it will sink back down into the earth again and have no further affect on the game.

The Sixth Discipline of Creation - Great Growth

Ether Resistance 4

Using his magic the creation wizard whips up a strange cloud, which rains down liquid mana that pushes up new growth. Instantly, these new plants grow and entwined round whatever is underneath them at the time. Though not life threatening, it will take a good while for the men to free themselves from these troublesome weeds.

This spell has a range of 18 inches and must be cast within the caster's awareness ranges. Once cast, the target halves its movement and cannot shoot or cast magic until it can cut themselves free from the troublesome weeds. The affects of this spell end at the beginning of the caster's next turn, where the affected piece cuts themselves free from the weeds.

The Seventh Discipline of Creation - Earthquake (DC)

Ether Resistance 4

The creation wizard turns his deep mind to the group underneath his feet and suddenly it begins to rumble and shake violently! This causes the wizard's nearby enemies to stagger and fall over, which breaks their formations up into nothing more than shamolic rabbles. Now with the enemy in disarray, this is the time to push forward and crush them!

This spell has a range of 16 inches and affects all enemy pieces within its range. If cast, all affected pieces must take and pass a **deviancy check** or

suffer from 'Flimsy Ranks'. The affects of this spell last until the beginning of the caster's next turn.

The Eighth Discipline of Creation - Raising Earth (DC)

Ether Resistance 5

The wizard summons forth all of his magical might and the ground around him miraculously raises up, and a new hill is born.

This spell has a range of 8 inches and can be cast anywhere within the awareness ranges of the caster. If successfully cast, a small hill will appear, roughly 6 inches wide and 8 inches long, and placed down on the board. If there are any gaming pieces occupying a space where a new hill is created, they must take a **deviancy check** immediately. If failed they must flee, but if passed they simply rise up with the birth of the new hill underneath them, remaining where they are and unharmed. This spell may not be cast on another hill on a board. However, this spell may be cast next to an existing hill, and will join the two together forming one wider hill.

All new terrain created by this spell is permanent and follows all the rules for its type as described between page 75 and 76.

The Ninth Discipline of Creation - Abyss (DC)

Ether Resistance 5

The creation wizard conjures up a large hole as deep as his mind, which would seem to be bottomless... Needless to say, any soldiers who fall into it are never seen again without a trace...

This spell has a range of 10 inches and can be cast anywhere within its caster's awareness ranges. If successfully cast, place a marker down at the selected point and roll 1D8 and one direction die, and move the marker to the new coordinates indicated by the dice just rolled. However, on the score of an 8 the marker does not move and stays where it is. Wherever the marker lands a bottomless whole will open up and swallow whatever is above it. The hole has a radius of half an inch. All affected models, which cannot fly underneath the whole will fall into it and be killed outright, and so must be removed from play for the rest of the game. Flying models are still at risk of falling into the whole too, so they must take and pass a **deviancy check** or be killed outright. If a model has a bigger base than 50x50mm, it is too large to fall into the hole, so is unaffected by this spell. After working out all damage caused from this spell, if any, the hole will close up again and have no further affect on the game.

Disciplines of Battle Magic

The First Discipline of Battle Magic - Fists of Fury

Ether Resistance 1

The battle mage summons up his magic and infuses it into his body, which excites every fibre of his being with magical speed and agility. In combat this magical boost allows the battle mage to release a flurry of attacks upon his victim at lightning speed, which would overwhelm most opponents and beat them into submission.

This spell may be cast upon the caster themselves or any accompanying group of models. However, the affects of this spell can only affect one model at a time. The targeted model gains +D3 attacks. The affects of this spell last until the start of the caster's next turn.

The Second Discipline of Battle Magic - Blood Spirit

Ether Resistance 1

The Battle Wizard calls forth a spirit of a once great warrior to infuse him and others around him with the skills and experience that spirit of war built up over a lifetime of bloody combat.

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This spell may be cast upon the caster themselves and will also affect any accompanying group of models. Once cast, the affected piece gains +1 combat rating, which can be added on to any other bonuses or modifiers the model may have. The effects of this spell last until the start of the caster's next turn.

The Third Discipline of Battle Magic - Thunderous Blows

Ether Resistance 2, 3, 4 & 5

The wizard focuses all of his mighty magical fury into one fantastic attack, which could knock a Giant down cold stone dead! This is the true might of Battle Magic, so beware all those who would underestimate a Battle Wizard in combat!

This spell can only be cast upon the casting wizard himself or a friendly character within 6 inches of them. Whatever model this spell is cast on will do X amount of extra damage in life points in combat upon its target. The casting side must choose the spell's ether level to overcome by selecting what it will be cast on, from 2 to 5. Underneath is the Thunderous Blows Damage Chart, which indicates how much damage the affected model will do in combat if this spell is successfully cast upon them.

Ether Level 1 = X2 damage in life points

Ether Level 2 = X3 damage in life points

Ether Level 3 = X4 damage in life points

Ether Level 4 = X5 damage in life points

The effects of this spell will only come into play during the affected character's next round of combat. After that round of fighting has passed, the piece will fight as normal once again.

The Fourth Discipline of Battle Magic - Invigoration

Ether Resistance 2

The Battle Mage sees his warriors battered, bruised and exhausted after much bloody fighting in battle. So the wizard summons up his magical powers to steal away the enemy's vigour to bestow upon his own men in battle instead. This restores his men's energy, whilst exhausting the enemy and leaving them vulnerable to attack.

This spell can affect any friendly piece on the board that has suffered an exhaustion point. Once cast, the affected piece removes 1 exhaustion point and puts it on one enemy piece nearest to the casting wizard.

To clarify the full effects of this spell. This spell has the power to remove the penalty of exhaustion from one friendly piece and force one enemy who is nearest to the caster to suffer from 1 exhaustion point. Bare in mind, if the enemy builds up 4 or more exhaustion points, they will suffer from the full effects of exhaustion as normal.

The Fifth Discipline of Battle Magic - Battle Cry

Ether Resistance 3

The wizard releases a magical battle cry, which carries across the battlefield far and wide. All who hear his call to arms strengthening their resolve in battle and will fight longer and harder than ever before.

Once successfully cast all allied units within 8 inches of the casting wizard gains +2 battle stress dice. The effects of this spell last until the caster's next turn.

The Sixth Discipline of Battle Magic - Blinding Strikes

Ether Resistance 3

With a wave of the hand, a nearby warrior becomes blindingly fast at striking down his foes. Many men would swear blind his sword never left his side, even as foes fall before him.

This spell can be cast on any friendly piece within 8 inches of the caster. Once cast, the affected piece's attacks are resolved before the enemy's in their next combat phase. Afterwards the other side will make their attacks, but all the enemy models slain cannot roll out their attacks in that combat. The effects of this spell last for one combat phase and then ends.

The Seventh Discipline of Battle Magic - Fire Salt

Ether Resistance 3

Fire Salt is salt that has been blessed with the essence of fire. Battle Mages are the most known to create their Fire Salts to use on battlefield against their enemies.

In battle, the mage will cast this magical substance out into the air around a particular bloody combat. The Fire Salt will seep into all the enemy's open wounds, which makes them cause even more excruciating pain than before. This hurts so much that most warriors will turn tail and flee out of combat, just to get themselves free of the burning clouds of Fire Salts release by a Battle Mage.

Once cast, all enemy pieces within 6 inches of the caster will suffer double battle stress for all the life points they suffer whilst this spell is in play. The effects of this spell will end at the beginning of the caster's next turn.

The Eighth Discipline of Battle Magic - Blood Lust

Ether Resistance 4

The Battle Wizard's blood boils up with a hate full rage for the enemy all around him. The incensed mage fuses his rage in to a spell and casts it upon himself and his band of brave allied warriors. This fills their vanes with blood lust for the enemy and they are now eager and ready to lash out at them and cut them down in a frenzied rage.

This spell has a range of 8 inches and can be cast anywhere within the casters awareness ranges. This spell may even be cast on the casting wizard himself and affect any models he is with. Once cast, the affected piece gains the special ability to go into 'Frenzy' for the rest of the game. The rules for this psychology are described on page 65 of the Three Plains rulebook.

The Ninth Discipline of Battle Magic - Ultimate Warrior

Ether Resistance 5

With a deep breath and a prayer to the greatest god of war, Mega, the lowly Battle Mage successfully invites the ferocious fighting god to bless his body and mind in the ways of war. This turns the once humble battle mage into an ultimate warrior in combat. Now, his blade will always strike true, hard and only needing one hit to kill any who dare oppose him in battle. This spell can be cast on any character piece within 6 inches of the caster, which includes the wizard themselves. Once cast, the affected piece gains +3 combat rating, -3 to an opponent's toughness save and increases their damage range to 1-3x2. This spell's effects last until the beginning of the caster's next turn.

This spell's can be combined with other magical and none magical attacking bonuses an affected character may have.

APPENDIX 13 – THREE PLAINS MAGIC ITEMS LIST

The following rules describe all the magic items that are available to be used in a game of Three Plains.

Magic Weapons

1. The Mace of Oblivion at 160pts

This mace's power is simply legendary! A blow from this oh so mighty mace totally destroys anyone or anything it strikes. Even to be merely touched with the head of this mace will send your very essence to oblivion!

Some say its power was never meant for this plain, but there are others who say the Creator himself left it here as a deterrent to all the Lower Plains, as there would be little else to stand against them, if they found a way to rise up once more.

Ironically though, more have died fighting for the possession of this supreme weapon than have ever been slain by it...

The Mace of Oblivion is counted as a hand weapon with the following special rules.

Each hit from this mighty weapon deducts -10 to its target's toughness and it increases its bearer's damage range by +5x3. Furthermore, this weapon also completely cancels out its target's magic bonus in its save.

2. The Twin Blades of Hellfire at 140pts (Two Magical Hand Weapons)

These dark and retched swords are said to be forged in the very bowels of the Lower Plains somewhere. They were left behind from the Dark Rising long ago, but the extreme heat they were once forged in can still be felt to this day.

These magical blades are treated as two hand weapons with the following special rules.

Each hit from these this mighty blades deducts -10 to its target's toughness, and these weapons also cancel out all toughness bonuses an enemy might have. Furthermore, this magical weapon increases its bearer's damage range by +5x2.

This weapon makes 'Fire Based Attacks', as described on page 69.

3. Fiery Thunder Sword of Trident's Rage at 140pts

This magical weapon was cast down from the Higher Plains in a fit of rage by Trident, when his noble banner fell under the foot of Dorackus' rampaging Demons.

Born out of a god's pure anger and rage, this magical sword spits out bolts of fiery energy at the wielder's foes, burning them to ashes and sending any lucky survivors running. This sword really is the manifestation of a god's rage...

As the magic items list is so big now, all items have been put in order of their point's value and divided into five different colours for each kind of item.

Magic Item Colour Key

Magic Weapons
Magic Armour
Enchanted Items
Arcane Items
Magic Command Items

This magical sword is treated as a hand weapon with the following special rules.

This sword shoots D6 fire bolts with a range of 16 inches. These magical attacks have a damage rating of 1. If the bearer of this sword is in combat, the sword will still shoot, but can only hit the enemy it is in combat with. Successful hits must be distributed as normal missile hits are upon a group of models; and so cannot be directed upon an individual within a unit for example.

Furthermore, each melee hit from this mighty blade deducts -6 to its target's toughness, and it increases its bearer's damage range by +3.

This weapon makes 'Fire Based Attacks', as described on page 69.

4. The Flail of Famine at 140pts

Found in the tomb of Appquale. This insidious, but somehow beautiful and enchanting weapon has left a stream of dead tomb robbers, bandits and villains in its wake, as it passed from one pair of hands to another.

None of them knew of this weapon's curse. It is said that it feeds from the life force of those closes to it, until they are drained completely, leaving them very much dead.

This weapon counts as a flail with the following special rules.

With each kill made with this weapon, the bearer must roll a D6. On the score of a 1 to 4 nothing happens, but on a 5 to 6 the entire piece (if it is not killed) suffers +1 exhaustion counter. This affects the entire piece, so if a kill is inflicted upon a group of models, the entire piece gains an exhaustion counter, including any character models accompanying that group.

5. The Blades of Fire & Ice at 130pts (Two Magical Hand Weapons)

These are twin magical blades that both have the awesome power to devastate any foe in combat. Though these weapons are identical, their magic powers are not. One burns like the sun and the other is as cold as icy death.

To take a hit from any of these mighty blades can be so deadly that most will either freeze to death instantly and shatter into a million pieces, or be incinerated by fire.

The Blades of Fire and Ice count as two hand weapons with the following special rules.

In combat, hits from these blades cancel out -3 agility and toughness to an enemy's save, and count as 'Fire Based Attacks', as described on page 69. Furthermore, these weapons enhance their bearer's damage range by +3x2 in combat.

6. The Blazing Blade at 130pts

Rather than holding a sharpen blade, it looks more like you have a raging inferno of flames in your hand... That's because that is exactly what you have before you when you wield this weapon in battle!

This magical weapon is counted as a hand weapon with the following special rules.

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Each hit from this mighty blade deducts -6 to its target's toughness, and it increases its bearer's damage range by +4.

This weapon makes 'Fire Based Attacks', as described on page 69.

7. Bludgeoner Bill Spiked Club at 125pts

Some robbers once got wind of a tall tale about an Ogre called Bludgeoner Bill. It was said that he single handedly slayed over 1000 Goblin raiders, and in doing so, unintentionally saved a village nearby.

After the battle, Bludgeoner Bill soon died of his horrific wounds, but was found by the villagers who out of gratitude buried him.

The Robbers who were intrigued with this tale decided to investigate and found Bludgeoner Bill grave, and alongside a huge Ogre's skeleton laid his mighty spiked club.

It turned out that Bludgeoner Bill's Spiked Club was found to be magical, which explained how he killed so many well armed Goblins in battle on that day.

Now on the black market, it would not be long before it would be taking even more lives again soon.

The Club counts as a single hand weapon with the following special rules.

The bearer of this magic weapon doubles their attacks with each hit negating -2 from an enemy's toughness. Furthermore, the carrier of this weapon and any accompanying group becomes immune to the affects of being 'Overlapped' in combat, as described on page 43.

8. The Black Ivory Lance 115pts

The magic of Necromancy can take life as well as it can reanimate it and this artefact is a grave reminder of this.

Forged in a rare alliance between Necromancers and Dwarfs, this twisted and evil magical weapon has the power to steal away even the most resistant souls upon the battlefield, if they are unlucky to take a single wound from its deadly tip.

The Black Ivory Lance counts as a lance with the following special rules.

This dark magical lance has the 'Fatal Blow' special ability against all 'living' character, infantry and cavalry models. The 'Fatal Bow' special ability is fully described in the Three Plains Rulebook on page 68.

9. The Skull Flail at 110pts

Nobody knows where this flail originated from, but many cite it as the work of demons as the skulls mounted upon it chatter and cackle loudly as it is swung, pulling at the souls of those who stray too close to its bite.

This magical weapon counts as a flail with the following special rules.

This magical flail gives its bearer +2 'Fear' and all attacks made with it count as 'Ethereal Attacks'. However, this weapon only works on Living pieces. Against demons and undead it counts as a regular magical flail.

'Fear' is explained on page 66 and 'Ethereal attacks' are explained on page 70.

10. Sword of Elements at 100pts

This powerful magic sword is said to work with the Elements of this world, Water, Earth, Wind and Fire. Other than that, nothing else is known about this great and mysterious weapon.

This magical sword counts as a normal hand weapon with the following special rules.

This magical blade cancels out -5 to an enemy's toughness, and it also negates all toughness, magic or agility bonuses its victims might have.

11. The Crimson Gouger at 100pts

Wounds taken with this blade weep profusely and cannot be healed through normal means, but it is its crimson coloured metal which no one can explain... Though many would wager their weight in gold that it is because of the blood of its victims, which somehow become part of it, dying the blade ever deeper crimson with each life it takes.

The Crimson Gouger is a two handed weapon with the following special rules.

Models hit with the Crimson Gouger suffer -4 to their toughness. Furthermore, once an enemy is damaged by this weapon, they lose D3 life point automatically at the beginning of each of their movement phases. As expected, when the model loses all of its life points, it is slain and removed from play for the rest of the game.

12. The Sword of the Gods at 100pts

It is said, just by holding this mighty blade, is to move one step closer to becoming a god!

The Sword of the Gods counts as a normal one handed weapon with the following special rules.

All the bearer stats are boosted up by 2 point each. However, this does not include the bearer's save bonuses, such as: magic, toughness, resistance and agility.

13. The Great Hammer of Emaic at 90pts

This great hammer once belonged to Emaic, who lived long ago, back when the Elves lived in many peaceful Kingdoms across Many and were the other half of the Old Powers along with the Dwarfs. This was way before the Elves merged into one huge empire and changed their ways forever.

Emaic was a great general and led the Old Powers through many campaigns against the Demon hordes which would rise up and plague the lands of Many. On the battlefield he would always carry his mighty war hammer, and in this time, he destroyed many a foul demon with this immense weapon.

Eventually Emaic fell at the hands of the Green Bloods' rise to infamy, as he greatly underestimated the Orcs' cunning and bloodlust in battle. Emaic never thought they could match his old foes the Demons' prowess on the battlefield, but he was very wrong indeed, as the Orcs would later prove they would vastly grow in strength and numbers, and then shatter the Old Power's grip on Many forever.

This weapon counts as a great hammer with the following special rules.

The bearer of this magical weapon gains +3 attacks in combat.

14. The Halberd of Defiance at 90pts

When Hadrian and Lysander Herlanceia's greatest sons were born, their arrival to this world was marked by two twin comets. The people of Herlanceia believed them to be the eye's of Ronnic passing harsh judgment over the Elves and their brutal occupation of them. Their beliefs were soon justified, because as soon as the comets crash down, the boys were born, which set into motion the beginning of the end of the Imperial Elves reign of terror over the people of Herlanceia.

Once Herlanceia was free, many attempted to seek out the remains of the comets, but only a tiny fragment was recovered. This blessed artefact was forged into a mighty Magical Halberd, which for a long time symbolise Herlanceia's freedom and defiance against the Elves' rule.



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The Elves, who believe themselves to be gods on the Middle Plain where so angered by the men of Herlanceia defiance, that they stole this holy weapon from them. This reminds the Herlanceians that their freedom must be safeguarded at all times, or risk becoming slaves again.

The Halberd of Defiance counts as a normal halberd in combat, with the following special rules.

The bearer of this magical weapon gains +2 'Bravery' and +4 combat rating up to a maximum of 10. The rules for 'Bravery' are explained on page 66.

15. The Soul Stealer at 90pts

For all those who face the bearer of his accursed sword is blighted by fear, because to be struck down with this blade is to become its servant for eternity, trapped forever within it...

The Soul Stealer counts as a normal one handed weapon with the following special rules.

The bearer of this weapon gains +2 'Fear', as explained on page 66.

16. Halberd of the 1st Judge at 90 at pts

There is a legend of a great and mighty artifice called the Sword of Grazzical, which if possessed by anyone would give them the power to rule over the Middle Plains and maybe beyond. However, this old legend also tells of 8 supreme warrior judges, which trials those by combat to the death that wish to take the awesomely powerful artefact for themselves.

It is believe by some that only one of these supreme warrior Judges has ever been defeated in combat, but Taffious the hero who bested him was so badly wounded that he had to returned home after the battle, where he later died of his horrific injuries. With Taffious near death, most would have thought him mad with his grand claims, if it was not for him managing to bring back this magical halberd, which according to the legend of Grazzical could only belong to the 1st supreme warrior judge.

Even at the end of Taffious' life he kept the location of the Sword of Grazzical a secret; maybe he thought he would survive and one day return to face the remaining judges... but instead he died, only leaving this magical weapon behind, as evidence of his grand claims.

After the hero's death, many have search for this great artifice, but all have failed and very few have returned, leading most to believe that it's just a myth, but no one can dispute the existence of the 1st Judge's Halberd.

The 1st Judge's Halberd counts as a normal weapon of its type in combat, with the following special rules.

This magical weapon will succeed to overcome an enemy's save on nothing less than a 4+, regardless of how high its target's toughness, resistance, magic or even agility saves are. Furthermore, the bearer of this weapon gains +2 to their damage range in combat.

17. Crystalline Swords at 85pts (Magical Great Blade)

Crafted from the Blue Crystals from the lands which lie within the Elf Imperial Empire, Crystalline Swords are powerful magic weapons capable of causing terrific harm to any who suffer a wound from its edges.

Though a common magical blade amongst the Elves folk, a few Crystalline Swords have over the years found their way into other enemy armouries. Thus, a few of these terrific swords have even claimed Elven blood now over the years.

A Crystalline Sword is treated as a great bladed weapon with the following special rules.

The carrier of a Crystalline Sword adds +1 attack and +3 to their combat rating.

An Elf player may take this magic blade as many times as they wish at a cost of 75 points each, instead of 85 points.

18. The Fang of Fallax at 80pts (Magical Lance)

When Fallax plummeted to the ground after being struck down by the heavens, Many gathered at his corpse and plundered what relics they could. Many of the items plundered have now been turned to ash in the flame of his descendants, but a few still remain upon the middle plain.

These items have become great relics of the great Fallax's power that still mould the Middle Plain to this day. The most common of these relics are the Fangs of Fallax, great lances that unleash gouts of flame as they strike their unfortunate foes in battle.

The Fang of Fallax counts as a lance with the following rules.

For each successful charge the bearer of this weapon makes into combat, place down the 'Flame Template' directly in front of them and on top of any models that may hit. Each model, friend or foe hit by the flame temple will suffer 1 automatic hit each and suffer -1 toughness and agility to their saves. After working out the flame template's damage, go on to work out the lances attacks as normal.

All Dragons and Drackin will 'Hate' the bearer of this item, and Drackin armies and others that have a Dragon within it cannot use this item.

19. Flail of Cazzeamer's Eye at 80pts

Some say that this flail can see things that the bearer can't. Others think it gives its wielder the ability to see what's to come. Most don't care though how it works, but that it does.

This weapon counts as a flail with the following special rules.

The bearer gains +5 to their combat rating up to a maximum of 10.

20. The Headman's Axe at 80pts (Magical Great Blade)

For over four hundred high moons this grim tool of the headsmen has done its duty, cutting off countless heads, anyone from thousands of lowly peasants, to the highest of nobles, and always with a single chop.

This weapon follows the normal rules for great blades, with the following special ones below.

All wounds caused by this magical weapon in combat are multiplied by 5.

21. The Blade of Death-strength at 75pts

This is another creation from the foul under dwellings of the industrial Goblins.

This blade seems to feed of death itself and gathers strength with each life it takes, until it becomes unstoppable!

This blade is counted as a normal hand weapon with the following special rules.

For each kill the bearer of this blade inflicts, roll a D6, and consult the chart underneath and add the result on to the bearer's stats.

1 - 3 = nothing happens

4 = restores + 1 life point

5 = -1 to an enemy's toughness

6 = +1 attack

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Note: It is a good idea to keep a note maybe in the form of a scrap of paper of just how powerful the bearer of this weapon becomes. Otherwise, it can be quite difficult to keep track of just how many bonuses the bearer of this blade builds up.

22. The Blue Blade of Jaykaz Long Beard... at 75pts

"Dam um! Dam um all down to the last Plain. Them dirty low down magic tricksters, I hate them all! Well wait until you get a load of my Blue Blade, ha, then we won't be so clever will we ha ha ha..." says Jaykaz Long Beard... in his workshop, working late into the night, deep within the Iron Mountains.

The Blue Blade is a one handed weapon with the following special rules.

All enemy magical weapons which are in base contact with the bearer of the Blue Blade are nullified. Instead, the once magical weapon must be used as a normal mundane weapon of its type.

This weapon may be taken more than once, but will double in cost each time the same side uses one of these items.

A Dwarf player may take this magic blade at a cost of 65 points, instead of 75 points.

23. The Beast Butcherers Twin Blades at 75pts (Two Magical Hand Weapons)

Be it Pig Hide, Ogre Skin or Dragon Scale, it does not matter to these twin blades, they slice through them all with ease!

The cleavers count as two hand weapons with the following special rules.

When attacking any beast piece with these blades, deduct -5 to their toughness save and increase the user's damage range by +5. Otherwise, the Beast Butchering Blades has no special affect against all other types of pieces, other than adding the standard +1 attack for using two hand weapons in combat.

24. The Widow Maker at 75pts (Magical Flail)

The Widow Maker is a large black spiked flail, which is drenched in blood and still has the flesh of its victims' hanging off it. During battle the bearer of this weapon wades deep into the enemy ranks. As they go they swing this mighty weapon around them, killing scores and sending their blood and guts flying everywhere!

The Widow Maker counts as a normal flail with the following special rules.

The bearer of the Widow Maker gains an extra D6 attacks, but must always fight on foot and can never be part of any kind of group of models on the battlefield.

25. The Great Un-forgivers at 75 points (Two Magical Hand Weapons)

Toosha and Himore were once two kingdoms that warred against each other for many high moons. Both the kingdoms could not afford to continue this war, as it would mean their eventual ruin.

So, a marriage between Toosha and Himore ruling royal families was arranged to end the war and bring both sides together.

At first the union between them worked. In fact, the new queen of Toosha and her husband the king of Toosha loved each other so much, that many said that no other pair could match their love upon this plain. However, the Queen was an insanely jealous woman, and as she aged and her beauty waned, her jealousy got out of hand. At first the queen demanded that no serving maidens were to be aloud within their castle. After she got her way, she then demanded that no women were allowed to attend their royal court. After

more time, all women in the kingdom were forbidding to leave there homes. The only woman in the king's and queen's life now was their own daughter, who grew in beauty every day. Eventually though, the princess was poisoned, most believed by her own mother the queen. This devastated her farther, as the king loved her very much.

The murder of his own daughter was the last straw for the king and he decreed her death! Even though he still loved her he knew this madness had to end, even if it meant war with Himore again.

The king had hoped for a swift death, but the queen fled back to her own home kingdom Himore, were her aged farther declared war on the king, and both nations wage bloody conflict against each other once more. Neither side would win, as both kingdoms practically destroyed each other in the Tears of Blood War, as it became known.

Throughout this long war, both the queen and the king grew to despise each other more and more. This hatred that was once born out of passion became fused into their swords they used in battle.

In the final battle, after both sides had devastated each other, the king and queen met in person for the last time. As the king meted out justice to his wife by killing her, she said "I just didn't want to lose you my love, as I love you, and still do very much so my sweet king".

With his queen dying in his arms, the king was overcome with sadness and took her blade and slit his own throat so that they could be together again in the hereafter.

There is nothing left of the king and queen's legacy, just these two hate filled blades, and whoever wields them together in combat will feel both of their intense emotions of hate, anger and rage, making them unstoppable in battle.

The Unforgiving Blades count as two hand weapons with the following special rules.

The bearer of these weapons, suffer from 'Frenzy', 'Hatred' and gains a 'Fatal Blow' against all character pieces in the game. The special rule for 'Frenzy' are on page 65, 'Hatred' on page 65 and 'Fatal Blows' on page 68.

26. The Sword of Forever Striking at 70pts

The Sword of Forever Striking gives its bearer the ability to throw out a thousand stabs and slashes at once, all amazingly in the blink of an eye.

The Sword of Forever Striking counts as a normal one handed sword with the following special rules.

The bearer of this sword receives an extra D6 + 1 attacks in combat.

27. Zereener's Reclaimer at 65pts (Magical Flail)

As the hordes of green skins fell upon Lord Jade, the kind and loving god of Zereener witnessed his bravery and determination against the wild filthy masses trying to tear him to shreds. So she, the beloved god of life descended down from the heavens to his aid and blessed his Flail to give it the power to reclaim life in battle.

The wild hordes hacked and ripped apart Lord Jade's flesh, but for each vile creature he struck down, his wounds would instantly heal, allowing him to go on fighting until they were all dead at his feet.

Zereener's Reclaimer counts as a normal weapon of its type in combat with the following special rules.

For each life point caused by this magical weapon upon any model in combat, its user will heal back one life point of their own. The bearer of this magical weapon can never heal back more life points than they original had at the

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start of the game. Furthermore, the user of this weapon can ever suffer from 'Exhaustion', as described on page 69.

28. The War Hammer of Obliteration at 65pts

A grand weapon indeed, which stands as a testimony to Gambits...' skill as a Magic Weapons Smith. The hammer's might is such, that it is sometimes known as the Castle Smasher, as no wall can stand against blows from this devastating magical hammer before they come tumbling down under its power.

The War Hammer of Obliteration counts as a normal one handed weapon with the following special rules.

Each hit of this weapon deducts -4 from its victim's toughness and it increases its bearer's damage range by +1.

A Dwarf player may take this magic weapon as many times as they wish at a cost of 60 points each, instead of 65 points.

29. The Wicked Blade at 65pts

Many lesser heroes will not take this vengeful and spiteful weapon into combat, as it will punish all those who fail to satisfy its unquenchable lust for making the perfect kills in hand to hand combat.

This weapon counts as a hand weapon with the following special rules.

Each hit from this evil blade deducts -5 to its target's toughness, and it increases its bearer's damage range by +2. However, if the bearer of this blade misses all of their attacks, then they must immediately attack themselves with this unforgiving weapon!

30. Father Arturon's Blessed Spear of Light 65pts

When a war band of demons rose up and terrorised the lands of Many, High father Arturon gathered his crusaders together and sanctified his spear in a desperate last stand before the demons could reached the main land cities.

Arturon died of his great wounds from that epic battle, but he saved the day. In battle and gravely wounded, Arturon fought with the great Daemon leading the invasion. With a final prayer, he thrust his mighty spear into the Demon's heart and the foul beast's entire war band vanished!

The damage this magical spear can do to the unholy makes it a valuable asset to have against the ongoing threat of demons and undead hordes attacking this plain.

To this day, Arturons ancestors are still looking to reclaim his spear, but it moves from armoury to armoury across the Middle Plain making it nearly impossible to reclaim now.

This magic weapon counts as a spear with the following special rules.

The bearer of this magical weapon counts as having the 'Holy Warrior' rule, as described on page 70. Additionally, all hits that overcome a demon or undead model in combat, lose -3 magic from their save.

31. The Shooting Star at 65pts (Magical Flair)

This flail is slightly warm to the touch and glows dimly. Its full effects become apparent when used in battle, as for every enemy this mighty weapon strikes down its heat increases and it glows ever more brightly until there is an explosion of energy, which leaps forth and strike whoever is in its path with fiery burning energy.

This magical weapon counts as a flail with the following special rules.

For every enemy hit this weapon builds up 1 charge, and when it has built up 4 charges, the flail shoots forth an energy bolt strait forward, which hits all

models in its path. Every model hit by the energy bolt will suffer -2 toughness to their save. The energy bolt will continue to move right across the board until it leaves the playing area.

32. The Unlucky Doppelhander at 65pts (Magical Great Blade)

Skeeter's latest failures have questionably endangered more lives than they have saved, but few generals complain so long as they endanger more enemy lives than those of their own men. This large two-handed sword was brought to Skeeter to be enchanted with luck to protect its bearer. But due to a botched inscription, the Sword instead brings misfortune on those whom wield it and those who stray too close to the Wielder. As much as many a soldier would love to have Skeeter hanged for his "services", few ever truly voice their protest in fear of being made to wield this sword.

This sword counts as a great blade with the following rules.

All models (friend or foe) in base contact with the bearer of this magical sword have their magic saves reduced to nothing, for as long as they are in base contact with them.

33. Wyvern's Blood at 60pts

Wyvern Blood is highly toxic to just about anyone who comes into contact with it, apart from Wyverns of course.

Most of the supplies of Wyvern Blood comes from the Black Lands and it is often used by Goblins to poison their rivals. However, most Wyvern Blood is used in battle by coating it on one's blade, making that weapon far more deadlier than before.

Wyvern Blood can only be coated on a none-magical hand weapon, but this can be any kind, such as a great hammer or halberd for instance. Once coated in this magical blood, the weapon then counts as magical, which does 'Level 5 Poisoned' attacks. The rules for 'Poison' are fully explained on page 68.

34. King Rodney's Blessed Mace at 60pts

King Rodney, one of the many old County Kings of Herlanceia before the time of the Elves' enslavement, would always lead is men through many victorious battles, even when the odds seemed heavily stacked against him.

Some say his victories where down to his skill as a general, but others argue it was due to his lucky mace, which had been bless by the Grand Ronnic of the day, Ronnic Tanmore. What is true, every battle Rodney won he was carrying his blessed mace, and his last was the one he fought without it.

King Rodney Blessed Mace counts as a normal one handed weapon with the following special rules.

The bearer of this magic weapon and the group of models they are accompanied may re-roll all failed rolls to hit in combat once.

35. The Tornado Flail 60pts

This magical flail can be swung so fast that no man nor beast can even see it move as it twirls around its bearer at great speeds. If used correctly, the very air around the bearer can turn into a twister, hitting all enemies with an unstoppable flurry of blows, which even the most agile of creatures cannot hope to dodge.

This magical weapon counts as a flail with the following special rules.

On top of the bearer's standard attacks with this magical flail, all enemy models in base contact are also hit automatically once again with this weapon. These automatic hits count as normal flail attacks. Furthermore, if the bearer of this weapon is unaccompanied on the battlefield, all shooting and combat rolls to hit the bearer of this magical weapon suffer -1 to hit them.

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This magical weapon cannot be taken by a character riding a beast or war machine into battle.

36. The Swordfish Lance at 60pts

A long beautifully crafted silver lance, that looks more like a piece of art rather than a weapon of war, but make no mistake, it is a deadly magical weapon!

The Swordfish Lance is treated as a normal lance with the following special rules.

For each kill scored with the lance, the bearer gains an extra attack, up to a maximum of 8.

37. The Gallel Lance at 60pts

Once exclusively used by the Elf imperial armies, Gallel Lances have now found their way into rogue trader's hands. This is thanks to them being left behind after countless battles by their vanquished Elf masters.

Though plentiful now, Gallel Lances are still sought after, because of their brilliant ability to pierce nearly all armour and cause unbelievable amounts of damage to their victim's.

This weapon counts as a normal lance with the following special rules.

When this magical lance is used on a charge, all the damage it causes is multiplied by 6. For instance, if the bearer of this lance does 2 life points of damage upon its victim, it would be increased to 12 after adding the lance's magical bonus.

An Elfin player may take this magic lance as many times as they wish at a cost of 50 points each, instead of 60 points.

38. The Splitting Arrow at 60pts

How can a single man release just ONE arrow up into the sky and hundreds rain back down upon his enemies; it can only be magic...?

This arrow head can be used with any type of bow (never a crossbow), but it can only be used once during a game. Before rolling to hit and overcoming saves, roll a D4 and whatever the score is consult the chart underneath to see how many times the arrow will split.

Splitting Arrow Chart

- 1 = 1 shoots (fails to split)
- 2 = 10 shoots
- 3 = 20 shoots
- 4 = 30 shoots

Whatever the amount of shots scored on the chart equals how many times the arrow has split, and will be the amount of shots released by the shooter of this arrow. From there, go on to roll to hit and overcome saves as normal.

When the arrow splits up it turns into a horde of missiles which scatter apart from each other. Therefore, if the Splitting Arrow is targeted at an individual model with a base no bigger than 30x30mm it will only hit that model D6 times instead.

39. Berker's Hammer at 60pts

Well before the time of the Orc's banishment, there was once a mighty Orc Bull, called Berker. He plagued all of the main lands of plenty at the time, which included the mighty Elf Union.

Unlike most headstrong bulls, Berker wisely chose never to face the Elves (or anyone) in open battle, so the Elves had to set a trap for Berker, to finally put an end to his bloody raids. However, the Elves soon found that Berker was more than a match for any Elven hero who dared to stand against him. Yet, one Elf did manage to cut off his arm, which was holding Berker's awesome

magical war hammer. Even though he was now mortally wounded, Berker managed to fight his way out off the battlefield, but was never heard from again.

This magical weapon counts as a great hammer with the following special rules.

The bearer of this hammer doubles up all of their attacks. However, this weapon will not double up any bonus attacks the bearer may have, just their basic stat value attacks.

40. Serpent Spear at 60pts

This is a curious spear, since it looks more like a staff than it should. Along the spear, a golden snake has been carved on, which coils around the full length of the weapon. The spear has a green diamond like sharpened stone fixed at its head.

Legend says that this lengthy spear was crafted for a powerful king, who was a prolific poison user. However, the king has long since passed on, but he never truly died, as his soul lingers on within this magical spear. You see, terrified of death, just before he drew his final breath the king ordered his trusted high mages to grant him the supposed gift of immortality. The wizards did their best with the short time they had, but could only manage to infuse his spirit to his spear for all time.

It is said that the wielder of the spear commands an aura of death around them that poisons all who intend on doing them harm in battle.

This weapon follows the normal rules for spears, with the following special ones below.

That the end of each combat phase all enemy pieces which are within 3 inches of the bearer of this magical spear take D3 'Level 3 Poison' hits. 'Poison' is explained on page 68.

41. The Blessed Spear of Haxece at 60pts

This potent fighting magical spear is said to have been blessed by Haxece, an ancient god of war long since forgotten by most. Unlike most gods of war Haxece did not value strength or combat skill as much as a warrior's bravery and unwavering heart against insurmountable odd stacked against them.

This once well known god used to love watching the mortals prove themselves in battle, and this deity would intervene if he saw a brave soul somehow defy the odds on the battlefield. This god would come through the bloody fog of war in their moment of need, and bless that hero's weapon to aid them in their fight.

In the old texts that speak of Haxece, he was well liked by the common warriors, who thought of him as their own god, a god of the under dogs.

The Blessed Spear of Haxece counts as a normal spear in combat, with the following special rules.

If the bearer of this magical spear or the group of models they are accompanying fines themselves in the following situations on the battlefield, they gain one or more of the bonuses underneath.

- **Flank or Rear** = Fighting an enemy in the Flanks or Rear the bearer of this spear gains +1 Attack, -1 to an enemy's toughness save and +1 damage range.
- **Overlapped** = For each inch they are overlapped in combat the bearer gains +1 Attack, -1 to an enemy's toughness save and +1 damage range.
- **Engulfed** = If the bearer or the group they are with become engulfed in combat, the bearer gains +4 Attacks, -4 to an enemy's toughness save and +4 damage range.

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- **Fear** = For each point of fear the bearer suffers, they gain +1 Attack, -1 to an enemy's toughness save and +1 damage range. If the bearer is immune to fear, they cannot benefit from the spear's bonuses.

42. The Lightning Mace at 60pts

The Lightning Mace is more like a lightning rod rather than a weapon of war, as it charges itself with lightning bolts from stormy weather, which seems to follow the mace where ever it goes. When the mace is fully charged, it becomes so powerful that one blow from it could easily slay a Dragon!

The Lightning Mace is counted as a normal one handed weapon with the following special rules.

At the start of each of the bearer's turns, the bearer rolls 2D6. On the score of 1 to 5 nothing happens, but the score of 6 to 11 a bolt of lightning hits the mace, which charges it. This process is repeated throughout the game.

Each time the mace is charged, it gains a bonus to its attacking roll, which is -1 to an enemy's toughness and +1 to the user's damage range. This modifier will keep on building up until the mace can release its energy.

Any stored energy will be unleashed on the first enemy model the mace successfully hits in combat. The mace's charge will only affect its first hit in that combat, and then its energy becomes depleted.

Once spent, the mace must start again to build up its charge from scratch.

When charging the mace, if the bearer scores a 12, its charge is unleashed upon them, as if they were hit with their own Lightning Mace themselves.

Note: To keep an eye on the charge progress of the mace, it is a good idea to note it down on a piece of paper and place it near the bearer of this weapon.

43. Flail of Herrayers' Redemption at 55pts

Long ago, in the forest kingdom of Nightfall, where its vast woodlands are so thick that not even the rays of the sun can penetrate its brush down onto the ground below. There was a great and good fairy heroine of the name of Herrayer's, who became tempted by the dark magics of chaos. This foul magic slowly ate away at her eternal soul, leading to her lusting for even more power.

When Herrayer's heart had turned to evil she aligned herself with the darker creatures of the woods and drove them to war against her own kingdom, which she had once served so justly.

As Herrayer broke the only law of the woods, which is to 'never take more than you need', her own sister Fairer was dispatched to face her in battle and bring her to justice.

The two soon met and fought, but Herrayer was far too strong for her sister who she killed with ease. As Fairer lay dying, Herrayer realised what she had done, and that she needed to turn from the darkness back to the good path again. Yet Herrayer's heart demanded more penance for her crimes, which now weighed heavy on her heart. Thus she willingly imprisoned herself in a magical flail, so that she would be used to fight evil for the rest of eternity.

However, this weapon may have once served the light, but over the ages it has passed through many hands, but Herrayer can do nothing to stop this, as she is a slave to the bearer of the flail's will...

Herrayers' Redemption counts as a normal flail weapon in combat, with the following special rules.

The user of the flail cancels out all agility instead of just -1 and they gains +2 to their damage range. Furthermore, the user of this weapon can ever suffer from 'Exhaustion', as described on page 69.

44. The Devourer at 55pts (Magical Halberd)

This insidious magical halberd is so black, that people say that it eats the day light around it, making it glow with darkness, if such a thing is possible.

This evil weapon has the power to devour a warrior's entire soul or any other threatening being's magical essence, leaving them black, empty and still forever.

The Devourer counts as a halberd with the following special rules.

For each life point caused by this magical weapon upon any enemy in combat roll a D6. On the score of a 1 to 5 nothing happens, but on the score of a 6 that model is totally destroyed and removed from play for the rest of the game. This is because the victim's soul or magical essence has been totally devoured by this magical weapon.

This weapon cannot devour a war machine's soul, as they do not have them. So this weapon has no special affect against those pieces. However, this weapon still affects all living, undead and demonic models, as they have a soul or magical essence that animates them on the battlefield.

45. The Spear of Fellowship at 55pts

One of the most destructive spears ever made, the Spear of Fellowship was created by a skilled Dwarf blacksmith called Deroc... and enchanted by a great Elf mage called Aovon long ago. They lived in the Dwarf under-city of Toomore, which is now long since been buried. At that time the Elves and Dwarfs had a great alliance with each other referred to as the Old Powers.

Deroc and Aovon, though totally different were the best of friends and made some of the most powerful weapons ever seen by mortal eyes.

Really, this is one of the last remaining artefacts of great power left forge between this ancient and forgotten partnership, and truly it demonstrates that when they stood together they were really unbeatable.

When the Old Powers shattered and war broke out between them, Deroc and Aovon, rather than fight against each other, they simply disappeared and were never heard from again...

This magical weapon counts as a spear with the following special rules.

The user of this magical spear may forgo all of their attacks to make 1 special attack with the spear in combat. Using the spear's special attack, the bearer automatically hits D10 ranks of enemy models it is in combat with at once. Each hit is then rolled out as normal.

The spear can never pierce through more ranks of models than are in a unit.

Note: If the special spear attack is used whilst mounted or against mounted cavalry, the spear bonus of -1 to an enemy's toughness still applies.

46. Sword of the Countess at 50pts (Magical Great Blade)

In the times of the County Kings in Herlanceia, there was a very beautiful countess, who feared growing old more anything. So she made a pact with Dorackus, an evil Demon Lord from the Lower Plains.

In answer to her call, Dorackus gave the Countess a mighty blade that could feed off its victim's life force, and restore that life energy to its master, putting them at their prime of life.

After many years of feeding, the Countess beauty did not fade, but her wealth and power did. Eventually, she was found out and burnt at the stake for her crimes, and her magic sword disappeared.

This weapon follows the normal rules for great blades, with the following special ones below.



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For each life point in damage caused by this magical weapon upon any model in combat, its user will heal back one life point of their own. The bearer of this magical weapon can never heal back more life points than they originally had at the start of the game. Furthermore, the user of this weapon can ever suffer from 'Exhaustion', as described on page 69.

47. The Great Sky Blade of the Mountain King at 50pts (Magical Great Blade)

There have been many kingdoms of men but none were as close to the heavens as the long since lost kingdom of Sky Ground which could be found on the highest plateau on the Middle Plain. The people of this kingdom led a hard life, but they flourish for thousands of years before the Elves made war on them, and destroyed them utterly.

Though this kingdom can only be found within the pages of history now, one relic did survive its destruction, and that is the Great Sky Blade, that was once carried by all of its rulers so long ago.

This magical long sword has the power to control the winds and redirect enemy arrows away from its bearer, which is still very useful on the battlefield today. This might be the reason for it surviving the death of its people who once forge this magical weapon.

This weapon follows the rules for great blades, with the following special rules below.

All successful missile hits against the bearer of this magic weapon or any group of models they are accompanying must be re-rolled once more.

48. The Helburn at 50 points (Magical Halberd)

The Helburn has been totally stained blood red from all of its victims it has taken since it was created. Otherwise, it just looks and feels just like a normal halberd in battle, until it takes a life. This is when this evil magical weapon's true power is revealed, because it just doesn't stab and cut up its victims to death like an ordinary Halburn, but instead totally destroys them in the most violent and terrifying way one can think off. Some will burn, others will turn inside out revealing all of their inners and some will age so quickly they will turn to dust. However this weapon kills, all of its victims always leave this plain screaming in utter agony. This leaves all around the Helburn stunned and terrified, because they could be its next victim, and this makes them much more likely to flee to save their lives!

The Helburn counts as a normal halberd in combat with the following special rules.

Each kill made by the bearer of the Helburn creates +1 'Fear' for the enemy to suffer in their next battle stress phase, after which the additional fear created by this weapon is cancelled out. 'Fear' is explained on page 66.

49. The Sword of Strength at 50pts

At first glance this sword would appear to be just like another common blade. But when held, the bearer is filled with a new found strength and able to strike down Ogres with a single blow with this weapon.

The Sword of Strength counts as a normal one handed weapon with the following special rules.

In close combat, hits from this weapon deduct -2 to an enemy's toughness and it increases its bearer's damage range by +2.

50. The Blood Snake Whip at 50pts

Beware the Blood Snake as you sleep, as there was once an Elf Prince who slept when a snake of this kind bit into him. The snake drew out his divine blood and fed on it whilst the prince slept, but this meal was short lived as the prince woke. The snake was skinned and turned into a whip, which because of

its last meal has magical properties, making it far more deadlier than any ordinary lash.

This weapon counts as a hand weapon with the following special rules.

All attacks made with this magical weapon count as 'Level 4 Poisoned' attacks. Furthermore, the victim of this whip will suffer -2 to their toughness and cannot use any agility bonus (if they have one) to dodge its blows.

51. The Dragon Gouger at 50pts

Thankfully, monstrous Demons only rise up occasionally to the Middle Plain. However, there are plenty of Dragons flying around, breathing fire and tearing apart small towns and villages to feed on. So the mortals of this realm have found it pays to invest some of their short lives in forging magical devices to deal with these scaly beasts, and the Dragon Gouger is one such solution to this deadly problem they all face.

The Dragon Gouger is a two handed weapon with the following special rules.

When this weapon is used against a Dragon, it will suffer -5 to its toughness and it increases its bearer's damage range by +4.

This weapon may be taken more than once, but will double in cost each time the same side takes one of these magic items.

52. The Two Steal Hammer Fists of Kinship at 50pts each (Magical Great Hammer)

Though the Men of Crack & Corn are not well known for producing magical weapons there have been a few exceptions, and the Steal Fists of Kinship are just two of them.

At the height of the Elven Empire when they were attacking the Men of the mountains with great beasts and siege weapons these hammers were forged for two brothers who worked in a team to bring down these mighty machines. Alone they are potent, but together they hit with enough force to bring down a dragon, and though the brothers have long since passed, these weapons show what power teamwork can have on the battlefield.

These weapons count as great hammers with the following special rules.

There are two Steal Hammers of Kinship, which 'must' be taken by two separate characters in the same army. By themselves they count as normal great hammers, but if they attack the same model at the same time in combat, they do an additional -4 to an enemy's toughness, ignores all resistance an enemy has and does +5x3 damage in combat. This special working in tandem bonus replaces both of the hammers' normal bonuses in combat.

53. The Sword of Fools at 50pts

You have never seen such a beautifully crafted sword. This impressive weapon must be so powerful that nothing could stand against its fortunate bearer in battle. His master must think very highly of them to entrust them with such a fine splendid magic weapon...

The Sword of Fools counts as a normal one handed weapon with the following special rules.

In close combat, on the first successful hit made with this magical sword, it EXPLODES! The radius of the explosion is 1.5 inches, and all models (friend, foe and even the wearer of this magical armour) within its blast radius are hit automatically once. Models hit from the explosion will have their agility completely cancelled out and suffer -8 to their toughness. For each wound suffered in the blast has a damage range of 1 to 5 x 3.

If the carrier of this magical sword is 'Marched Over', as soon as they are removed from the board, the Sword of Fools will explode, as explained above.



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The piece who marched over the carrier of this magical sword must stop moving directly on top of their victim's last position they were removed from play. From that position all damage from the explosion is worked out there. Once complete, the marching over piece will finish its move as normal. The rules for 'Marching Over' a model are explained on page 31.

Note: As well as its damage from its explosion, don't forget to roll out the sword's melee hits as well.

Note: Even if the carrier survives the sword's explosion, this magical item cannot be used again during a game.

54. Life & Death at 45pts (Two Magical Hand Weapons)

One blade has the power to give life and the other has the power to take it away...

The Blades of Life and Death count as two hand weapons with the following special rules.

Once per game and at any time during play, these blades have the power to either restored back D6 lost life points to the bearer of these weapons or remove D3 life points from any model in base contact with them. If the bearer chooses to take away an opponent's life points, they are the one who chooses a target (who must still be in base contact with them), and the wounds caused cannot be saved in any way.

55. The Ethereal War Hammer 45pts (Magical Great Hammer)

Forged deep within the Plains of the Dead, this weapon is made from dark and demonic unearthly materials. This gives this weapon the ability to pass through any steal or iron protection a mortal may have and strike at their inners.

This weapon counts as a great hammer with the following special rules.

All attacks made with this magical weapon count as 'Ethereal Attacks', as described on page 70.

56. Twin Axes of Storacus... at 45pts (Two Magical Hand Weapons)

To this day there are many Dwarfs known as redeemers. These are Dwarfs who've fallen far from grace, and their names are held with great shame and discontent amongst their own kin.

The first of all the redeemers was known as Storacus..., who a member of the house of Zazric. He believed that the Elves great act of genocide was a just cause, and he even fought alongside them at first. However, after his first battle he accompanied a division of Imperial Watch to a village, where they slaughtered all the men, women and their children, who was all defenceless. Watching this great horror Storacus unfold in front of him and even helping it happen affected him deeply, and he soon changed his mind about this purge of the Elves.

What was done was done, but Storacus shamed himself and his mighty house of war, and so he was cast out from to the over worlds, where he buried his house weapon and his family amour so to shame them any longer. Storacus tuck up the two hand weapon which to his kind is the mark of the savage, and fashioned like leather armour for himself and made at oath at he would resort his honour to his house, family and himself, by proving himself on the battlefield. And by doing all this, Storacus laid the foundations for Redeemers which would follow his example in the future.

When the Elves met the Dwarfs for battle Storacus was hidden within his side's ranks. He revealed himself at the last second before battle and charged head

first into the Elvish ranks axes in the air no one standing by his side but fighting like a cornered Jigor. He survived the battle and was redeemed in the eyes of this House and family, and taken back in to the fold.

He has long since passed through his black year but his axes are still around to show that anyone can be redeemed no matter how far they've fallen.
These axes count as two hand weapons with the following special rules.

For every inch that the bearer of these magical axes are 'Overlapped' in combat they gain +1 attack or if they are 'Engulfed' by the enemy, they will double all of their attacks. However, these axes will never double up any magical bonus attacks the bearer of these items may have. Being 'Overlapped' by the enemy is explained on page 43 and being 'Engulfed' by the enemy is discussed on page 30.

57. The Tyrant's Cull at 45pts

This feared whip was wielded by one of the most sadistic mercenary goblin lords to work the lands. It possesses several clawed hooks that scrape and puncture flesh and hide and its feared master rarely had any qualms about turning it on his own men to enforce obedience, which he did often...

This magical whip counts as a One Handed Weapon that inflicts -1 to an opponent's toughness with the following rules.

Furthermore, when the bearer of this magical weapon accompanies a group of models that must make a break check, deviancy check or bravery check they can choose to attack their cowardly and disobedient warriors to gain more soldiering dice. For each kill they make with this magical weapon, that piece gains +2 soldiering dice, which can only be used in that check. Afterwards the piece's soldiering level returns to normal.

58. The Demon Shard Blade at 45pts

Powerful Demon Shard Blades are quite common on the Middle Plain and are just another creation from Gambits...'s workshop deep within the Iron Mountains. Strangely the name of the sword, Demon Shard has very little to do with the ability of the weapon, it is more like a rating. There are two other classes of this magical sword, Dragon and Ogre. The Demon Shard Blade is the strongest, Dragon Blade mid ranged and the Ogre Blade class is the weakest of its type, but all are deadly in the hands of a true hero.

This magical weapon counts as a normal one handed weapon with the following special rules.

The bearer of the blade receives +3 attacks.

A Dwarf player may take this magic weapon as many times as they wish at a cost of 40 points each, instead of 45 points.

59. The Lightning Lance 40pts

Unusually, the Lightning Lance was crafted by a Dwarven Magic Smith. Dwarfs don't forge many lances as they've no need for these implements of war, but the few they do for the other races are as masterly crafted as any other they create.

On impact, this lance releases a devastating bolt of lightning, which flashes through the enemy ranks, striking them down dead as it goes.

This magical weapon counts as a regular lance with the following special rules.

On a successful charge, on top of the bearer's normal attacks, the lance does D6 automatic hits upon the enemy, which cancels out -2 to an enemy's toughness save and causes 1 damage. After the charge, the lance's magical bonus has no further affect until the bearer charges again.

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60. The Black Spear at 40 at pts

Still and cold to the touch this dark spear is, and the metal it is forged from is a total mystery too, but all who handle its tip say they can feel their life essence drain away from them. Yet, this affect is only minor against most normal living things, but against magical creatures composed of much more mana, this weapon can be deadly as it absorbs their essence, leaving them drained and weak in battle.

The Black Spear counts as a normal weapon of its type in combat, with the following special rules.

All successful hits from this magical weapon deduct -2 toughness and magic from its target's save.

61. Martin's Meat Cleaver at 40pts

Martin Longbarrow was one of the greatest cooks the world of Many had ever seen, but boy did he have a temper. This deranged perfectionist thought nothing of chopping a finger or two off a young kitchen boy's hand, if they just happened to upset Martin in any way at all.

Though as soon as Martin put his favourite meat cleaver down, he would become as gentle as a pussy cat?

Martin's Meat Cleaver counts as a normal one handed weapon with the following special rules.

This weapon cancels out -2 to an enemy's toughness and -1 to their resistance. Furthermore, the bearer of this weapon suffers from 'Frenzy', as described on page 65.

62. The Phalanx Sword at 40pts

The Phalanx Sword draws its strength from the fighting men around it, which can greatly improve this blade's killing power. However, it has to be said, that when the friendly ranks thin and there are casualties mounting up all around, this is when the blade's strength weakens, just when it's needed the most!

The Phalanx Sword counts as a normal one handed weapon with the following special rules.

For the sword's magical bonus to work, the bearer must be accompanying a unit piece. For each full rank in the unit (always counting the first rank) the bearer receives +1 attack, to a maximum of 5 extra bonus attacks.

63. Skeeters' Mindful Mallet at 35pts

An old wizard approached Skeeter the day before he was about to march to war. The wizard asked Skeeter for a reasonably priced magical weapon with which to smite his enemies with. Also he wanted a magical storage device to keep a spell or two within it, just in case his memory failed him. Skeeter's solution was to enchant a basic war hammer that could do both.

Unfortunately the war was lost before it began, as the wizard's encampment was overrun the night before the first battle. However, this piece of Skeeter's work still turns up from time to time on the battlefield.

Skeeter's Mindful Mallet counts as a normal one handed weapon with the following special rules.

Models struck by this weapon suffer -2 to their toughness.

Furthermore, if a wizard carries this weapon, they may choose one spell to trade in for another randomly selected spell after they have been chosen at the start of the game. This trade may only be done once, and can only be taken from the discipline of magic it came from.

64. The Item Mangler at 35pts (Magical Halberd)

This is another twisted creation from the Goblins. If they cannot best another magic smith's work, then why not destroy it instead, and that's just what the Mangler does to other enemy magical weapons in battle.

The Item Mangler counts as a normal halberd in combat with the following special rules.

For each roll of a 6 made to hit in combat with this magical weapon, roll another D6. On the score of a 1 to 5 nothing special happens, but on the roll of a 6 one of the enemy's magic items is destroyed for the rest of the game. The bearer of this magical weapon always decides which of the enemy's magic items to destroy.

Note: Regardless if the Mangler destroys a magic item or not, all hits must be worked out as normal.

65. The Black Lands Cleaver at 35pts

A notorious blade quenched in the blood of a thousand Orcs, the Black Land Cleaver is a potent weapon of carnage.

This magical weapon counts as a one handed weapon with the following special rules.

Select a target in base contact with the bearer of this magical cleaver once per combat phase and they will suffer -D6 to their toughness. However, agility, magic and resistance will still affect this save modifier as normal. After the combat has ended the targets save will return to normal.

Furthermore, this magical weapon increases its bearer's damage range by +1.

66. The Venom Blade at 35pts

The Venom Blade is a strange weapon that was found washed up on the fair shores of Herlanceia long ago. The only clues to its origins are that it is covered in funny symbols that appear to be god like faces of serpents. The other odd thing about this blade is that it is made out of pure gold. Gold is a rarely used metal for magic smithing, because of its great expense and it is no better than iron or steel to work with when fusing magic with metal.

So one can summarise that this blade would appear to come from an advanced civilization with great wealth, but whom...?

The Venom Blade counts as a normal one handed weapon with the following special rules.

The bearer of this weapon gains +2 attacks and all attacks count as 'Level 2 Poison' hits. The affects of 'Poison' is fully explained on page 68.

67. Jack's Lance at 30pts

No one knows who made this weapon, where it was crafted or especially how it was created. It still resembles a lance, but if its user charges a very fast and agile creature it changes shape resembling a cross between a lance and a flail. Charge a tough creature and it grows long and pointy like a blade, but these shape changes only apply to the moment of impact. Even ethereal beings, such as spirits and ghosts are not safe from this magical lance's attacks, because if they are about to get hit with this magical lance, its tip somehow fades into their reality and still will impale them. Truly, no one or nothing is safe from this versatile magical weapon's attacks.

The Morphing lance counts as a Lance with the following special rules.

On a charge, the Morphing Lance cancels out -3 to an enemy's save just as normal lances do. However, the bearer of this lance can choose which part of an enemy's save they will affect instead of just their toughness. For instance, this lance after a charge into combat could cancel out -3 to an enemy's toughness, resistance, agility or magic. Once an enemy has been wounded

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with this lance, just as normal it adds +2 to the damage range of the bearer's attack.

68. Gavel of Injustice at 30 points (Magical Great Hammer)

Most souls from sinful and wicked beings that have perished on the Middle Plain do not have the resolve to stay there forever. Eventually they all find their way down to one of the Lower Plains, and once there they will have to suffer a living hell forever... Then again, if a soul shows true potential, they may be saved from the everlasting torment to serve a new dark master...

Upon the Plain of Lies, which is built entirely of falsehoods, Carnifacarus the deceitful a great and truly evil daemon lies in wait in his "court" to pass judgement over the poor souls which end up there. However, he only grants his victims false hope, as all are judged guilty under him, but he does meet out different punishments, which are totally dependent on what twisted mood he is in at the time.

As one would expect, most prized possession was his Gavel of Injustice, which he used to strike down after passing his cruel and wicked judgements. To you and me, it would seem more like a large war hammer with its size, but Carnifacarus was so large, that he used to wheel with just one hand in his court.

It is unknown how Carnifacarus lost his Gavel, and how it ended up on the Middle Plain, but he would be pleased to know that it is still striking down souls on each battlefield it visits.

This weapon counts as a great hammer with the following special rules.

The carrier of this magical weapon suffers from '**Hatred**' for an entire game, and this emotional state is discussed on page 65.

69. The Magical Heavy War Hammer at 30pts (Magical Great Hammer)

This magical heavy hammer has been blessed by an unknown person to make it perfectly balanced and light in combat. This grants all of the advantages of using a two handed hammer in battle, without any of its draw backs, such as their heavy wait and how unwieldy they can be in battle.

These magical weapons count as great hammers with the following special rules.

This magical great hammer does not cause exhaustion in combat with it being so light. The rules for '**Exhaustion**' are explained on page 69. Furthermore, it does not make its bearer '**Sluggish**' in combat, as described on page 69.

70. Hammer of Fury at 30pts

Not all magic items are forged by magic smiths or enchanted by wizards. Some instead capture the essence of their previous owner, especially if they were a great hero. Then over the ages these items gather their strength with more heroes and adventurers being drawn to them. The magical power keeps on growing within them, with each new owner being greater than the last. The end result can make for one immensely powerful magical item indeed, and the Hammer of Fury is one of them.

The Hammer of Fury counts as a normal one handed weapon with the following special rules.

Each 6 rolled by the owner of this magical hammer in combat, either to hit or to damage the enemy, grants them another attack. The extra attack can also grant new attacks if they roll a 6 also. If the bearer of this hammer rolls a 6 to overcome a save and it is discounted because of its target's agility bonus, the hammer will still grant its bearer an additional attack.

71. Duelist's Blade at 30pts

A fine magical sword, but of unknown origin. The duellist blade can turn even the lowliest fighter into an expert swordsman.

This item counts as a one handed weapon with the following special rules.

The sword bearer's attacks hit automatically in combat when hitting enemy models with an equal or lower combat rating than their own.

72. The Serpent Sword at 30pts

The Serpent Sword was said to belong to one the most feared pirates who ever lived. This infamous black soul was known as Iron Locks, so called because of two reasons. The first was he used to hang large and no doubt heavy locks of iron off his beard. The other reason was if ever you crossed him, you would soon find yourself sinking to the bottom of the ocean, pulled down by two large iron locks bound round your feet.

The Serpent Sword counts as a normal one handed weapon with the following special rules.

The bearer of this sword gains D3 attacks in combat.

73. The Jester's Mace at 30pts

The Jester's Mace most striking feature is its cheeky looking joker's head, where there really should be a spiked sphere. Furthermore, it has been said to have a mind of its own with a cruel sense of humour.

The Jester's Mace makes a poor weapon in close combat, therefore the bearer of his weapon is classed as being '**Unarmed**', as described on page 71.

The bearer of this mace strikes first before any other piece in combat, even before assassins. With each successful hit, before rolling to damage the enemy, roll a special D6 per hit and follow the instructions below. After which, roll to damage the enemy as normal.

1 = The struck enemy model loses its entire save for that round of combat.

2 = The struck enemy attacks one other model on its own side, which is in base contact with itself. Mixed models, such as beasts and their riders may also attack their own companions in combat, even if they share the same base as themselves. The controlling player of the mace decides who the affected enemy will attack. If there are no other enemies to hit, reroll the affect of the mace until a workable result is scored.

3 - 4 = The enemy piece attacks itself, using any magical weapons or special bonuses it may have.

5 = The mace starts to cry..? So the mace has no affect at all.

6 = Seemingly from out of nowhere, there is the sound of someone or something laughing cruelly. The bearer of the mace loses D6 life points which cannot be saved or regenerated in any way.

74. A Keg of Scolex...s Special Brew at 30pts

Though any Dwarf would protest at Scolex...s finest ail being lobbed at enemy troops as a deadly missile, but it is rather potent stuff after all. You see, not only does it get you leg-less after just one pint or near death if you don't have the stomach for it like a Dwarf, but it's also rather explosive liquid too. Amazingly, just one pint of Scolex's finest is enough to blow a regiment to bits!

A Keg of Scolex's Special Brew is treated as a hand held missile weapon with a range of 10 inches, with the following special rules.

To throw the keg, declare the target and place a marker upon it where it should land, and roll 1D6.

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If the bearer scores a 5 or 6 the keg has hit its mark and it explodes there.

On the score of a 2 to 4 the keg explodes in mid-air and has no further effect in the game!

On the score of a 1 the keg explodes in the thrower's hand and that is where its damage must be worked out.

Wherever the keg explodes, its blast radius is 3 inches and all models (friend or foe) within its radius are hit immediately. Each model hit by the blast suffers -4 to their toughness and -2 agility, and any injury caused by the explosion has a damage range of 1 to 3.

Though Scolex's special brew is not hard to come by if you are a Dwarf, but the thought of throwing it at the enemy, is near sacrilege! Therefore, no Dwarf character may take this magic item into battle.

This item can only be used once.

75. The Gremlin Blade 25pts (Magical Great Blade)

Once a poor Dwarven Smith was being plagued by a gremlin who kept on turning up in his workshop to destroy his inventions.

After many high moons of being outwitted by the little sod, the smith eventually managed to capture the bugger by imprisoning him within a sheet of magical steal.

The smith knew that this had never been done before, and though he was no magic smith, he hit upon the idea of forging a magical sword from out of the steal, as it would not doubt be very destructive against enemy war machines in battle.

The Gremlin Blade as it became known did indeed prove invaluable on the battlefield, but every now and again the imprisoned gremlin mischievous nature would win through and things would go very wrong indeed for the carrier of this blade.

This magical weapon counts as a great blade with the following special rules.

Against all enemy war machines, this blade cancels out all resistance an enemy might have in their save and does 1-3x3 in damage. As this weapon is a great blade weapon, it still does -2 toughness to an enemy piece's save regardless if they are a war machine or not. As for the +1 damage great blades give their users, this bonus is ignored if they fight a war machine and replaced with the 1-3x3 damage bonus instead. If the user of this weapon fights an enemy that is not a war machine, this great blade will just do its standard amount of +1 damage instead.

Furthermore, if this magical great blade is taken into battle, all war machines (friend or foe) will suffer the loss of a life point every time they have to roll on their 'Miss Fire Chart' during a game.

76. The Lance of Blinding 25pts

As a gallant and brave warrior charges with this magical lance, it glows brightly as they pick up speed. This brilliant light the lance generates blinds all on looking enemies. So much so, that they cannot fall back or stand and shoot them, as this weapon and those who follow it come crashing down upon them.

The Black Ivory Lance counts as a lance with the following special rules.

Any enemy piece which is charged by the bearer of this magical lance cannot 'Hold & Shoot' at them or any group of models they are charging with, nor can the enemy make a 'Fall Back' manoeuvre. 'Holding & Shooting' is described on page 37 and 'Falling Back' is explained on page 31.

77. The Axe of Heart at 25pts

This axe was once wielded by an Elf hero who went by the name of Luthuli. This great Elf always could inspire his men on, even when all seem lost. He even turned a few near defeats into clear victories; such was the power of Luthuli's will to win.

Sometimes though it is better to know when to run away to live to fight another day. Luthuli was the first one to make a stand against the Dark Risings, and thus one of the first to die against the Demon onslaught that swept across Many, which engulfed it in darkness for a thousand years.

The Axe of Heart is counted as a normal great bladed weapon with the following special rules.

Each kill scored by the bearer of this weapon equals +1 soldiering die to be added to the bearer's next battle stress phase. After that, this morale bonus is cleared and must be re-earned again in the next combat phase.

78. The Lance of Gallantry at 25pts

Like all magical lances the Lance of Gallantry is a beautifully crafted piece of weaponry. What marks this one apart from the others is this lance has the power to instil a great sense of bravery upon whoever wields it in battle, even if its carrier is really nothing more than a coward.

The Lance of Gallantry is counted as a normal lance with the following special rules.

If the bearer of his weapon inflicts one or more kills after a charge into close combat, the bearer and any unit they are accompanying become 'Unbreakable' until they start their next turn. After which, the affected piece can be broken and forced out of combat to flee as normal. To learn more about the 'Unbreakable' trait turn to page 67.

79. A Dragon Blade at 25pts

Dragon Blades are common place on the Middle Plain and is just another creation from Gambits...s workshop deep within the Iron Mountains. Strangely the name of the sword, Dragon has very little to do with the ability of this weapon, it is more like a rating. There are two other classes of this magical sword, Ogre and Demon Shard, Ogre being the weakest, Dragon mid ranged and Demon being the strongest, but all are deadly in the hands of a true hero.

A Dragon Blade counts as a normal one handed weapon with the following special rules.

The bearer of the blade receives +2 attacks in close combat.

A Dwarf player may take this magic weapon as many times as they wish at a cost of 20 points each, instead of 25 points.

80. Arcan's Spear at 20 points

Nothing remains of the great warrior Arcan now, as his time has long since passed, but in his day, he was known as a great and brave fighter on the battlefield. Yet, it is said that his defiant spirit still survives on in his spear he used to wheel in battle.

Arcan's Spear counts as a normal spear in combat, with the following special rules.

Once per game, the spirit of Arcan can be called upon by the bearer of this spear to automatically pass any deviancy, bravery or break check without the need to roll in this test.

81. Blight's Marker at 15pts (Magical Halberd)

All who are hit by this mysterious and gloomy magical halberd are marked by death and bad luck for the rest of their days.

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Blight's Marker counts as a normal halberd in combat with the following special rules.

For each life point caused by this magical weapon upon any model in combat will gain one point of bad luck for the rest of the game.

Each point of bad luck can either force a blighted model to reroll 'one of their own individual' successful die roll they make, or have one failed roll made against them by their enemy re-rolled out once more. However the bad luck point is used, the bearer of this magical weapon always decides how they are spent, and each point of bad luck can only be used once per turn.

Note: There is no limit to how many points of bad luck a piece can build up on it.

82. Ogre Swords at 15pts

Ogre Swords are common place on the Middle Plain and is just another creation from Gambits...s workshop deep within the Iron Mountains. Strangely the name of the sword, Ogre has very little to do with the ability of this weapon, it is more like a rating. There are two other classes of this magical sword, Dragon and Demon Shard, Ogre being the weakest, Dragon mid ranged and Demon being the strongest, but all are deadly in the hands of a true hero.

An Ogre Sword counts as a normal one handed weapon with the following special rules.

The bearer of the blade receives +1 attack in close combat.

A Dwarf player may take this magic weapon as many times as they wish at a cost of 10 points, instead of 15 points.

83. The Black Arrow at 15pts

This arrow tends to be used by Battlefield Assassins to do their grim work. Little wonder too, as a piecing blow from this arrow spells doom for its mark every time.

This ballistic missile may be used with a crossbow or with any kind of bow. However used, this ballistic missile can only be used once in the game.

A successful hit from this magical ballistic missile will cancel out -6 to an enemy piece's toughness, and any injuries caused by the arrow has a damage rating of 1 to 5.

84. The Sword of Swiftess at 15pts

This blade would seem to have no weight to it at all, making its bearer lightning fast at dealing out damage in combat.

The Sword of Swiftess counts as a normal one handed weapon with the following special rules.

Successful hits in close combat from this weapon deduct -3 agility to an enemy's save.

85. Yjie's Sword of Sacrifice at 10pts

Yjie, a great hero of Herlanceia, when asked how he defeated the Dagger Pirates reign of terror on Meer's coast, he simply said, "it's all about sacrifice".

This weapon counts as a hand weapon with the following special rules.

At the start of the game, the bearer of this magical sword can choose to suffer D4 exhaustion counters for the following sword enhancements:

- -1 to an enemy's toughness when they are hit by this magical sword.
- D6 movement.

- +1 attack.

If the bearer of this sword scores a 4, they will suffer from the effects of 'Exhaustion', as described on page 69

Once the sword's affects have been rolled out they are permanent for the rest of the game.

Magic Armour

86. The Armour of Fortitude at 145pts

Created long ago, by who must have been a supreme master magic smith, this suit of armour stands among the greatest ever created. And yet, for most of its existence it was locked up for thousands of years gathering dust in an ancient tomb, totally forgotten.

Eventually the armour was found by a gang of tomb raiders, but to their untrained eyes it appeared old and shabby and so was only sold for a few gold coins at a local market. Soon after, the armour was bought by a young mercenary, who was just starting out, but in his first battle, where he should have died many times over, the armour's true value became clear.

Now the Armour of Fortitude is known as one of the mightiest suits of armour in the world, even if it still looks a little old and shabby.

The Armour of Fortitude is classed as full heavy body armour, which gives its wearer +2 to their toughness, 5 magic and +6 life points.

87. The Armour of the Black Demon at 140pts (DC)

Terias was a great hero in his day, who once defeated an immensely powerful Black Demon Lord. However, due to a spells affects, which had the power to trap the body of a demon on the mortal plain, when the Demon Lord was put down it was not banished, but instead slain! So its remains were trapped here on the Middle Plain forever.

Putting nothing to waste, Terias had it fashioned into one of the mightiest suits of armour the world has ever seen.

The Armour of the Black Demon is classed as full heavy body armour, and gives its wearer an additional +2 toughness to its wearer's save, +1 attack, 3 magic, +5 life points and +1 'Fear', as explained on page 66.

Also the wearer may call upon a Demon's essence to steal away an enemy's soul once per game. The Demon can be called upon at anytime during the game. Once summoned, one enemy character model in base contact with the wearer of this armour must take an instant deviancy check. The wearer chooses its target if there is more than one character in base contact with them. If the check is failed that model is slain outright and removed from the game. If passed nothing further happens.

88. The Armour of Elements at 130pts

Long ago, when the Old Powers were at their height, they were threatened by a powerful dark wizard warlord, of the name Mersass. Such was this mage's supreme mastery of magic, he could easily destroy entire armies just by uttering a few incantations. This great evil in time brought the Old Powers to their knees. However, a little known Dwarf hero called Mirric... emerged and destiny would have the two meet for an epic battle, the like of which the Middle Plain would not soon forget, as it was a true battle of might verse magic!

To aid him against the devastatingly powerful mage, the Old Powers worked together to forged a mighty suit of armour, which would later become known as the Armour of Elements. When Mirric faced the dark mage, all of the mage's great power was largely held back by the armour, which gave him a

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chance against the evil wizard. This was all Mirric needed, as with one magnificent blow with his battle axe, he cut off the mage's insidious head and the Old Powers were saved... for now at least. As you can imagine, by the end of Mirric's days, this great Dwarf's name was as long as his beard.

The Armour of Elements is treated as full light body armour with the following special rules.

The wearer of this great armour gains +2 agility, 3 magic, +2 toughness, +3 resistance and +4 life points.

89. The Armour of Meterion at 130pts

Meterion was not a good warrior or adventurer, instead he was perhaps the greatest merchant who ever bartered his way across the Middle Plain, and the secret to his success was his own custom 'made' armour.

You see, over the years of trading he collected safe guarding wards, runes, lucky charms and amulets and merged them onto his 'armour'. So by the end of his long lived life, his armour was one of his most valuable assets.

The Armour of Meterion is classed as full heavy body armour with the following special rules.

This magic armour gives its wearer +2 toughness and 3 magic. Furthermore, the bearer of this armour can never be hit on anything less than a 6+ in close combat, no matter how high the attacker's combat rating is.

Wearing this heavy magical armour does not affect a piece's movement.

90. Oak Helmet at 120pts

The holy Tree of Live is the first of its kind, and from its seeds all others sprang from.

The first of these early trees are the finest of their kind, but alas many now have fallen. Those which still remain are seen by the Lords of the Woods as sacred shrines, which they hide and protect from the greedy fire-makers.

It is believed that the Oak Helmet is actually made from the wood of one of these great tree's remains. It's certainly magical, able to give its wearer great strength and it is much tougher than steel itself, yet it bears no magical markings of any kind. This would suggest it had not gained its power through enchantment as most magic items usually do. Instead, it's just a wooden helmet, which has been made in a basic way, from out of what would seem to be 'magical' oak wood...

All hits from the wearer upon their enemies deduct -5 to their toughness.

However, if the wearer is hit by a fire based attack (which clearly states this in this description) the helmet catches fire and has to be cast away, and has no further affect in the game.

91. Plate of the Defiance at 110pts

This plate of armour transforms the wearer into an unyielding bastion of defence that inspires bravery in those around him, and terrifies those who would stand against him.

The wearer of this magical plate gains +3 resistance.

Also, the character and any unit they accompany gain +1 soldiering die and +1 'Fear'. 'Fear' is explained on 66.

92. The Greatly Enhance Enchanted Heavy Armour of Life at 100pts

If the price is right, most wizards and other magic casters have the ability to mildly enchant any kind of armour, offering it's wearer a little more protection in battle. So new heroes just starting out usually visit their local wizard and

have them put a lucky enchantment on their armour of some kind to help protect them. This helps greatly to ensure their adventures are not cut short by a beast or bandit's lucky blow.

The Enchanted Armour of Fortune counts as wearing full heavy body armour with the following special rules.

The wearer of the armour receives +12 life points.

This magical armour may be taken more than once.

93. The Greatly Enhance Enchanted Light Armour of Life at 100pts

If the price is right, most wizards and other magic casters have the ability to mildly enchant any kind of armour, offering it's wearer a little more protection in battle. So new heroes just starting out usually visit their local wizard and have them put a lucky enchantment on their armour of some kind to help protect them. This helps greatly to ensure their adventures are not cut short by a beast or bandit's lucky blow.

The Enchanted Armour of Fortune counts as wearing full light body armour with the following special rules.

The wearer of the armour receives +12 life points.

This magical armour may be taken more than once.

94. The Mirror Shield at 100pts

The Mirror Shield is simply called the way it is because it can cast a perfect reflection, and anyone foolish enough to shoot at it, may have their deadly missiles thrown back at them at equal force.

This magical armour counts as a Shield with the following special rules.

If the bearer of this magical shield and any accompanying group of models are hit by none magical missiles of any type roll one D6. On the score of a 1 to 4 nothing happens and the enemy's hits get through as normal. On the score of a 4 to 6, all of the enemy's hits from their shooting are redirected back at them instead. All hits reflected back at the shooter do not need re-rolling again, as they hit them automatically and their damage is then worked out upon them in the normal way.

95. The Armour of Ages at 100pts

Sometimes called the Armour of Time, rather than the Armour of Ages, this armour slows down time itself. This gives its wearer lightning fast reactions, which makes them near impossible to hit in close combat.

The Armour of Ages is classed as full light body armour and gives its wearer an additional, +1 toughness, +3 agility, +4 movement and +3 combat rating to a maximum of 10.

96. Titan Armour at 90pts

This mechanical armour was created by the Dwarfs' to increase their warriors' strength and endurance during a battle. They also developed this armour as a smaller and more manoeuvrable alternative to the Titan, their greatest war machine. Unfortunately though, as with all great mechanical wonders of the Dwarfs, they just attracted far too many pesky gremlins for them to be practical. So most of these great machines were just abandoned and left to rust.

From time to time however, the odd one of these magnificent old machines will turn up at a weapon's merchant shop or on the battlefield somewhere. Wherever they are, they never seem to last long before the Gremlins get them and tear them to pieces.

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The Titan Armour is classed as full heavy body armour with the following special rules.

The wearer of this armour gains +2 toughness and +2 resistance and +2 life points. Furthermore, the wearer of this armour negates -2 to the enemy's toughness.

Due to the complicated workings of this armour it has a chance of attracting a gremlin to this plain the longer it is active. At the start of each combat phase roll a D6. On a 2-6 nothing happens, but on the score of a 1 a gremlin appears. Repeat this process until the end of the game. Each gremlin which appears will attack the wearer of this armour once in each combat phase and keep on doing so until the end of the game.

Each gremlin attack equals one automatic hit upon the wearer of this armour.

97. The Armour of Energy at 80pts

Using the word 'Armour' is perhaps not the best way of describing the Armour of Energy, as it's nothing like traditional solid armour at all.

The Armour of Energy is more a temporary construct of magical energy, which completely encases its wearer, acting like a shield that totally protects them from all harm. However, with each hit suffered, regardless of its strength, the armour releases some of its energy and when it is spent; it leaves its wearer completely defenceless!

The Armour of Energy is classed as full heavy body armour with the following special rules.

For each hit the wearer of his armour suffers, instead of rolling to overcome saves and so on, roll a single D6. Keep a score of each hit's dice score make against the wearer of this armour. When the score reaches 25 or over, the magical energy becomes depleted and the armour totally disappears. This means the armour will no longer offer its wearer any more protection and instead they are harmed as normal.

Whilst the armour is active, **no** hits of any kind (not even blows from the Mace of Oblivion) can harm the wearer of this armour.

Dwarves will have nothing to do with dirty un-solid magic, or in other words spell casting. Therefore, no Dwarf character model may take this magical armour into battle.

Wearing this magical armour does not affect a piece's movement.

98. Heavy White Dragon Armour at 80pts

Without a shadow of a doubt, the toughest hide of any beast on the Middle Plain is that of a Dragons' scaly skin. This makes it very desirable among the fire-making mortals.

Dragons know this only too well, so when a Dragon falls and leaves this realm for the next, many of its own kind will appear. They will gather round the beast's carcass and with their fiery breath, they will burn it until all its flesh, bones and even its tough scaly hide is nothing but ash and smoke. This final tribute stops the dead Dragon's very valuable body form being violated and scavenged by cowardly greedy little mortals looking for a quick profit.

However, these scaly monsters don't always get to their fallen kinsman's body in time before some of its remains disappear off into the towns and cities of the mortals, to be sold for a very good price indeed.

One such thing that can be crafted from these rare remains is Dragon Armour, which is tougher and more durable than steel. The armour also endears its owner with additional powers the Dragon once had in life.

White Dragon Armour counts as full heavy body armour with the following special rules.

The wearer of White Dragon Armour gains +2 toughness and a further +4 life points.

Furthermore, the wearer becomes '**Fire Resistant**', as described on page 69, and can dispel any spell cast against them by rolling a D6 and scoring a 5 or 6. If the wearer is accompanying a unit or riding a beast, they will also benefit from a successful dispel made by the wearer.

This magical armour may be taken more than once by the same side.

99. Light White Dragon Armour at 80pts

Without a shadow of a doubt, the toughest hide of any beast on the Middle Plain is that of a Dragons' scaly skin. This makes it very desirable among the fire-making mortals.

Dragons know this only too well, so when a Dragon falls and leaves this realm for the next, many of its own kind will appear. They will gather round the beast's carcass and with their fiery breath, they will burn it until all its flesh, bones and even its tough scaly hide is nothing but ash and smoke. This final tribute stops the dead Dragon's very valuable body form being violated and scavenged by cowardly greedy little mortals looking for a quick profit.

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One such thing that can be crafted from these rare remains is Dragon Armour, which is tougher and more durable than steel. The armour also endears its owner with additional powers the Dragon once had in life.

White Dragon Armour counts as full light body armour with the following special rules.

The wearer of White Dragon Armour gains +1 toughness and a further +4 life points.

Furthermore, the wearer becomes '**Fire Resistant**', as described on page 69, and can dispel any spell cast against them by rolling a D6 and scoring a 5 or 6. If the wearer is accompanying a unit or riding a beast, they will also benefit from a successful dispel made by the wearer.

This magical armour may be taken more than once by the same side.

100. Heavy Golden Dragon Armour at 80pts

Without a shadow of a doubt, the toughest hide of any beast on the Middle Plain is that of a Dragons' scaly skin. This makes it very desirable among the fire-making mortals.

Dragons know this only too well, so when a Dragon falls and leaves this realm for the next, many of its own kind will appear. They will gather round the beast's carcass and with their fiery breath, they will burn it until all its flesh, bones and even its tough scaly hide is nothing but ash and smoke. This final tribute stops the dead Dragon's very valuable body form being violated and scavenged by cowardly greedy little mortals looking for a quick profit.

However, these scaly monsters don't always get to their fallen kinsman's body in time before some of its remains disappear off into the towns and cities of the mortals, to be sold for a very good price indeed.

One such thing that can be crafted from these rare remains is Dragon Armour, which is tougher and more durable than steel. The armour also endears its owner with additional powers the Dragon once had in life.

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Golden Dragon Armour counts as full heavy body armour with the following special rules.

The wearer of Golden Dragon Armour gains +2 toughness and a further +3 life points.

Also, the wearer becomes '**Fire Resistant**', as described on page 69, and all enemies attempting to strike them in combat suffer -1 to hit. This magical armour may be taken more than once by the same side.

101. Light Golden Dragon Armour at 80pts

Without a shadow of a doubt, the toughest hide of any beast on the Middle Plain is that of a Dragons' scaly skin. This makes it very desirable among the fire-making mortals.

Dragons know this only too well, so when a Dragon falls and leaves this realm for the next, many of its own kind will appear. They will gather round the beast's carcass and with their fiery breath, they will burn it until all its flesh, bones and even its tough scaly hide is nothing but ash and smoke. This final tribute stops the dead Dragon's very valuable body form being violated and scavenged by cowardly greedy little mortals looking for a quick profit.

However, these scaly monsters don't always get to their fallen kinsman's body in time before some of its remains disappear off into the towns and cities of the mortals, to be sold for a very good price indeed.

One such thing that can be crafted from these rare remains is Dragon Armour, which is tougher and more durable than steel. The armour also endears its owner with additional powers the Dragon once had in life.

Golden Dragon Armour counts as full light body armour with the following special rules.

The wearer of Golden Dragon Armour gains +1 toughness and a further +3 life points.

Also, the wearer becomes '**Fire Resistant**', as described on page 69, and all enemies attempting to strike them in combat suffer -1 to hit.

This magical armour may be taken more than once by the same side.

102. Mantas Armour at 80pts

Unsurprisingly this armour was made from a very rare and incredibly lethal Giant Preying Mantas, which dwelled in the hot steamy jungles of Zerry.

This armour is incredibly tough and covered in razor sharp spikes, which can easily slice through steel. This makes it very hazardous indeed to anyone who strikes the wearer, as they could become impaled on one of its many deadly spikes.

Mantas Armour counts as full heavy body armour with the following special rules.

The wearer of the armour receives +2 toughness, +4 life points and +1 attack.

103. The Almighty Shield at 65pts

The Almighty Shield is not really a shield at all... it is more a large dish with some unknown purpose...

The wizards from the Sky City would love to get their hands on this large mysterious disk, to give it some proper scrutiny. Unfortunately for them, because of the disk's desirable magic affects upon its carrier, which is to greatly enhance their durability, it makes it very hard to get hold off indeed...

This large magical disk follows all the normal rules for mundane shields with one added magical bonus; the shield adds +4 resistance to its user.

104. The Black Flaming Armour of Terror at 65pts

Firstly, this armour is not made from any substance you would expect to find on the Middle Plain. So one must surmise that it is from another, most likely one where the Demons dwell.

Secondly, magical black fire burns all around the armour, which is actually physically harmless. Instead, black fire is well known for its ability to strike fear within even the bravest of hearts. In fact demonic black flame feeds off terror itself. So the more it is feared, the stronger it will burn, creating even more fear for it to feed from.

The Black Flaming Armour of Terror counts as full light body armour with the following special rules.

The wearer of the armour receives +1 toughness, +1 resistance, +3 life points.

The wearer of this armour generates +1 '**Fear**', which increases by +1 each time an enemy fails a fear check within 10 inches of this armour. The maximum fear factor this armour can reach is 4. '**Fear**' is explained on page 66.

105. The Golden Armour of Brilliants at 60pts

Without a doubt this full suit of golden shiny armour must be the best looking one you have ever laid your eyes upon. It's even more glorious than your master's armour, so he must think very highly of you indeed to entrust you with it...

Though this is a full suit of armour, it is so flimsy that it offers no protection at all to its wearer during battle.

In combat at least one attack must always be made against the model wearing this armour. If hit, the bearer will explode! The radius of the explosion is 1.5 inches, and all models (friend, foe and even the wearer of this magical armour) within its blast radius are hit automatically once. Models hit from the explosion will have their agility completely cancelled out and suffer -8 to their toughness, and its blast has a damage rating of 1 to 5 x 3.

If the wearer of this magical armour is '**Marched Over**', as soon as they are removed from the board, the Armour of Brilliants will explode, as explained above! The piece who marched over the wearer of this magical armour must stop moving directly on top of their victim's last position they were removed from play. From that position all damage from the explosion is worked out there. Once complete, the marching over piece will finish its move as normal. The rules for '**Marching Over**' a model are explained on page 31.

Wearing this magical armour does not affect a piece's movement.

106. The Spiked Armour of Lord Zorerdi at 60pts

In the latter age of the Old Powers, High Lord Zorerdi from the Great Elf Union was charged to clear an infestation of gobbolites. This horde of gobbolites was rampaging through the imperial lands, eating anything or anyone that got in their way.

Zorerdi knowing he only had a small force to deal with this hoard, he commissioned some special magical spiked armour to be made for himself. As the hordes fell on him, there were shredded and torn to bits upon the armour, until only he and a few of his lucky kinsmen remained.

The Spiked Armour of Lord Zorerdi counts as full heavy body armour with the following special rules.

The wearer of the armour receives +2 toughness, +1 resistance, +2 life points.

Furthermore, for every enemy model who attacks the wearer of this armour receives 1 automatic hit back upon them. The damage from the armour is

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always worked out after the enemy attacks have finished making all of their attacks first. Any injuries cause by the armour has a damage rating of 1.

Wearing this magical armour does not affect a piece's movement.

107. The 2nd Spell Shield of Montice... at 55pts

All Wizards that used destructive magic upon the enemy's dread Montice...s creations, as his shields have the power to turn their own wicked magic against them.

The 2nd Spell Shield of Montice is treated like a normal shield with the following special rules.

If a harmful or negative spell is cast at the bearer of this shield roll 1D6 and on the score of a 4+ the spell is deflected back at its caster. The Spell Shield will also deflect harmful enemy spells that use direction dice.

If a spell is deflected, the bearer of this magical shield and any beast they are riding or unit they are accompanying will be saved from harm.

A reflected spell affects must be fully played out on its caster and will also affect (depending on the spell) any beasts they are riding or the unit they are accompanying.

This magical shield has no affect on friendly spells or enemy spells that affect an entire tabletop.

A Dwarf player may take this magical shield as many times as they wish at a cost of 45 points, instead of 55 points

108. Suit of the Mariner at 55pts

This suit was made by a magician for a famous explorer to allow him to dive to the deepest bowels of the ocean and with it the explorer accomplished many great feats. Eventually though this led to pirates and thieves noticing how useful this suit could be in there line of work. So it was stolen and later on for some reason started to turn up on the battlefield, being used as armour..?

The Suit of the Mariner counts as light full body armour with the following special rules.

The bearer of this armour receives +1 to their toughness and +3 life points. Furthermore, this suit allows the wearer to hide within a deep water feature whilst '**Scouting**'. To learn more about scouting see page 68.

Wearing this magical armour does not affect a piece's movement.

Note: This amour does not give its wearer the ability to scout, only allows them to scout and hide in water features.

109. The Gremlin Shield at 50pts

At the centre of this shield spins a mythical purple portal which spews forth the gremlin menace, no one knows just who created this shield or why, but it's enough to ruin any dwarfs day and anyone caught using it within the Dwarf's boarder will be exiled from their lands forever.

This magical armour counts as a Shield with the following special rules.

At the start of each of the shield bearer's turn, rolls a D6. On the score of a 1 to 5 nothing happens, but on the score of a 6 a Gremlin pops out of the shield.

Once free place down the Gremlin model provided next to the bearer of this shield. Move the Gremlin model immediately 2D6 in the direction to the nearest war machine within its awareness ranges. Keep on moving the Gremlin 2D6 inches at the start of each of its side's movement phases, until it reaches its target.

If possible, the Gremlin will always take the shortest route to its target, but avoid other gaming pieces and impassable terrain, moving round them appropriately.

The player, who owned the Gremlin, has no control over this gaming piece at all. However, they are responsible for moving the Gremlin (as just described above), and making all the necessary rolls for it; for example, rolling to hit and overcoming enemy saves in combat.

Once released, the Gremlin counts as an independent character piece and follows all rules laid out in this rulebook for being as such, with the exception that the Gremlin cannot take on the role of a General (obviously) and does not cost any shapes to field in battle.

Once a Gremlin reaches its target, in the combat phase the war machine must immediately roll on its gremlin chart. If the war machine does not have one, it is immediately destroyed and removed from play instead. In any case, once the Gremlin as done its job, it vanishes, and so is removed from play.

Gremlin Stats

	M	A	CR	D	Save	LP	S
Gremlin	2D6	1	1	1	④	1	1

Base Size: 20x20mm

110. Shadow Armour at 50pts

The Shadow Armour was created by the genius of an unknown assassin hired to slay a rampaging Ogre Chieftain. The assassin created the armour from the silk of a giant insidious spider that lived deep in the belly of the mountains of Antazar. This twisted creature had been corrupted and somehow survived from the time of the Dark Risings, when chaos first touched the Middle Plain long ago. The spider's silk was incredibly strong and also nearly invisible to the naked eye. This made it perfect for creating the special armour that the assassin needed to complete her job. Thus, it was not long before the Ogre Chieftain, troubled no one again.

The Shadow Armour counts as light full body armour with the following special rules.

The bearer of this armour receives +1 to their toughness, +1 agility and +1 life point. Furthermore, the wearer of the armour becomes '**Light Footed**' (see page 68) and may also use the '**Scouting**' special rule on page 68.

111. The Hornet Armour at 50pts

By itself this armour does not offer its wearer that much protection, but this armour has been enchanted so that a swarm of deadly Hornet's follow and protect the wearer wherever they go.

The Hornet Amour counts as full heavy body armour with the following special rules.

The bearer of this armour receives +2 to their toughness and +3 life points. Furthermore, in combat D3 enemy models in base contact with the wearer are automatically hit (or stung) once. The automatic hit deducts -1 agility upon the enemy.

112. The Enchanted Heavy Armour of Life at 50pts

If the price is right, most wizards and other magic casters have the ability to mildly enchant any kind of armour, offering it's wearer a little more protection in battle. So new heroes just starting out usually visit their local wizard and have them put a lucky enchantment on their armour of some kind to help protect them. This helps greatly to ensure their adventures are not cut short by a beast or bandit's lucky blow.

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The Enchanted Armour of Fortune counts as wearing full heavy body armour with the following special rules.

The wearer of the armour receives +7 life points.

This magical armour may be taken more than once.

113. The Enchanted Light Armour of Life at 50pts

If the price is right, most wizards and other magic casters have the ability to mildly enchant any kind of armour, offering it's wearer a little more protection in battle. So new heroes just starting out usually visit their local wizard and have them put a lucky enchantment on their armour of some kind to help protect them. This helps greatly to ensure their adventures are not cut short by a beast or bandit's lucky blow.

The Enchanted Armour of Fortune counts as wearing full light body armour with the following special rules.

The wearer of the armour receives +6 life points.

This magical armour may be taken more than once.

114. The Enchanted Heavy Armour of Fortune at 45pts

If the price is right, most wizards and other magic casters have the ability to mildly enchant any kind of armour, offering it's wearer a little more protection in battle. So new heroes just starting out usually visit their local wizard and have them put a lucky enchantment on their armour of some kind to help protect them. This helps greatly to ensure their adventures are not cut short by a beast or bandit's lucky blow.

The Enchanted Armour of Fortune counts as wearing full heavy body armour with the following special rules.

The wearer of the armour receives +2 toughness and 3 magic.

This magical armour may be taken more than once.

115. The Enchanted Light Armour of Fortune at 45pts

If the price is right, most wizards and other magic casters have the ability to mildly enchant any kind of armour, offering it's wearer a little more protection in battle. So new heroes just starting out usually visit their local wizard and have them put a lucky enchantment on their armour of some kind to help protect them. This helps greatly to ensure their adventures are not cut short by a beast or bandit's lucky blow.

The Enchanted Armour of Fortune counts as wearing light full body armour with the following special rules.

The wearer of the armour receives +1 toughness and 3 magic.

This magical armour may be taken more than once.

116. The Nightmare Shield at 40pts

The Nightmare Shields acts just like a mirror into ones soul. In combat the shield becomes active and you cannot help but be distracted by a dark vision thrust upon you, which is a horrid truth about you...

The Nightmare Shield is treated as a normal shield with the following special rule.

All enemies suffer -1 to hit the carrier of this shield in combat.

117. The Enchanted Heavy Armour of Steel 40pts

If the price is right, most wizards and other magic casters have the ability to mildly enchant any kind of armour, offering it's wearer a little more protection in battle. So new heroes just starting out usually visit their local wizard and have them put a lucky enchantment on their armour of some kind to help protect them. This helps greatly to ensure their adventures are not cut short by a beast or bandit's lucky blow.

The Enchanted Armour of Steel counts as full heavy body armour with the following special rules.

The wearer of the armour receives +3 to their toughness.

This magical armour may be taken more than once.

118. The Enchanted Heavy Armour of Stone 40pts

If the price is right, most wizards and other magic casters have the ability to mildly enchant any kind of armour, offering it's wearer a little more protection in battle. So new heroes just starting out usually visit their local wizard and have them put a lucky enchantment on their armour of some kind to help protect them. This helps greatly to ensure their adventures are not cut short by a beast or bandit's lucky blow.

The Enchanted Armour of Stone counts as wearing full heavy body armour with the following special rules.

The wearer of the armour receives +2 toughness and +2 resistance.

This magical armour may be taken more than once.

119. The Enchanted Light Armour of Swiftness 40pts

If the price is right, most wizards and other magic casters have the ability to mildly enchant any kind of armour, offering it's wearer a little more protection in battle. So new heroes just starting out usually visit their local wizard and have them put a lucky enchantment on their armour of some kind to help protect them. This helps greatly to ensure their adventures are not cut short by a beast or bandit's lucky blow.

The Enchanted Armour Swiftness counts as full light body armour with the following special rules.

The wearer of the armour receives +1 toughness and +2 agility.

This magical armour may be taken more than once.

120. Duelist Bracers 40pts

These bracers were worn by a family of famous duellists who passed them down from one generation to the next. Anyone who saw them duel was always stunned how effortlessly they could block and perry their foe's attacks, often making them look like fools. As the generations passed the bracers became magical and more powerful. However, the family became lazy and gained almost all of their duelling ability from their bracers, rather than their own skill. When their secret was discovered the duellists were made a mockery of and the bracers were soon stolen away from them forever.

For every attack that misses the wearer of these bracers in combat they gain one more attack, up to a maximum of 4. These bonus attacks are rolled out after both sides have finished rolling out all the normal attacks in the combat.

121. The Gate Keeper's Shield at 35pts

Once a great Demon Warlord was about to be banished back to its foul Lower Plain, but before vanishing it thrust itself upon its mortal opponent who had defeated it in battle. It hoped to drag the warrior's soul back to its own plain and continue the fight there. Yet, this mortal raised his shield at the last moment and captured the Demon's essence within it forever.

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Now because of the Demon's magical essence infused into the shield, it has become a one way portal to that Demon's realm.

Though the Demon is stuck in the mortal plain for all time, it has found a new pastime, which is to snatch unsuspecting mortal souls away from the Middle Plains to his own, if they wonder a little too close to his shield.

The shield acts as a normal shield with the following special rules.

For each round of combat the bearer of this magical shield is in combat roll a D6. On the score of a 1 to 3 nothing happens and on the score of a 4 to 6 the shield is hit. This rattles and angers the demon within, thus activating the shield's power. The shield hits D6 enemy models (this is with the demon snatching them away to its own plain), which can be saved against in the normal way, but each save overcome kills the affected model outright.

Hits caused by the demon snatching souls away are distributed just like shooting or magical missile attacks. See page 38 to learn about dividing up missile and magic hits upon a target.

The Demon within the shield cannot snatch away models that have a bigger base than 30x30mm, so are immune to its attacks.

122. Bazzcan... 's Shield at 35pts

In the ancient days of the Old Powers, the Dwarf armies where led by a mighty warlord called Bazzcan... and for hundreds of years he defended Karraff Mountains from hoards after hoards of invaders from the Low Lands and under Plains. Unfortunately though, because of his great skills as a warrior, Bazzcan's beard grew thin and grey and he was forced to endure his 'Black Year', before dying of extreme old age. This was a sad and bitter ending for a once mighty warrior, who deserved a glorious death upon the battlefield.

Bazzcan's Shield is treated as a normal shield with the following special rules.

The bearer of the shield receives 2 magic to their save.

123. The 3rd Spell Shield of Montice... at 35pts

All wizards that used destructive magic upon their enemy's dread Montice... 's creations, as his shields have the power to turn their own wicked magic against them.

The 3rd Spell Shield of Montice is treated like a normal shield with the following special rules.

If a harmful or negative spell is cast at the bearer of this shield roll 1D6 and on the score of a 5+ the spell is deflected back at its caster. The Spell Shield will also deflect harmful enemy spells that use direction dice.

If a spell is deflected, the bearer of this magical shield and any beast they are riding or unit they are accompanying will be saved from harm.

A reflected spell affects must be fully played out on its caster and will also affect (depending on the spell) any beasts they are riding or the unit they are accompanying.

This magical shield has no affect on friendly spells or enemy spells that affect an entire tabletop.

A Dwarf player may take this magical shield as many times as they wish at a cost of 25 points, instead of 35 points.

124. Armour of Attraction at 35pts (DC)

From across the battlefield, the enemy can hear a tormentive chant, ranting in their ears, which they just cannot ignore as it never stops. Eventually, the lesser disciplined warriors will be driven mad with rage and want to hack to bits the source of their frustrations, if they can locate them...

This magical armour counts as chest armour, but it is too flimsy to offer its wearer any protection during a battle.

At the start of each new enemy turn, all enemy pieces which can shoot and have the wearer of this magical armour within their primary sense (or line of sight) must make a deviancy check. If a piece passes its check it is not affected by this magical armour. If a piece fails its check it must shoot at the wearer of this armour in its following shooting phase.

Note: As normal the wearer of this armour cannot be singled out by missile pieces wishing to target them, unless they have a special rule which allows them to do so. Therefore, all successful hits must still be dispersed on the group or beast the wearer is accompanying as normal.

If the enemy needs more than a 6 to hit the wearer of this armour or just stands no chance of hitting them, they may redirect their shots at another target instead.

If equipped this magic item always overrides and cancels out any ability the bearer may have to hide or reduce the chances of being targeted by the enemy.

125. Venom Armour at 25pts

To the layman this armour would just strike you as ordinary heavy armour. Although over time and countless battles later its owner noticed that this armour has a magical resistance to poison.

This item counts as wearing full heavy body armour with the following special rules.

The wearer of the armour receives +2 toughness and is completely immune to all 'Poisoned' attacks, which are instead treated as normal hits upon the wearer.

126. The War Paint of Life at 25pts

Some hero's use magical War Paint to protect themselves during a battle, rather than choosing to wear heavy armour.

The wearer of the War Paint of Life gains +5 life points.

127. Magic War Paint at 25pts

Some hero's use magical War Paint to protect themselves during a battle, rather than choosing to wear heavy armour.

The wearer of the Magic War Paint gains 2 magic.

128. The War Paint of Mighty Oak at 20pts

Some hero's use magical War Paint to protect themselves during a battle, rather than choosing to wear heavy armour.

The wearer of the War Paint of Iron gains +3 toughness.

129. Jaguar War Paint at 20pts

Some hero's use magical War Paint to protect themselves during a battle, rather than choosing to wear heavy armour.

The wearer of Jaguar War Paint gains +2 agility.

Enchanted Items

130. The Phantom Cloak at 140pts

Many heroes and other great individuals will think nothing of using a magic item that may have once belonged to a Demon, or even was made from parts



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of other dead heroes... Yet, very few of these liberal heroes will go as far to use an ethereal item, which thankfully are extremely rare anyway.

It is how ethereal items are fashioned, which concerns most of those who would otherwise use them.

Firstly, what must be a dark and callas mage traps a lost and confused and tortured phantom.

As a spirit cannot be separated from their ethereal item they once held in life without that item disappearing, the ghost must be done away with very slowly, until only there item remains. This uses the foulest and darkest of magics upon the Middle Plain. However, the poor phantom is not completely destroyed in this process, as some of it must remain to preserve the new ethereal item in this world.

No one knows if the ghost could feel itself being scratched away from its item, or if it is still aware now in some way...

The wearer of the Phantom Cloak is immune to all none magical attacks.

Furthermore, the wearer causes +1 'Fear', as explained on page 66.

Lastly, the wearer cannot be 'Marched Over', and may move over or pass throw all types of terrain without penalty, even impassable terrain features, as if they themselves was a ghost.

However, against Demon or Undead models the wearer can be marched over and attacked in combat as normal.

131. Leftdinnear the Free Spirit at 125pts

Leftdinnear is a Pegasus Prince, who travels the lands of Many in search of his next partner to share a new epic adventure with.

Leftdinnear is treated as a normal steed, which can 'Fly'. To learn more about flying turn to page 26.

A character can only take Leftdinnear into battle if their profile allows them to mount a steed of some kind on the battlefield.

The Call of Leftdinnear does not count as a magic item. Therefore, the saddle does not take up a magic item space, its points do not count towards its owner's oblivion checks and once equipped, the saddle or Leftdinnear cannot be negated in anyway.

Leftdinnear's Stats

	M	A	CR	D	Save	LP	S
Prince Leftdinnear	Ground Move 13 and fly 19	3	6	1 -①	② ②	+3	-

Base Size: 30x30mm

No time for Losers

Leftdinnear will not just let any old bum ride him into battle. Therefore, no 'Halfwit' character can mount and ride this magnificent flying royal steed. 'Halfwit' pieces are explained on page 59.

132. Cloak of Shadows 120pts

This magical cloak once belonged to a primitive tribe who lived deep within one of the great rainforests of Many, but were exterminated by the Elves to clear some land long ago. Now only faded memories and this magical cloak is all what survive of them.

It is rumoured that this cloak allows its users to hunt and move through the forest as if they were nothing more than a whisper of smoke carried by a breeze.

The cloak wearer receives 4 magic. Furthermore, all successful rolls to hit them in both combat and shooting must be re-rolled once more. However, if the wearer is mounted on a steed or monster, attackers shooting at them will hit them normally instead, and so do not reroll their shoots against the wearer.

Additionally, the user ignores movement penalties for travelling over rough ground and through woody terrain. However, if the wearer is mounted on a steed or monster, this movement bonus is ignored and they will have to travel around normally instead.

133. The Lost Crown of Barley at 100pts

This crown once belonged to a long line of county kings from the province of Barley in Herlanceia, but was stolen by the Elves during their occupation and then it seemed to simply disappear for nearly 150 years. Eventually, the crown reappeared on the black markets. So now for the right amount of gold, the once great Crown of Barley can be anybody's.

Apart from being a glorious piece of jewellery, the crown is said to have the power to instil a winning confidence to its wearer and their followers, which no enemy can break on the battlefield.

The wearer of the Crown of Barley gains +3 soldiering dice to be used in all of their 'Break Checks' and 'Bravery Checks', and those special checks are explained on page 12.

134. The Diamond Die of Fortune at 100pts

This magical diamond shaped die is said to be a piece left over from the creation of existence itself and brings immense good fortune to whoever uses it. Though after it has been cast, it disappears and turns up somewhere else upon the Middle Plain, and the scramble to find it begins again!

Once per game you may elect to trade one of your die roll for a D20 instead. However, no matter what it rolls, the die can only score the highest value permitted in that roll.

135. The Ring of Zereener at 100pts

Long ago, a champion of Zereener lay dying on the field of battle, but because he fought so valiantly in his Goddess's name, it is said that Zereener herself descended down from the heavens to save him. She touched him on his hand, which immediately healed his wounds and he lived to fight onwards in her name again. When Zereener touched her dying champion, she also brushed up against one of his rings, and from that day forth the ring had life giving magical properties. So to this day who ever wears this ring is able to cure the sick and dying, just with a simple touch of their hand.

The wearer of this magical ring gains +15 life points.

136. The Face Mask of Death at 100pts

It is said to gaze upon the Face Mask of Death is to see your own demise, which can be a very unnerving thing indeed.

The wearer of the Face Mast of Death courses +2 'Fear', as described on page 66.

137. Skeeters' Ring of Invisibility at 70pts

Not all heroes like to be in the centre of attention, whether it be in a nobles court, a leisurely stroll amongst the town's people or even before the king. So a young enchanter of the name Skeeter created this ring to allow them to pass by unnoticed by most.

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However, just like most seemingly harmless magic items at first, it quickly found its way on to the battlefield as a weapon of war.

Enemies wishing to hit the wearer of this ring suffer -2 to hit them in combat. Furthermore, if the wearer is unaccompanied all enemies shooting at them suffer -1 to hit them.

This ring cannot be used in combination with the 'Armour of Attraction' on page 130.

138. An Indebted Soul at 65pst

Sometimes when the living can't, the dead can...

Though it is greatly frowned upon, some dark wizards actually make bargains with desperate men for their immoral souls during their lifetime, so that they may serve them in death. These dark wizards pick on the poor and weak who sell their souls for just a few gold coins. Maybe they naively believe that it's just all nonsense or the wizard will never come to collect up on their debt, but they are very wrong indeed...

These foul wizards bound the unfortunate souls to some cheap and mundane item, and there they must wait in torment until their new master summons them. This could be a while as these items could pass through many hands over the years, before they are finally used.

Despite these despicable wizard's wishes, thankfully they cannot control the price or time of service one's soul will serve before their debt is satisfied, and they are released

Once the soul has fulfilled their debt, they are released and can pass over to their afterlife to finally rest in peace.

An Indebted Soul can only be used once. It can be used at anytime during a game, providing the one who is carrying this item is not in combat.

Once summoned the soul can be commanded to do any one of the following tasks, which can affect any piece on the gaming board:

- One friendly wizard receives +1 to all their casting rolls up to a maximum of 6, for one turn. The bearer of the indebted soul chooses the wizard that will benefit from this bonus.
- One enemy piece suffers -3 inches off their next move, which is chosen by the player controlling the indebted soul.
- One enemy missile piece suffers -1 to hit in their next shooting phase, which is chosen by the player controlling the indebted soul.
- One enemy character cannot attack in its next round of combat. This character is chosen by the player controlling the indebted soul.
- One enemy group of models takes D6+2 hits. This piece is chosen by the player controlling the indebted soul. Any injuries caused by the indebted soul will have a damage rating of 1.
- During any one of the enemy's turns, all spells cast by all of their wizards must roll 1D6 each. On the score of a 6 that spell will automatically be dispelled. This affect will last for one turn.

Once this item has been used, the spirit has fulfilled its debt and is free to rest in peace, which makes this item useless for the rest of the game.

139. The Death Cloak 60 points

There was once a great and powerful evil wizard, but he had made many enemies through his lifetime, who were all seeking his end. So in his haste to find ways to outwit his enemies he made a bargain with Death. The Dark Lord gave him a magical cloak, and told him that if he wore it he would soon have nothing to worry about anymore.

The cloak protected the wizard as Death promised, but soon after getting it one night it engulfed him, rapping round the mage so tightly that it squeezed the life out of him. The wizard never worried about a thing again...

The wearer of this magical cloak gains +5 magic. However, at the start of each of the wearer's turns, roll a D12. On the score of a 1 to 11 nothing happens, but on the score of a 12 the model is slain outright and removed from play for the rest of the game.

140. The Ring of Ozonty at 60pts

This magical ring is said to contain Ozonty's great strength within it.

Ozonty was believed to have the strength of the gods, as he could wrestle down Orc Bulls and Trolls with his bare hands.... well so the legends go anyway.

Now his deeds live on in myths and legends, growing greater with each new generation, which tell his epic stories to their children before bedtime.

However his story is told, they all end at the Mountain of Yobar, where he battled a great and powerful evil Sorceress, who could not defeat him, so instead entrapped him for all time in a magical pillar of ice. There, she stole Ozonty's great strength and bestowed it in a ring we all know now as the Ring of Ozonty.

Yet there is no proof that this great man once existed, other than his ring now. So one must wonder if Ozonty was really real at all, or even, is he still trapped at the Mountain of Yobar, just waiting to be freed one day...

A character wearing this magical ring deducts an additional -3 toughness from an enemy's save in combat. Furthermore, the bearer of this mighty ring gains a damage range of +3.

The Ring of Ozonty save and fatally wounding modifiers maybe combined with other magical weapons special effects.

141. Ergo's Blue Ring at 60pts

At the High School of Magic, which floats in the heavens, is an independent place of learning, where magic casters from all different races mix freely together and are all dedicated to furthering the understanding of the workings of magic.

At the high School of Magic is where Ergo created his Blue Ring, which is now named after him. He created the ring to help him with his work with raw manna, which can be very dangerous at times.

Yet, as word spread about his great ring's ability to dampened the affects of magic, it was eventually stolen and found its way on to the battlefields of Many, where it now has a new use as a weapon of war.

At the beginning of each turn of the magical ring bearer, roll a D6 and on the score of 1 to 3 nothing happens. However, on the score of a 4 to 6 no enemy spell will affect the character that bears this magical ring, nor will any spell affect any unit or beast they accompany into battle. The affects of the ring will end at the beginning of the bearer's next turn, where they must roll again to see if the ring will work once more.

142. The Poxed Pendent at 60pts

This pendent is surely cursed, as all who wear it is doomed to become so ill that they eventually die of an unknown pox.

The wearer of this cursed pendent must roll 2D6 at the start of each of their turns. If the score equals 11 or 12 the wearer is slain out right and immediately removed from play. Furthermore, any 'living' enemy character piece mounted or not, which comes into contact with the wearer of the pendent immediately becomes infected also. The pendent will never affect

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the mounted beast, only its character riding it. All newly infected pieces must now roll 1D5 at the start of each of their turns. If they score a 5, the infected piece is slain outright and immediately removed from play.

The Poxed Pendent feeds of life itself, and therefore cannot be used by any demonic or undead piece. Furthermore, undead and demonic pieces are immune to this item's affects.

143. The Severed Eye of the Beholder at 55pts

There is no hiding from a Beholder when one wishes to see you; they can see your thoughts, feelings, desires, secrets and even what you have on your person. They truly can see everything!

The carrier of the Severed Eye of the Beholder may declare at any time during a game that they are carrying this item. Once declared, their opponent **MUST REVEAL ALL** of their piece's magic items and any other hidden or concealed pieces (including any halfwits) they may have in their army.

144. The Ring of Vitality at 55pts

The Ring of Vitality is said to be just another magical item cast down from the Higher Plains at the time of the Dark Rising. If this is true or not no one really say with any certainty...

The wearer of this magical ring gains +7 life points.

145. The Lucky Coin at 50pts

This coin was first given to a kindly old beggar many years ago by a mysterious female figure dressed in white robes and a hood, which completely hid her face from view. It is said from that day forth Lady Luck was always with the beggar and he never went hungry again.

The carrier of the Lucky Coin gains 3 magic.

146. The Two Rings of Twisted Fate at 50pts per ring

At the height of the Dwarven war against the Elves, a great and wise House Master approached his most skilled metalsmith and asked for a pair of rings to be forged with an enchantment that informed the wearer of the ring to know when the other had died. He asked this as he planned to march to meet the elves marching upon his kingdom and wished for his son to be the one to rule in his stead if he fell.

The Metalsmith plied his trade beautifully, crafting a pair of rings even the emperor of the elves would be jealous of, but when he came to enchant the rings, he made one fatal flaw with the runes inscribed, one that would go unnoticed until after the battle.

As the king's army marched to meet their foe, their Elven enemies sent their own assassin to slay the king's son and prevent his succession. The House Master met his foes in battle, just as the assassin made their move. The blade struck deep within the prince's throat, but drew not a single drop of blood. On the battlefield, the king bellowed in victory before being cut short, blood spilling from his neck and collapsing into the dirt... Few records survive from this battle, but the few that do speak of a great slaughter...

The Rings of Twisted Fate are a pair of rings that must be taken separately by different characters to activate their effects upon the battlefield.

When one of the ring bearers suffers a wound, on each of those life points lost roll a D6. On the score of a 1 to 3 nothing happens, but on a 4 to 6 the other ring bearer will suffer that wound instead, which cannot be avoided or saved in any way.

If one of the ring bearers is killed outright, by an overrun or by some other means, roll a D6. On the score of a 1 to 3 nothing happens, but on a 4 to 6 the other ring bearer will be killed outright instead. If this leaves the surviving ring bearer in a difficult position, like in the middle of an enemy unit after an

overrun place them in the nearest suitable place out of combat near where they could have died.

These rings cannot save pieces from the affects of oblivion, as nothing can. If one of the ring bearers is caught in oblivion, then they are slain outright and removed from the board as normal. Furthermore, the other ring bearer must roll a D6. On the score of a 1 to 3 nothing happens, but on the 4 to 6 the other ring bearer will also suffer from oblivion and be killed outright as well.

Once one of the ring bearers has perished the other surviving ring holder's magical band will cease to work.

147. The Hourglass of Time 50pts

This hourglass is like no other, as it is truly magical, because when it is turned, it has the power to make time itself stand still, whilst its own grains of sand still flow.

This item can only be used once in a game.

The carrier of this magic item may use this mystifying hourglass at any time during the game, providing they are in base contact with an enemy character or mounted beast or war machine piece.

Once the hourglass has been activated both its carrier and its victim will immediately disappear in time for 1D3 of the carriers' turns. When an enemy character disappears, its entire model will go with it, which could include its steed, beast mount, war machine, etc.

After all the turns have passed, both the bearer of this magic item and its victim reappears immediately at the start of the affected enemy piece's following turn. Whilst the affected pieces are stuck in time they can do **NOTHING** other than wait for the hourglass' magic to wear off. When the effected pieces disappear they are removed from the table all together and when it is time for them to reappear they are placed back in exactly the same spot where they disappeared.

If the disappearing pieces leave gaps in a unit just fill them in with other ordinary infantry or cavalry pieces until they reappear again.

If the pieces reappear in a new unit or any other gaming piece, place both pieces out of combat and at the side of those models, the side closest to where they should have returned too.

If the affected pieces are stuck in time after the game has ended, no victory points are awarded to either side because the pieces have not been slain, just forced to sit this battle out.

Note: After pieces' escape from being trapped in time, they come back as they were just caught at that moment. For instance, if a piece charged armed with a lance, but before using it got stuck in time, then that piece would still receive its charge bonus with the lance when it re-enters the normal time frame of the game.

148. Phazing Rings of Skeeter at 45pts per Ring

Skeeter was an extremely young gifted apprentice wizard at a mages tower that was only accessible to magic. Even at this very young age, he was able to create these rings which could allow teleportation between to people.

Just a shame Skeeter lost the plot later in life, which surely denied the Middle Plain some great magic items...

If taken, these magical rings have to be given to two separate characters on the same side, at a cost of 45 points per ring.



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Each character which takes a Phazing Ring may trade places with another character with this same item. Both models must be on foot and have the same base size, otherwise they cannot trade places.

Characters may trade places at anytime during a game. However, each time they do roll a D8. On the score of a 1 to 7 the characters trade places, and the game continues as normal. On the score of an 8 both characters disappear and never come back again. Characters lost in this way count as being slain and their victory points go to the enemy player.

149. Miss Voodoo at 45pts

Rumour has it that Miss Voodoo as 'she' calls herself, would have been a 'normal' voodoo doll, had it not been for something in her creation going very wrong, or very right depending how you feel about her...

Whatever happened created a deranged and what seems to be a 'female' living doll.

Miss Voodoo has a bad habit of always falling hopelessly in love with whoever owns her and woe betide anyone who harms them, as she can be a VERY vengeful creature indeed.

She carries around with her at all times two very large and long sharp pins, which she thinks nothing of striking out and plunging into anyone who would harm her current bow.

Or if her beloved falls, she will use her Voodoo power and stab herself. The one who tuck her love away will then suddenly feel her vengeance, as they feel her pins running straight throw them, killing them.

In combat, if a character piece carrying Miss Voodoo is killed, the enemy responsible for their death will immediately take the same fatally wounding hit or hits, which overcame the carrier of Miss Voodoo's save and killed them. This includes all modifiers that the fatally wounding hit or hits may have had.

Furthermore, Miss Voodoo is quite active in combat defending her lover. Therefore, Miss Voodoo will attack enemies in base contact with her carrier. Miss Voodoo has D3 special attacks with a combat rating of 6 and each hit deducts -2 agility from an enemy's save, and any injuries that she causes has a damage rating of 1

Note: As these special attacks represent Miss Voodoo, they do not benefit from any magic weapon modifiers her carrier may have.

150. Gladiators Signet 40pts

This ring is one of the great Gladiator Signets from the arena of the Gods, where the best warriors brought from all over Many would fight to the death. The rings were used in the arena by the gladiators to ensure that magic would not give their opponents the upper hand in combat.

The bearer of this ring negates all magic weapons' affects upon themselves and any other models in base contact with them.

151. The Horn of the Barguest at 40pts

A Barguest is a demon creature from the Lower Plains, which is known to rise up from time to time and prey on unsuspecting travellers. When they are on the middle plain they enact havoc across small towns and villages, and they have been known to kill men who fight against them with only a stare.

It is said that the horn of the Barguest can call upon such a Demon, but no one knows, as no one dares to blow the horn...

This item can only be used once.

The horn can be blown at any time during a game. When it is blown a Barguest will appear, howl and then disappear again, which will terrify all

nearby enemy warriors. All enemy pieces within 8 inches of the horn bearer must take a 'Bravery Check' immediately with a fear rating of 2. If any pieces fail their bravery check, they will immediately flee. To learn more about 'Fear', turn to page 66.

152. The Ring of Reanimation at 35pts

After a very bloody battle where a huge undead horde was eventually put down, the Necromancer who was responsible for raising and leading such a vile horde was soon executed.

Once dead, his jewellery was cut off and his secret weapon was revealed to be one of his many magical rings.

Yet sadly, only the dead Necromancer knew how to properly use the ring. So much of its great power is still unknown, and consequently goes unused by its new owners. Yet, even unactivated, the ring is still powerful enough to raise the dead back to life.

At the start of each turn of the controlling player of this ring, they themselves or the group of models they are accompanying receive 1 lost life point back. This affectively can regenerate lost models back to life in that group, but it can never restore more models than a group started off with at the beginning of the game.

The rings power cannot bring back other characters to life, even if they were originally part of the ring bearer's group of models.

153. Stone of Absorption at 35pts

This magical stone was hand crafted by Dwarf hands to sap magic items of their energy, which might be used against them. However, it was not long before this stone fell into enemy hands and used against them instead.

The Stone of Absorption may be used at anytime during a battle, but can only be used once.

Once activated, its controlling player nominates one enemy magic item (that they know of) within 8 inches of the bearer of the stone. The stone then saps all magical energy from the target magic item, which negates its magical affects for the rest of the game.

However, the more powerful the magic item is, the more resistant it is to the stone's power. Therefore, if a target item is 50 points or more, roll on the chart below and follow the results from there.

50 – 69pts roll a D6 and on the score of a 2 – 6 the item is sapped of its magic.
70 – 89pts roll a D6 and on the score of a 3 – 6 the item is sapped of its magic.
90 – 109pts roll a D6 and on the score of a 4 – 6 the item is sapped of its magic.
110 – 129pts roll a D6 and on the score of a 5 – 6 the item is sapped of its magic.
130 – 150pts roll a D6 and on the score of a 6 the item is sapped of its magic.

If the stone fails or succeeds to sap the magic energy from a magic item, it cannot be used again.

Dwarfs may take this item for 30 points, instead of 35 points.

154. The Potion of Flight at 35pts

All over the world of Many, Magic Potions are very common indeed, as all Wizards of any rank or type can make them easily to sell them on to heroes and adventurers, to earn themselves a few quick gold coins here and there.

The carrier of this magic potion can drink it at the start of any of their turns. Its effect will last for one full turn and end at the beginning of the drinkers next turn.

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Once consumed and providing the drinker is on foot, they can make one **'Flying'** move, as described on page 26. The drinker of this potion can fly up to their normal movement value +10 inches. For instance, if an Orc character can move up to 7 inches and drinks this potion, they could fly move up to 17 inches. A dash move can be added on to the fly move as normal.

At the beginning of the drinker's following turn they must land wherever they may be on the board at the time.

If they are above a friendly group of models they will land in them and join them.

If the drinker lands on to an enemy piece, put them into the enemy's front and into combat with them.

Note: This magic potion cannot be used to take off and charge straight into an enemy, because flying pieces cannot take off and charge or land in the same turn.

155. The Potion of Strength at 35pts

All over the world of Many, Magic Potions are very common indeed, as all Wizards of any rank or type can make them easily to sell them on to heroes and adventurers, to earn themselves a few quick gold coins here and there.

The carrier of this magic potion may drink it during a game at any time. Its effect will last for one full turn and end at the beginning of the drinkers next turn.

Once consumed, all hits from the drinker will deduct an extra -5 from an enemy's save and it will increase their damage range by +4.

156. The Book of Mass Manipulation at 30pts (DC)

The Book of Mass Manipulation was written by Iffy Scom who was a wizard more interested in gold than magic. Iffy simply wanted all of the local weak minded folk to just handover all their wealth to him, which they did, bagful after bagful, he would just request it of them, and they couldn't deny him.

This was a very simple and affective plan, and worked very well at first... However, the problem was the local peasants weren't as simple-minded as he thought. To cut a long story short, the greedy wizard was found out and burn at the stake by the very people he manipulated.

Maybe if Iffy had just honestly sold his great works on manipulation, that would have surely earn him a fortune in the first place. Because now this book goes for enormous sums of gold every time it changes hands.

This item can only be used once in a game.

This item can only be used when an enemy piece flees anywhere on the gaming board. When used, the enemy must take an immediate **Deviancy Check** for that piece. If passed, nothing further happens and that piece continues fleeing. If they fail their check, that piece falls completely under the control of the book carrying side, for the rest of the game. However, this does not stop the book carrying side's new piece from fleeing, and so they must be re-rallied in the normal way, to be used by them first.

A piece that has switched sides counts as a lost piece. Therefore their victory points must be award to the book carrying side.

157. Dragon Knucklebones at 30pts

With just one cast of the Knucklebones, fates are re-written, history is changed forever, and men are either remembered as heroes who fought on in spite of the odds or are forever written out of the records of history as cowards, deserters and undesirables...

When the bearer of this item is required to take a break or soldiering check, they may choose to cast their knucklebones instead. Roll a single die and on

the score of a 4 to 6 the check is automatically passed regardless of the actual odds. On the roll of a 1 to 3 the unit automatically fails and must flee instead.

158. The Master Ring at 30pts

The Master Ring is exactly as its name suggests, it is the master of all other rings. Therefore, no other magical ring will ever aid in its destruction.

No enemy magical rings will work within 6 inches of the bearer of the Master Ring.

159. Deas' Ring of Life at 30pts

Though Deas' rings may not make the world tremble with their power, they are very affordable and in the right hands' they can be very affective indeed.

The bearer of this magical ring receives +3 life points.

160. The Book of Supreme Knowledge at 30pts

Over the ages all the great soldiers and generals of Many seem to come across this magical book, or maybe it finds them... When this book falls into a great hero's possession, they can't help but add a note or two to its pages. Then mysteriously, it somehow disappears again off into another's hands, well for a short time anyway...

The carrier of this item adds +1 to their soldiering rating.

161. Skeeters' Magical Wizard's Apprentice Kit at 25pts

SKEETERS' MAGICAL WIZARD'S APPRENTICE KIT, was written on a banner in a town square, which made the kids were running out to meet the man behind the magic. "Yes boys and girls even you can master the arcane with no magical blood in you" he released a puff of smoke to gasps from the audience, all of a sudden there were crashes and out of nowhere some town guards appeared being led by a balding angry looking man saying "There, he is the man who sold me this junk" and with a quick good bye and a flash of light the mystery salesman was gone.

The carrier of this enchanted item becomes a basic **'Wizard'**, as described on page 59 in the Three Plains Rulebook.

The mock wizard can only use **'Base Magic'**, as described on page 110 in the Three Plains Rulebook and cannot take any arcane items.

Because of Skeeters' workmanship, at the start of each of the bearer's they must roll a D6 and on a 1 the kit no longer works and carrier of this item no longer counts as a wizard.

162. The Call of the Wind at 25pts

The Call of the Wind is actually a horn. This magical instrument has the power to turn the wind in ones favour, making any missile they shoot off far more deadlier than it should be, but for only a short time.

The carrier of this horn may use this item at any point during the game and its affects last for one full turn, ending at the beginning of the bearer's next turn.

Once this horn has been blown, one missile group of warriors reroll all of their failed rolls to hit for shooting once more.

This item can only be used once.

163. Deas' Ring of Speed at 20pts

Though Deas' rings may not make the world tremble with their power, they are very affordable and in the right hands' they can be very affective indeed.

Providing they are on foot, the bearer of this magical ring receives +3 inches to their movement.



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164. Deas' Ring of Combat at 20pts

Though Deas' rings may not make the world tremble with their power, they are very affordable and in the right hands' they can be very affective indeed.

The bearer of this magical ring receives +2 to their combat rating.

165. Deas' Ring of Hope at 20pts

Though Deas' rings may not make the world tremble with their power, they are very affordable and in the right hands' they can be very affective indeed.

Just after the bearer of this ring as been slain roll a D6, and on the score of a 6 they are returned to life once more with all their life points restored. On any other score they are slain as normal and removed from play.

166. Deas' Ring of Battle at 20pst

Though Deas' rings may not make the world tremble with their power, they are very affordable and in the right hands' they can be very affective indeed.

This magical ring gives its wearer +1 attack.

167. Deas' Ring of Endurance at 20pts

Though Deas' rings may not make the world tremble with their power, they are very affordable and in the right hands' they can be very affective indeed.

The bearer of this magical ring cannot suffer any exhaustion counters during a game.

168. The Ring of Dark Shrouds at 20pts

Round the wearer of this magical ring, looms a shroud of darkness only a few can see into...

All pieces that have hidden models and magic items within 8 inches of the bearer of this dark ring will **always** remain hidden and can never be exposed, until they need to be.

This magic ring will always counter the Eye of the Beholder or any other magical items or spell or special abilities that allows enemies to spy on hidden things in their opponent's army.

169. Four Leafed Clover at 20pts

The Four Leafed Clover is not seen or even treated like a magic item by most. Yet they are just as magical and far harder to find than most typical magic items are in the world of Many.

Four Leaf Clovers are said to be a gift from the Gods, given to mortals just when they are in real need of a bit of good luck.

The carrier of a Four Leaf Clover can add +1 or -1 to any one dice roll made during a game.

This item may only be used once.

170. Box of Oblivion at 15pts

Nothing is known of the Box of Oblivion, as all its previous owners have never lived long enough to tell their tales about this magical box.

At the start of its bearer's turn, roll a D6. If a 1 to 5 is scored nothing happens. If however, a 6 is scored instead, the box opens by itself and **OBLIVION** is unleashed on the carrier and those round them. The radius of the crack in reality (oblivion) is 2 inches and all models within its radius are killed outright with **NO SAVES ALLOWED**.

If a halfwit is carrying the Box of Oblivion and it opens whilst it is hidden in a group of models, they are presumed to be in the middle of that piece, and that is where the radius of the crack in reality is worked out from!

171. The Eye of Death at 15pts

When our time comes, it is said Death itself, one of Noteus' greatest aids comes for your soul to take you away to your god's Plain.

Yet Exzanty, the first of the Elves to perish of extreme old age after countless ages of life, refused Death his soul, so the two fought for over it.

Though Exzanty was no match for Death, he managed to gouge out his eye and it has been rolling around on the Middle Plain ever since...

Before the game starts, just after deployment, the controlling player of the Eye of Death must name one enemy character and in which of the player's turns the eye will affect it. The controlling player of his item must note it down on a piece of paper and keep it conceal from the enemy player for now. On the effected player's turn only, the nominated enemy piece will multiply by 5 all of their damage in life points they suffer during that turn. Once the Eye has been revealed, the enemy player may check the note to see if the Eye has been used on the right character at the correct time in the game.

172. The Fairy Prison Pendent at 15pts

This pendent is really a cage for a tiny immortal Fairy of the name of Anlowis, who long ago wished to live forever.

Anlowis got his wish, but at a price, his little life force is kept going by the pendent he is in. So if anything was to happen to it, he would immediately shrivel and die with extreme old age.

The wearer of this pendent and any accompanying group of models will always flee use an extra die, with no deductions.

173. The Black Cat's Foot at 10pts

Very little is known about the Black Cat's Foot, other than it's never in anyone's hands for very long, as bad luck seems to follow it wherever it goes.

This magic item can only be used once and only just before an enemy player is about to make a reroll attempt.

Once used, the enemy player must forgo their re-roll attempt (which could include 1 or more dice re-rolls in the attempt). As no re-roll can be made the enemy's original score **MUST STAND**, no matter how many re-rolls they might have up their sleeve.

174. Skeeter's Wonder Brew at 10pts

When a town drunkard came into Skeeter's store and demanded for a brew that would keep him inebriated for many months, he emerged a few minutes later with this strange concoction. Or as others tell it, Skeeter drunkenly fell out of his store upper floor with this cask of mead, proclaiming "one sip and you're invincible, two sips and you're as strong as a lion, three sips... I'm not really sure..."

Skeeters' Wonder Brew can be sipped 8 times during a game. A drinker may take 1 sip at a time or up to 3 sips at once.

The brew must always be used before combat starts, and the drinker must declare how many sips they will take before drinking it. The affects of the mead will always last for one turn and end at the beginning of the drinker's next turn.

Once drank, the bearer rolls a D12 and relates that score to the chart underneath, following its instructions from there. Furthermore, for each sip drank during a game adds +1 on to this die score.

1 - 6 = The drinker receives +1 attack.

7 - 9 = The drinker receives +2 to their combat rating.

10 - 11 = The drinker can reroll all missed attacks once.

+12 = The drinker's head explodes! The drinker is slain outright and its model is removed from play for the rest of the game.

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175. The Box of Souls at 5pts

This box has an insidious greed for souls. Other than that not much is known about the box, as all who study it all eventually succumb to its unquenchable greed for living life force.

Yet it always manages to be found and taken in by the unsuspecting, as this evil thing can change its shape, colour and design to please anyone.

It wasn't until a Mius, a young mage's hand brought it home to his new family, that its true insidious nature was discovered.

The box slowly murdered his entire family, until only he remained. Because the box could not be destroyed, Mius caged the evil thing, so it would starve... He also inscribed a warning on it, so it could never harm anyone again. Then Mius decided to join his family in the here after...

However, far from being avoided, the box found itself being sort after by those who would give it as a pleasing present to their enemies.

Now the box feeds more than ever!

At the start of each of the box carrier's turns, they will suffer the loss of 1 life point. If the bearer is accompanying a unit or riding a beast, the box will take a life point from them instead. If the bearer of the box goes into combat, the enemy will suffer the loss of 1 life point instead. If the box has more than one option to feed off, the bearer of the box will decide which piece will suffer from its fatal appetite.

When the box takes a life point from a piece, **NOTHING** can save that wound from being lost.

176. The Caged Gremlin at 5pts

Maybe the Gods know, but by some means this mysterious magical cage attracts Gremlins and traps them.

Once trapped in a cage and held there by powerful anti-magic, the little blue bugger is taken to battle and unleashed upon the enemy. The Gremlin will run off straight towards the nearest war machine and totally wreck it. With its purpose served, the happy and now free Gremlin will vanish back home to where ever they come from...

The owner of the Caged Gremlin may release their magic captive at the start of any of their movement phases. Once free place down the Gremlin model provided next to the carrier of the Gremlin Caged. Move the Gremlin model immediately 2D6 in the direction to the nearest war machine within its awareness ranges. Keep on moving the Gremlin 2D6 inches at the start of each of its side's movement phases, until it reaches its target.

If possible, the Gremlin will always take the shortest route to its target, but avoid other gaming pieces and impassable terrain, moving round them appropriately.

The player, who owned the Gremlin, has no control over this gaming piece at all. However, they are responsible for moving the Gremlin (as just described above), and making all the necessary rolls for it; for example, rolling to hit and overcoming enemy saves in combat.

Once released, the Gremlin counts as an independent character piece and follows all rules laid out in this rulebook for being as such, with the exception that the Gremlin cannot take on the role of a General (obviously) and does not cost any shapes to field in battle.

Once a Gremlin reaches its target, in the combat phase the war machine must immediately roll on its gremlin chart. If the war machine does not have one, it is immediately destroyed and removed from play instead. In any case, once the Gremlin as done its job, it vanishes, and so is removed from play.

Gremlin Stats

	M	A	CR	D	Save	LP	S
Gremlin	2D6	1	1	1	④	1	1

Base Size: 20x20mm

177. Jeryom's Ring at 5pts

Jeryom was a notorious and very successful fraudster. His secret was his magical ring, which had the power to lead his customers (or his victims) to believe that they had just bought some great treasure from him, at a very good price. However, when Jeryom's customers would return home, there treasure would soon fade away to nothing, only leaving anger in its place.

How Jeryom died is a mystery, but it is presumed that one of his 'customers' caught up with him one day, wanting a lot more than just their money back from him...

If the enemy uses the Eye of the Beholder or any other ability, spell or item that makes you reveal your hidden magic items, then the bearer of this ring can lie about the items they have. They can even play or act out having these pretend items, by rolling out dice for them for instance, but no real game affects can come out of it.

178. Potion of Vitality at 5pts

All over the world of Many, Magic Potions are very common indeed, as all Wizards of any rank or type can make them easily to sell them on to heroes and adventurers, to earn themselves a few quick gold coins here and there.

The character that carries this magic potion can drink it at any time during a game. Once drunk, the character clears off all of their exhaustion counters, and no longer suffers from the affects of 'Exhaustion', as described on page 69.

179. The Magic Dice at 5pts

Nothing at all is known about this item apart from what it does, which is to give its user the best dice rolls they have ever had.

The carrier of his magic dice may reroll one failed dice roll per game. This single reroll can be made at any time in the game and once used the magic item is spent and cannot be used again.

180. The Horn of the Beasts at 5pts

Little is known about this item other than it has some ability to control the mind of a wild beast.

When any beast or beast unit is forced to roll on their 'Beast Reaction Chart' they always add +1 to their 'Loyalty Rating'. To learn more about beasts turning 'Wild', turn to page 61.

The horn affects all friendly beast pieces during an entire game, for as long as its bearer is still alive that is.

Arcane Items

181. The Ultimate Staff of Power at 150pts

This rather boldly named magical staff is one of the few items in this world that truly deserves its name, as no other staff can match its power on the battle field.

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This mighty staff was charmed by Tuarack, who was once a great and mighty Wizard. In life Tuarack was highly regarded by all the beasts of the woods, in fact Tuarack was so liked, they allowed him to take a single branch from the ancient Tree of Life, said to be planted by the Creator. From this branch Tuarack charmed the Staff of Ultimate Power, which since then has been responsible for great and far reaching deeds the length and breadth of Many.

The user of this great staff gains 2 extra magic dice to cast each of their spells.

182. Wand of Oblivion 150pts

This mighty wand was forged by a group of vile demon smiths, somewhere down in the bowels of the Lower Plains. This foul device was cast out of demonic ores and enchanted by magic, which is simply out of most persons comprehension on the Middle Plain. It was designed to give any spell the power to blast straight through all pitiful defences the mortals could muster against such an item. This it does with devastating effect, as even the weakest of spells cast by this wand will send any foe straight to oblivion!

All deadly spells cast with this powerful wand automatically cancel out **all** affected enemies' saves; even an enemy's magical save will not save them against the affects of this wand.

Note: This wand will only work on spells with the potential to kill an enemy in battle, but it will never affect magic that negatively or positively affects a piece's performance on the battlefield.

183. The Unicorn Staff at 150pts

Unicorn horns are very sort after, but are extremely hard to come by. This is because, unlike normal steeds, Unicorns have a sacred place to go and rest when it is their time to pass over. However, one Wizard found this sacred place and fashioned one of the greatest Staffs the Middle Plain has ever seen. Yet this Wizard didn't live long enough to share his secret of the Unicorn's final resting place with the rest of Many. This is because not long after finishing his master piece he was found dead with a whole gouged out into his chest.

The user of this great staff gains 5 extra ether dice to dispel with per turn.

A character armed with this staff can never ride a unicorn.

184. The Black Pearl at 140pts

The Black Pearl is one of three great enchanted pearls, which are all very powerful arcane items indeed. In fact, these pearls are so sort after, that many a mage have paid the ultimate price in trying to just obtain one of these remarkable items.

The carrier of this item gains 2 extra magic dice and 2 extra ether dice per turn.

185. A Greater Dispel Staff at 100pts

All across the world of Many, there are countless staffs to help Wizards to deal with enemy spells. Though all these staffs have different names, as wizards tend to like naming them, all are generally known as 'Dispel Staffs'. Though, all these staffs vary in their effectiveness at stopping enemy magic.

The user of this staff gains 3 extra ether dice per turn.

This magical staff may be taken more than once.

186. Ultimate Power Scroll at 100pts

The writers of these scrolls are largely unknown to the world because many of them will die making these terrifically powerful items. However, the gold a warlord will pay for them makes the risk worth... somebody else taking.

Mages are often kidnapped or captured by the enemy after a battle, to be forced into a life of writing these mighty scrolls out for their captives, but one slip of the quill... and it's all over...

When used, the wizard's next spell will be cast with 6 extra magic dice.

187. The Grey Pearl at 100pts

The Black Pearl is one of three great enchanted pearls, which are all very powerful arcane items indeed. In fact, these pearls are so sort after, that many a mage have paid the ultimate price in trying to just obtain one of these remarkable items.

The carrier of this item receives 1 extra magic die to cast all their spells with.

188. Master Power Staff at 100pts

All across the world of Many, there are countless staffs to help Wizards cast their spells. Though all these staffs have different names, as wizards tend to like naming them, all are generally known as 'Power Staffs'. Though, all these staffs vary in their effectiveness at stopping enemy magic.

The user of this staff gains 3 extra magic dice per turn.

This magical staff may be taken more than once.

189. Nagger's Staff of Niggling at 85pts

Old Nagger has long since perished at the Battle of Mornsin, and she would have been forgotten long ago if it was not for her staff, which is still around badgering wizards to this day.

At the beginning of each enemy turn roll 1D3, and the score equals the amount of magical casting dice that can be taken away from the enemy side that turn. The casting dice deductions may be spent to affect multiple casting attempts or be spent to completely cancel out one enemy spell.

Note: This means, this staff has the power to completely stop some wizards from casting their spells, just by taken away their casting dice all together. The dice must be deducted before the enemy rolls to cast and never after.

Dice deductions cannot be saved from turn to turn, so are lost if not spent during the enemy turn.

190. The Unicorn Wand at 70pts

One day there was a wizard passing through his local town, where there was a loud commotion coming from its square.

Soon the wizard learned that a well known hunter had managed to capture and kill a unicorn in the woods, and the fool was planning on mounting the poor thing's head on his wall.

The canny wizard seeing a once in a lifetime opportunity, offered the boasting hunter a large sum of gold for the horn. So, the wizard told the hunter that he could not pay straight away, but as he was extremely well respected and trusted in those parts the hunter gave him the horn for now. They agreed that they would meet the following week to settle the payment.

Unlike the crafty wizard, the hunter did not know that Unicorns will always try and recover the remains of a fellow Unicorn and punish those who unduly killed them. Unsurprisingly, a week later the hunter never returned for his gold...

With the death of the hunter, the Unicorns will never know of their horns true fate. This left the cunning wizard free to craft it into a very powerful wand, without fear of reprisal from the Unicorns, and that's just what he did.

The bearer of this wand can re-roll one to all magic dice used in one spell they attempt to cast per turn.

Furthermore, the bearer of this wand gains 1 extra ether die each turn.

A character armed with this wand can never ride a Unicorn.

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191. Mockling's Funder Staff at 70pts

Mockling was never a good spell caster, but rather his skills laid in this ability to create magical staffs, and this Funder Staff was one of his greatest works.

Mockling's Funder Staff allows its bearer to automatically cast the following spell once per turn with a casting power of 5 magic dice.

Mockling's Funder Smash Ether Resistance 3

This spell has a range of 18 inches and must be cast on one enemy piece within the awareness ranges of the caster. The target piece is hit D6 times and suffers -1 to their toughness save. Any injuries caused by this deadly spell has a damage range of 1 to 2.

There is no need to roll to cast this spell, as all the power for it is provided by the staff itself. Otherwise the spell is treated just like another of the wizard's spells, so it can be dispelled as normal.

192. Arch Mage Lywdan's Robe at 70pts

This robe belonged to one of the most powerful wizards of all time, and is still used by magic casters to this day.

The wearer of this magical robe receives 4 magic to their save.

Furthermore, after casting a spell, the wearer can re-roll their lowest scoring magic die. This special ability can only be used once per turn.

193. A Master Magical Defence Staff at 70pts

All across the world of Many, there are countless staffs to help Wizards to deal with enemy spells. Though all these staffs have different names, as wizards tend to like naming them, all are generally known as 'Dispel Staffs'. Though, all these staffs vary in their effectiveness at stopping enemy magic.

The user of this staff increases the ether's strength around their friendly pieces, which protects them from enemy magic. All enemy spells cast directly on a friendly piece within 8 inches of the bearer of this staff will gain 1 extra ether die to their spells ether resistance.

This magical staff may be taken more than once.

194. A Dispel Staff at 65pts

All across the world of Many, there are countless staffs to help Wizards to deal with enemy spells. Though all these staffs have different names, as wizards tend to like naming them, all are generally known as 'Dispel Staffs'. Though, all these staffs vary in their effectiveness at stopping enemy magic.

The user of this staff gains 2 extra ether die per turn.

This magical staff may be taken more than once.

195. Skeeter's Spell Compendium at 65pts

Skeeter was never the best spell caster, so he amazingly created 'Mannaquill Shorthand', which was a stroke of genius. Mannaquill Shorthand allows the mage to quickly jot down powerful and complex spells much faster than was ever possible before. This allowed him to then create his 'Spell Compendium', which is a collection of all the well established spells in the known world. Now Skeeter could cast any spell he wanted, providing it was from the same discipline. Well he could mix them, but even he didn't dare to do this, as it could lead to disastrous results...

Skeeters' Spell Compendium allows the caster to use **all** the spells from any discipline of magic in the game to cast in battle. However, each time the bearer of this item switches disciplines to cast a different spell from, roll a D6. On the score of a 1 to 3 nothing happens and the spell can be cast as normal. On the score of a 4 to 6 a tear in reality opens up and all models within 2 inches of the caster are sucked into oblivion, which kills them outright.

Note: If the user of the Spell Compendium sticks with the same discipline all the way through the game, no oblivion check is ever made.

Note: A wizard may know every spell in the game, but they still must stay within their normal casting limits, casting 2 to 3 spells per turn, depending if they are a master wizard or not.

196. The Book of Forbidden Spells at 65pts

Castcar was a mage who swore he would write his own discipline of magic. Yet after years of hard work, he realised that this job of creating a totally new kind of magic was just too big a job for him to do alone.

So Castcar came up with a solution, which was to create a book that could write itself, by stealing other wizard's magic. Stolen spells would then imprint themselves in too the book, which could then be used by its owner.

However, the imprinted spells would always be too jumbled up to read. This in enraging Castcar, and so he threw away his life's work, but others soon found a use for his book on the battlefield...

This item can only be used once in a game.

At the beginning of the game, after the enemy has chosen all of their spells, the bearer of this book makes a copy of one of their spells to use for themselves.

The copied spell must be randomly selected from one enemy wizard's selection of spells, which they will be using in that game.

Once copied, this spell becomes one of the bearer's spells and is treated just like the rest of their magic.

Spells from disciplines which the bearer is not allowed to use, may still be copied and used by the bearer of this item.

197. The Black Dragon's Egg at 60pts

Dragons are hatched from an egg, which does not surprise many people to learn, but what most people do not know about them is that they have a high concentration of manna within these eggs. As a result of this they can increase ones magic ability considerably.

Most Wizards are well aware of this fact and would give their good casting arm to get hold of one, but there is a problem, the Mother of course.

Dragons fiercely guard all of their eggs and without hesitation kill all those who dare to steal them away. Even if a fief manages to take just one egg, its mother would spend the rest of their very long lived life hunting them down.

Nevertheless, long ago one fief did manage to steal one dragon's egg, and now it is so old it has turned completely black, hence its name, the Black Egg.

Once per turn, the bearer of the egg gains a '+1 bonus' to one of their magic die they use to cast with. The egg's magical affects can only be used on one spell per turn and it cannot be saved from turn to turn. The bearer chooses which magic die they want to affect with the egg, just after rolling to cast a spell. Furthermore, this magical bonus cannot alter a magic die score any higher than a 6.

198. Supreme Manna Boost Scroll at 50pts

Throughout the world of Many, 'Magic Scrolls' are all over the place, as all magic casters, right down to the beginner have an understanding of Mannaquill, which is the written language of magic. So for the price of some parchment, ink and a quill, any mage can quickly jot down a simple spell to instantly use at another time.

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Also scrolls can often work as magical boosters, giving even the weakest of mages access to magical powers way beyond their real capabilities, and rather cheaply to boot too.

When used, the carrier of this magic scroll adds 3 extra magic dice to one of their spells they are attempting to cast.

199. A Supreme Booster Dispel Magic Scroll at 50pts

Throughout the world of Many, 'Magic Scrolls' are all over the place, as all magic casters, right down to the beginner have an understanding of Mannaquill, which is the written language of magic. So for the price of some parchment, ink and a quill, any mage can quickly jot down a simple spell to instantly use at another time.

Also scrolls can often work as magical boosters, giving even the weakest of mages access to magical powers way beyond their real capabilities, and rather cheaply to boot too.

This magical scroll can only be used just after an enemy spell has been successfully cast. Once the scroll has been used it adds 6 extra ether dice to the wizard's dispel attempt.

200. Snum's Magical Stone at 50pts

Snum was a Goblin who managed to steal a magical artefact of some considerable power, from a mighty wizard. Over the years this item became known as Snum's Magical Stone as this tale spread from tavern to tavern, but ironically, no one can recall the once mighty wizard's name.

The bearer of Snum's Magic Stone rolls 1D3 at the start of each of their turns. The bearer can reroll any magic dice or ether dice they roll out during that turn the amount of times equal to their D3 score. However, no re-rolls can be made after the enemy has rolled out their dispel attempt with their ether dice.

201. Death's Sceptre at 50pts

There was once a white wizard who longed for more power, but no matter how much more study or practice he put into it, he could not increase his power any further.

One night though, there was a bony knock at the wizard's door. So he opened it, but there was no one there apart from a black sceptre and a little note accompanying it.

The note simply read "Feed on death to gain the power you desire".

This odd event puzzled the wizard for some time, until he came home one night to find a robber in the middle of work. A struggle broke out between the two and the wizard in desperation grabbed the mysterious sceptre and bashed his foe to death with it. Immediately afterwards the wizard could feel his magical powers growing with the victim's life force coursing through his veins.

That was the first step on a very dark path indeed for the white wizard, who would soon turn very dark indeed...

For every 3 models killed by the wizard's magic whilst they are carrying this Sceptre receive 1 extra magic die to cast. Or they can instead choose to deduct those magic dice earned, from any casting attempt made by the enemy in their following turn.

Note: This means, this sceptre has the power to completely stop some wizards from casting their spells, just by taken away their casting dice all together.

The sceptre's dice modifiers can be saved and built up throughout a game.

However the sceptre's bonus dice are spent, this must be decided upon before any casting attempts are rolled out, not afterwards.

202. Power Staff at 50pts

All across the world of Many, there are countless staffs to help Wizards cast their spells. Though all these staffs have different names, as wizards tend to like naming them, all are generally known as 'Power Staffs'. Though, all these staffs vary in their effectiveness at stopping enemy magic.

The user of this staff gains 2 extra magic dice per turn.

This magical staff may be taken more than once.

203. The Famous Spell Book of Yarn at 50pts

The Spell Book of Yarn is a very enlightening book indeed. This is so much so in fact, that any mage after they have read it, greatly increases their ability to learn, which enhances the number of spells they can master over a lifetime.

The bearer of this book may take 1 extra randomly generated spell from their chosen discipline at the start of the game. This bonus spell is treated just like any other of the wizard's spells for the rest of the game. For instance, instead of having the standard 3 spells to use in a game, a master wizard using this book would have 4 spells.

204. The Crystal Ball of Cantly at 50pts

Cantly, a mage who was obsessed with predicting the future, as he believed it was the only way to unlock true control over ones destiny.

Sadly he didn't predict that it would take the rest of his life to create such an object of power, as he died soon after finishing it.

After which Cantly's Crystal Ball lay undiscovered at his dusty old desk for years, his work totally forgotten, well... until now anyway.

The carrier of this crystal ball may choose **ALL** of their spells, instead of having them randomly selected at the start of the game.

205. The Magical Coin at 45pts

This gold coin will strike most as an ordinary bit of currency, worth no more or no less than the gold it is made out of, but this is no mere coin.

In fact, it is quite magical, and has the power to enhance a wizard's casting capabilities considerably.

Yet this special coin spends most of its time being used as just normal currency, because many mages end up accidentally spending it with it looking so common.

So this coin goes through many owners, until it finds its way into the hands of a mage, who can usually sense its true worth. Well, that is until they lose it...

This magic item can only be used once per turn.

Just before casting a spell flip a coin. If the result is 'Heads', the ether level to cast the bearer's next spell is lowered by 1. If the result is Tails the coin has no affect until it is flipped again in its user's next turn.

Note: The coin which is flipped counts as a normal die or as a D2. So can be affected by spells, other magic items, etc., which have an effect on dice rolls.

206. The Mysterious Hourglass at 35pts

Nothing is known about this magical hourglass' history, and how it behaves is totally unexplainable; hence its name, the 'Mysterious Hourglass'.

However, what is known about this device is that it somehow stores all forms of magical energy, and if overloaded it will explode. This is intriguing in itself,

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but its biggest mystery is how it always reforms again as good as new, every time.

The Mysterious Hourglass may be used to automatically dispel any enemy spell without the need for a dispelling roll. However, each time it is used roll a D20, and deduct the spell's ether resistance level away from the total die score. Keep on adding the ether values together each time the hourglass is used.

Note: It is a good idea to make a record of the ether stored in the hourglass down on a piece of paper to save this growing value from being forgotten later in the game.

If the bearer's score is over the ether level stored in the hourglass the enemy spell is dispelled and nothing further happens.

If the score is equal to or even under the ether level stored in the hourglass, the enemy's spell will still be dispelled, but the hourglass will explode and be destroyed!

To work out how many models have been hit in the hourglass explosion, use the 'Large Exploding Template' in the 'General Gaming Equipment' attached with this rulebook. All models hit by the explosion deduct -1 off their toughness and agility saves. Any injuries caused by the explosion, has a damage range of 1 to 3.

207. A Magical Defence Staff at 35pts

All across the world of Many, there are countless staffs to help Wizards to deal with enemy spells. Though all these staffs have different names, as wizards tend to like naming them, all are generally known as 'Dispel Staffs'. Though, all these staffs vary in their effectiveness at stopping enemy magic.

The user of this staff increases the ether's strength around themselves and any accompanying group of models they are with. All enemy spells cast on the bearer or group of models they are with gain 1 extra ether die to their spells ether resistance.

Enemy spells that affect the entire board will also be affected by this staff's power.

This magical staff may be taken more than once.

208. The Wand of Spite at 35pts

It is when the wand is stopped by the enemy, its true power of spite is only then revealed to all...

If the bearer of this wand's first spell in any of their turns is dispelled or blocked in anyway, then the wand will take its vengeance and automatically dispel one of the enemy's spells in their following turn, without a dispel roll needed. The bearer of the wand can choose any enemy spell to dispel, but cannot save this dispel, as they must be used in the enemy's following turn or be lost.

209. Sears' Crystal Ball at 30pts

Sears' Crystal Ball does not predict the future, as most believe it does. Instead it is more a mage's magical gambling aid, which rewards those who can make the right predictions.

Many believe that there is much more to this magical device than first meets the eye, as high levels of manna have been detected within it, much more than is needed to work it. The problem is that sadly Sears died suddenly, taken all of his secrets with him to his grave.

Just before one side takes their first turn in a game, the controlling player of the Sears' Crystal must guess their enemy's first spell they will try and cast. They must write this down on a piece of paper and conceal it from their

enemy for now. When the enemy casts their first spell, only then can the controlling player of the Sears' Crystal prove to the other side what they guessed.

If guessed correctly, the controlling player of the Sears' Crystal gains 1 extra magic die to cast all of their spells with for the rest of the game.

If guessed wrong, the Sears' Crystal has no further affect on the game.

210. The Crown of Desperation at 30pts

The 'Crown of Desperation's' name can be a little miss leading; in fact it is a vastly powerful item indeed. This is because the crown is able to simplify, even the most sophisticated spell, which makes them far easier to cast.

The crown is so called because, the longer it is worn upon one's head, the tighter it becomes, until it cracks its wearer's skull, and then will crush their brain into mush.

Over the years it has claimed many great wizards' lives. They all were tempted with the crown's power, thinking "just one more spell and then I will stop...", but that last spell would always be their undoing, before the crown crushed them as well.

This magical crown may be used to lower the ether level of any spell the wearer wants to cast by 1. However, each time the crown is used the bearer will take 1 automatic hit and another hit for each time it has been used in the game so far.

Note: It is a good idea to make a record of how many times the crown has been used in a game, to keep a track of how much damage it should do to its wearer each time it is used.

211. The Rambling Hat at 30pts

This magical living hat is well known for giving advice to all its wearers, even if they don't always want it. In fact, this chatty hat's owners sometimes wish this bit of cheap ranting leather would just shut up!

Yet most of what the hat says, when it comes to the subject of magic can be very insightful indeed. Depending on how the hat feels, it has even been known to cast a few spells on its own to help its wearer out from time to time.

At the start of the wearer's turn roll a D6 and follow the chart underneath:

1 = The hat has a crap right now and right there on your head! All successful spells cast by the hat's wearer, must be re-rolled again once more. This affect lasts until the start of the hat wearer's next turn.

2 = The hat begins to ramble on; it complains about its wearer's bad habits and other short comings, which is quite useless at the time to its wearer's concentration. The wearer of the Rambling Hat loses one spell of their choosing during that turn.

3 = The hat has taken the hump about something its wearer said to it, probably telling it to shut up, and so for once it keeps quiet. The hat has no affect in that turn.

4 - 5 = The hat decides to throw its wearer a bone, and so mutters something useful for once. One spell of the wearer's choosing, gains +1 magic die to cast with. This affect lasts until the start of the hat wearer's next turn.

6 = This is why the wearer puts up with the dam thing in the first place! The hat decides to reveal some great secret of magic to its wearer they never knew before. All spells cast by the wearer gain +1 magic die to cast with. This affect lasts until the start of the hat wearer's next turn.

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212. The Failed Book of Chaos at 30pts

Long ago there was a greatly respected mage of the name of Meado who proudly announced one day he was going to achieve the impossible, and tame chaos magic.

Sadly though, his peers just laughed at him telling him it could not be done, yet Meado did not care to listen, and carried on regardless of their comments.

So he spent the rest of his long lived life in the attempt, but tragically in the end Meado turn mad consumed by chaos and never finished his life's work. Yet, he did produce the Book of Chaos, which was at the time written off as a failure, as it simply just didn't work. However, overtime many mages began to recognise and re-evaluate Meado's efforts, as a great piece of work.

You see, Meado's book did not tame chaos magic, like it was intended to do, but it does amazingly take a lot of the risk out of using it, which made the magic a lot safer to use.

If a wizard is carrying this magical book and using the 'Disciplines of Chaos', and they fail a chaos spell 'backfire' test, they may reroll that result again.

213. Lesser Power Staff at 25pts

All across the world of Many, there are countless staffs to help Wizards cast their spells. Though all these staffs have different names, as wizards tend to like naming them, all are generally known as 'Power Staffs'. Though, all these staffs vary in their effectiveness at stopping enemy magic.

The user of this staff gains 1 extra magic dice per turn.

This magical staff may be taken more than once.

214. Great Manna Boost Scroll at 25pts

Throughout the world of Many, 'Magic Scrolls' are all over the place, as all magic casters, right down to the beginner have an understanding of Mannaquill, which is the written language of magic. So for the price of some parchment, ink and a quill, any mage can quickly jot down a simple spell to instantly use at another time.

Also scrolls can often work as magical boosters, giving even the weakest of mages access to magical powers way beyond their real capabilities, and rather cheaply to boot too.

When used, the carrier of this magic scroll gains 2 extra magic die to one of their spells they are attempting to cast.

215. Dispel Boost Magic Scroll at 25pts

Throughout the world of Many, 'Magic Scrolls' are all over the place, as all magic casters, right down to the beginner have an understanding of Mammaquil, which is the written language of magic. So for the price of some parchment, ink and a quill, any mage can quickly jot down a simple spell to instantly use at another time.

Also scrolls can often work as magical boosters, giving even the weakest of mages access to magical powers way beyond their real capabilities, and rather cheaply to boot too.

This magical scroll can only be used just after an enemy spell has been successfully cast. Once the scroll has been used it gains 3 extra ether dice to the wizard's dispel attempt.

216. A Lesser Dispel Staff at 25pts

All across the world of Many, there are countless staffs to help Wizards to deal with enemy spells. Though all these staffs have different names, as wizards tend to like naming them, all are generally known as 'Dispel Staffs'. Though, all these staffs vary in their effectiveness at stopping enemy magic.

The user of this magical staff gains 1 extra ether die per turn.

This magical staff may be taken more than once.

217. Zootawl's Staff of Death at 20pts (DC)

With this staff, Zootawl once had the power to rip out the weak willed souls' from their very bodies', leaving only a dead shell behind them.

Zootawl's Staff allows its bearer to automatically cast the following spell once per turn with a casting power of 5 magic dice.

Soul Stealer

Ether Resistance 4

This spell has a range of 6 inches and must be cast upon an individual enemy character or beast within the awareness ranges of the caster. The affected character or beast may be targeted within a group of models or if they are within 3 inches of a friendly piece.

Once cast, the target piece must make an immediate **Deviancy Check**. If the check is passed nothing further happens, but if the check is fail the target will suffer the lost of D6 life points, which ignores all saves, even magic.

There is no need to roll to cast this spell, as all the power for it is provided by the staff itself. Otherwise the spell is treated just like another of the wizard's spells, so it can be dispelled as normal.

218. The Ring of Sacrifice 15pts

This putrid ring draws its power from the living around it. So providing you can feed its hunger for living souls, there is no spell beyond you.

Before casting with this dark ring, the bearer chooses one friendly living piece within 8 inches of themselves. The chosen piece will immediately suffer D3 life points in damage, which cannot be saved in anyway. For each model killed by the ring, the bearer receives +1 extra magic die to cast with. This ring can only be used once per casting attempt.

Undead and demon armies cannot use this ring.

All bonus magic dice earned from killing models must be all spent immediately. They cannot be stored or saved from spell to spell, or from turn to turn.

219. A Dragon Slaying Scroll at 15pts

Throughout the world of Many, 'Magic Scrolls' are all over the place, as all magic casters, right down to the beginner have an understanding of Mannaquill, which is the written language of magic. So for the price of some parchment, ink and a quill, any mage can quickly jot down a simple spell to instantly use at another time.

Also scrolls can often work as magical boosters, giving even the weakest of mages access to magical powers way beyond their real capabilities, and rather cheaply to boot too.

This scroll is treated like a spell, which its bearer can only cast once during a game.

Once used, the scroll carrier automatically casts the following spell underneath with a casting power of 5 magic dice.

Dragon Slayer

Ether Resistance 3

If successfully cast, the caster chooses any Dragon piece, anywhere on the tabletop to affect with this spell. The affected Dragon will have its life points immediately reduced by D20 to a minimum of 1 point. The affects of this spell lasts until the beginning of the caster's

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next turn, where the Dragon's life points are restored back to its normal level.

Note: There is no need to roll to cast this spell, as all the power for it is provided by the scroll itself. Otherwise the spell is treated just like another of the wizard's spells, so it can be dispelled as normal.

Dragon Slaying Scrolls are rare, simply because there is just not much call for them, as few wizards would dare to take on a Dragon. This makes these scrolls incredibly hard to get hold of. Therefore, each time this scroll is taken by the same player, it will double in cost. For instance, the first Dragon Slaying Scroll taken will cost 15pts, second 30pts and third 60pts, and so on.

220. Manna Boost Scroll at 10pts

Throughout the world of Many, 'Magic Scrolls' are all over the place, as all magic casters, right down to the beginner have an understanding of Mannaquill, which is the written language of magic. So for the price of some parchment, ink and a quill, any mage can quickly jot down a simple spell to instantly use at another time.

Also scrolls can often work as magical boosters, giving even the weakest of mages access to magical powers way beyond their real capabilities, and rather cheaply to boot too.

When used, the carrier of this magic scroll adds +1 magic die to one of their spells they are attempting to cast.

221. Chill Blades Scroll at 7pts

Throughout the world of Many, 'Magic Scrolls' are all over the place, as all magic casters, right down to the beginner have an understanding of Mannaquill, which is the written language of magic. So for the price of some parchment, ink and a quill, any mage can quickly jot down a simple spell to instantly use at another time.

Also scrolls can often work as magical boosters, giving even the weakest of mages access to magical powers way beyond their real capabilities, and rather cheaply to boot too.

This scroll is treated like a spell, which its bearer can only cast once during a game.

Once used, the scroll carrier automatically casts the spell '**Chill Blades**', as described on page 107, with a casting power of 4 magic dice.

Note: This scroll is a '**Bound Item**', as described on page 51.

Because of the stigma attached to Dark Magic many wizards will not have anything to do with scribing these scrolls, no matter how much gold you throw at them. This makes these scrolls incredibly hard to get hold of. Therefore, each time this scroll is taken by the same player, it will double in cost. For instance, the first Chill Blades Scroll taken will cost 7pts, the second 14pts and the third will cost 28pts, and so on.

222. Crack in Reality Scroll at 7pts

Throughout the world of Many, 'Magic Scrolls' are all over the place, as all magic casters, right down to the beginner have an understanding of Mannaquill, which is the written language of magic. So for the price of some parchment, ink and a quill, any mage can quickly jot down a simple spell to instantly use at another time.

Also scrolls can often work as magical boosters, giving even the weakest of mages access to magical powers way beyond their real capabilities, and rather cheaply to boot too.

This scroll is treated like a spell, which its bearer can only cast once during a game.

Once used, the carrier automatically casts the spell '**Crack in Reality**', as described on page 106, with a casting power of 4 magic dice.

Note: This scroll is a '**Bound Item**', as described on page 51.

Because of the stigma attached to Chaos Magic many wizards will not have anything to do with scribing these scrolls, no matter how much gold you throw at them. This makes these scrolls incredibly hard to get hold of. Therefore, each time this scroll is taken by the same player, it will double in cost. For instance, the first Crack in Reality Scroll taken will cost 7pts, the second 14pts and the third 28pts, and so on. taken will cost 7pts, the second 14pts and the third 28pts, and so on.

223. A Miscast Scroll of at 5pts

Throughout the world of Many, 'Magic Scrolls' are all over the place, as all magic casters, right down to the beginner have an understanding of Mannaquill, which is the written language of magic. So for the price of some parchment, ink and a quill, any mage can quickly jot down a simple spell to instantly use at another time.

Also scrolls can often work as magical boosters, giving even the weakest of mages access to magical powers way beyond their real capabilities, and rather cheaply to boot too.

If a bearer's spell fails to cast, it can be re-rolled once more by activating this scroll.

224. Power Scroll at 5pts

Throughout the world of Many, 'Magic Scrolls' are all over the place, as all magic casters, right down to the beginner have an understanding of Mannaquill, which is the written language of magic. So for the price of some parchment, ink and a quill, any mage can quickly jot down a simple spell to instantly use at another time.

Also scrolls can often work as magical boosters, giving even the weakest of mages access to magical powers way beyond their real capabilities, and rather cheaply to boot too.

When used, the carrier of this magic scroll adds +1 to one casting magic die score, up to a maximum of 6. This scroll must be used before rolling to cast, and a die must be nominated for this scroll's +1 bonus to affect.

225. A Dispel Magic Scroll at 5pts

Throughout the world of Many, 'Magic Scrolls' are all over the place, as all magic casters, right down to the beginner have an understanding of Mannaquill, which is the written language of magic. So for the price of some parchment, ink and a quill, any mage can quickly jot down a simple spell to instantly use at another time.

Also scrolls can often work as magical boosters, giving even the weakest of mages access to magical powers way beyond their real capabilities, and rather cheaply to boot too.

This scroll gives its bearer 1 extra ether die to dispel with once during a game.

226. Magical Scrap Book at 5pts

Some craftier Wizards have been known to make their own 'Magical Scrap Books', to store magic scrolls in, to quickly whip-out and blast magic at someone or something.

A magical scrap book may store up to 3 magical scrolls at a time and still be counted as 1 magic item. Each magic scroll can still only be used once, just like a normal magic scroll and once all of the scrolls have been used, the book becomes useless.

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A magical scrap book may be taken more than once, but only one is allowed per Wizard.

227. Wildoon the Raven of Foresight at 5pts

Ravens are very intelligent birds, and some have even been enchanted with magic to further their intelligence, so that they may be used as winged little spies upon the enemy.

One such Raven was Wildoon, who was so bright that he could understand Mannaquill, which is the writing of magic. In fact, Wildoon was so gifted, that he was granted immortality by a great wizard from Herlanceia, so that he could use him for the rest of his lifetime.

Wildoon's enchantment of immortality was so successful, that he easily outlived his original master and is flying around to this day.

Before the game starts, the enemy player must select all of their spells first, and then revealed them all to Wildoon's side. After which, Wildoon's side randomly selects all of their spells as normal.

228. Manna Spark Scroll at 5pts

Throughout the world of Many, 'Magic Scrolls' are all over the place, as all magic casters, right down to the beginner have an understanding of Mannaquill, which is the written language of magic. So for the price of some parchment, ink and a quill, any mage can quickly jot down a simple spell to instantly use at another time.

Also scrolls can often work as magical boosters, giving even the weakest of mages access to magical powers way beyond their real capabilities, and rather cheaply to boot too.

When used, the carrier of this magic scroll adds +2 to one casting die score, up to a maximum of 6. This scroll must be used before rolling to cast, and a die must be nominated for this scroll's +2 bonus to affect.

229. The Wand of Randomisation at 5pts

Many have tried to uncover this mysterious wand's true history, but still very little is known about it.

This artefact actually has the power to mix all the different disciplines of magic together without tearing a hole in reality. Yet, many wizards would never use it, as this wand persists on casting random spells regardless of its user's wishes.

Considering what this wand is capable of; one must wonder why a supposedly very powerful wizard bothered to enchant such a thing in the first place? Because despite its tremendous power, it can give its user a mixed bag of results each time they cast with this odd little wand.

The user of this odd wand does not randomly select their magic at the start of the game. Instead, they must gather up all the spell cards from all the different disciplines of magic in the game, and shuffle them all up into one giant deck of magic cards, and put then face down on the board so no one can see them. At the start of each of the wand bearer's turns they must take all of their spells from the top of that deck, no matter what they may be. However, if the spell cannot be used at all, it may be swapped for the next card at the top of the deck instead. The user of the wand takes as many spells as they are allow to cast per turn. For instance, a wizard would take 2 cards from the top of the deck to cast with, and a master wizard would take 3 instead. Wizards using this wand may take more magic cards from the deck if they have magic items or special abilities, which allow them to use more magic in battle.

At the end of each turn, all of the wand user's magic cards must be put at the bottom of the deck.

The bearer of this wand has to put into their deck all the disciplines of magic in the game, regardless of their usual magic restrictions within their rules.

This wand cannot randomise bond item's spells.

230. A Dispel Range Booster Magic Scroll at 5pts

Throughout the world of Many, 'Magic Scrolls' are all over the place, as all magic casters, right down to the beginner have an understanding of Mannaquill, which is the written language of magic. So for the price of some parchment, ink and a quill, any mage can quickly jot down a simple spell to instantly use at another time.

Also scrolls can often work as magical boosters, giving even the weakest of mages access to magical powers way beyond their real capabilities, and rather cheaply to boot too.

Once used, the bearer of this staff increases the ether's strength around their friendly pieces. All enemy spells cast on or within 6 inches of the bearer of this scroll gain 1 extra ether die to their spells ether resistance. This effect lasts until the bearer's start of their next turn

Enemy spells that affect the entire board will also be affected by this scroll's power.

231. Scroll of Knowledge at 5pts

Throughout the world of Many, 'Magic Scrolls' are all over the place, as all magic casters, right down to the beginner have an understanding of Mannaquill, which is the written language of magic. So for the price of some parchment, ink and a quill, any mage can quickly jot down a simple spell to instantly use at another time.

Also scrolls can often work as magical boosters, giving even the weakest of mages access to magical powers way beyond their real capabilities, and rather cheaply to boot too.

This scroll can only be used immediately after its bearer has randomly selected their spells at the beginning of the game. Once used, the scroll allows any one of their spells to be swapped for another randomly selected spell from the same discipline of magic they are using to get their spells from. When reselecting a spell, the wizard cannot reselect the same spell they traded back in and cannot randomly select any spells they already have.

This kind of scroll can only be used once by a wizard during a game. Therefore, only one spell can be swapped per game using this kind of scroll and no more.

232. Healing Scroll at 5pts

Throughout the world of Many, 'Magic Scrolls' are all over the place, as all magic casters, right down to the beginner have an understanding of Mannaquill, which is the written language of magic. So for the price of some parchment, ink and a quill, any mage can quickly jot down a simple spell to instantly use at another time.

Also scrolls can often work as magical boosters, giving even the weakest of mages access to magical powers way beyond their real capabilities, and rather cheaply to boot too.

Once used, this magical scroll automatically casts the following spell at a mana power level of 4.

Heal

Mana Power Level of 1

Once cast, one model within 12 inches of the caster's awareness ranges immediately restores back 5 lost life points.

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This spell cannot be used to resurrected dead models. Nor can it heal back more life points than the target model originally had at the start of the game.

Note: Once cast, this spell is treated just like any other wizards' spell, so it can be dispelled as normal.

233. Scroll of Cleansing Scroll at 5pts

Throughout the world of Many, 'Magic Scrolls' are all over the place, as all magic casters, right down to the beginner have an understanding of Mannaquill, which is the written language of magic. So for the price of some parchment, ink and a quill, any mage can quickly jot down a simple spell to instantly use at another time.

Also scrolls can often work as magical boosters, giving even the weakest of mages access to magical powers way beyond their real capabilities, and rather cheaply to boot too.

Once used, this magical scroll immediately casts the following spell with a casting power of 4 magic dice.

Cleanse

Ether Resistance 1

Once cast, any one piece within 12 inches of the caster's awareness ranges immediately clears off all of their 'Poison' markers they have suffered during a game. The rules for 'Poison' are fully discussed on page 68.

Note: Once cast, this spell is treated just like another of the wizard's spells, so it can be dispelled as normal.

Magical Commands

234. The Banner of Dark Skies 150pts

This banner is never in one place for very long, as it always ruins everyone's day eventually. This is because bad weather follows it every where it goes.

Wherever this banner is planted, the winds will howl and trees will be toppled with the strength of the blustery weather. The skies will darken and the rain will come slashing down upon all those underneath.

This is why many hate and avoid this banner, but in the hands of a cunning general facing a horde of enemy archers in their next battle, it really can turn the tables of war.

This magical banner can be activated at anytime during play. It may be even activated before the game starts.

When used, the next D3 turns, which includes both sides, all shooting in the game suffers -1 to hit. At the end of those affected turns, the banner is depleted and has no further affect on the game, and shooting returns to normal.

235. The Trumpet of Determination at 140pts

There was once a bold but inexperienced general, who led an army of Dwarfs against a horde of rampaging Orcs. When the two forces clashed, the Dwarfs were hacking their way forward relentlessly, leaving chunks after chunks of the Orc's flesh piling on top of one another.

In spite of this though, there was just too many Orcs to cut through, and the Dwarfs began to show signs of exhaustion...

It was clear to all now, even to this inexperienced general that he had underestimated the Orc's true numbers and their will to fight. So as last resort,

the desperate general turned to his Grand Father's old brass trumpet, which was supposed to be magical... Or so his Grand Father had told him... Magical or not, he blew as hard as he could, and it work! Suddenly the Dwarf's strengthen their lines once more, as they had been re-energized by the magic of the trumpet.

By the end of the day, the battle really was a draw, but the general knew that he should have actually suffered a crushing defeat, if it was not for this old brass trumpet.

All friendly pieces within 6 inches of the bearer of this magical trumpet cannot suffer any exhaustion counters whilst they are within its radius.

236. The Banner of Eternal Hatred at 130pts

Before Avyross' children descended into nothing more than green scum, with their blood line nearly spent, they in desperation turned to Noteus, the god of disorder and chaos for a solution.

They made an unknown packed with this dark god. From that point onwards, their blood was forever tainted with chaos and the Goblins were born! When the deal was done, it is said that Noteus sealed the agreement with his own godly blood upon a mere piece of common cloth.

After many thousands of years this ancient cloth became lost and divided, and now only scraps of it remain.

The largest piece ended up being attached to a battle banner. Any who follow that piece of Noteus's seal are soon driven totally mad, and hate all who stand against them in battle.

Any group of models carrying this dark magical banner into battle 'Hate' all enemy models upon the tabletop and also gain the special attribute of 'Frenzy'. Both of these psychologies are described on page 65.

237. The Iron Banner of Heroes at 130pts

There is a great tale of a battle that happened long ago, but its major details are a little hazy, as they have been lost in time forever.

This tale is one of those epic stories where the few stand against the many, in a battle to end all battles. Those few held up against all the odds, fighting as heroes do, to the last man!

Now all that remains of them is an old iron banner shaft, just waiting to be re-hung and thrown into battle once more...

Any unit bearing this magic banner is 'Unbreakable', as described on page 67.

238. The Demon Skull Banner at 125pts

At the battle of Tranceslear, the town's elf defenders finally defeated and captured Sizytar, a great demon general of Dorackus, who is the Lord of Utter Darkness and Evil.

As a rule, you can never really kill a Demon. Instead, the best you can hope for is to banish it back to its own foul Lower Plain, where it will dwell for a time, but eventually it will rise up again seeking to take its vengeance upon you. Although Sizytar's crimes were so terrible against the Elves of Tranceslear, they would have their revenge on this foul creature, whatever the cost...

So, many powerful sorceresses where send to Tranceslear to aid in Sizytar's final punishment. After days of exhausting enchanting, Sizytar's magical essence, which is the nearest thing a Demon has to a soul, was forever imprinted on a banner for all time. After which, ironically this banner was used often against Sizytar's own demonic kind each time they rose up against the Elves. It served as a warning to all Demons that even they were not beyond the reprisal of the Elves.

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Sizytar was imprisoned in such a way that he would be aware of this fate, forever. Over the first hundred years his disdain was clear for all to see within the banner, but many ages later his mind has gone beyond madness. Now nothing can be seen of this Demon's presence anymore within the banner... Yet it still retains its magical properties regardless...

Unit pieces bearing the Demon Skull Banner gains the following affects for the first 3 turns of their game. After which, this banner has no further affect.

A unit carrying this banner has +3 inches to its movement, '**Hatred**', +1 '**Fear**' and +1 soldiering die. 'Hatred' is described on page 65 and 'Fear' on page 66.

239. The Standard of Magic at 120pts

This Standard is part magical staff, part banner. When it was just a staff, it once belonged to Exmix, perhaps the greatest mage around in his day. After he died long ago his powerful staff was turned into this magical banner we have now.

All wizards within 6 inches of this standard will receive +1 magic die to cast one of their spells per turn. However, this magical bonus only affects one die roll at a time, not all the dice used to cast.

240. The Banner of Zereener at 120pts

This magical banner is said to have the blessing of the Goddess Zereener herself upon it. Hence, all those who follow it believe they will benefit her special and divine protection. True or not, many an old warrior will swear to you that this banner is the only reason they still live on to this day.

All models within a group carrying this banner add +1 to their life point in their stats. For instance, a group of warriors carrying this banner that has 1 life point per model will be upgraded to 2 life points instead.

241. The Mark of Kerzag at 120pts

Kerzag was once a mighty Orc Bull Warlord, and after every victory, of which there was many in his time, dead or alive he would have the defeated general dragged up to him. Then Kerzag would rip their head clean off, and from the following fountain of spurting blood, he would douse his massive hand's. Once they have been soaked in enough blood, he would smear them on his dreaded banner for all to see his greatness.

Any unit piece carrying this banner receives +1 toughness and has '**Frenzy**', as described on page 65.

242. The Banner of True Combat 100pts

This banner is common enough amongst the Dwarfs, as all of them hate magic casters, but one or two of these banners have also found their way into other enemy races hands over the years.

Any who fight under this banner are completely immune to magic, which would explain why the Dwarves love it so.

A unit carrying this banner is totally immune to magic; no spell or magic item will directly affect it at all. Furthermore, any piece, friend or foe touching a unit with this banner will also become immune to magic.

For instance, if a magic weapon is used against a unit carrying this banner in combat it must be used as a mundane weapon of its type, without its magical bonuses. Or against this banner in combat magic armour will continue to provide standard protection of its rating, but any magical abilities it has, will be nullified.

If the unit is hit indirectly by a spells affects, it will still be immune from it.

Dwarf units and battle standard bearers may take this banner more than once at a cost of 85 points, instead of 100 points.

243. The Screaming Standard of the Tormented Banshee at 100pts

Within these cursed materials of this banner, is bound a tormented spirit of a Banshee.

Why she ties herself to this banner is a complete mystery, but all who face it in battle hear her wailing pain, which can strike terror into even the bravest of hearts.

The group of models carrying this banner causes +2 '**Fear**', as described on page 66.

244. The Banner of Shadows at 90pts

When the Dark One was defeated, because of his awesome power, some believed him to be a god; and so after his demise he earned himself a small cult of followers, who quickly spirited his remains away to a safe place.

Away from prying eyes they wrapped his unholy body in cloth, laying their idol's remains to rest for all time in a hidden tomb, or so they thought anyway...

Hundreds of years later, the Dark One's resting place was finally discovered by tomb raiders, and his burial cloth was also uncovered. These corrupted rags were eventually turned into a banner, which now continues the Dark One's unholy work to this day, bringing war, famine, pestilence and death where ever it goes.

However, though the Dark One's tomb and the burial cloths were found, his full remains had vanished, and were never recovered...

If the unit carrying this magical banner is in combat, it will automatically cast '**Touch of Death**' at the start of each of its own side's shooting phases. This '**Bound Item's**' spell is powered by 4 magic dice.

The spell '**Touch of Death**' is on page 107 and '**Bound Items**' are explained on page 51.

Note: Once cast, this spell is treated just like another of the wizard's spells, so it can be dispelled as normal.

245. The Overlord Banner at 70pts

When Tyrantos grew sick of his men's poor performance on the battlefield, with them often fleeing out of combat, and cocking up the most basic of manoeuvres, he commissioned a bloody banner to be made to resolve this.

Tyrantos commanded it should be made out of the scalps of the soldiers he'd killed for deserting or those who just proved totally useless to him.

From that point onwards, his warriors' discipline improved vastly...

A unit carrying this banner can reroll all failed soldiering checks and break tests during a game.

246. The Undying Torch of Hope at 70pts

Long ago, in the independent city state of Ulic, a hand full of men led by Jyzee Himmi, a fearless commander with an iron resolve, were tasked to defend their city against a pending onslaught of Demons, which lay siege to them. In the initial Demons' attack, Jyzee was mortally wounded, but knowing his men's morale hunk by a thread he stud firm with his men on the walls, knowing full well he surely could not survive their next assault.

Before he went to his death though, he lit a torch and famously said "I swear upon Zereener, my beloved Goddess, that this torch is my soul, and as long as there is hope in this world to fight evil, it will burn on!"

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In the second assault against the walls Jyzee fell, but as he promised, his torch remarkably continued to burn right through the entire battle. This was seen as a good omen by all, and each man felt like a champion of Zereener himself.

*The following attack was a bloody one, but all of the city's defenders held their ground and eventually beat off the demons once and for all, saving the city from destruction.*⁶⁶

Jyzee and his men, and even the city of Ulic have long since turned to dust, but his torch still burns on to this day...

Jyzee's Torch has long since been mounted on a pole to convert it into a magical standard, and all those who follow it now have their battle stress dice reduced by half when taking a break test.

Always round down odd numbers of battle stress dice. For instance, 9 battle stress dice after being halved and rounded down would equal 4 dice.

247. The Banner of Endurance at 70pts

All those who follow this banner, fight harder and longer than the rest of their comrades can in battle.

Any unit carrying this banner cannot suffer any exhaustion counters during a game.

248. The Banner of Steel at 70pts

For all those which follow this magical banner, their skin turns as hard as steel, making them very difficult to harm them indeed on the battlefield.

Any unit bearing this magic banner will gain +1 toughness to their save.

249. The Banner of the Gods at 65pts

During the times of the Dark Rising, when the demonic underworlds, known as the Lower Plains, held siege to the entire Middle Plain, this magical banner was cast down by the Gods of Order and Light to aid the Middle Plain in its plight against that darkness.

Any unit carrying this banner will receive +1 to hit in combat.

250. The Sea Bolt Banner at 60pts

This magical banner's cloth is from the mythical Ship of legend, the Sea Bolt, captained by Yiegar, an equally great explorer.

Yiegar and his crew became lost whilst exploring the Great Eastern Ocean for new treasures and spices. Lost and near death Yiegar preyed to Gavinos, one of the many lowly Gods of the Sea. Gavinos answered his prayers, and a divine wind appeared and carried the Sea Bolt back to friendly waters.

As the ship had been touched by a God it was now blessed. So soon after Yiegar's death, the Sea Bolt was scavenged and its magical sales ended up being converted into a magical banner of war.

Any group of models with this magical banner can add D3 inches to their movement each time they make a normal move, charge, free or pursue. This bonus movement can even be added on to a piece's movement after they have dashed.

251. The Banner of Pestilence 60pts

This banner's vile cloth was once part of 'Pestilence's' robes, one of the Great Demon Aids to Noteus from the Lower Plains.

When Pestilence and all the other dark aids of Noteus were defeated at the Times of the Dark Rising, he abandoned his accursed cape, leaving it on the mortal Plain forever.

Pestilence cape became a very sort after magical banner, because it has the power to poison all those who opposed this banner in battle.

A group of models carrying this magic command item is immune to the affects of poison, and all magical and none magical attacks made by those following it count as level 2 poisoned attacks.

252. The Lion Standard at 50pts

Oh what a sad fate for Shear, a once great and mighty Lord of the Woods. To have his once proud and heroic Lion's head mounted upon a metal pole, by the greedy Fire-makers. This truly is a heartbreaking end indeed, for what was once a very powerful Forest Lord.

In every new first round of combat, a unit carrying this banner will receive +1 attack for each model in the unit. This banner will never award any attack bonuses for beasts or steeds in a unit, just their riders.

253. Noteus' Scarred Banner at 40pts

To those who follow the Scarred Banner of Noteus into battle can receive great rewards from their deity. However, being the supreme god of chaos, Noteus can also be very cruel at times too, even to his most loyal of followers...

When a group of models carrying this banner makes a break test, roll 1D6+2 instead of working out their battle stress dice. Regardless of the group's real battle stress score, the score is the amount of battle stress dice that their enemy will roll against them to break them.

This item cannot be used by the Elves.

254. Grimordo... 's Red Banner at 40pts

Grimordo... was a Dwarf who really loved combat and hated all those who would rather shoot at him and his men than just get into a good old scrap.

Thus Grimordo commissioned the Red Banner, which ensured his forces' would always make it into combat, rather than just being picked off by cowardly archers.

Any gaming piece shooting at a unit bearing this magical banner will suffer -1 to hit.

255. The Iron Gut Banner at 40pts

Any warriors who follow this magical banner have their skin turn as hard as iron. This makes these men of flesh and blood more like a unit of marching Iron Golems from the legends of old.

Any group of models carrying this magic banner will gain +1 toughness to their save when it is hit by shooting and magical attacks.

256. The Drum Stick (or Femur Bone) of Scrine at 40pts

Scrine was once an extraordinary warlord who really knew how to stop desertion within his own ranks.

His little secret was executing those men who didn't come up to scratch, of which there were hundreds... However, after five defeats on the battlefield and the men stopped being paid, they turned on him, and now all what remains of Scrine is this drum stick, which used to be his femur bone...

Any group of models carrying this magical drum stick, which is forced to flee, will always automatically re-rally at the start of their controlling player's next turn, without the need for a break check being taken.

257. The Banner of Hesitation at 30pts (DC)

There was once a Herlanceian Hero called Joeless who was never bested in a duel.

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Joeless' sword was sharp, but his tongue was sharper... Joeless used to talk down his opponents in combat, making them doubt their own true abilities and as they hesitated, Joeless would strike!

After Joeless' death, his cape was worn by many others, who all eerily remarked that it seemed to have somehow captured Joeless' spirit... Also, they said that in combat their enemies seemed to be unsure of themselves, and would make far more fatal mistakes than before.

So eventually Joeless' Cape was made into a banner, and renamed the Banner of Hesitation.

All enemies that charge a group of models carrying this magical banner must make an immediate deviancy check. If the check is failed, the enemy cannot charge or even move that turn.

258. Ur-rock's Spiked Head at 30pts

Ur-rock was a great warrior who never knew when to quick a battle. This attribute served him well for the most part, as most of his enemies' could never match his tenacious spirit in combat.

One bloody day though on the battlefield, Ur-rock met an enemy as obstinate as himself, but who also greatly outnumbered his own forces many times over.

So inevitably Ur-rock was hacked to pieces and his head was put on a spike for all his enemies to see.

Over the ages warriors found by carrying Ur-rock's Spiked Skull into battle, they too could gain his great tenacious spirit and fight as hard as he ever could in life.

If a unit carrying this magic command item breaks out of combat and is caught by a pursuing enemy, rather than being immediately destroyed roll a D6. On the score of a 1 to 3 the piece will be destroyed as normal by the pursuing enemy. However, on the score of a 4 to 6 the fleeing unit will immediately rally, turn round to face the pursuing enemy and re-engaged them in combat.

259. The Banner of Eternal War at 25pts

This was once the banner of a great Centaur Warlord, of the name of Yarar.

Yarar could always crush his enemy's on a charge, and then move straight onwards to a new foe, never tiring or stopping for a rest, until all his blood-lust was satisfied!

Any unit carrying this banner receives +1 to hit in each new first round of combat.

260. The Cursing Horn at 25pts

Who would make such a foul-mouthed magical device? Yet, as there is so many stranger and viler pointless magic items already upon this Plain, why not eh...

This rude and very loud horn has a mind of its own, shouting and cursing at the enemy, just asking for trouble all the time. It's never long before this horrible thing attracts all the nearby enemy warriors, which soon head over to it, to shut it up once and for all.

One has to wonder how this gobby horn has lasted this long...?

Any group of models with this magical horn becomes '**Tormentive**', as described on page 68.

261. The Nightmare Banner at 25pts

This banner used to be hung up at the foot of Nightmare Pass, just one of the entrances to the Land's of the Dammed, as a warning to the living to stay away, or become one of them.

Though long removed from Nightmare Pass, the banner still has the ability to send a cold shiver down one's spine.

Any unit carrying his magical banner causes +1 '**Fear**'. The special rules for '**Fear**' is explained on page 66.

262. John the Jester's Magical Flute at 25pts

In his day John was a brilliant jester, and part of his great success was thanks to his magical flute he played at court for his king.

When John played his flute he had the power to lift up his master's spirits, as his music always put everyone round him at ease and in a jolly mood too.

Now his magical flute does the same job, but just in the theatre of war instead.

Any group of models carrying his magical flute receives +1 soldiering die during a game.

263. The Standard of Excellence at 15pts

This standard has the power to turn even the most useless of rabbles and brawlers who actually refer to themselves as warriors, into the most highly disciplined troops you have ever seen.

Any group of models carrying this standard will automatically pass all deviancy and bravery checks taken in a game.

264. The Fire Stone Banner at 15pts

All under this banner are safe from fiery attacks as no flame will burn near its presence.

Any group of models carrying this banner become '**Fire Resistant**', as described on page 69.

265. Banner of Hero's 10pts

This magical banner is a common one indeed on the Middle Plain, as there are many cowards who need spurring on in a battle.

Any group of models with this magical command item is immune to all the effects of '**Fear**', so will discount any bravery checks and battle stress dice coursed by it. Furthermore, if a group of models with this magical command item suffers from being cowardly, it will no longer be so. The rules for '**Fear**' is explained page 66.

This magical command item may be taken more than once by the same side.

266. The Monkey Banner at 5pts

All who follow under this magical banner become as nibble and as fast as a little cheeky Monkey.

The problem is though; they also gain the cheekier nature of the Monkey too, which does not help discipline in a unit at all.

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Any group of models carrying this magic banner suffer from +2 deviancy, but may move through rough and woody terrain without penalty, and can see a further +2 inches through woody terrain also.

Furthermore, the Undead and Demons cannot use this magic item in a game, as the Death Stick feeds off constant fresh souls, which neither the Demons nor the Undead can supply it with off the battlefield.

267. The Doom Stick at 5pts

Death, one of Noteus' greatest aids, used to be a far more active Demon Lord upon the Middle Plain, spreading pain and destruction wherever he and his demonic hordes emerged.

However, time after time, Death was often defeated and cast back down to his own plain, thanks to the vigilance and might of the Old Powers.

When great Demon Lords are defeated, they often leave behind them, items not meant for this world. One such item was Death's Doom Stick.

With each beat of this dark drum stick, all those who heard it would suddenly drop to their knees, stone cold dead. Even the beater of the drum is not safe from their own sounds of death they are creating.

The carrier of the Doom Stick can beat (or use) it once in each of their shooting phases, until it kills them...

All models (friend, foe and even the bearer of the drum stick) within 3 inches of this magical command must roll a D6 each. On the score of a 6 the affected model suffers the loss of D6 life points, which cannot be saved in anyway.

If the model carrying the Doom Stick dies, it cannot be picked up again by other friendly models in their group, or used again in a game.

This magical command piece has no affect on undead or demonic pieces.



Three Plains' Army Lists & other Books



The Black Land Orcs Army List V.3~

There is a green plague about the land, it knows no boundaries, respects none and they were the vandals of the Dwarves and the Elves Golden Age. The Dwarfish word for vandal is Orc and over the ages this is the name they have become known by all.

An Orc war band, though a little unpredictable, is a thing of brute force. The Orcs rely on their sheer weight of numbers and thuggish strength to subdue their opponents. To download the Back Land Orcs Army list click [HERE](#).



The Free & United Republic of Herlanceia Army List V.3~

Once enchained into slavery, the Herlanceian people have now broken free and have forged a mighty republic. Today they stand against the world as one of the free and defiant nations of man. The Herlanceian Army List offers a player a wide range of pieces to field, such as standard infantry, cavalry and war machines.

The Herlanceian army also has plenty of special units too, such as Herlanceia's Grand Guard and The Men of Crack & Corn Mountains. To download the Herlanceian Army List click [HERE](#).



The Imperial Elves Army List V.3

The Imperial Elves preside over a huge ancient dark cold imperium, which rules with an iron rob! They do not care for the life that has risen up from the mire as it reeks of Noteus' foul touch, which is clearly beneath them. So make no mistake, they would cleanse Many of all its mortal vermin if they still had the power they once held over this now chaotic world...

The Imperial Elf Army's have the best and finest core infantry, archers, cavalry, heroes and monsters, all at their disposal. However, their numbers are few now, so they must rely on their supreme cunning, wit and they lowly human slaves to crush their enemies.

The New Imperial Elves Army V.3 is coming soon...



The Mercenaries of Many Army List V.3

If you have the gold, then you have the Mercenaries of Many's swords! The Mercenaries of Many List provides any army lists with additional gaming pieces, which they may lack. For instance, the Herlanceians lack cheap skirmishers to put on their front lines. Yet, thanks to this list they can now hire Initiates, which fill this roll perfectly.

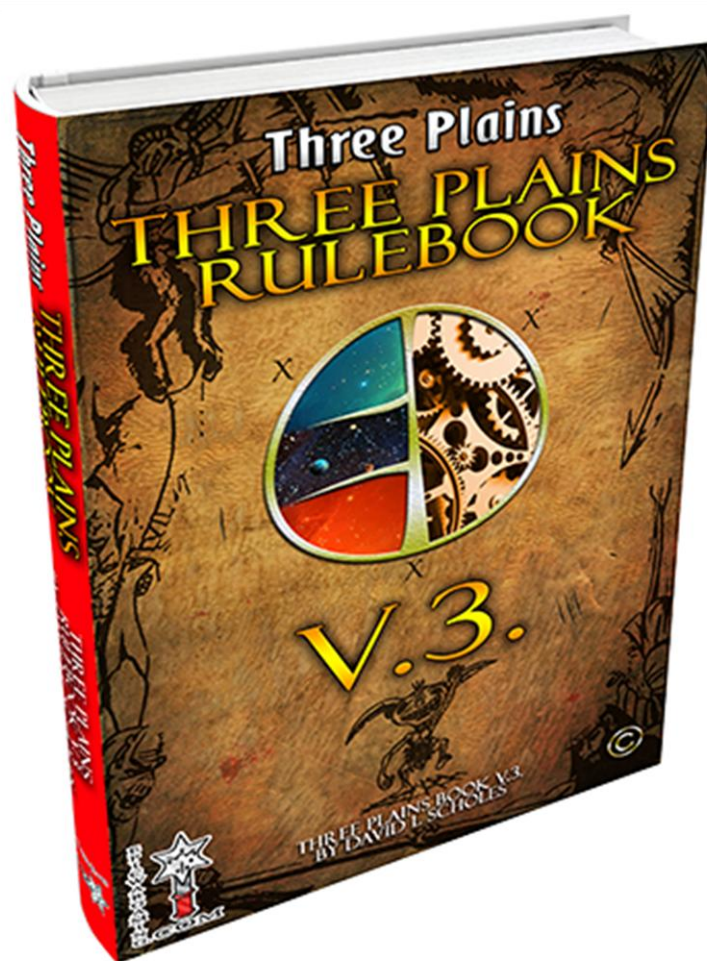
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The Dwarfs and the Summoners are the next armies to come out

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THREE PLAINS RULEBOOK THIRD EDITION

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Epic's Hall of Heroes

So Please Check Them Out!!!



The Shell Case was created back in July 2011 with the intention of being just another hobby blog, but within weeks editorials and games reviews were becoming a regular feature. From that point on The Shell Case's mandate became to play, review and promote all the weird and wonderful game systems available. And with a little help from Dave, creator of Miniature Musings of a Bear, The Shell Case forum was born, giving a community bloggers somewhere to call home and discuss their wargaming hobby with their readers. Then The Shell Case Alliance was created; a blog network built around mutual support. Members of the Alliance, in exchange for a sporting the shiny button, get reposts by members of the alliance, helping to promote readership and encourage a true hobby community.

<http://theshellcase.co.uk/>



Pavaro Studio is a great Print and Play website full of free resources for you to use in your battle!

<http://www.pavarostudio.pl/>



The distant time of late 2011 a blog was born as a lonely bear saw what people were doing in corners of the internet and he said "Me as well please" and that was how Miniature Musings of a Bear came into the world.

Starting as a place for pictures and the odd battle report it has evolved into game/minature reviewing, post stealing (sorry reposting) monster that still does pictures on slow days....

It is the entire fault of the Shell Case Alliance and in no way am I at fault for it...Maybe you should join too embrace the madness.

<https://minimusingofabear.wordpress.com/>



Tweet RPG is a free online role-playing experience, utilising Twitter to provide an innovative way of enjoying text-based adventures. Players vote twice daily on what action the hero of the current adventure should take, the majority choice winning – everyone shapes the story. There's also extended material on the Tweet RPG blog, to flesh out the stories and help people catch up. You could be battling dragons, flying through hyperspace, infiltrating corporate skyscrapers or escaping from zombie hordes – but you'll have to trust your fellow players to help you make the right choices. Follow @tw33t_rpg and join the fun!

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