UNBRIDLED FURY

MINIATURE GAMING WITH ATTITUDE! Version 0.9.0

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THANKS TO...

(In No Particular Order)

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AND OF COURSE...
My long suffering family - thankyou for your patience and not throwing the computer (and me) out of the window!

BORING, BUT ESSENTIAL

UNBRIDLED FURY WEBSITE
http://unbridledfury.net

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The God of War hates those who hesitate.
  - Euripides (480 - 406 BC)

GETTING STARTED

"I commit my Soul to battle with my faith as my armour and my devotion as my shield. I know that from our misfortune we may never return. Goodbye and fare thee all well my Brothers in Arms."

- Geraldine, the Martyr of Velore

INTRODUCTION

All fantasy should have a solid base in reality.
- Sir Max Beerbohm (1872 - 1956)

Unbridled Fury is best described as "a game for any kind of fantasy skirmish". By any kind I mean, well, every kind. And the definition here is broad: Fantasy is in a broad sense a genre of wonder, of things that could never be, of magic, of incomprehensible legendary beasts, of heroic feats, and the rest. One person's definition of the genre is different to that of the next. We take the line that fantasy as a genre should not be restricted purely to the limited 'non-technological' settings of traditional fantasy - the genre is constantly moving into what could be loosely termed 'science fantasy'. In fact, one could argue that is the way of the majority of what is termed Sci-Fi in the cinema these days - when Science Fiction errs on the side of a fun ride instead of technical accuracy it is, for all intents and purposes, fantasy.

So here we are. Unbridled Fury aims to allow games across the entire genre. But how is this possible? Consider Unbridled Fury to be a toolbox for gamers, rather than purely a set of rules. It contains elements that are intended to be combined into endless configurations. With this you can represent just about anything on the gaming table. That's the goal of this project.

Well, the goal of the project after producing the slickest, fastest and most realistic skirmish system available in the 28mm scale. Realistic, but, what, the...? Fantasy worlds conform to rules, it's part of the deal. It's just that the rules of a fantasy world are different to ours in some large or small details. Unbridled Fury bases its resolution of skirmish warfare on reality, then adds in the fantasy to beef it up. That way you can simulate strange happenings not only in other worlds, but in ours as well.

What does this mean for your gaming? Use everything you have, or anything you want to have, on the games table. Write your own settings then fight battles inside them. Create gaming tables to fit your imagination and set your warriors loose in it. The possibilities are endless, no matter whether the game is restricted to a "classic" fantasy environment or not, with or without the energy weapons, machine guns and power armour the game allows. It's up to you. Go wild and have fun!

ITEMS NEEDED

Unbridled Fury is a wargame played with miniature figurines (henceforth referred to as "models"). Therefore, a certain amount of 'stuff' needs to be acquired before a game can be properly played.

CHECKLIST

A set of dice (four-sided (d4), six-sided (d6), eight-sided (d8), ten-sided (d10), twelve-sided (d12) and twenty-sided (d20)). Two ten sided dice rolled together are known as a d100, or percentile die, and so an extra d10 is a good idea. Gamers will often collect a large number of these dice, simply because they can.

A ruler and/or a tape measure marked in inches. Inches are the standard unit of measurement in Unbridled Fury. If you don't have a ruler or tape measure in inches, one in centimetres can be used, but you will need to double all of the measurements (ranges, movement distances, etc) quoted in the rules. Using centimetres may give a slightly different feel to the game as two centimetres does not equal one inch. Using centimetres without doubling all measurements works well if you are using a smaller scale of models, like 15mm.

A playing area. This is usually on a table and is normally 4' x 4' in size, and is textured, painted, and flat, so as to be able to have terrain pieces placed squarely upon it. Such pieces can then be arranged differently for each game. Alternatively the playing area may be 'sculpted', that is, being made up of contours and other terrain features permanently affixed to the boards. The main advantage of the latter method is a more realistic and good-looking playing surface that is more interesting to play games on than a flat board. The disadvantage is that it can be difficult to store when it is not being used.

A number of terrain pieces like stands of trees, a hill or three, and so on. In general, terrain pieces are no larger than 6 - 12" round, long or square. Creeks and other waterways should, in contrast, stretch from one side of the table to the other. A bridge, ford or some other kind of crossing should be provided to allow models to cross (unless a specific scenario has been devised). The actual quantity of terrain required will differ from game to game and player to player; as a general guide, whatever you have is enough. That said, the more terrain you have on the table, the more challenging your games will be, particularly if the terrain is difficult to move through.

Two opposing companies of models. These are normally in 28mm scale, but the game works just as well in other scales. Each 'company' should comprise from one to forty models, assembled using the rules in this book. The models can be sourced from any manufacturer you desire, and all of the spare models in the cupboards of long time wargamers are especially useful. If you are new to miniature wargaming, simply buy the models you like (from wherever you like) and you will be able to make them fit with the game. The choice is yours.

A number of 'wound markers'. Wound markers are placed touching the bases of the models that have sustained injuries as a result of combat or shooting, and can be made in a variety of ways. The author's markers were made simply by texturing a number of small bases (washers, coins or small poker chips) to match his models. Red paint (to represent freshly spilled blood) was then painted on top of the texturing. This is a simple, and effective, marker that communicates its purpose easily. Of course, if you have other ideas, feel free to use them... You shouldn't need more than you have models in the company, though it is best to have a pile lying about, ready for use.

OPTIONAL EXTRA ITEMS

A number of Scenario-specific terrain pieces and markers are also required. These markers are needed for certain generated scenarios. Not all of them will be used in the same game. Nevertheless, every company should have them available. They cost no points, act as objectives and generally enhance the feel of the game. They are:

A non-combatant model (henceforth called the "protectee") that requires protection. Some of the generated scenarios require this model. He, she or it carries no weapons and wears no armour, but is an important character to the player's own company at least.

An artifact of some significance (the "objective"). This can simply be a treasure chest, pile of scrolls or anything else that is important to the player's company. The base for this model should be between 1" and 3" across.

A number of 'Broken Shield' markers. Broken shield markers indicate which models have wrecked their shields in combat or from protecting themselves from being shot at. Similar to wound markers, these are simply small bases textured up to match your company's bases (or your terrain set) with broken or otherwise wrecked shields modeled on. These can be generic shields (to match anyone's company) or shields to match those found in your own company. If your company does not have any shields, you will not require any broken shield markers. If any of your models have a 'force field' you can model a marker for it by painting up a base with a small area of blackened earth to represent the effects of a shield overload. This of course can be varied to fit with whatever setting you are using.

Other markers. Depending on what your models are representing, you may require magical effects, markers to represent an 'out of ammo' state, and the like. There are also plenty of commercial solutions for these, especially on the internet, or you can model them yourself for that ultimate custom feel. CDs and mini-CDs especially make great blast markers when they are enhanced with either a paint job or have appropriate explosive images printed onto their label or directly onto a printable disc.

A

B

C

D

This page:

A The various dice required to play Unbridled Fury. These dice are easily available from most good hobby shops. From left to right: d4, d6, d8, d10, d12 and d20. **B** Some of the author's wound markers, easily made from small poker chips **C** Tape measures suitable for Unbridled Fury. The retractable expanding type is preferable **D** A flat expanse of games table surface, ready to play on **E** A company of models per player, in this case Dwarf Warriors from Grenadier, Old Glory and Ral Partha Miniatures, are essential **F** Structures make for useful terrain items during a game, and can act as strongpoints and not just cover - Frogmen from Eureka guard the door **G** Fences, hills and vegetation provide useful cover for your models during gameplay, and also serve to slow up an opponent's activities if used creatively

E

F

G

GLOBAL RULES

There are a number of rules that apply to every game and are considered to be fundamental to Unbridled Fury.

BASING

The base is the object that a model is fixed to in order to prevent it from falling over. In Unbridled Fury, the size of the base plays an important role in the game, and differences in base size can make noticeable differences to gameplay. Bases can also enhance the look and feel of the model they are attached to so it is worth the effort to make them look good. Anything from washers, hand cut wood and cardboard to commercially available bases are suitable. Other materials (such as plastic card) may also be useful for base making.

Basing on round or square bases is preferred. However, the dimensions of a model's base are indicative of its Size, so there are some limitations to what models can be fixed to which base. The following table gives the 'official' base sizes for Unbridled Fury:

Size of Model	Base Sizes Allowed
Size 1	15-20mm diameter or edge
Size 2	25-30mm diameter or edge
Size 3	35-45mm diameter or edge
Size 4	50-60mm diameter or edge
Size 5	Larger to suit model or unbased if a vehicle (not ideal)

As the game revolves around a 'profile' rather than the stats of individual models, the base can contain a number of actual models if a player so desires; if this is done the entire base counts as a single 'profile' for game purposes in the same way as a singly based model. Both basing methods refer to each base-worth of models as a 'model', regardless of how many are fixed to it.

Players may wish to paint dots or lines on their bases to indicate the model's forward 180 degree arc for purposes of determining engageablility (page 9).

PRE-MEASUREMENT

Pre-measurement is **not allowed** in Unbridled Fury. Pre-measurement is defined as measuring distances before deciding whether to move or shoot. Part of a miniature gamer's skill at the game should be to be able to estimate tabletop ranges by eye. Once a measurement is made in these rules, a player is committed to using it for that activation whether worthwhile or not.

MEASURING DISTANCES

The distance between models is measured from the closest edges of bases to each other. Inches are used.

ROUNDING FRACTIONS

Wherever the rules force a result to be a fraction (eg. 7 divided by two giving 3.5), always round up the result (in our example, 3.5 becomes 4). This applies to all rules in this book.

DIE ROLL MODIFIERS

Die rolls in the game are sometimes modified. This may be because a model is wounded, is outnumbered in combat or a variety of other possible reasons. Modifiers in Unbridled Fury are applied to a die roll either as a fixed number (like -2) or a random amount (like -1d6). Modifiers are cumulative if more than one is in effect.

LINE OF SIGHT

A viewing model has 'Line of Sight' (LoS) to a target model if it can physically see the target. Get down to the model's height (if possible) and see what it can see. If there is nothing between the viewer and its target, and its entire torso or largest body segment is completely visible, the target is "in line of sight". If the entire torso (or largest body segment) is not entirely visible, the model is not in line of sight, and can be assumed to be hunkered down out of view. Limbs, banners and other dangly bits do not count towards this, only the main body of the model. A special miniature gaming periscope or laser pointer may be handy when working out line of sight. The bases of Blocking terrain pieces (see page 29) do block line of sight if that line crosses them at any point, whether or not they can be seen over by the model. The base of a terrain piece often represents a more dense obstacle than the model literally suggests (otherwise it wouldn't be practical for gaming with!). If a base of Screening terrain (also page 29) is crossed, the usual shooting penalties will apply but the model will remain within line of sight for the purposes of the rules.

Below: Closest edge to closest edge, not centre to centre (Models by Alternative Armies)

THE TERMS "VISIBLE" AND "ENGAGEABLE"

These two concepts are vital for playing Unbridled Fury. They are very similar but each has slightly different application to gameplay. Both require Line of Sight.

Visible

'Visibility' refers to a model's ability to locate other models on the games table. There are three factors that can affect this ability. The most important is the game's Base Visibility (see page 16-17, and the tables on pages 20-21). Base Visibility represents the level of daylight and the effects of weather on the model's ability to see things. Secondly, the model may have Model Properties that modify this Base Visibility (see pages 43-51). The Base Visibility thus modified is referred to as the "Effective Visibility" of a model. Lastly, a model being observed by another may have Model Properties that affect the observer's Effective Visibility.

- **Effective Visibility is *not* a fixed quantity and can change during gameplay. Base Visibility does not change during a game.**
- **A model is visible within 360 degrees of the viewer as long as it is within the viewer's Effective Visibility.**

Engageable

A model is 'Engageable' if it is (1) Visible and (2) within the front 180 degrees of the viewing model. Engageable means the model is able to act on what it can see, as opposed to Visible which refers purely to the acknowledgement of presence.

DETERMINING A RANDOM DIRECTION

At times, random directions must be determined. To do so, roll a d6 and refer to the Random Directions Diagram (below). The arrow marked '1' is the direction of shooting if shooting, else place the template and then roll the die. This may be to resolve a blast attack, the drifting of a floating sky-jellyfish or whatever else calls for random direction determination in the rules.
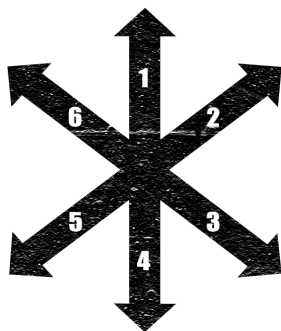
Random Directions Diagram

WOUNDS

Wounded models subtract 1d6 from every combat or shooting roll they make in play. Wounds only modify these rolls, and not shield or armour saves made as a result of combat or shooting.

A second wound will kill a model that is already wounded. As already noted, a wounded model should be marked with a marker of some sort to indicate its status and remind both players of it during game play (wounded warriors would be somewhat obvious on a battlefield). Note that some of the model properties available may create exceptions to this rule.

You can read 'wounded' as 'damaged' if you wish when discussing non-organic models such as robots, vehicles and other constructs. Treat the terms as interchangeable.

THE COMPANY

A collection of models arrayed for a game of Unbridled Fury is known as a "Company".

THE FREEDOM TO CREATE

Unbridled Fury permits almost any combination of models in order to create a company (after all, the rules are designed for free form, generic background settings). The onus is on the player to restrict their selections to something that resembles their concept of the force in question. Whilst this may encourage some unscrupulous players to create 'super armies' of the toughest, meanest troops and killer combinations it is hoped that the rules provide (a) significant checks and balances against this kind of behaviour and (b) that players are grown up enough to either tolerate or avoid players that manage to disturb them. Remember it is only a game (and not life or death) and everyone should be allowed to enjoy their experience. Every wargamer has a different idea about why they enjoy the hobby, after all.

Players are free to choose whatever models that they wish for their company. They can be of any creature type and carry whatever equipment the player desires. Note that the more powerful each model is, the more expensive in points they will be, and that fewer of them can be fielded in your company. Numbers can be a dangerous weapon in the game, too - all-powerful elites are good, but masses of small gribbly things will overwhelm anything given time.

For the majority of miniatures games players must conform to an 'army list' for the models in their collection. In Unbridled Fury this is instead called a Company List. Company Lists are like army lists in that players choose their models from them to make a 'game legal' force – but the twist is here that they create the list themselves! By listing all of the models in a particular collection a player can create a comprehensive document

that saves them future bother in calculating points costs before a game begins.

Players should feel free to create their own setting for their company if they so desire. Later supplements for the game will include pre-made Company Lists with some of our own settings.

Please note that when you build a specific force for the purposes of playing a game (using a Company List as a guide) it is called a Roster, and not a Company List. The terms are different to save on confusion.

Pages 53-55 detail how to calculate the points cost of each of your models and therefore your company as a whole. But first things first! Let's get in and build that Company List...

To begin with, get all of the models you want to include in your list (there can be more there than you could ever hope to play with - you are only making a Company List at this stage, not a Roster). Arrange them in front of you on a table and group them into similar types. Then work out the profile and points cost for each type. Doing this will make things easier at the next stage of list building.

SETTINGS

It is highly recommended that you decide upon a setting for your Company before working out your models' stats. Unbridled Fury is extremely configurable and there may be more than one way to design a model's profile. It is a lot more fun to set up your models to fit a theme than to simply make something that 'can win'.

THINK ABOUT IT

Every force that has ever walked the Earth can be put into the context of the period they existed in. It's why the study of military history is so interesting. If their context is missing, there is some question as to where they came from, who they were, who led them and what they carried in their packs. We all want to know more about our subjects so that we can better understand what motivated them to do the things they did.

FANTASY IS NO DIFFERENT

So what is motivating your miniature warriors? Answer some of the following questions and you will be well on the way to creating a company list that you will always be able to associate with:

Where are they from? Are they from a distant land, intent on conquest? Marines from a floating stone pyramid? Spawn of a daemon queen searching for victims? Colonial Patrol Operatives? Tax collectors?

How are they organised? Along tribal lines? Feudal retainers? Organised state regiments? Small yet elite drop trooper companies attached to a fast moving strike ship?

What is their main motivation? Conquest? Defence of the Realm? Defence of their crappy little village? Capture of resources? Vengeance perhaps?

When is this company operating? Is there a universal calendar in operation? Is the setting within our own familiar Earth history? Is it an alternate timeline? Is it completely set outside of time as we know it?

What sort of tactics does the company employ? Do they mirror any kind of Earthly historical tactics? Are they completely unique to their own world? Is their leader famous (or infamous) for the development and/or use of their tactics?

What sort of equipment do they normally use? Think about your answer to the previous question: are they famed hit and run raiders? If so they will avoid heavy armour in favour of lighter gear that keeps them light, quiet and most of all doesn't tire them out quickly. Are they a famous heavy cavalry unit? If so they may not have any 'dishonourable' missile troops amongst their ranks. Perhaps they are specialists at clearing buildings in high tech environments - in that case their weapons should all be short ranged and handy in confined spaces. It is also conceivable that they would be wearing some kind of ballistic and/or ablative armour. Powered armour would possibly be too heavy, noisy and impractical in damaged buildings.

LET'S GET STARTED!

Keep in mind your answers as you dive into the next stage of Company creation. Every stage of this process can be influenced by your answers to these questions.

THE MODEL

Unbridled Fury is a skirmish game, where one model represents one warrior, beast or frothing lunatic, so the effect of a single model on the game is of great importance.

Every Roster, regardless of its troop types, is made up of models. Each model will have a points cost, and the total of all of the Roster's models' points costs will be the points cost of that Roster. There is no requirement that any two models in the Roster must be alike; it would, however, make the game easier to follow and help players remember all of the special rules needed if there are fewer types of models in play.

THE MODEL'S PROFILE

Each model has a 'profile', which describes in game terms how effective the model is on the tabletop. The profile is made up of a number of 'attributes' that are used to describe the model's abilities in 'checks' during game-play that simulate the results of combat stress on individual creatures.

Attributes come in three main types:

1. Those that you add to a die roll when testing (Fgt and Shg usually are the only two);
2. Those that must be rolled equal to or above the target number to succeed - ie Cow, Tds, Arm and Mgc; and
3. Those that represent an arbitrary value (like Mov). These attributes are not used as a target number in checks of any kind.

MOVE (MOV)

An attribute described as a value in inches. Move is the maximum distance a model can move in a single activation. Mov has a maximum value of 12" for ground-based movement.

FIGHTING (FGT)

This is the model's ability to attack and defend itself when in hand to hand combat or to avoid being shot. Fgt is a value between 1 and 11, with 1 being the worst.

SHOOTING (SHG)

'Shooting' describes how well a model can fire any ranged weapons it may be carrying. Shg is a value between 1 and 11, with 1 being the worst. A model that has no ability to shoot can be given a value of zero (they'll never use it, so why pay the points to include such an ability?)

TARDINESS (TDS)

How reluctant (or stupid) models are when a superior tries to coordinate them. Tds is a value between 1 and 11, with 11 being the worst.

COWARDICE (COW)

The model's willingness to stay in the fight. The lower this attribute value, the better… Cow is a value between 1 and 11, with 11 being the worst.

COMBAT WEAPON (CW)

This is the weapon that the model is armed with for close quarters action. It can be either 'basic' (with the abbreviation B) and have no special properties, or have its properties listed as abbreviations. See the relevant sections for details, and the website for specific examples.

SHOOTING WEAPON (SW)

The same as for Combat Weapons, above, but in this case the weapon can never be truly 'basic' as it always has a 'Range Band' property, abbreviated to R with a number immediately after it (eg. range band of 7 would be abbreviated R7"). Shooting weapons have a different set of properties with Combat Weapons, though many share similar names and abilities.

ARMOUR (ARM)

The level of armour that the model is wearing. This can correspond directly to historical armour types (as fantasy literature often does) or can be of your own choosing. See the Armour section (page 34) for more information on how to assign values to this attribute.

SHIELD SAVE (SSV)

Once again, see the armour section for specifics. The shield save applies only to the front 180˚ of the model, regardless of the positioning of the shield on the model, unless a specific shield property states otherwise.

MAGICAL TALENT (MGC)

There is also an additional attribute for Magical Talent; these are not universal and apply only to models with such capabilities. As such they are best noted in the 'Notes' column of a model's profile when they apply.

Magic has its own properties as well (see Appendix 6).

SIZE (SZ)

Many creatures exist in the fantasy genre, and are by no means always similar to each other in size. A giant may not even notice the tiny boggart milling about in the farm yard below him, but the boggart will take notice of the giant. Such a difference in sizes needs some special rules.

The 'standard' size (if we can call it that) for creatures in Unbridled Fury is 'Size 2'. This equates to between 4' and 7' in height or length. All creatures in the game are treated as 'Size 2' if they are approximately human size (give or take a foot of height or two) and do not cost any extra points to use.

Other sizes are based on the model's overall physical dimensions as represented by their base size.

We often talk about 'levels' when comparing model sizes. A Size 3 model is two levels smaller than a Size 5 model (because 5 - 3 = 2). A Size 3 Rat-Bear is 2 levels larger than a Size 1 Goblin Aeromancer.

PROPERTIES

The model may have a number of Properties that define its unique nature. Each Property adds an extra rule that has to be remembered, so if you are just starting out, use them sparingly! Properties can be Model Properties (special abilities the model may have), Combat Weapon Properties, Shooting Weapon Properties, Shield Properties, Armour Properties, and so on. Each of them has to be recorded on the model's profile in the appropriate space and the points value of the properties factored in to the model's total cost. See the Appendices for more details on these.

COMMAND DIE

Finally, one of the models in your company (and only one) needs to be assigned the company's Command Die. The Command Die is an indication of the company's ability to communicate internally and follow instructions from its leader and his subordinates.

The Command Die can be either a d6, d8 or d10.

POINTS COST (PTS)

The model's points cost when using Unbridled Fury's points system.

COMMON QUESTIONS

WHAT IS THE ATTRIBUTE SCORE FOR AN AVERAGE MODEL?

The average attribute value for just about everything is around 6 to 7. This includes Mov and Arm, in case there was any doubt. You can also assume that equipment or other burdens could affect this average. A heavily armoured 'average' model may only have Mov 4 or 5, whilst an unburdened 'average' model has 6 or 7.

WHAT ABOUT ATTRIBUTES I DON'T NEED?

Attributes of Zero are perfectly acceptible. You may just find that you won't be adding a value to any die roll if you need to use that attribute value. In the case of Shg, there is literally no need for more than zero if the model is not armed with a shooting weapon.

WHAT COULD BE CONSIDERED EXCEPTIONAL?

An attribute of 9 or higher (for Fgt or Shg) or 1 - 3 (for Tds or Cow) is considered exceptional. Models with attributes in this range are highly skilled or just naturally talented.

WHAT ABOUT INCOMPETENT MODELS?

An attribute value of the opposite end of the scale (3 or lower for Fgt/Shg and 9+ for Tds/Cow) represents a creature that is truly incompetent in that particular area of ability.

HOW DO I DETERMINE SIZE?

It is mainly a function of what looks right on a base. There is no set rule about how big each model has to be on a base, but it must have the correct base size for its Size. So a goblin model could conceivably be treated as Size 3, but he will need the right base size (40mm across) in order to be legally treated as such. If the model cannot fit on the base size you want, it will have to be fixed to whatever next size up fits the model comfortably. A model shouldn't overhang the base edges too much if at all possible.

COMPANY LISTS

Once you have completely worked out the profiles and costs for each of your models you can assemble them into a finished "Company List". This list outlines your entire collection of related models and their points costs.

How you finish your list is up to you. You may wish it to only contain the few models you use in your 1000 point Friday night games. Or you may wish to include everything that could possibly ever be found in a fully mustered horde. It is up to you.

You may also wish to include some background story with your list or dress it up using fancy fonts and colours to give a feel for the origin of the creatures in your force. Go crazy - it's your army. Let your friends and opponents know just how much you care about your little warriors. A good paint job is one thing, but depth and character are another.

Show off. Be bold! On the next page is shown an example of a simple Company List. I have left out the background in detail, but in short, the company represents part of a privateer force used against a colony world in a failed raid. This Company List was previously featured on the Unbridled Fury website so some of you may have seen it before...
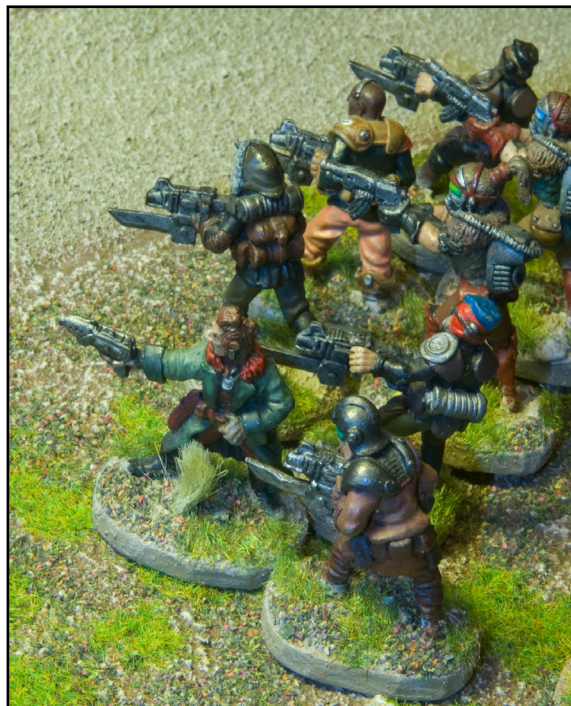
Above: Molybdenian Drop Reavers open fire. (Models produced by Alternative Armies.)

MOLYBDENIAN DROP REAVERS

Captain (Max 1)

One bad dude armed with a basic energy pistol.

Mov	Fgt	Shg	Tds	Cow	CW	SW	Arm	SSv	Mgc	Sz	CD
6	8	8	3	3	B	R4,AP4	12	-	-	2	d8
ModProps:					None					PV:	202

Captain's Second (Max 1)

The second in command, waiting eagerly for his boss to earn his place in Heaven.

Mov	Fgt	Shg	Tds	Cow	CW	SW	Arm	SSv	Mgc	Sz	CD
6	7	7	4	4	B	R4,AP4	12	-	-	2	-
ModProps:					None					PV:	76

Bodyguards

A bunch of grizzled veterans whose job is to ensure their boss doesn't earn his place in Heaven. They are armed with SMGs and a rather stoic disposition.

Mov	Fgt	Shg	Tds	Cow	CW	SW	Arm	SSv	Mgc	Sz	CD
6	7	7	4	4	B	R4,FFd8,AP8	12	-	-	2	-
ModProps:					None					PV:	116

Sergeant

Hard-core head kicker armed with the old standard Molybdenian HG57-X Energy Rifle.

Mov	Fgt	Shg	Tds	Cow	CW	SW	Arm	SSv	Mgc	Sz	CD
6	7	7	5	5	B	R8,FFd4,AP8	12	-	-	2	-
ModProps:					None					PV:	98

Reaver Infantryman

The grunts. One HG57-X each and a whole lot of hope for loot. And anything else they can get, of course.

Mov	Fgt	Shg	Tds	Cow	CW	SW	Arm	SSv	Mgc	Sz	CD
6	6	6	5	5	B	R8,FFd4,AP8	12	-	-	2	-
ModProps:					None					PV:	90

ROSTERS

Rosters are simply lists of models that are chosen by a player to be used in a game. Rosters vary from game to game - but the company list that the player uses to make them can always remain the same.

A Roster must be either 500 points (fast game), 750 points (normal game) or 1000 points (enhanced game). Both players must use the same size roster.

Rosters are very simple documents: Before a game, players will need to agree on the size of game (Fast, Normal or Enhanced) that they intend to play. Armed with this information they can retire to their favourite desk or computer and, with their Company List in hand, assemble a company to participate in the game. The composition of this company is recorded as a 'roster' for reference, and for purposes of fairness if there is any doubt as to the fairness of the company deployed by a player (especially in regards to points total and quantity of models).

Don't forget, you can only include one model with a Command Die (and you must have one). This model is known as your 'Leader', and is important to how the game is played.

Using the previously drawn up Company List on this page as an example, here is a roster drawn up for a 750 point game:

Molybdenian Drop Infantry (750 points total)

- 1 x Captain (202 points)
- 1 x Sergeant (98 points)
- 5 x Reaver Infantry (450 points)

And that is all. Not much has to be written because all of the important gaming details are in the Company List that was created earlier.

MAXIMUM NUMBER OF MODELS

There is a maximum number of models in a standard game. By default, every company must have no more than one figure per 25 points of its value. In most cases you will find this maximum very difficult to reach. In the example above it would be impossible. With a horde of absolutely minimum rated screaming green things, it may indeed be possible. You are allowed to field less than the game's agreed points value, but it it is hardly a wise option. You will need to have some larger and/or more powerful models in your roster to fill out the points discrepancy.

For the three standard game sizes the maximum number of models are as follows:

- **Fast Game** (500 points) - 20 models
- **Normal Game** (750 points) - 30 models
- **Enhanced Game** (1000 points) - 40 models

LEFT OVER POINTS

If you have points unspent, and there is nothing you can fit into that space from your company list, the left over points are wasted. You can avoid this by adding some less expensive options to your Company List and using them to fill any gaps in your roster. You will find that cheap models are very useful for this purpose.

"Beware the daemon, for it brings corruption. Beware, but do not despair! The daemon can be tamed by the pure of heart. It can also be tamed by a stout hand and a good sword."

- Faemedes, The Autocrion

PREPARING FOR BATTLE

GAME SETUP

The majority of games will be played with generated scenarios. The next few pages deal with the game setup for that kind of game.

Every game of Unbridled Fury is based upon a scenario, whether it is a hastily prepared 'pick-up game', an arranged competition game or a set piece scenario with fully sculpted terrain prepared well in advance.

There are two kinds of scenario used in Unbridled Fury: the generated scenario and the custom scenario. We will look at the generated scenarios to begin with, as they are the 'standard' scenario for pick-up and tournament-style games. Custom scenarios can use all, part or none of the following procedure, at the whim of the scenario's designer.

STAGES OF GAME SETUP

There are several variables that need to be determined when playing a Generated Scenario. These are rolled up in the order below:

1. **Attacker and Defender**
2. **Scenario Objectives**
3. **Weather**
4. **Time of Day**
5. **Visibility**

SET THE TABLE

Before the pre-game setup gets underway, don't forget to set the terrain and agree on its effects!

It is permitted to play games of Unbridled Fury on an open gaming table. It is not recommended, however. The effects of shooting will become all important and those players with combat-specialised companies will be unnecessarily disadvantaged. In short, they'll get torn up nine games out of ten. Terrain provides cover and blocks line of sight. It makes games interesting.

So how much terrain should be laid out on the table? There is no magic percentage or ratio. There isn't even a good minimum. The best guide is what looks best and blocks most lines of sight across the table. Otherwise shooting will do what I mentioned above.

If you really need a guide to how much you will need, I can only recommend about eight pieces of terrain between 4 and 8 inches. Whether these are structures or not is up to you - structures do increase game length a little, however.

If you want to be entirely 'fair' about the terrain layout, each player can roll their Command Die - the highest roll gets to place a piece of terrain, followed by the lower scorer. Then repeat the process until all available terrain pieces are placed or both players agree that there is

enough on the table and want to get started. You may want to 'assign' a table a 'set' of terrain with an even number of items to facilitate this process.

WHO ATTACKS?

Each player rolls his Command Die. The higher scoring player chooses to become either the attacker or defender, and the lower scorer has no choice and takes whichever role remains. Re-roll any ties. The command die is rolled again at the start of the first turn to determine which side begins as the acting side.

GAME SETUP, PART ONE:

This is the first stage of generating a scenario, and is important because the scenario objectives refer to each player as either attacker or defender. Take note of the difference between the die rolls, this is the 'margin'.

An Example of Determining Attacker and Defender

The companies of Dalakoor Chakranthe and the Orcish Desolator Kradd Nok are approaching one another. We know our two company rosters and we have all of our models and terrain ready. Dice in hand, we refer to our rulebooks:

We now need to work out who is the Attacker (so each side rolls their Command Die). Dalakoor has a command die of d8. He rolls 3. Kradd Nok rolls 4 on his d6, so Kradd Nok and his Orcs are the attackers for this game.

The player controlling Kradd Nok rolls for all scenario conditions for this game. The margin is 1.

He or she ***does not necessarily*** begin the game as the acting player though. There will be another roll at the beginning of the first turn for this purpose. That roll is for initiative, which is different than the roll we have just made - which was to determine the attacking and defending sides in our game.

Kradd Nok secretly hopes that his first command roll comes up higher. He really needs to get his orcs as close to Dalakoor's company as possible in the minimum possible time.

OBJECTIVES

A 1d20 roll is made to determine the scenario to be used for the game . Each scenario details deployment, special rules and victory conditions for the game that is about to be played.

GAME SETUP, PART TWO:

At this stage we are determining what has to be done to win the game. This will vary between the scenarios which are each described in detail on pages 17-19.

An Example of Determining Scenario Objectives

Kradd Nok rolls a d20 to work out just what it is he has to do to Dalakoor and his company in order to win the game. He rolls a 14, which means the scenario is Desecrate (see page 19 for details). His force will need to get models into contact with the enemy objective marker and stay in contact for 1d6 turns. An interesting challenge but one that he figures his 'men' can do well enough.

TIME OF DAY

The time of day is important because of the effect of lessened light on visibility. Use the darkness to your advantage if you are short on firepower.

GAME SETUP, PART THREE:

The game will be set at a time that more or less suits the attacker. This, like all else, is not guaranteed, and even the darkest of hearts may be forced into action whilst the sun still shines. If the attacker favours the darkness, the die roll may optionally be modified by up to the value of the roll + the margin, and if the attacker favours daylight, by up to the value of the roll - the margin. Any player, with any Company, may favour either day or night for their attack, regardless of the type of creatures under their command.

The Time of Day table can be found on page 21.

An Example of Determining The Time of Day

As Kradd Nok is the attacker, he rolls to determine the conditions for the game. He picks up a d10 and rolls for time of day. He gets a 6 - Evening Daylight.

He knows that Dalakoor has lots of bows (and he wishes his blade wielding brethren to survive at least long enough to pounce on them in combat) so he opts to modify his roll by +1 (to hopefully reduce visibility) to make the score total 7. This makes the game set at dusk half-light, not perfect but better than broad daylight.

THE WEATHER

Weather can effect the game dramatically by reducing visibility and the effectiveness of some types of models.

GAME SETUP, PART FOUR:

We assume the battle to be taking place in a temperate or warmer environment. However, if you wish to treat rain results as snow results on the table feel free to do so. The effect on gameplay would be the same or very similar regardless. See page 20 for the weather table.

An Example of Determining The Weather

Kradd Nok now rolls another d20 to see if the weather is with or against him. He rolls a 6. This brings light rain, enough to wash the sweat from his men's brows, but not enough to affect visibility. He begins to relish the battle ahead...

BASE VISIBILITY

Once the time of day and weather are generated, the information can be combined to work out the 'Base Visibility' for the game - the distance that restricts how far your models can see, shoot and move.

GAME SETUP, PART FIVE:

Visibility on the table determines how far models can move and shoot. The Base Visibility table on page 21 lists a range of times of day and various weather conditions that can affect visibility. Simply cross-reference what you have rolled up so far to determine the base visibility for your game.

Note that even on a 4' square table a 48" distance may not extend right across the board - the diagonal is a good 20" longer than the edges! If you doubt this, measure it!

The 'default' visibility (if there can be said to be such a thing) is 48". This corresponds to bright daylight (and is, coincidently, the width of a standard sized game board. Note that the diagonal is longer, though...). Outside of this distance, models may be aware of the presence of other models and terrain, but not enough to single them out as obstacles, opponents or targets. This Base Visibility can be modified by a number of factors. Examples of these include the positive effects on visibility of Night Vision, Darksight or other exceptional senses, or the negative effects of cover and camouflage.

The effects of visibility on game-play are as follows:

Models may not move further than the current visibility level in a single activation (the Base Visibility with any other visibility effects added on that are relevant (such as poor weather, fog, etc)).

Models may not move into combat with enemies that are outside their current Effective Visibility. This should be a natural effect of the above, but may not be. This includes step backs in combat and proximity checks.

Models cannot shoot further than their current visibility level. Some models will be able to see further than others in low visibility and therefore be able to shoot further as well.

It is important to note that visibility refers only to how far a model can see. Soldiers on a battlefield have many other ways to know their enemy is nearby - noise, vibration of the ground and smell are to name just three. In a fantasy setting, these other factors may be enhanced or exaggerated. It is assumed that even on the darkest battlefield, troops have some idea where their enemies are lurking. As such, we can assume that models can advance towards the enemy as normal but are bound by the rules above for Visibility.

Enemy troops may be lurking in cover awaiting their chance to strike, or simply sneaking around hidden and out of view of the enemy. This is represented by the rules for camouflage and visibility in general.

An Example of Determining The Visibility

There are two factors that affect visibility: Time of Day and Weather. The Time of Day is night with low moonlight and the weather is light rain.

We look at the Base Visibility Table and cross-reference dusk half-light with light rain.

We find that visibility is reduced to 24" - not perfect for a company equipped solely with hand held chopping tools and spears, but better than bright sunny conditions and being shot up before getting in spitting distance...

Kradd Nok licks his lips, savouring the thought of the taste of his enemy's flesh. He now has some options. He can manouevre into favourable positions beyond 24" of his enemy, can sneak around the edges of the game board or do the obvious and attack frontally. Being a tactical genius, he opts for the frontal assault.

SETUP RESULTS

Use the following tables to determine the game's conditions.

Roll on each of the tables that follow in order to work out the exact conditions that effect the game you are about to play. These conditions are important: players that rely on camouflage, or the cover of darkness, or could benefit from poor weather will need to know just what the battlefield has in store for them.

There are four things to roll for:

1. Scenario Objectives (pgs 17-19)
2. Weather (pg 20)
3. Time of Day (pg 21)
4. Base Visibility (pg 21)

GAME OBJECTIVES

Game Objectives are either randomly determined in a generated scenario or selected by the players for a custom game.

Scenario designers looking for ideas can use some or all of the rules in these scenarios to create new twists on the standard game.

Descriptions of the special rules for each of these objectives follow over the next few pages.

Roll 1d20 to Determine Game Objectives:

1-4	Ambush (pg 17)
5	Assassination (pg 18)
6-9	Attack! (pg 18)
10-12	Capture and Hold (pg 18)
13-15	Desecrate (pg 18)
16-18	Hostage (pg 19)
19-20	Protect (pg 19)

RESERVES

Some objectives limit the number of points worth of models a player can field at the start of the game. The exact number of these is determined by the margin, and each scenario that uses this Reserves rule will specify the exact proportion of the force that must remain off table at game start. Models that normally begin 'off board' (like Snipers or Airborne) must be in reserve if they are to be used. They must 'arrive' on table before they can be activated for the first time.

Models in reserve come onto the table only once they roll high enough on a d8 die roll. A model that fails to arrive in the first turn rolls again in each subsequent turn until they do appear. If they have not appeared by turn 8 they will appear automatically, no roll required. Roll for each model: a pass means the model is available and may be placed on their side's base edge of the playing area. Once a model arrives, it is on-board and does not need to arrive again. It is in the game and may be targetted and engaged in combat by enemy models as normal.

Score to Arrive (1d8):

Turn 1:	8
Turn 2:	7-8
Turn 3:	6-8
Turn 4:	5-8
Turn 5:	4-8
Turn 6:	3-8
Turn 7:	2-8
Turn 8:	Automatic arrival

PLAY STOPS/GAME OVER

The game is declared over when either the specified objective is achieved, one side is unable to fight or both players agree the game is over.

THE OBJECTIVES:

Ambush

The attacker is lurking in the terrain, just waiting for the moment to strike. The defender knows he's in there, somewhere...

The attacker keeps some of his models deployed in ambush. The remainder (margin - 10%, rounded up) must be deployed in reserve, and will arrive on the opposite edge of the table to the defender's base edge.

To do this, place numbered 1d6+3 numbered counters ('grid-coordinates') on the table on any likely looking terrain item or structure. Ambushing models may only be placed in those terrain features - though not every marked terrain item needs to contain ambushers!

The attacker then records the 'grid coordinates' of the terrain that his ambushing models are hidden in, and seals them in an envelope or opaque container and places it in a place easily visible to both players. Neither player may look at the positions until the ambush is revealed,

at which point the coordinates are announced, and the ambushing groups placed. The attacker must seal the positions of his ambushers in an envelope to await the moment of truth. At the time the trap is sprung, the defender will open the envelope.

The defender moves on from one table edge of the attacker's choice, and gets initiative in the first turn.

The attacking side may spring the ambush at any time. All models must be set up within 3" of the terrain item specified in the enveloped note (or in it).

The defender may attempt to reveal the ambushers before the attacker is ready to do so. This can be attempted as often as the defending player wishes. To do this the attacker rolls a d12 + his leader's Fgt and compares it to the defender's leader's d12 + Fgt. If the defender rolls higher, the ambush is blown and all defending figures must be revealed. If the attacker rolls higher the ambush remains hidden as if no attempt was made.

When an ambush is revealed (for whatever reason) the entire ambushing force must be placed on table in their positions. The attacking player's entire first turn cannot be reacted to by shooting, but proximity reactions must be taken as usual. The attacker may reveal the ambush as a reaction. If so, the turn ends immediately and the next turn begins with the attacker holding the initiative.

The defender wins if he can get at least half of his models (quantity-wise, not points wise) across the table to the edge opposite to that at which they started. The attacker wins if he can prevent this from happening.

Assassination

The attacker aims to kill an important character sheltering amongst a company of the enemy.

This will be the defender's leader on the roll of 1 or 2 on 1d6. Any other roll means that the target will be the defender's protectee model (costs no points). This roll does not need to be done secretly. The protectee model has a nominal Fgt of 1 for purposes of combat and being shot at and a Mov of 6. It may not attack enemy models and may only fight in self defence and moves without regard to the Command Die with one activation per turn (may only be used on the protectee model). He, she or it may not react.

The attacker is trying to flush out this 'protectee' target so that he may be 'taken out'. The margin x 10% in points (rounded up) of attacking models are set up first within 18" of a single board corner (defending player's choice). Remaining models arrive as reserves. The attacker wins the scenario if he kills/destroys the target, otherwise the game is lost.

The defender sets up after the attacker has finished, with his models deployed within 24" of the opposite board corner. The defender wins the game if the target is alive at the end of the game.

Attack!

The vermin are here and we will bring them to battle, now!

This doesn't stretch the imagination too much. The attacker wishes to fight the defending forces and bring them to battle. The defender sets up his forces anywhere within 12" of any corner of the board. The attacker sets up within 12" of the opposite corner. Victory is determined by points value lost when play stops. The side that loses the least of its starting points value wins. There is no need to total points lost if the entire enemy company is killed or routed.

The defender begins with the margin x 10% in points of models in reserve.

To work out the poinst value lost, add up the points cost of all of the models that were lost to the enemy (wounded do not count, but routed models do).

The margin of victory is worked out as follows:

Up to 10%:	Draw
11-30%:	Bloodied Their Noses...
31-60%:	Victory!
61% +:	Loser Humiliated!

Capture and Hold

The attacker wishes to capture a significant site to deny it to the enemy. This may have excellent views of enemy approaches, be a temporal gateway, a site of religious significance or simply a suggestively shaped rock formation that is favoured by the attacker's clerics.

The defender chooses an objective marker to represent the contested site, and the defender can place it anywhere he chooses before the game begins. The defender begins the game with the margin x 10% less points in models than their opponent (rounded up).

The attacker sets up within 12" any one base edge (chosen from two selected by the defender). The defender sets up within 12" of the objective marker. Arriving reserves for the defender will appear within 12" of the base edge opposite that of the attacker's base edge.

 To count the objective's possession at the end of the game, the attacker must have more models close to the location than the enemy does. If not, he loses the game.

Desecrate

The defending leader is carting a valuable artifact around with him and the attacking leader would prefer to destroy it lest its use threaten his own interests...

An objective marker is needed for this scenario. This marker is placed by the defender anywhere on the table. The attacker wins if he is able to get any one of his models into base to base contact with the item for a period of

1d6+1 of his own active turns (enemy turns do not affect this time measurement). The time is rolled for each attacking model moving into contact with it. If at any point this time limit is reached the item is considered desecrated and the battle won. An objective marker can be a single wagon, an altar, a couple of servants hauling a chest, a pumpkin shaped treasure box (!) or similar.

In this scenario the defender must deploy first within 12" of the item. The defender must hold the margin x 10% (rounded down) of his points in models in reserve. They will arrive from one board edge closest to the objective marker.

The attacker will move on from one board corner chosen by the attacker from two possible corners selected by the defender.

Note that the objective marker may not be moved during game play.

Hostage

The defender is holding an important person who is worth a great deal to both sides. However, this important person has sided with the attacker, and now they want him back.

In this scenario, the defender sets up first within 12" of one board corner (his choice) and the attacker sets up within 12" of the board corner opposite him.

The attacker must provide a protectee model to represent the hostage. It is then held by the defender together with his own models as a hostage somewhere in the defender's deployment zone. The hostage may be moved around the table if the defender so desires. The protectee has a nominal Fgt of 1 for purposes of combat and being shot at and a Mov of 3 when defending models are within 1" (and is moved by the defender), and Mov 6 when his own side's models are within 1" (and then moved by his own side). At all other times the hostage may be moved up to 4" by its owning player (tries to escape) but must stop when enemy models approach within 1".

The model may not attack enemy models and may only fight in self defence. The protectee cannot be attacked by either side as both sides need it alive. The protectee moves once per turn as described above without regard to the Command Die. He may not react.

The side that has possession (more models closer at game end) of the hostage wins. If the hostage is killed, the side with more models closest to the hostage loses the game.

Protect

The attacker is forced to move through the enemy lines, all the while protecting an important person whom the enemy would dearly love to see dead.

The attacker must provide a protectee model (the important person). If this model does not survive to the end of the game and cross the opponent's table edge, the

attacker loses. This model must be moved off the opposite edge of the table to the edge the attacker deployed on. This model has a nominal Fgt of 1 for purposes of combat and being shot at. He may not attack enemy models and may only fight in self defence. He may not react.

The protectee may move up to 1d6" at the beginning of each of the attacker's acting turns (the protectee is hesitating quite a bit). The protectee moves without regard to the Command Die.

The attacker does not set up at the start of the game. He rolls for the movement of the protectee and measures his first move from his base edge of the table (defined as that closest to the player for this scenario). All of his models must move on at the same time as the target. The attacker always has the initiative in the first turn with this scenario.

The defender may place models up to half way across the table from their base edge. The defender begins the game with a points total less the margin x 10% and choses their base edge. Reserves may arrive from the defender's base edge as normal. The attacker's deployment edge is opposite that of the defender.

WEATHER TABLE

Die Roll (d20)	Weather
1	**Storm** All movement is restricted to half Mov maximum. Wind-dependent models may move whilst a storm is in effect, but will become wounded on the d6 roll of 5 and killed on a 6 if they do as they are blown around all over the place. Armour but not shield saves may be taken against these wounds (success means no wound, this is different to the usual armour rules). All fires are put out. Fire based attacks are not possible. The current visibility level is halved. Gunpowder weapons are useless for the entire remainder of the game.
2-3	**Heavy Rain** Gunpowder is rendered useless as in a storm. All fires are put out. Fire based attacks are not possible. On a roll of 7-8 on 1d8 the ground is turned into mud, transforming all Clear Ground into Rough terrain (page 28).
4-6	**Light Rain** Fires are put out on the d6 roll of 1 or 2. Fire-based attacks are treated as normal missile fire on the d6 roll of 1 or 2 as well as the rain extinguishing the flame. Light rain has no effect on visibility or movement.
7	**Strong Winds** Roll for the direction of the wind (the direction it is blowing in, not the direction it is coming from). Shooting may only occur within 45° of down-wind, otherwise shots are blown way off course and become ineffective. Add 1d8” of movement to all wind-dependent movement within 45° of down-wind. Normal models lose 25% of their Mov in strong winds.
8-14	**Light Winds** Wind-dependent models may move at normal Mov rates.
15-20	**Calm** Wind-dependent models may not move at all. Fog will occur at dawn, dusk or night on the roll of 6 - 8 on 1d8. Fog will halve the current visibility level.

TIME OF DAY TABLE

Die Roll (1d10)	Time of Day
1 or less to 3	Daylight
4	Dawn Half-light. It will be Daylight for the rest of the game in 2d4 turns.
5	First Light. It will be Dawn Half-light for the rest of the game in 2d4 turns. The first 2d4 turns are in night conditions - roll as for 8-10, below, for the visibility during these turns.
6	Evening Daylight. It will be Dusk Half-light for the rest of the game in 2d4 turns.
7	Dusk Half-light. It will be Night for the rest of the game in 2d4 turns. After the first 2d4 turns are completed, the game is under night conditions - roll as for 8-10 (below) for the visibility during these turns.
8-10 or more	Night - roll again (1d6) … 1-2 is Full Moon, 3-5 is Low Moonlight and 6 is Total Darkness.

BASE VISIBILITY TABLE

	Daylight	Dawn and Dusk Half-light	Full Moon	Low Moonlight	Total Darkness
Storm	24"	12"	6"	3"	1"
Heavy Rain	44"	20"	8"	4"	1"
Light Rain	48"	24"	12"	6"	3"
Strong Winds	48"	24"	12"	6"	2"
Light Winds	48"	24"	12"	6"	3"
Calm	48"	24"	12"	6"	3"
Calm with Fog	24"	12"	6"	3"	1"

"With an almighty crash the gate collapsed and the enemy fell upon us with a righteous bloodlust. The square was soon slick with the gore of friend and foe alike. We were lucky to escape the melee with our lives."

- Captain Ekses Tarsh of the Hermein Street Militia

A GAME TURN

A "Turn" in Unbridled Fury is defined as a number of activations equal to the acting player's command die roll (after any modifiers). In this turn the reacting player may only react to the acting player's actions. Once this is completed, each player's command die is rolled again at the start of a new turn, where the process is repeated.

THE GAME BEGINS

Once setup is complete, the game begins. Players set up as per the game objective and play starts with Turn 1. The choices permitted to a player are the same regardless of what type of game or scenario is in force.

ANATOMY OF A TURN

A turn in Unbridled Fury consists of an "acting" player's "activations" of his models, and the "reacting" player's responses to them. The acting player effectively runs things their way during the turn.

The Stages Of a Turn Are As Follows:

1. Both players roll their leader's Command Dice for initiative (pg 24).
2. Acting player uses a single activation to move, shoot, use magic, or any other action allowed by the rules or scenario being played.
3. Reacting player reacts with either a shooting reaction (if enemy models end move in line of sight of them), a proximity reaction (if enemy end move within 6"; takes precedence over shooting reactions) or an heroic reaction (if either of the previous is successful and the player opts for such a reaction).
4. Go back to stage 2 if acting player has any remaining activations and wishes to actually use them. If not, the turn ends and any combat is resolved before the next turn begins and the sequence starts again at step 1.

There is no pressure on the acting player to use activations if they do not wish to.

THE LEADER

Two things represent the command structure of a company in Unbridled Fury: The Leader and the Command Die. There are no extra rules to represent lesser leaders in the company. They are easily represented by using models with better psychological attributes.

COMMAND DIE

Every Company Leader in Unbridled Fury has a Command Die. This is one of a d6, d8 or d10 depending on the quality of the Company's leadership and cohesiveness of its troops. It is also to a degree an indication of the quality and quantity of its lesser leaders, though only in regards to how they interpret their orders.

EFFECT OF THE LEADER

There can only be one leader in each Roster. If a leader is killed, he cannot be replaced during that game.

Leaders can also influence their troops' morale in Cow checks by bolstering their resolve. If a leader is visible to a group he can substitute his Cow attribute for the lowest Cow in the group (at the player's discretion).

LOSS OF THE LEADER

If a leader is killed, it will have an effect on the entire Company. The command die from the next turn onwards is one lower (so d10 becomes d8, d8 becomes d6 and d6 becomes d4). This simulates the effect of adverse morale that the loss of the leader would create. The leader's command die in effect is an indication of how well the leader has trained his troops, or of what standard they are trained to, and is not only a capability of the leader.

LEADERLESS ROSTERS

Rosters may be made up without Leader models. If this option is taken, the Company is controlled using 1d4 as the command die. Running a Company without a leader is great for representing disorganised mobs of rabble such as rioters, disorganised peasants or the vanguard elements of the zombie apocalypse.

THE GROUP

Activations can be used to activate more than one model at a time. A clever player will use the group rules to make the most of what limited Activations their Command Die has made available for them.

The Group in Unbridled Fury is an amorphous thing. Groups are not fixed 'units' or 'squads' as they are in other games; players can change the composition of a group from activation to activation if they so desire. Groups are simply convenient ways to make more than one model perform the same action while using the same activation.

At the beginning of an activation, a player may declare that a group of models will benefit from a single activation. All of the models in the group must be visible to each other. They will perform the next action together using a single activation. **They must all perform exactly the same action, being movement, shooting, sorcery or whatever**. At the end of the activation, they may be reorganised however the player chooses. They may all go off individually, join other groups, or remain together. There is no fixed structure in a group at all. Groups are simply a convenient way for a player to save on activations. A player that has mastered the art of grouping models will have a distinct advantage over a player who has not.

Grouping represents the ad-hoc and often chaotic shouting of commands that goes on at skirmish level: non-coms improvising with what they've got at hand, warriors telling their mates what is going on beyond the trees or simply well trained combatants operating in sync with each other. There are no fixed 'coherency' distances or the like. The only thing to be aware of is that **all of the models in the group must be visible to each other**.

INITIATIVE

At the start of each turn, the players roll for initiative. The higher rolling player becomes the acting player, and the lower scoring roll is the reacting player.

DETERMINING INITIATIVE

This procedure is at the core of the Unbridled Fury game system. Initiative is checked at the beginning of each turn, and determines which player is acting, and which is reacting.

So, at the beginning of every turn, each player rolls their company's Command Die. The side with the higher score becomes the acting side (ie. who has initiative) and the lower scoring side is the reacting side. The reacting side discards its dice scores (and removes the dice, they won't be using the scores on them). The acting side uses the score on their die as the number of activations they can use for the turn.

If both players roll the same number on their Command Dice, the player that lost the initiative last turn will become the acting player. If it is the first turn of the game, simply roll again.

In addition, the player that won the initiative in the previous turn adds -1 to the command die roll. This modifier is cumulative until they lose the initiative, when the modifier is discarded. This modifier also affects the number of activations the player receives for the turn. For example, if a player has acted for two turns, in the third their initiative roll will be modified by -2. Their opponent rolls a 3, and our player rolls a 5. However, with the -2 this becomes a 3 as well. As the player's opponent did not act last turn, the initiative passes to them, and our player will spend this turn reacting. Had the opponent rolled a 1 or 2 instead, our player would be acting again, but only have three activations, not five as rolled on the die - the modifier applies to the activations for the turn as well.

Example:

Yan the Obliterator's Apprentice is facing his uncle's arch-rival for the throne, the vicious and unrelenting Tragonsterne. This is the first turn of the game. Yan has a d8 command die, and Tragonsterne has a d10. They roll for initiative: Yan scores an 8 (and feels confident!) and Tragonsterne rolls a 4. For the first turn, Yan is the acting player and Tragonsterne is the reacting player. Yan has 8 activations in turn one.

In the second turn, things will be a bit different. Yan was acting in the first turn, so he must apply a -1 to his initiative roll. Both players roll their dice: Yan rolls a 4, and applies the -1 to get a final score of 3. Tragonsterne rolls 2, so Yan is again the acting player in turn two with Tragonsterne reacting. Yan has 3 activations in turn two.

In the third turn, the rolls are as follows: both sides roll 6. This is not a draw! Yan applies -2 to his roll (he has acted for two turns now), making his final score a 4. Tragonsterne wins the initiative in turn three. Tragonsterne has 6 activations in turn three.

In the fourth turn, they pick up the dice again for initiative: Yan scores 6 (unmodified now, because he was reacting last turn) and Tragonsterne scores 7! Tragonsterne, however, must apply -1 to his roll because he was acting last turn. This makes both scores 6. Yan wins the initiative, as he was the reacting player last turn. Yan has six activations in turn four.

ACTING AND REACTING

The Activation is the basic unit of time in the Unbridled Fury game. In each activation, a group or individual model may perform an action of some kind.

ONE 'ACTIVATION' COMPRISES...

- One move up to maximum distance (Mov) in inches for a single model or group; or
- Assault an enemy group with a single group of your own, up to the group's Mov score in inches (see page 25); or
- One single shot of missile fire for a single model or group (only one shot may be made for each missile armed model per turn; they don't all have to shoot at the same time); or
- One special action (as defined by a scenario's special rules, a creature's description or any other game rule that allows one).

Models or groups may activate more than once in a turn if their side is acting and there are sufficient activations remaining.

Example:

Usis has won the initiative against Krorek and has three activations to use this turn. He decides to attack Krorek's line with his warriors, but wants to soften his opponent up with archery before assaulting. His plan is as follows (note some rules are explained later, never mind the details just yet): Shoot with as many archers at Krorek's line as possible. Then move his wardogs within 6" of Krorek's line to try to provoke a proximity check, therefore attempting to sow confusion prior to his attack. To finish the job he will assault with his warriors.

Activation 1:

Krorek's line is made up of resolute axemen, and Usis knows that an ordinary charge against them will be

difficult. So, he spends his first activation to shoot with every archer in one group (all he has) causing the line to lose two models out of its starting total of eight models. Krorek's line must check morale before reacting and passes easily (Krorek is amongst them, bolstering their resolve).

Reaction 1:

Krorek has no compulsory reactions at this stage, so simply holds his ground and does nothing.

Activation 2:

Usis begins his second activation and moves the dogs to a point within 6" of the line.

Reaction 2:

The axemen are forced to check for reaction now and do so, passing easily. As the test is passed, Krorek decides to assault the wardogs. He makes a Cowardice check (pg 26) and passes, moving as many axemen into contact with the dogs as is physically possible.

Activation 3:

Usis checks Cowardice for his warriors and they pass. They assault the axemen, joining in the fight with the wardogs.

Reaction 3:

The axemen must take a proximity check due to the warriors' assault and pass, so the fight is on!

Turn End:

The combat is resolved, and the next turn begins.

MOVEMENT

Groups may be moved up to their Mov score in inches for each activation spent to move them. An assault move that ends in contact with enemy models must be proceeded by a Cowardice (Cow) check or the move is aborted and the activation wasted.

BASIC MOVEMENT

Models may move up to the maximum distance (in inches) listed on their profile (under Movement, which is abbreviated to 'Mov').

Groups or single models may move once up to their Mov attribute's value for each activation made available to them by the player in an acting turn.

ASSAULTS

Assaults are moves that end in contact with an enemy model or group. The assaulting group must first pass a Cowardice check to perform the assault. If they fail, the assault doesn't occur as the group hesitates for whatever reason.

Combat is resolved after all other activations are expended for the turn and is described in detail later in the rulebook.

REQUIREMENTS

Measurement of the distance to be moved is from either the start position of the front of the models base to the end position of the front of the model's base or the same for the rear edge of the base. Measuring from front to rear or vice versa will result in incorrect measurement of the distance, and is considered cheating.

PENALTIES TO NORMAL MOVEMENT

There are times when movement is modified by one factor or another. These factors include terrain, magic or model properties that adjust Mov. In such cases this adjustment is done 'per activation' and not 'per turn'.

FORMATIONS

A group may begin the game 'formed up' in a formation, or become such as a result of an heroic reaction. Formations give a group serious advantages in combat and psychology but make them tempting targets for enemy shooters.

GENERAL RULES

Models may group and become "formed up" into a formation. A formation is a group of models that are in base to base contact with each other (they do not have to be perfectly lined up, just in contact with another model in their group). All models in the formation must be activated together as a group or the formation is lost (and models need to be separated by 1/2" to indicate it). Formations have distinct morale and combat benefits over individual models, but they are slow and unwieldy to move, and vulnerable to large shooting weapons. A group may only begin the game in formation unless it has formed up as a result of an heroic reaction.

The group must remain formed up until the player wishes to break up the formation or it is broken by enemy action. The former requires the entire group to simply move apart by up to each model's Mov and takes a single activation (the movement is part of the activation). A model that is the "last man standing" when the rest of his formation is killed around him will automatically be broken from formation as a single model cannot qualify as a formation on his own.

PSYCHOLOGY

The single biggest benefit of a formation is that models in formation get massive psychological benefits. Models that are formed up receive a +2 to all Cow and Tds checks that they are required to make. This modifier is cumulative with those endowed by ensigns and musicians (see pages 44 and 46 for the rules for these).

MOVEMENT

Models in formation may not move faster than half the normal Mov rate of the slowest model in the formation. This represents the difficulty of maintaining a cohesive formation whilst on the move.

SHOOTING

When shooting from the formation, only those models that are in the "front rank" or can see between models in front of them may fire. No other models are eligible to do so. This "front rank" is defined as the side (or edge) of the formation that is facing the enemy that is being targeted by the group. The shooting models must have line of sight (and the target within their arc of fire) in order to shoot, as is normally required. Friendly models in the same group may block their line of sight, so be aware of this. LoS that crosses a comrade's base counts as blocked.

However, if they are shot at, they are much easier to hit. Any model that is shot at whilst in formation suffers a -4 penalty to his Fgt roll.

COMBAT

Models in a formation receive a +2 to any combat they are taking part in due to the support each model gives to his comrades in the formation.

Formations and Push Backs

A formation that wins a combat (through a single model in the formation defeating its opponent and forcing a push back in his opponent) will have that model break formation to follow up unless a successful Tds check (at that model's Tds + 2) is made. A fail means that the model follows up as normal, leaving the formation. This of course means that the entire formation will be broken up, as the entire group is either in formation or not. A pass, however, means the model remains in the formation, keeping it together. If the formation breaks up, move each model's base slightly apart from the others in its group, so that they are no longer touching. This costs no movement and signifies that the group is no longer in formation.

When a formation loses a round of combat (the opposite of winning, above), it must make a Cow check against the highest Cow score + 2 in the formation. If this test is passed, the formation holds its ground and there is no push back. The combat simply continues. If the test is failed, however, the formation breaks and the model in the losing combat is pushed back, along with the models immediately behind him. Otherwise the normal combat rules apply.

PSYCHOLOGY

Two types of psychology checks are required at various stages of the game: Tardiness (Tds) checks and Cowardice (Cow) checks. Both use the same procedure but have different purpose: Tds represents willingness to maintain combat discipline and Cow represents willingness to run!

Fighting is downright scary. Not all warriors are stoic fanatics who will fight to the very last fibre of their being. Hesitation and indecision are the enemy of any coordinated action. Some believe that staying alive is a better proposition than dying, and will not hesitate to act on their beliefs when the going gets tough.

Such is the way of skirmish battles – players do not get the luxury of micromanaging their subordinates. Unfortunately those subordinates have their own ideas about what is good practice on a battlefield.

TARDINESS AND COWARDICE

Tardiness (Tds) and **Cowardice (Cow)** checks are a core mechanic of the Unbridled Fury rules, and are used for determining whether or not your models are capable of doing what you want them to. You will find that you will check often, and that the procedure is simple as you will soon discover...

PROCEDURE

Tardiness (Tds) or Cowardice (Cow) checks must be taken for groups whenever the rules specify. Use the lowest Tds or Cow value in the group. Tds and Cow checks can also use the leader's value if the leader is visible to the group. One roll is made for the entire group.

Roll a d12 to take the check. You must roll equal to or above the appropriate attribute value or the test is failed.

LOSING 200 POINT OR HIGHER MODELS

If a company loses a model worth 200 points or more for any reason as a casualty, all friendly groups within line of sight to the position it fell must pass a Cow check immediately or retreat. Groups that contain other 200 point or greater models or the company's leader do not need to take a check.

REACTIONS

Reactions may be performed after every activation. Only the reacting player may ever react. The reacting player may form groups to strengthen reactions if they wish.

Reactions take the following priorities:

Incoming! reactions are the most important, followed by proximity reactions, then shooting reactions. If any of these is passed, the reacting player has options, one of which is to try for an heroic reaction - these can be battle turning, and always win the initiative for the next turn.

The acting player must allow the reacting player a chance to react after each of his activations; he is not permitted to clump together activations to speed up his turn (eg. adding together movement activations in order to travel further is not allowed - the reacting player should get a chance to react to each of his activations as they happen). Once the reaction is completed for all applicable models and groups (and if the acting player has any activations remaining) play continues.

Note that only one reaction per group on the reacting side is permitted for each activation of the acting side. Reactions are compulsory, and must be resolved individually. A model may react many times in a single turn, but it may only ever shoot once, depending on the properties of their weapon.

INCOMING! REACTIONS

Incoming! reactions represent the effects of shooting on enemy warriors. Sometimes this will act to reduce morale, but at other times it may just make them cranky!

Any model coming under fire must check for their reaction to the incoming shooting. They may form groups with any friends who are visible to them and check together. Doing so can be beneficial: having a stronger willed model nearby can make the check more successful and having friends nearby to help return the fire in a more effective manner.

Incoming! reactions are worked out in the following way:

Any model that is shot at must immediately declare how many models are grouping with the target model for the check. The effects of the shooting are then worked out. Once the shooting has been resolved the group makes the reaction check. Roll against the lowest Tds in the group on 1d12. Subtract -1 for each model killed by the incoming fire.

If the group passes, it must choose one option from the following list:

- Fire their shooting weapons (if they have any) at -1
- Fall back in good order (move backwards up to one Mov distance whilst maintaining their facing)
- Hold position

- The group may attempt to enter combat. At least one model must be within their Mov distance from an enemy model and the group must pass a Cow check. If it fails the Cow check it will hold, as above.
- The group may attempt an heroic reaction (see below).

If the group fails, it must immediately take a Cow check:

- If it passes, it will hold, as above.
- If it fails, the model will Retreat.

PROXIMITY REACTIONS

Troops that are confronted with an enemy near them will not simply stand still and watch - they certainly will do something. Unfortunately the something is not always what you would like them to do.

First and foremost, proximity reactions are compulsory and take priority over shooting reactions. They occur whenever any opposing model ends its activation within 6" of one of your groups, and you are the reacting player.

Proximity reactions are worked out in the following way:

Any reacting model within 6" of an enemy model at the end of an enemy activation must test to react. Proximity reactions are performed by a single model or a group at the player's discretion. Normal grouping rules optionally apply (page 23).

Each reacting group must take a Tds check (use the lowest in the group. The leader's Tds may not be used unless the leader is part of the group) on 1d12 and the roll must equal or exceed the Tds score to pass.

If the group passes, it must choose one option from the following list:

- Fire their shooting weapons (if they have any) at -2
- Fall back in good order (move backwards up to one Mov distance whilst maintaining their facing)
- Hold position
- The group may attempt to enter combat. At least one model must be within their Mov distance from an enemy model and the group must pass a Cow check. If it fails the Cow check it will hold, as above.
- The group may attempt an heroic reaction (see below).

If the group fails, it must immediately take a Cow check:

- If it passes, it will hold, as above.
- If it fails, the model will Retreat.

SHOOTING REACTIONS

When acting models are in line of sight of a shooting weapon armed reacting model at the end of an activation,

the reacting model must react by taking a Tds check. This check represents the ability of the reacting model to behave appropriately with its shooting weapon. That is, not fire at an inopportune moment or in such a way as to force their weapons to need reloading too early...

To take the check, the reacting model must (at the end of each enemy activation that places enemy model(s) in an engageable position) test against Tds on 1d12. The model needs to roll equal or above to pass, as normal. This check may be performed as a group if the player wishes it to. In this case all models performing the check together must have their target models engageable as well as the usual rules for grouping (page 23).

If the group passes, all models must choose one option from the following list:

- Fire their shooting weapons (if they have any) at -1
- Hold position
- The group may attempt an heroic reaction (see below).

If the group fails, all models in the group:

- Must shoot at -1

Once a model has fired its shooting weapon, it cannot shoot again for the rest of the turn. Neither reacting nor acting models can shoot more than once in a turn unless their weapon has the FF property (page 41) or they have more than one weapon.

If the enemy group survives all of the shooting aimed against it, it may continue to activate in later activations. Any wounds (or other effects) from the reactive shooting will immediately be in effect. The target model(s) can be shot at as many times as his opponent can react in a activation, provided he has models in line of sight that are capable of shooting (ie: they have not shot reactively this activation and have a ranged weapon of some sort, and that all other applicable rules permit them to). All reactive shooting is performed at –1 to the dice roll. This -1 is *not* increased with range. Range band modifiers do apply though just like normal shooting.

Each model can shoot reactively only once in a reacting turn, whether the weapon firing has Slow Reload or not. Note that there is no special 'stand and fire' reactive shooting rule as enemy models close into combat: if there is no time to do reactive shooting before contact then it can be assumed that there wasn't enough time to get a shot off.

FF weapons may use their full die worth of shots. If their original target model(s) (the ones they have reacted to) are no longer valid targets and other enemy present themselves within 6" of the original target's position, the shooter may then expend any remaining shots on the other enemy model or models at their player's discretion. Extra remaining shots are wasted.

HEROIC REACTIONS

Heroic reactions are those combat actions that poets record for history to remember. They are often last ditch efforts that change the tide of battle!

Heroic reactions can only be performed after a successful reaction of any other kind, and using the same group or model as that successful reaction.

Procedure

An eligible reacting group must pass its shooting or proximity reaction check and then pass *both* a Tds and a Cow check. If both are passed, the group may select one of the reactions listed below. The current reacting player will win the next turn's initiative regardless of the initiative roll and will have whatever is rolled on the commmand die as the number of available activations.

If not, the group simply holds its ground and does nothing.

Fire at Will! The group shoots with every shooting weapon in the group as quickly as they can. This means each model shoots twice! If any model rolls unlucky, however, they run out of ammunition for the rest of the game (for all of their weapons) and must have some sort of marker placed next to them to indicate this status.

Run Like Hell! The group may immediately move double their Mov distance in any direction, but not into contact with the enemy (it isn't an assault). The enemy may not react to this movement (the enemy is the acting player, who isn't allowed to react!).

Chaarge! (Yes, it has two 'a's!) The group may move double their normal Mov distance to assault an enemy group. They do not need to pass a Cow check to do so (they effectively already have). The group is treated as if it has the Fanatic model property - the assault is a desperate 'all or nothing' charge - but if they are fanatics already they get an additional +2 to their rolls in combat. This crazed state continues until the combat is resolved and the turn ends.

We Hold Here! The group immediately forms up from far and wide. Movement up to 6" is free (not normally allowed after the game begins, this is an exception. Models may add their Mov to this 6" to join in on the formation if necessary). The group's Arm attribute drops by 4 due to their mutual protection to a minimum of Arm 1 (so a model with no armour (Arm 12) would temporarily have Arm 8). All movement is at ¼ normal whilst in this formation. This formation remains in play until the formation is broken or all of its models are killed, or the player wishes it to break up. All formation rules apply in addition to this (page 25).

RETREAT AND ROUT

At times, the failure of a Cow check will result in a 'Retreat'. At the end of a retreat the group will get a chance to 'Rally' by taking a Tds check. If the group passes, it may activate as if nothing happened, but if it fails, it will rout and be destroyed.

RETREAT

A retreat means that the model (or group if the failed check that caused the retreat was performed as a group) is turned away from any enemy and moved double their normal Mov rate (no less, except if this takes them off the edge of the table, then stop them at the edge). The model/group will take a Tds check in their side's next acting turn, and, if they pass, will be free to use the remainder of the turn's activations to do things as normal. They may use the leader's Tds if he/she/it is visible to the testing group.

If they fail, however, the retreat becomes a rout. The rout will occur immediately after the check is failed.

The direction of the retreat is up to the player controlling the retreating models, but it may not be toward any enemy models. If there is no way that the models can retreat without taking them closer to visible enemy models within 6", the unit will rout instead (see below).

Retreating models do not suffer penalties for terrain. Retreating models don't really slow down for much as they aren't really all that careful about what's underfoot...

If a member of the retreating group is wounded, is contacted by an enemy model or the group is forced to take a Tds or Cow check during the retreat, the group routs (see below).

ROUT

A group that routs is immediately moved its full movement distance in a random direction (see page 9). The direction it routs may not necessarily be toward its own baseline. This may trigger further cowardice checks in friendly groups as routing can be somewhat contagious. Whilst this may seem a strange rule, consider that a panicking group of warriors may not know where they are running. They have lost all common sense and may just as easily run away from the battle as run screaming into the tender embraces of their enemies!

If a group that is routing passes within 6" of any friendly groups, the friendly groups will need to take a Cow check too. The check will be taken with a +1d6 to the die roll, however, as they are not directly involved in the rout. Groups will ignore friendly routing groups with Cow attributes that are higher than theirs (in a group with a variety of Cow values, the lowest Cow in the group is used). Visibility will also play a part because the routing models have to be seen in order to trigger Cow checks. After the rout's effects are determined, the routing group

is removed and will count as casualties. Models that rout cannot be rallied.

Players should be aware that routing is potentially more dangerous to a player's chances of victory than losses to combat alone.

TERRAIN

The primary effects of terrain in Unbridled Fury are to restrict movement or prevent it entirely, and to restrict or block visibility and line of sight.

Terrain in Unbridled Fury is both a hindrance and a help. The player that uses it creatively will find that there is considerable advantage in doing so.

Terrain offers both cover against shooting (see pg 33) and reduces movement. It may also block lines of sight, preventing shooting altogether across its boundaries.

Terrain has three 'attributes' that describe it: Size (similar to the Size attribute of a model, and compared to it), Screening and Hindrance. These are detailed below. The rules for screening in particular are of importance, especially in a game with a lot of shooting: taking advantage of the screening effect of terrain can keep your models around longer and prevent early casualties, especially if your models are not shooters themselves. For convenience, it is suggested that each terrain item be labelled with these terrain attributes under its base so that during gameplay there is no need to think about them.

SIZE

A terrain piece should be assigned a Size value prior to the game beginning. This Size value is then used when resolving shooting attacks through the terrain item. Size only applies when the terrain item has a Partial or Blocking Screening attribute, and represents not the physical size of the terrain item but the Size of a model that can be concealed behind the item and benefit from its screening effects.

SCREENING

Open

Open Terrain does not hinder line of sight, and can be shot across by shooting models. It may not be combined with Blocking or Screening terrain types.

Screening

Screening Terrain may be shot over but all shots that do so will incur a -1d6 penalty to the shooting roll. This terrain type may not be combined with Open or Blocking terrain types.

Blocking

Blocking terrain may not be shot over at all. Models behind this type of terrain can not be shot at unless the model has a Size greater than the terrain, in which case the terrain counts as Screening instead.

HINDRANCE

Basic

Basic terrain does not impede movement in any way. On most games tables this type of terrain will make up the majority of the playing surface. If in doubt, consider clear areas of gaming table to have Open Basic terrain. Basic terrain may not be combined with the Rough or Impassible terrain types.

Rough

Rough terrain is difficult to move through. All models must roll 1d6 from each activation's movement that includes any movement across this terrain type. Roll at the beginning of each movement activation for each model. Of course, some model properties, such as flyer, will ignore this terrain. A property's description will detail this if it is the case.

Impassible

Impassible terrain cannot be crossed at all unless a model has a property that ignores terrain. No model may include this terrain type in its movement at all.

STRUCTURES

Structures are important types of terrain that give tactical advantages to those that hold them.

Structures are treated in a similar way to other forms of terrain. They have a different set of attributes, however, and have some extra rules which make them an important part of the game. Models inside structures can be difficult to get out by their enemies, short of storming the structure the only practical way to render such ensconced troops useless is to level the building whilst they are still inside. This is, in most cases, easier said than done.

ATTRIBUTES

Structures have similar attributes to other terrain, but differ in that instead of Screening effects, all structures screen their occupants by subtracting 2d6 from enemy shooting aimed at them, and then only at those models that have fired from a window this turn; and in that each structure can hold only a limited number of models, dictated by the Size attribute of the structure, and the dimensions of the model itself. Models occupying a structure who have not performed a shooting action or reaction in the current turn may not be targeted by shooting attacks. In addition, a model that is behind the corner of a structure counts as being screened from enemy shooting as if it was in Screening Terrain.

Once again, as with other terrain, we suggest that the best course of action is to stick a label under the structure's base with its attributes listed for easy reference.

SIZE

The Size of a structure refers to the Size of model that the structure was built for. A human structure built for humans is in most cases a Size 2 structure, whilst an Ogre hut may be a Size 3, or even Size 4 structure, depending on the Size of Ogres in your universe. A structure's Size attribute does not refer to the dimensions of the structure itself.

CONSTRUCTION

Each structure is built for a different purpose. A thatched village hut does not need to be as well built as a fortified bunker, for example, or a wizard's tower. The structure must have one of the following values for this attribute. Structures roll 1d20 (and don't add Fgt, as they don't have one) when shot at or hit in combat and make armour (Arm) saves on 1d20 (which completely stop any damage, unlike regular armour. For rules about Armour, see pg 31). This represents their higher durability. If a structure is 'killed' (read 'destroyed'), any models within it must roll equal to or lower than their Fgt on 1d12 or be killed instantly as the roof falls on their heads. All surviving models are then moved outside the ruined structure, and in base to base contact with it. If they cannot fit because of impassible terrain or the presence of enemy models, they are destroyed (killed) instead.

Light

Light structures are generally those which are found in primitive villages or shanty towns. They have very little structural integrity as their main purpose is to shelter their inhabitants or stores from the weather. Light structures may also burn easily and subtract 1d8 from any roll against weapons with the Flame property (see page 41). Light structures have an effective Arm of 8.

Medium

Such structures include strong wooden buildings, barns, modern kit homes and so forth. Also rather prone to burning if fire is applied judiciously; they subtract 1d4 from any attack made against them with the Flame property (page 41). Medium structures are the average structure type: if in doubt, your structure is most likely of medium construction. Medium structures have an effective Arm of 6.

Heavy

Strong structure with good foundations. Such a structure is designed to weather the elements and stand the test of time. Essentially the strongest non-military buildings and constructions fall into this category. Heavy structures have an Arm of 4.

Fortified

Fortified structures are obviously so. They are built usually for military purposes and their form follows their function. In rare cases, of course, they may be designed as something else... Fortified structures have an effective Arm of 2.

CAPACITY

This attribute is worked out by measuring the greatest physical dimension of the structure (not its height) and multiplying by 3. This gives the total number of Size 1 models that can fit in the structure. Each Size of model above this can only fit half the number.

So, for example, for a Size 2 structure that is 8" across, for each Size of model:

- **Size 1**   24 models
- **Size 2**   12 models
- **Size 3**   6 models

Models that are two levels or more larger than the building's Size cannot enter it, as the doors and windows are too small!

You can of course specify a capacity for the structure rather than working it out from the model's physical dimensions. It may be bigger inside than on the outside, or even be smaller inside than it appears to be from the outside (areas may be locked off, or it may not be the same building once you enter(!)).

ENTERING A STRUCTURE

This is done in the same way as entering Rough Terrain: The move that includes the terrain must subtract d6 from the model's Mov distance. The move must have at least 1" left over once the model reaches a door (or other gap, but not a window) or it cannot enter until next turn. If a model cannot enter because it is short of movement, it is left at the door, and is outside the structure and may enter the structure next turn.

OTHER IDEAS

In custom games, structures could be given model properties much like normal models are. Buildings could hover or fly, teleport or sprout legs and walk; structures could be fitted with weapons or force fields; or even appear during the game with the Stalker property. Imagination is the only limit!

In normal games, however, structures are restricted to the rules in this section. This is by necessity; structures are normally treated as terrain items in Unbridled Fury.

COMBAT

Combat (also known as hand to hand combat or melee) happens at the end of the turn after all other acting activations have been completed. It is considered resolved only when there are no longer any opposing models in contact (or within 1" if models have the Reach property).

A ROUND OF COMBAT

A round of combat occurs at the end of any turn that results in opposing models ending up in base to base contact. This can only occur if an assault was performed by either side, or if some special scenario rule was in play. Models cannot simply end in contact by accident.

In a round of combat, every model fights every enemy model in contact with it once and the results are applied. Once this is done, and if any models remain in contact (or make any new contacts), every model in contact with enemy models fights again. This is repeated until no opposing models remain in contact. At that point the turn ends and the next begins.

Combat does not use activations. It is outside of the normal activation system - it only occurs once all other activations have been expended.

JOINING COMBAT

A model may not join in on a multiple combat if there are any unengaged enemy models within 4" of the combat currently in progress or if there are any unengaged enemy models they could assault in combat within a single move of them.

All models in contact must fight before any push backs and follow-ups are worked out. If the outnumbered model wins all combats that round and has multiple opponents that fall back, the player controlling that model may choose which enemy model to pursue. If the outnumbered model is pushed back, each of his opponents rolls separately to follow up.

PROCEDURE

In order to move into combat (for any reason), a group must first Assault (see page 25). Otherwise it stays where it is and the activation is wasted. The failed check uses up one activation for the turn but has no other ill effect. Groups being assaulted must check for reaction as normal with enemy coming to within 6" of them.

CONTACT

Once contacts occur after the assault and proximity reaction moves are complete (if any), combats are resolved one pair of models or multiple combat at a time. In multiple combats a modifier is applied to the outnumbered model's roll (see below) and it will fight each one of his opponents separately in an order determined by the acting player, as a single combat action.

FIGHT!

Each model in the combat rolls 1d12 and adds the value of their Fgt attribute.

If one model's score is at least double that of the other, the other is killed outright and the model representing him is removed from play. He may however take any relevant shield or armour saves to reduce or prevent this effect (see page 34).

If the two scores have a difference of two or less, the combat is a 'push' and there is no damage caused. The model with the lowest raw score on the dice (the number rolled before adding Fgt) will fall back 1d4" as described under "push backs". His opponent must also roll to follow up.

LUCKY AND UNLUCKY ROLLS

Occasionally a model in combat will hit something vital on his opponent or fumble/trip/miscalculate and take unexpected damage. These results are known as Lucky and Unlucky rolls respectively. A Lucky roll is defined as a 'natural' (ie. unmodified) roll of 12 on the d12 during combat, and an Unlucky roll is defined as any roll of a 'natural' 1.

In combat it is possible that both opponents will roll the same result, so to clarify: if both roll Lucky, the result is a draw, but if both roll Unlucky, both models take damage as below. If one rolls Lucky and the other Unlucky, the damage is only applied once.

Lucky rolls will always cause at least a wound, regardless what other results are scored, armour and shields taken into account as usual. If the result would kill anyway, then the result is a kill instead.

Unlucky models will suffer a wound on a d6 roll of a 6, no armour or shields can save this damage.

PUSH BACKS

A wounded model (even if the wound is prevented by armour), or a model losing a combat by 2 or less, is pushed back (move away from his opponent whilst being followed up). The distance the model will be pushed back is 1d4". The attacker also rolls and must move forward 1d4" as a follow up. If the attacker manages to catch up to his opponent they will fight another round of combat immediately. A model that is pushed back in combat and cannot cross or enter terrain stops at the obstacle or terrain meaning that their opponent will have less distance to travel in order to catch up.

A push back in combat must be away from the model's opponent. Direction is up to the owning player, but the model must remain facing their opponent if possible.

SHIELDS AND ARMOUR

A model that is 'wounded' or 'killed' in combat may take any shield saves or armour checks that they may be entitled to once the combat is resolved, but before any push backs are performed. The result of the combat may therefore change if 'wounds' or 'kills' are negated by the model's battle-gear.

Lucky and Unlucky rolls apply equally to both sides in combat, except if other rules modify this (like Size).

MULTIPLE COMBATS

Multiple combats are determined in the same way as any other combat, except that all models in contact with any enemy models must fight all of them before any combat results are applied. The size of all models in contact also plays a role in determining outnumbering and combat modifiers as well.

EFFECTIVE SIZE

Models that are larger get their usual combat bonuses against multiple smaller models if their effective Size is less than that of the larger model. (See page 11 for the basics on Size.) In general, each model in a multiple combat counts as its effective Size and not its normal Size attribute for purposes of determining combat bonuses or penalties.

Calculating Effective Size

The multiple opponents count their Sizes as follows:
- Take the largest Size attribute amongst the multiple combatants;
- Add to this +1 for each extra friendly model in the same combat.

You can only count models that are in base contact.

Size Effects

In combat, a larger model will always add the Size difference between it and its opponent to its own Arm rolls. The smaller model will subtract the difference from its own Arm rolls. Larger models always add the Size difference to their Fgt rolls.

COMBAT IS OVER, WHAT NOW?

Combat is considered resolved once there are no longer any models in base to base contact with enemy models.

The resolution of a combat also heralds the end of the turn.

However, the fight may not be entirely over; enemy models could still be easily within assault distance. The combat can be initiated again in the next turn with fresh assaults! Proximity reactions will apply again as usual. This of course all takes part as part of a new turn and not as part of the previous combat. That combat is over as far as the rules are concerned..

The entire fight (possibly comprising several combat rounds between a collection of opposing groups) is referred to as a melee for clarity when discussing a game, and not a combat (it's all too confusing otherwise!).

SHOOTING

Shooting may only be undertaken if a model is armed with some sort of shooting weapon on their profile. It requires the target to be engageable and an opposed die roll to determine the effect of the shot. Shooting may only be performed once per turn per model (on both sides), and not all of the models in a group need to fire in the same activation or reaction.

PROCEDURE

Every ranged weapon has a characteristic value called 'range'. This does not indicate a maximum range; rather it indicates a 'range band'. Shooting becomes progressively more difficult with each range band. There is no 'maximum' range in the majority of cases; only a practical limit at which it becomes impossible for the shooter to hit his mark.

Shooting is essentially a roll-off between the shooter's Shg attribute and the target's Fgt attribute.

Each shooter's shot is resolved individually. A target must be specified before the shot is resolved.

The shooter must have the target inside his arc of fire and within line of sight;

The shooter rolls 1d12 and adds his Shg attribute; and

The target rolls 1d12 and adds his Fgt attribute (to represent general agility, combat awareness, and his ability to take cover or dodge incoming missiles).

The target, if 'wounded' or 'killed' by the above procedure, takes any shield saves (first) and armour checks (second) that it is entitled to. If the shield deflects all damage an armour check is irrelevant.

GROUP SHOOTING

Shooting may be performed as a Group activation if a player wishes. Resolve all shots as if they were taken by individual models.

All shooters in a group that wish to shoot must all be resolved before any other group is activated. If not the extra shooters in the group will require additional activations to fire. They can all shoot at whatever target they desire, but they must all shoot, and at the same time.

A group that has some members shooting may not have non-shooting models perform different actions. An activation for shooting may only be used for shooting. Extra activations must be used for different actions, such as moving.

RESULTS OF SHOOTING

If the shooter's score is equal to or lower than the target's score, the shot is ineffective. It can be safely assumed that the shot has missed its mark. The shot has no effect.

If the shooter's score is greater than the target's score, but not at least double it, the target receives a wound. Mark the model with a wound counter. The model is affected in the same way as a normal combat 'wound' result.

If the shooter's score is at least double that of the target, the target is killed outright and removed from play, unless the target successfully saves using its shield (if it has one), its armour, or both. If it saves it remains in play and may suffer reduced damage (page 34). If not, the target model takes no further part in the game.

Note that there is no 'draw' result in shooting. A shot will only miss, wound or kill. No other results are possible.

BULLSEYE AND MISFIRE ROLLS

Bullseyes and Misfires: A Bullseye is a particularly accurate shot that hits the target squarely and in a vulnerable or effective location. It does not necessarily do critical damage but does have a better chance of doing so than a normal hit. A misfire does not have any other effect than an automatic miss, unless a model has properties that dictate that it does. For example, on a misfire a weapon may become jammed or potentially wound the

firer, or simply break. Targets of shooting attacks never get the benefit (or otherwise) of these rolls.

Effects of Lucky and Bullseye rolls: If one of these results applies, the roller automatically scores at least a wound on their opponent, regardless of what the opponent rolled. Armour and shields apply as normal. If the roll is high enough to kill their opponent, it will kill instead (shields and armour also apply in that case).

SCREENING BY TERRAIN (COVER)

Terrain may affect the effectiveness of incoming shooting. Sometimes it is wise to seek cover whenever possible rather than charge head on into an enemy who is shooting at you! Pay close attention to the rules for screening terrain (pg 29) to enable your models to take maximum advantage of whatever cover is available.

BIGGER MODELS AND SCREENING

Note that any model that is equal or bigger in size to another model and between it and a shooter will screen the shooter's line of sight to that model, just like Screening Terrain. The larger model that screens a smaller one is fair game for the shooter, however...

OTHER SIZE EFFECTS

1. If a model shoots at a target that has a smaller size than itself and hits, the smaller model will subtract the Size difference from its Arm roll.
2. The converse to 1. above is when a smaller model shoots at and hits a larger one. In this case the larger model adds the difference in Size to its Arm roll.

MULTIPLE SHOOTING WEAPONS

A model may be equipped with more than one shooting weapon option in their profile. If so, they may have no more than two shooting weapons of any kind. Models with the Vehicle property are an exception to this (see page 50 for details).

A model holding a shooting weapon can exchange it for another by spending one full activation doing nothing. Otherwise he/she/it will continue to use the weapon already in his/her/its hands. This rule does continue from acting turn to acting turn unless there is a reacting turn in between. If that happens the controlling player can switch weapons at will before the next shot.

RANGE BANDS

As range increases, it becomes more difficult to hit a target with shooting. In Unbridled Fury this is simulated using 'Range Bands'. Each range band is equal to the Range attribute of the weapon being fired. The first range band is from 0 inches out to the weapon's Range attribute in inches. The second range band is from greater than the first range band to double the weapon's Range attribute in inches. And so on.

This progression of range bands is worked out in the same manner for all shooting weapons. The only things that differ are the Range attributes of the weapons.

Range Bands

Range Band	Distance from Shooting Model
First Range Band	0" up to Range of weapon in inches
Second Range Band	> Range of weapon in inches up to 2 x Range of weapon in inches
Third Range Band	> 2 x Range of weapon in inches up to 3 x Range of weapon in inches
Fourth Range Band	> 3 x Range of weapon in inches up to 4 x Range of weapon in inches
Fifth and subsequent Range Bands...	Follows the same pattern as above...

At each range band, extra modifiers are applied to make the shot increasingly difficult. These are -1 in the second range band, -2 in the third, -3 in the fourth, and so on. No other modifiers are applied.

An example weapon is this. Our particular bow has a Range of 7". This corresponds to the First Range Band for the weapon, and the range it can be fired without a modifier.

To summarise the bow's first five Range Bands:

Range Band	Measured Range	Mod
First Range Band	0 up to 7"	None
Second Range Band	More than 7" up to 14"	-1
Third Range Band	More than 14" up to 21"	-2
Fourth Range Band	More than 21" up to 28"	-3
Fifth Range Band	More than 28" up to 35"	-4

AN EXAMPLE OF SHOOTING

Gingeld, a musketeer with a Shg attribute of 7 and an R8, G sniper's musket takes aim at a particularly important looking enemy officer that is standing next to a small hut bellowing orders. The range is 14", so the target falls into range band 2 (Range Band 2 for her weapon is 9" - 16"). She therefore applies an additional -1 to her roll. Gingeld squeezes the trigger gently and fires. The officer's Fgt is 8. He rolls a d12, getting a 4 for a total score of 12. Gingeld's rugged die rolling provides an 9, scoring (7 + 9 - 1) 15. This is higher, but not double, the officer's roll, so the officer staggers with a painful wound to the shoulder.

SHIELDS AND ARMOUR

Armour is defined as any kind of protection, either of natural, supernatural or artificial origins, which exists to protect its wearer from harm. It may be anything from a suit of finely wrought metal plate armour to the scales on the back of a swamp stalker beast to the most advanced suit of deep space pseudomuscular exoarmour.

A model's armour is defined as the sum total of all armour worn; that is, if more than one type of armour is worn by a model, the Arm rating represents the overall effect of all of it put together.

Armour may have properties (pages 42-43). Basic armour is considered the default armour property. High-tech armours from our twentieth century onwards and enchanted battle-gear from the realms of high fantasy may have capabilities that give them unique advantages, however.

How Armour Works

Armour works in combat by deflecting some of the 'damage' that a model would suffer from losing a round of combat, or being hit by shooting or magic (the latter only if the armour has the Arcane property (page 42)). If the model takes a wound, or is killed, the armour will reduce the effect of any damage if an 'armour check' is passed.

An armour check is performed by rolling 1d12 and trying to roll equal to or above the model's Arm rating. A successful roll means one of two things:

- If the damage received was a **wound**, the armour has prevented the damage. The damage received was not enough to get through the model's worn defence; or
- If the damage received was a **kill**, the model instead takes a wound. The armour has absorbed a great deal of the damage that would otherwise have killed its wearer, but not enough to prevent some hurt getting through.

A score below the Arm value means the armour has failed to protect its wearer from harm. If the check is unsuccessful, the unfortunate effects of combat remain unchanged. Some armour properties may modify the rules shown here.

The -d6 to every roll made by a wounded model **do not apply** to armour rolls, in case you were wondering...

Note that armour is described by its rating, and not by its type, so these examples are for illustrative purposes only. Armour can be named anything that a player likes. The lower the Arm rating is the better the armour's level of protection. Players are free to issue their models with as much armour as they like, but bear in mind the lower the armour rating the more the armour will cost in points.

Examples of Armour

Arm Rating	Examples
2	Full plate, tournament armour, dragon hide, heavy exoarmours
5	3/4 plate, transition armour, heavy clamshell battlesuits
7	Partial plate, heavy mail/scale hauberks, heavy ballistic vest
8	Mail/scale shirt, boiled leather armour, light ballistic vest
9	Buff coats, thick padded cloth armour
11	Heavy woollen coats

This list is not exhaustive. Feel free to invent your own types of armour as you see fit your models best, and call them whatever you like.

Example of Armour in Action

Montrac, a human mercenary from the Fourtowns, is in combat with a particularly brutal adversary. He is hit hard, and reels from the impact. According to the combat results, he should be dead.

He makes an armour check. His mail shirt is not much, but it is the only chance he's got of ever seeing the Fourtowns again. He rolls 1d12 and scores a 9. This is above his mail shirt's Arm of 8 (only just…) and so has only a wound to contend with.

He is lucky to be alive at all. If he isn't careful, though, his bestial opponent may just finish the job.

SHIELDS

Shields are an additional form of armour which is carried rather than worn. They have a 'saving throw' which corresponds to their size or power. The saving throw of a shield is absolute - it works or it doesn't.

Shield saving throws can only be used if an attack is coming from the model's front 180° arc. Outside of this arc, the model cannot see well enough to use the shield effectively.

Shield saves are taken before armour saves, if the model has a shield and is able to use it. Models that take a hit and pass their shield's saving throw take no further damage. If the saving throw fails, the shield has failed to stop the blow and the model needs to save with its armour save (if it has one) or take a hit. The effect of the hit on the model is worked out normally in this case.

Note that shields that have an SSv of 4 or better do not allow any movement during combat (catching up with an adversary who is 'falling back'). A model with such a shield will fall back if necessary, but at half the normal distance. All other movement with a SSv of 4 is at -1" to normal Mov rates, calculated before any movement modifiers are applied.

A weapon's AP value affects shield saves by reducing the score of the die roll. A modified score of 1 will not break shields, though (see below).

Examples of Basic Shield Types

Shield Type	Shield Save (SSv) (on 1d12)
Tiny Shield (eg. Buckler)	10
Small Shield	8
Average Shield (eg. Heater Shield, typical 'round' shield)	6
Large Shield (eg. Tower Shield, Hoplon, Kite)	5
Pavise or other 'oversize' shield	4

Broken Shields

A shield will be broken by any blow when the saving throw turns up a 1 (before any modifiers are applied). This represents actual damage to the shield as well as the shield's bearer dropping it for whatever reason.

A model that breaks its shield is marked with a 'broken shield' marker. A model with a broken shield marker cannot roll its shield save for the rest of the battle, nor may it regain its shield for the remainder of the game. It cannot be replaced unless a scenario specifically dictates that it is possible to do so.

ARMOUR PIERCING WEAPONS

Some weapons have an AP property that allows them to reduce the Arm or SSv of a target model. Each AP value reduces armour as shown in the table below. Armour types are along the top, and the AP for weapons is on the left. Modifiers listed are applied to armour and shield saves. (N = No modifier versus that armour type)

Weapon AP Value	Basic Armour/ Shield	Heavy Armour/ Shield	Extreme Armour/ Shield
No AP	N	N	N
AP4	-d4	N	N
AP8	-d8	-d4	N
AP12	-d12	-d8	-d4

MAGIC

Magic is a very broad subject. It can be a representation of unearthly power, strange technologies not understood by commonfolk, or powers of the mind that surpass those of the average mortal.

Unbridled Fury has two kinds of magic: High Magic (that without risks) and Low Magic (which can be risky if miscast). This refers only to the risk of consequences and has nothing to do with Magical Power.

Magic is a special talent - only those with a magical ability can use it or defend against it. Models with magic are given an extra attribute to represent their talent. This is the Magic (Mgc) attribute. When present it is part of the model's profile like every other attribute they have.

Note that the cost of the Mgc attribute is different for High and Low Magic users (page 53).

Magic users must have both this attribute and at least one spell if they wish to cast anything during the game. Magic users without spells may only countercast, which is useful nonetheless. Magic users must also be defined as using High Magic or Low Magic. Of course in your background story you can name and categorise your magic users in whatever manner you wish to.

APPROPRIATE MODELS

Players must supply an appropriate model or marker to represent a spell's effect. Even if a spell is simply a halo that increases a model's strength, a circle of fluorescent Perspex or similar can be placed beneath them to indicate the effect of the spell. This must be done even if the spell may normally be invisible.

The effect of this rule is that players will always be aware of where spells are in effect; it also looks more dramatic during game play.

SPELL PROPERTIES

There are no fixed 'spells' in Unbridled Fury. Like everything else, spell power is represented by properties that describe the general effects of a spell on game-play.

Each spell property can be cast individually by a magic user using the rules below. You can cast as many of these properties together to form a more complex incantation, but doing so will incur a -1 per property penalty to the roll for casting. So, adding two extra spell properties (for a three-property cast) will incur a -2 penalty to the roll for casting. This -2 will also apply to the roll for countercasting the spell, if there is one by the magic user's opponent. Some spell properties add extra modifiers when more powerful effects are added.

A magic user can cast the same spell effect multiple times to increase the effect. Each extra instance of the spell property cast counts as an extra property cast and incurs a -1 to the casting roll as usual. If a model has a capacity, any models inside are also affected by spells that affect their transport.

SPELL LENGTH

Spell casting effects usually only last for the current turn; that is, they are considered to be Instantaneous in effect. For example, a lightning bolt will shoot, potentially cause damage, and dissipate. However, a magic user may optionally Hold a spell effect in play, so that its effects continue into later turns. In doing so, they do not require to take further casting checks. They cannot, however, cast new spells whilst they are holding another. A magic user can only perform one or the other.

If a magic user is shot at, assaulted or otherwise forced to make any kind of check the spell hold ends immediately.

The Duration property offers an exception to this (page 51).

SPELL RANGE

Spells can be cast as long as their target is visible to the caster. Familiars, if present, extend ths range considerably. Screening terrain does not affect the casting of magic.

CASTING SPELLS

Casting a spell takes one activation. A magic user may only cast one spell per turn but can make multiple attempts to do so, each taking a single activation to try. Once the spell succeeds the magic user may not attempt to cast again for the rest of the turn.

A spell must target a single model unless it has a property which permits a different target point or area, such as Area of Effect (page 51).

Every spell is cast against a random die score which represents both the complexity of the incantation and the resources required of the magic user who will cast it. The difficulty is random: a roll of 2d12 by the magic user's opponent whilst the magic user rolls a d12 and adds his Mgc attribute. The magic user's final score must be equal to or higher than the opponent's score in order for the cast to succeed. The opponent's die roll is also referred to as the Casting Difficulty.

If a casting succeeds the spell's effects are put into play as per the spell properties' description. If it fails, the ill effects are, if the magic user is using Low Magic, the results of miscasting rolled on the Failed Casting Table.

Once a spell is successfully cast, an opposing magic user may attempt to countercast if it is possible to do so.

REACTIONS

Magic users may be reacted against like any other model. The casting of magic is just another action and may draw enemy reaction like anything else.

Magic users may also react in the normal manner against non-magical models using magic or to the casting of enemy magic by counter-casting.

COUNTERCASTING

Countercasting, also known as dispelling or diffusing, is when a magic user uses their power to counter a spell in play, regardless who had cast it originally. This can be

done in either their own side's acting turn or as a reaction to an enemy magic user casting a spell (they may react in this way only if the enemy magic user succeeds in casting their spell and is visible to the countercasting model).

So, if Player A casts a spell, Player B rolls the dice for Casting Difficulty. Player A succeeds, and Player B wishes to countercast with his wizard, so he attempts to 're-cast' the same spell that Player A cast, and Player A rolls for the Casting Difficulty. If Player B succeeds, Player A's spell will not go off (it has been countered) but if Player B fails, the original spell has its intended effect on game-play.

If a countercast is successful, all of the spell's effects will be removed from play immediately. If not, Low Magicians must roll on the Failed Casting table as if they had failed any other incantation. Any wound or kill effects of that spell prior to the counter-cast coming into effect (if not dispelled immediately) remain in play. Summoned creatures are banished from play but may be summoned again if their player wishes in another turn.

A counter-cast can be played at any time that a spell's effects are in play.

FAMILIARS

Familiars have to be added to a Company List using the Familiar property as a separate profile. They must be based separately to their master. In addition, there can only ever be one familiar for each sorcerer in a roster.

CREATING YOUR OWN SPELLS

Spells must be created for each magic user and they become part of their fixed profile.

Each spell has a difficulty (a number between 1 and 11) and is assumed to be affecting the magic user casting it unless extra properties are purchased for it. See page 51 for details of spell properties available for magic users.

Failed Casting Table (Low Magic Only)

d20	Result of Failed Casting
1-6	No Effect. Despite the magic user waiting for something to happen, nothing does. An eerie silence blankets the battlefield for a few moments.
7-15	Oops! Aaargh! The magic user experiences arcane feedback which gives him a terrible headache! It is singed and blackened, missing a few teeth and exhausted beyond belief, but is otherwise unharmed. It curses in a language most creatures will never understand and can no longer cast any magic or counter cast for the rest of the game. Due to the magic user's exhausted state it is now wounded (no armour or shield saves allowed), with all of the penalties that that entails. The wound may be healed by magic like any other wound.
16	Earth Tremor. The ground shakes and rumbles, causing all combatants to pause for a moment. No models may move or shoot without passing a Tds check for 1d6 activations after this is rolled due to their discomfort with the stability of the earth under their feet. This penalty ends when the current active turn is complete.
17	Weather Change. The weather changes. Roll on the table on page 20 of the rulebook to determine the new weather conditions.
18	Transmuted! The magic user changes into an inanimate object (it simply gets turned into a statue or pillar of some mineral such as salt or quartz). Nevertheless, the magic user is left on the table where it is or replaced with a suitable model. It plays no further part in the battle and is left as an obstacle - it simply becomes a table decoration that might get in the way. It counts for purposes of screening, etc as would a living model. It also counts toward enemy victory, if victory in the scenario being played is being worked out in terms of enemy models destroyed.
19	Killed. The magic user is messily torn apart, annihilated in a pillar of flame, or dragged kicking and screaming into a parallel dimension by its angry denizens. Whatever the outcome, the magic user is removed from play as a casualty.
20	Wrath of the Gods. The magic user has really bungled its incantation. Sorcerous energies consume it and it explodes violently, causing all models (friend or foe) within 1d10" of it to take a d12 die roll. On the score of 10 or more, they are killed, and between 7 and 9 they are wounded. Size of model, cover, armour and shields are all disregarded. The magic user is, of course, killed outright, with only its smoking sandals left to remind us that it ever existed.

"Connect part E-5 to the main connector assembly, then ensure the power is not connected until the polygyral stabiliser is set to 'out'. Failure to do so could result in premature ignition of the main flight propulsion system..."

- Hoverbot assembly manual, page 57

MODEL BUILDING TOOLBOX

BUILD THAT WHATCHIMACALLIT...

The power of the Unbridled Fury game is that players can build whatever creature, vehicle or construct they wish to add into their company list. This opens up a wide selection of available miniatures (all of them) and gives a form of freedom to players rarely matched in other games of this type.

THE MODEL BUILDING PROCESS

Unbridled Fury presents the player with a 'toolbox' of possibilities, rather than a collection of fixed model types that one can pick and choose from. Such a system offers more flexibility than may be immediately obvious.

Each model has a number of attributes, an ability in combat, an ability in shooting (even if this is none at all), possibly a magical talent and in the case of the leader, a Command Die. Models may also be equipped with 'Model Properties' that describe special abilities, equipment or skills that they may have. There is no limit to how many model properties you give a particular model, but beware - the cost of a single model can get quite high, depending on what and how many model properties you assign to it!

STAGES

There are a fixed number of stages to building a model profile in Unbridled Fury. These are:

1. Assign attributes. Each of the model's attributes need to be given a value, and any properties if appropriate (like for combat and shooting). Obviously, some models won't have any ability in the shooting area.
2. Shield and Armour properties need to be assigned.
3. Model properties, if any, should be thought out and applied to the profile.
4. Any model with Magical Talent should have its spells thought out and applied to the profile.
5. The total points cost for the model should be calculated.

THE COMPANY LIST DESIGN SHEET

To aid the player in this process a Company List Design Sheet is provided. This sheet is shown over the page and is also available as a PDF from the game's website (http://unbridledfury.net).

To use it, simply fill out the sections using this chapter of the rulebook as a guide. Then once you are satisfied with the level of ability, use the last section of the book to calculate the points value of each profile. If you have multiple examples of a single model (like a generic swordsman or rifleman for your Company) you only need to work out the profile once and then you can use it over and over again.

Each profile has two rows; the upper is for the model profile's attribute values, the lower is for the points value of each. By keeping the cost of each separate you can tweak the costs of each model however you wish without recalculating the entire model cost each time.

ATTRIBUTES

A model must have a set of attributes. You can trim the attributes to suit what it is you are trying to represent with the model.

Attributes have a restricted range of values (for the ranges please refer to pages 10-11). When you create a model's profile it is necessary to assign all of the attributes with a value, even if it is zero.

ZERO VALUE ATTRIBUTES

Zero value attributes will automatically fail tests if they are Type 2 attributes (those that must be rolled equal to or above the target number to succeed - ie Cow, Tds, Arm and Mgc, see page 10-11), but other attributes will not. A Mov of zero means the model cannot move, but a Fgt of zero just means the model rolls a straight d12 in combat instead of adding its Fgt (it doesn't have one, so it can't). However, a Fgt of zero will also mean that if the model is inside a building when it is destroyed it has no chance of escape (pg 30). A Shg of zero is similar, in that the model can still roll to shoot, but only roll the straight d12 without adding any Shg value to the result.

Zero value attributes cost no points.

GOOD, AVERAGE AND POOR ATTRIBUTES

Attributes of values 6 or 7 are considered to be 'average' in Unbridled Fury. Whether or not they are 'average' in any particular setting is another story, though. Values above or below are representative of superior or inferior talent in the attribute, depending on whether the attribute is of Type 1 or 2 (see pg 10-11).

For further detail on what constitutes good, average or poor values for attributes check the Common Questions on page 12.

WHAT ABOUT CW, SW, SSV AND ARM?

These are a little bit different in that they will often have additional 'properties' attached. We will address these in the next three sections. By default (and costing no points) these are written as B, -, -, 12 respectively, indicating Basic combat attack, no shooting attack, no shield, and no armour (Arm 12 indicates no armour).

UNBRIDLED FURY

Company List Design Sheet 0.9.0

Company Name:

Profile Name: | PV:

Mov	Fgt	Shg	Tds	Cow	CW	SW	Arm	SSv	Mgc	Sz	CD

Points values for each attribute below this line

Model Properties:

Spell Properties: | Properties Sub-total:

Profile Name: | PV:

Mov	Fgt	Shg	Tds	Cow	CW	SW	Arm	SSv	Mgc	Sz	CD

Points values for each attribute below this line

Model Properties:

Spell Properties: | Properties Sub-total:

Profile Name: | PV:

Mov	Fgt	Shg	Tds	Cow	CW	SW	Arm	SSv	Mgc	Sz	CD

Points values for each attribute below this line

Model Properties:

Spell Properties: | Properties Sub-total:

Profile Name: | PV:

Mov	Fgt	Shg	Tds	Cow	CW	SW	Arm	SSv	Mgc	Sz	CD

Points values for each attribute below this line

Model Properties:

Spell Properties: | Properties Sub-total:

WEAPON PROPERTIES

All models are assumed to be armed with B property combat weapons at no points. All other properties add to this. Models have no shooting attack at all as a default.

Both combat (CW) and shooting (SW) weapons use the same set of weapon properties, unless a property specifies otherwise next to its title.

These rules are in addition to the normal rules for shooting found on pages 32-34.

ARCANE (A) (20PTS)

The weapon has some kind of magical nature that allows it to affect models that are otherwise immune to non-magical attacks.

BASIC (B) (FREE) (Combat weapons only)

The weapon is a straightforward close combat weapon with no other properties, other than that it is suitable for fighting with. It is the default if no other properties are specified.

REACH (R) (5PTS) (Combat weapons only)

The weapon has a long shaft of some length that allows its user to fight from a greater distance. These weapons can be used to 'reactively shoot' an opponent from up to 1" away in the same way as a shooting attack (the fighter is stabbing with the weapon's length, but using Fgt instead of Shg) as well as the normal method of entering combat. In combat the model must be in base contact in order to fight.

ARMOUR PIERCING (AP) (5 TO 35PTS)

The weapon subtracts a random value from armour checks made against it, as described on page 31.

BLAST (B) (30 TO 210PTS) (Shooting weapons only)

The weapon affects an area of effect when fired. This will be either a 'lesser blast' (LB) or 'greater blast' (GB). The areas of the blasts are a mini-CD or a full size CD respectively.

The shot is taken as normal, but if it misses, the exact landing point of the blast needs to determined. Roll a random direction and place the template 2d6" from its original target point. The blast may not deviate by more than half the distance it was originally fired from.

All models under the template, friend or foe, partially under or not, are hit by the weapon's effects. Roll 2d12 and apply the result to all affected models who each roll against this with Fgt + 1d12 as if they were each individually targeted. A model may claim screening if any valid screening object or model exists between the hole of the CD and the model itself.

Shields and armour saves are unaffected by a blast.

DEMOLISHER (D) (25PTS)

Demolisher property weapons roll an additional 1d6 when they are used against structures.

FAST FIRING (FF) (10-50PTS) (Shooting weapons only)

Fast firing weapons that have a reasonably high rate of fire, such as most automatic weapons. Weapons with this property will shoot more than once each time they are fired. The amount varies according to the weapon used: 1d4, 1d6, 1d8, 1d10 or 1d12 times with each firing activation. This may be against as many targets as the controlling player desires, within the forward arc of the firing model and within line of sight. All normal shooting rules otherwise apply.

The die used for the rate of fire is appended to the end of the property name in brackets like this for example: "FF6" for a Fast Firing 1d6 weapon. On a misfire result on any of the model's shots the model stops firing and frantically reloads or clears its weapon. This counts as a shooting action for the turn and ends any further shots that would otherwise have been taken in that turn.

FLAME (F) (25PTS)

Flame weapons cause a fire of some sort. F weapons with no template are incendiaries of some sort; to make a true flamethrower would require the S property.

Targets hit by this type of weapon will roll a d6 at the beginning of each turn after being hit with it: on a 6 they are killed, on a 5 they are wounded and on a 1 the flames go out. Any other result has no effect. Keep rolling every turn until the fire is extinguished. Armour saves apply as normal but shields are ignored.

GUNPOWDER (G) (-5PTS) (Shooting weapons only)

Part of the success of gunpowder weapons on the development of military technology is the ease by which new soldiers can be trained with them, when compared to the long training required to master generally superior weapons as the crossbow or longbow.

Weapons with this property may be adversely affected by poor weather. Primitive gunpowder weapons are best represented in combination with the PM property as well, to represent a tendency to explode unexpectedly...

INDIRECT (I) (30PTS) (Shooting weapons only)

Indirect weapons can be fired over intervening models. They may also be fired over intervening terrain if there is a friendly model who is visible to the shooter and has line of sight to the target. Weapons of this type include mortars, some rockets, certain stone throwers and grenades, as well as other similar weapons.

Roll to hit as normal with a -1d6, but if the shot misses, the shot will land d12" + d6" away from the target point in a random direction. The shot cannot deviate in this way by more than half the distance it was fired, measured from the base of the shooter.

With a spotter, the deviation is reduced to d12". To count as a spotter, a model must be within 24" of and visible to the model with the indirect property weapon and the target must be engageable to them.

LIMITED AMMO (LA) (-5 TO -20PTS)

The weapon can only be fired once (LA1), twice (LA2), three times (LA3) or four times (LA4). After the last shot is made (whether or not it was a hit) the shooting weapon that has this property may not be used again for the rest of the game.

Despite its name this property may be applied to combat weapons.

OBSCURING (O) (25PTS) (Shooting weapons only)

These weapons block visibility and therefore line of sight through their area of effect. The property can only be applied to weapons with the LB, GB or S properties. The effect of an O weapon remains on the table (mark it with cotton wool, kapok or similar) and will dissipate on a d6 roll of 6 made at the start of every turn. The template acts as basic Blocking Terrain until it is removed (page 29).

POISONOUS (25PTS)

The model has attacks that are poisonous. The attack will kill when a wound results from combat or shooting with this weapon.

POORLY MADE (PM) (-10PTS)

Unlucky or Misfire rolls cause a wound or kill result to the model shooting the weapon with this property in the same way as an Unlucky in combat. In addition, the weapon will need a full activation to clear in order to be able to fire again. This clearing activation can be taken as a group, but has no effect on models that do not need to clear their weapons. Clearing can only be performed in an acting turn.

Weapons of this kind are usually cobbled together by untrained armourers and weapon-smiths of debatable ability, or are examples of early technological development in their field, like early gunpowder weapons or fusion cannons with weak containment fields.

SLOW RELOAD (SR) (-10PTS)

Weapons noted as 'Slow Reload' take some time to prepare for their next use. Slow Reload weapons cannot be used in the turn that they move. However, there is an exception to this. Models armed with these weapons can always take the first shot of the game or first combat in a turn that they have moved. We assume that such weapons are loaded prior to the game beginning and are ready to be used when the game begins.

SPRAY (S) (50PTS) (Shooting weapons only)

Spray weapons represent those devices that have a cone shaped template, like flamethrowers, dragon breath or acid sprayers.

Spray weapons use double their range band as a maximum range. They may not shoot further than this. In addition, models hit by a spray cannot claim screening for any reason, as the sprayed delivery of the weapon drips and laps around every corner and crevice.

Draw an imaginary line with a ruler or similar between the shooter and the target. Any model within 1" of this line is also hit.

The spray property may not be combined with the Greater Blast (GB) or Lesser Blast (LB) properties.

UNRELIABLE (U) (-5PTS)

Weapons that are unreliable 'malfunction' on any Unlucky or Misfire roll when they are used. Once this occurs the weapon is unusable until it is 'reset'.

If a weapon has to be 'reset' after a misfire, the model may do so by spending the next full turn on the task (acting or reacting; this does not affect the company's activations total, the model simply may not be activated for the turn it is resetting). They may do nothing else during this time, not even movement. The remainder of the current turn does not count for this purpose.

SHIELD AND ARMOUR PROPERTIES

Shields and armour may also have extra properties that define special capabilities.

By default shields are Not Present (NP) and armour is classed as Basic (B) with an Arm 12, as has been mentioned earlier.

Shields and armour are essentially the same in game terms, except that shields only protect the front arc, completely deflect damage on a successful save and break on a roll of 1. Armour reduces damage by one level and protects the entire model. Armour does not break.

Shield Saves (SSv) and Armour Saves (Arm) are purchased separately and each may have any of the following properties. Armour and shields each may have no more than one property applied to them.

ARCANE (A) (30PTS)

An armour or shield that defends against attacks of a magical nature. A save by this armour or shield will even deflect directional magic (like a lightning bolt). It can be used as a normal armour or shield as well.

BASIC (B) (FREE)

Basic armour is the default armour property if no other armour properties are specified. All models have an armour property, even if it is only B.

Basic armour represents everything from no armour at all (Arm 12B) up to full, all enclosing plate armour (Arm 2B).

HEAVY (H) (25PTS)

Heavy armour represents developments in armour technology that came about in the modern era. These include advanced composite armour materials and ballistic defences that pack in greater defensive capability yet are much lighter to wear.

Whilst all-enclosing suits are not commonly produced in our own world using these technologies, heavy armour of this sort is theoretically possible and may well be necessary in many universes for combat in hostile environments or in space itself. Modern armour vests, even the heaviest ones, would still only rate at best Arm 6-7H. Much more is possible...

See page 35 for how this armour deals with AP weapons.

EXTREME (X) (50PTS)

Extreme armour is an advanced technology available in high-tech settings far beyond our own primitive means. These armours are often very heavy and can only move with the aid of integral artificial muscle and actuators. Often known as 'powered armour' or 'exo-armour', extreme armour is renowned for its incredible protective ability and its expensive procurement and maintenance costs.

Successful saves with extreme armour do not convert Kill Results into Wound Results; all damage instead is prevented. See page 35 for how this armour deals with AP weapons.

MODEL PROPERTIES

Model properties are completely optional. Each property represents some kind of special skill, piece of equipment or ability, and can be interpreted in many different ways.

Just because something has a particular name does not mean you must use it in that way. You may find that the rule you need is called something you may not have expected for that ability. As long as the property has the rules you need, use them for your models! Be creative, and have fun with it.

ÆTHEREAL (75PTS)

Some creatures of supernatural origin have no physical form. Natural barriers mean nothing to æthereal creatures, and as a result, they suffer no penalties in any terrain (unless agreed upon before the game starts). What this means is that æthereals are never slowed by Rough Terrain, unless there is some kind of magical reason for it.

Æthereals may only be attacked by magic, magical weapons or magical devices. They cannot, however, damage non-Æthereals.

ACCURATE (25PTS)

A model with Accurate is a crack shot with a shooting weapon, but not in the way most would expect. Accurate refers to the model's ability to pick off smaller creatures with ease. Instead of the usual -1 per size level difference,

a model with Accurate does not use a modifier when shooting at smaller creatures.

AIRBORNE (0 TO 10PTS)

An airborne model is not moved or deployed in the normal manner. It is kept off table unless it is making a 'pass' over the game area during an acting turn. When this happens, place the model at any point over the table, facing in any direction. As soon as it is placed it will draw reactive shooting from the enemy. If it survives the reactive shooting it may then make any shooting attacks that it is entitled to make. Airborne models may not engage in, or be engaged in, combat with any model, even other flying or airborne models. They are assumed to be moving too quickly and too high for successful combat engagement.

It is assumed that it is flying over and past the table, rather than manoeuvring upon it. Once the pass is completed, it will 'fly off' the other side of the table and will be removed from it again. During its pass it is considered in line of sight to everything on the table pursuant to the rules for visibility.

An airborne model requires no activations to make a pass. However, airborne models have only a limited number of passes over the table available to them. The player will not be able to accurately predict just when that will be.

Each turn, roll a d8: on an 8, the model performs a pass that turn. If not, in the next turn it will appear on a 7-8. If not then either, the next turn it will appear on a 6-8. This continues until the airborne model appears or the player rolls a 1, at which point the model is no longer available, due to fuel shortages, being shot down over another part of the battlefield or overly wilful flying steeds.

Once the model has made a pass successfully it may do so again at the mercy of that d8. Start again at 8 in the next turn, then 7-8 in the one after that and so on.

If a model is classed as 'Slow Airborne' it remains over the table for two turns. The two points they may fire from (one each turn) must be at least 24" apart. Once the second turn has elapsed they fly off in the same way as their faster counterparts.

All Airborne models should be given a Mov of 0, as this attribute is not used by them.

AMORPHOUS (40PTS)

Amorphous creatures have no recognisable shape. In other words, they are blobs. Amorphous creatures can carry weapons (in pseudopods or other tentacle like appendages) but cannot wear armour of any kind. They cannot (ever) have a Mov above 4 (they creep along slowly) unless there is rain, in which case they can add 2 to their Mov (it is easier for them to move along wet ground). They can move in any direction and facing does not effect them; they can see in any direction equally. An amorphous creature is difficult to kill. It has to be wounded three times in order to kill it. A normal kill result will count as two wounds to these creatures (you

may need to use an extra wound marker in these situations). However, fire and magic will effect amorphous creatures normally.

AQUATIC (FREE)

Models that are water adapted cannot easily move on land. Whilst in water features, their Mov represents their swimming rate (they are evolved or built for an aquatic lifestyle). On normal 'land' terrain, their Mov is only 1".

For a model that can move effectively on both water and land, see the Swimmer property (page 49).

BERSERKER (50PTS)

Creatures that can go berserk become dangerous opponents should they 'lose it' upon entering combat. A creature that can go berserk will do so upon entering combat on a d12 roll of 4 or lower. Berserk rages last until their side has an activation in which the model does not partake in combat, or their side becomes the reacting side.

Whilst in their berserk rage, models will double their Fgt attribute, and cannot be wounded. Any existing wounds will take their toll (the −1d6 to every roll still applies) but extra wounds are ignored whilst the fury lasts.

BURROWER (25PTS)

Troops that can burrow are at an advantage when they arrive on table. But cannot use this ability once the game has begun. This method of arrival is, however, not very accurate.

Burrowers can always deploy in ambush, but their arrival point may not be quite where their player would like. Nominate an arrival point somewhere on the table. Roll 1d6 to determine a random direction (see page 9).

Roll an extra 3d6. This is the number of inches from the arrival point that they turn up. If they appear below any kind of terrain other than open or they are off the table edge they must make a successful armour check (not shields) or are destroyed. Otherwise when they arrive they will get the first activation free of enemy reactions.

CAMOUFLAGE (25PTS)

The model is wearing some sort of camouflaged clothing or has camouflage markings that allow it to blend into its surroundings with ease. The effect in game-play is to halve the effective visibility when any opposing models measure the distance to them. This halving does not apply to friendly models. Properties like Darksight and Night Vision cannot reduce this distance.

CAPACITY (MAX# X MAX SIZE IN PTS)

A model with this property can carry other models. To do this it has a capacity written after the ability name on its profile (eg: Capacity 4[1]) which states how many models of what size can be transported or contained in or on the model. The number in square brackets is the maximum size of models inside or on board, and the number before the square brackets is the maximum number of models that can fit in there.

Models entering or leaving another model with the capacity property do so at up to two models per activation at the maximum size allowed in that model. Double this number for each size smaller.

Larger models may not be carried but smaller ones may be. Remember that the maximum size can be divided up how the player likes beneath the maximum. Size 0 models fit 10 models in the space of one size 1 model.

Example: A model that has Capacity 4[2] can carry four size 2 models. It can also carry 8 size 1 models or 80 size 0 models. You could also mix it up and carry two size 2 models and 4 size 1. Or two size 2, one size 1 and 10 size 0. You get the idea...

CLIMBER (15PTS)

A model with the Climber property is particularly adept at making their way up, into and over obstacles that most other models could not.

Models with Climber may climb upwards over terrain by their own size value per turn. This only takes one activation to complete but is the only action the model may perform in that turn. Roll a d12 for every turn of the climb: on the roll of 1 there is no progress as feet slip, rocks crumble or whatever other reason you can concieve of. It is not the same as an unlucky roll, but works similarly.

A small d6 may be used to mark a model's climbing progress if they are attempting to climb a very tall object that will take multiple turns. Each number represents the model's own size value, so a size 3 model that has been climbing for two turns would have the dice set to 2, not 6 as might be expected (even though it has climbed size 6 worth of obstacle, it is only two times its own size up the obstacle).

CLUMSY (-5PTS)

Models with this property have some issues. They are constantly malfunctioning, tripping up, knocking stuff off of shelves or exhibiting some other form of mechanical personality (if you can call it that...). It may be a construct or vehicle made using workmanship of debatable quality or an exceptionally accident-prone individual.

Roll a d12 for every activation the model makes. If a 1 is rolled the activation is wasted and the model will spend it stationary. It has fumbled, stumbled or done something else clunky.

COMPANION (10PTS)

A model may be designated the 'Companion' of another model in the same company. This model does not have to be grouped with its companion, though it can be. If the model dies during the game, its companion is also lost, via whatever means: sympathetic trauma, sorcerous lifelink severed, uncontrollable misery, etc. The model

that it is bonded to will not be lost if the companion model is lost, however.

If the companion is in a group with the model it is bonded to, the companion will get a +2 to its Tds and Cow checks. The model that the companion is bonded to does not get this bonus, unless it is in turn a companion of its companion.

CONSTRUCT (50PTS)

Constructs are machines or other 'assembled' warriors that feel no pain. Such warriors are implacable foes and are more or less unstoppable by ordinary warriors. A construct can take three wounds before it is destroyed, but a killed result destroys it as normal. Constructs are also destroyed upon the death of the Company's leader, in the same way that undead models are.

CREATURE OF DARKNESS (-5PTS)

Some creatures, particularly (but not necessarily) those of a nasty or evil disposition, may find it difficult to tolerate sunlight. They may feel nauseous or simply uneasy in such conditions. They fight best when there is no more light than a full moon at night.

Models that are 'creatures of darkness' suffer adverse effects during the hours of full daylight. They are unaffected during night-time, dusk or dawn. The main effect is to reduce combat ability during the day. These models reduce their Fgt attribute by –1d4 and take all Tds and Cow based checks with –4 to the die roll at these times. The random modifier to the Fgt attribute is rolled every time the Fgt attribute is used during periods of daylight.

DARKSIGHT (40PTS)

Models with the Darksight property treat the time of day as always being Daylight (page 21). Weather-based visibility reductions affect them as normal, however.

DIM WITTED (-15PTS)

Dim Witted creatures have difficulty keeping up with the battle's events. It could be because they truly do not want to be there, or simply because their tiny little brains just can' handle the input...

The effect of this property is to force the creature to take a Tds check each time the player wishes to use an activation on it. The check is taken per model that has this ability, and, if failed, the model may not do anything at all for the remainder of the turn (it drools lazily on the grass and mutters quietly to itself). The activation is used up whether or not the creature passes its check.

DISMOUNT (20PTS)

This property applies to those mounted models in your company that have a habit of dismounting during fiercely short skirmish battles.

Models that have this property must have a duplicate dismounted model to represent them when they are on foot. A model with dismount must also have the Mount-

ed property! This duplicate must have its own profile and be represented by an appropriate model (or the ability cannot be used).

To dismount, the model (or group) must spend a single activation. This is the only action they may perform for the entire turn. Once dismounted, replace the mounted model with the dismounted one; the model may not remount during the game as the time-scale of the game makes it impractical to do so.

If the mounted model was wounded prior to dismounting, roll a d6: on a roll of 5 or 6 the wound is not carried across to the dismounted model as it was the mount that was hurt and not the rider.

DRIFTER (2-38PTS)

These models move around at random without using activations. Do not give drifters a Mov attribute (treat it as zero if need be). The Mov of a Drifter becomes d4, d6, d8, d10 or d12 instead.

Drifters must move once per turn (whether or not their side is acting) at the beginning of the turn before any other actions are performed. If the model contacts terrain it cannot move through it halts at the edge. If it has to enter Rough Terrain, modify the movement as normal, using the current random Mov as the model's effective Mov for the turn. The direction of this movement is random.

If a Drifter contacts an enemy model treat it as if it had successfully assaulted it and fight the combat as usual. Drifters get pushed back and fight in combat normally.

DRILLED (15PTS)

Drilled models represent fanatically loyal bodyguards, elite troops or creatures unusually receptive to orders (when compared to others of their kind).

Drilled models do not break formation if one of their number follows up in combat. They would rather let the fool charge out by himself than risk losing the benefits of their formation.

In addition, the group may move at the slowest Mov rate in the formation, rather than half the slowest Mov.

To gain these benefits though the entire formation has to have this model property. If even one model doesn't, the formation does not gain the benefit of this property.

ENSIGN (40PTS)

An ensign is a model that carries a flag or other standard that carries some meaning for the troops in the company. It may be the Captain's personal banner, the tribe's Sacred Stone or some sort of holy relic. The effect of an ensign is to bolster morale within a distance of it and to coordinate the forming up and rallying of a group.

Any models within 12" of (and visible to) an ensign when they take a Cow or Tds check will do so with a +3 modifier to their roll. This is because the troops would be more focussed in the presence of such an important

reminder of their cause. This modifier is cumulative with that of the leader and musician (if any).

There can be a maximum of one ensign in the company. The ensign must remain within 4" of the leader at all times, unless the leader has been killed.

FANATIC (25PTS)

Fanatics are driven to perform acts in combat that put their own personal safety second. They may be considered mad by some people, but none dispute how dangerous such crazed devotion can be…

Fanatics in combat do not defend themselves well. They are far more interested in destroying the heathens in their midst! Because of this, if a fanatic is wounded in combat, he is killed. The upside is that fanatic models roll and add 2d12 in combat, rather than the usual one. Luckies and unluckies may turn up on one or both dice, and the effects of both are cumulative.

FAMILIAR (50PTS)

Many practitioners of the magical arts will have a familiar. This is (usually) a small creature that acts both as a close companion to the sorcerer as well as his eyes and ears when he is out on a battlefield. It is also said that such creatures can enhance a sorcerer's ability to cast spells, although most so-called learned scholars believe that this is just hearsay.

The game effect of a familiar is to give its own line of sight to its master (the sorcerer sees through the eyes of his familiar) and to improve its master's ability to cast spells when he is in base to base contact with it. Such an enhancement gives a +1 to the final die roll when casting. The downside is that the familiar has to be in contact with its master for the entire incantation and the casting to gain the bonus.

FEARLESS (25PTS)

Nothing scares some people…

Fearless models always pass their proximity Tds check and can therefore always choose how they react. They also get a +d6 bonus to any Cow checks that they are forced to take.

FLIER (2XMOV COST IN PTS)

Fliers are creatures that can fly. Such an ability normally implies a pair (or more) of wings, but this is fantasy so who knows how a flier may get around? Having flier models is a good excuse to model whatever it is that takes the creature aloft.

Models that can fly may do so whenever they are activated. They may not use their ability to escape once joined in combat. However, they may take to the air if charged as an option after a passed proximity reaction check. A roll is still required (1d12 + Fgt), and represents the model's reaction in getting off the ground before contact is made. A successful roll takes the model airborne, a failure means it enters combat with a −d6 to the die roll

for the first round only – the model was trying to fly, not preparing for combat...

Fliers have an additional Mov attribute, listed in parentheses after their 'ground' Mov rate. This is their 'flying' movement rate.

Flying movement ignores all terrain but also means the flier will be visible to all models during its movement and conversely every model will be visible to the flier at that time, weather and daylight conditions permitting of course...

FORCE FIELD (200PTS)

The model is surrounded by a near-impenetrable force field of either technological or magical origin. The model deflects all damage that would otherwise affect it on the roll of 2+ on a d12. If a 1 is rolled, the force field is burned out and no longer protects the model. The model may be damaged by attacks on the turn the field burns out.

GHOSTSIGHT (100PTS)

A model with this ability can see what is normally invisible. Models that have the Invisible property are seen as normal models by a model with the Ghostsight property.

GIANTSLAYER (30PTS)

A model with this ability counts as one size larger when it is fighting models larger than itself. A size 1 Giantslayer model will therefore count as size 2 only when fighting large or bigger models.

GROUP FIGHTER (50PTS)

A model with this ability is a seasoned warrior able to fight off many times his own number. These models do not apply the -2 from their Fgt for each extra opponent fighting them in combat. They will always use their Fgt at its normal value in multiple fights, as if they were fighting a single opponent.

HARD AS NAILS (50PTS)

A model with this property does not subtract the -d6 due to wounds when in combat or when shot at (page 9).

INVISIBLE (200-300PTS)

Creatures that are invisible must have a base (even though they don't have a model – they are invisible, after all). All movement, shooting, and so on is measured from this base. However, invisible troops cannot be shot at or moved into contact with in order to engage them in combat. They are invisible, so their opponents would be hard-pressed to see them, let alone aim at them. The invisible model can shoot and attack as normal. If an enemy model moves into contact with an invisible model's base, combat does not occur unless the player running the invisible creature desires to fight. In all combats involving invisible models, the invisible model's opponent gets –6 to his die roll. Such creatures are rare.

Models can be either 'permanent invisibility', 'unstable invisibility' or 'invisible at will'. Permanently invisible models follow these rules all the time. Unstably invisible models seem to fade in and out of sight at random times. For these models, roll 1d12 upon activation. If a 8-12 is scored, the model goes either visible from invisible, or invisible from visible (use whichever is appropriate). Models that are invisible at will may change at the start of their activation to either a visible or an invisible state. These last two require a model to represent the creature in its visible form.

The downside of invisibility is that creatures of said disposition that don't really want to fight can literally 'disappear' from the action. On each failed Tds check roll 1d6: on the roll of 1 or 2 the group leaves the battle whilst invisible for the rest of the game. This is not a rout, and their leader is sure to find them down at the local watering hole after the battle! This may have effects on campaign or linked-game play, and organisers of such a series of games need to take this into account. They have, however, left the battle and so count as casualties for victory if appropriate.

LEVITATOR (20PTS)

A levitator may 'pop up' and draw line of sight over terrain items that normally cannot be seen over by a model of its size. This takes an entire turn to accomplish but only costs one activation. Any reactive shooting at this model will be at -d6 on the Shg roll to hit, in addition to the normal -1. The levitator may also shoot during that turn as normal, but also with a -d6 to its Shg roll to hit.

Alternatively, the model may 'levitate' to a point high in the air. It will then be able to see everything on the table (except stalkers and snipers before they are revealed, or off table airborne and slow airborne models). If this option is used for movement, the model will spend the rest of its turn in the air and will need an activation in a subsequent turn for it to return to a 'grounded' state, else it will remain in the air. The height of this levitation off the ground is considered much greater than 6", so proximity checks are not taken unless fliers, airborne or other levitators are nearby and belong to the enemy side.

MESMERISING (50PTS)

A model with this property has irresistable charms and can distract opponents that approach them too closely...

Models that assault a mesmerising model (or a group containing one) must make a Tds check as well as a Cow check when assaulting. If either is failed, the assaulters are distracted and cannot assault that mesmerising group until it rallies, which it can do in subsequent turns by spending an activation and passing a Tds check. One check per turn is permitted, though, and no more...

MOUNTED (10PTS)

Models that are mounted on riding beasts (horses, wolves, saber-tooth tigers, or whatever) are called 'mounted' models. Unless the Dismount property is bought for these models, it is assumed that they cannot dismount during a game. This means that both a rider and his mount are considered to be a single model for game purposes. We do not differentiate between hits to a mount or to the rider. There is no separate profile for the mount. It and its rider are all part of one and the same model. It is the overall profile of both we are interested in for gameplay purposes.

Mounted models subtract 1d6+2 in Rough Terain rather than the usual 1d6. They find it harder to move through the rough stuff than models on foot.

Mounted models will often be of a larger size than an equivalent infantry model. This is especially true for creatures riding monsters such as dragons or giant eagles.

In combat, mounted models do not need to stop when entering combat. They can make an attack, and move on. If the combat results in a push back, a mounted model will instead not be able to complete its movement. It will be halted at the combat as if it was on foot. This means that mounted models can conceivably engage more than one enemy model in combat in a single activation, provided they have enough movement to do so and that none of their combat results in a push back result.

Mounted models can shoot from the saddle and may fire in any direction. It is more difficult to aim a ranged weapon when a model is mounted than it is when one is on foot. The mounted model will suffer –1 to his die roll if stationary, and –d6 if moving. Otherwise, shooting is performed in the same way as for foot models. Mounted models may reactively shoot if an opportunity presents itself, but the above modifiers will be applied in addition to the -1 for reactive fire.

MUSICIAN (40PTS)

Musicians have an important role on the battlefield. A leader can convey orders much faster to his men via a musician than by yelling. Such instructions would be drilled into the men in training or learnt by traditional means from the time of their childhood. Musicians also have a minor morale effect; troops that spend some of their concentration on the beat of the drum or the call of the bugle are spending less time thinking about other things.

Musicians will give groups within 12" of (and not necessarily visible to) them the ability to use the leader's Cow and Tds as if the group were in line of sight of him. As with ensigns, there can be no more than one musician in each company. The musician must remain within 4" of the leader at all times, unless the leader has been killed.

NIGHT VISION (15PTS)

Some creatures have eyesight that is superior in darkness, and can see much better than the average, leaving the rest fumbling around and tripping over things.

Models with night vision double their Base Visibility in Full Moon, Low Moonlight and Pitch Black conditions.

ONE SHOT WONDER (-30PTS)

This model only ever gets one attack (of any kind). After this attack is completed, the model is destroyed. The type of attack that destroys the model should be specified in the model's notes on its profile.

If the model's attack involves a Blast weapon, a combat attack that wounds or kills it will trigger the blast on a d8 roll of 5-8. The blast will be centred on the model, naturally...

REGENERATOR (25PTS)

A model with Regenerator is capable of self-healing its wounds. If it is wounded, roll a d8: on a 7-8 the wound heals itself and the wound marker is removed. If the model is killed it cannot heal itself. This roll can be attempted once per turn and it does not take an activation to do so.

If a model has more than one wound on it, still roll once per turn and only remove one wound per successful roll.

The extra wound granted by powered armour does not get healed in this way, as it represents damage to mechanical armour and systems, rather than a wound on the creature that is wearing it.

SCOUT (20PTS)

Models with the scout property may move through Rough Terrain with no penalty (the -1d6 does not apply). This ability does not affect visibility. Scouts cannot move through impassible ground at all, just like everyone else.

SUPERNATURAL (75PTS)

Supernatural models are literally not of this world. Their constitutions are alien to the reality the game is set in and can take incredible physical punishment before they are destroyed or drawn back to their natural environment.

Supernatural models cannot be wounded. They can only be destroyed. In addition, they may only be harmed by weapons or other attacks of a magical nature (weapons with the Arcane property or magic).

SNIPER (100PTS)

Models with this ability are highly trained marksmen who can operate almost unseen. The combination of a professional use of camouflage and sharpshooting means that snipers can terrorise the battlefield by picking off enemy models at random or sniping away anyone who looks important enough to warrant their special attention.

A few special rules apply to these models:

Snipers are not deployed on the table at the start of the game. They are always deployed in their own special form of ambush. This means that the model is hidden unless the player chooses to reveal them or they are spotted after firing (the only time they could possibly give themselves away clearly).

Snipers roll 2d6 when they are activated whilst hidden. If these dice roll any double value (ie, double 1, double 2, or any other such double) the sniper has set themselves up for a shot and can take it in that activation. The range does not need to be measured: the sniper is assumed to have line of sight and sufficient range. No range band modifiers are applied and the model or firing point is not revealed. Resolve the shot as normal with whatever shooting weapon the sniper is equipped with.

Once a sniper has fired, roll 2d6 once for each shot the sniper made (more than one only if the sniper's weapon has an FF property) for any models within 6" of any of his targets. If any of these rolls pull up doubles the sniper must be revealed and placed on the table within 12" and in line of sight of all of his targets. He cannot be hidden again for the rest of the game.

Snipers can never be included in a group. They operate independently.

SOULSTEALER (15PTS)

Models with this property have the unnerving ability to force models to change sides, willingly or not. Unfortunately, the victim does not come back unless a friendly soulstealer does the same to them again. A good one for creepy parasitic aliens or the ubiquitous zombie plague...

Soulstealers will cause a combat opponent to change sides to the soulstealer's side on any lucky rolls made by the soulstealer in that combat (never in shooting).

The target model completely changes allegiance at the beginning of the next turn, regardless of who is acting. Any other combat outcome can only cause wounds or kills as normal.

STALKER (50PTS)

Models that have the Stalker property do not have to deploy at the beginning of the game with the rest of the company. They can be placed on the table at any time by their controlling player spending an activation to get them to appear (this activation only lets them appear, you will still require extra activations to get them to do anything else like move or shoot). There is no restriction as to where the stakers can appear - they can even appear in the open! Enemy groups will react to their appearance in the normal way by taking the appropriate reaction checks at the end of the Stalker's activation.

Creatures with this property are usually natural predators or highly trained specialists. This rule is perfect to represent creatures that attack their prey from ambush, like giant spiders or forest wildcats.

STAMPEDE (FREE)

Models with this property do not move as normal models do. They are moved straight forward or change direction as the table below. This is checked every turn, and does not cost any activations. If the stampede leaves the table then it is considered lost for the rest of the game, but does not count to the opponent's victory conditions if a scenario is measured in that way.

d6 Roll:

Result

1-2:	Move straight ahead full Mov
3-4:	Change direction 45 degrees left and move ahead full Mov
5-6:	Change direction 45 degrees right and move ahead full Mov

They will also veer away by 90 degrees from terrain or models that are bigger than them. Vehicles and structures count as terrain for this purpose.

Stampeding models in groups of more than 5 models are difficult to withstand. If a group is approached or contacted by a stampede, take a Cow check instead of a proximity reaction check. Failure means the group retreats. Success means the group can optionally stand and fight the beasts (only one blow can be made, surviving stampeders continue on as if nothing happened) or move up to their Mov to avoid the stampede. This may break formations.

Models with this property can never shoot for any reason.

SWARM (100PTS)

Swarms are (obviously, by their definition) not individuals but thousands of very small creatures that move around together. In Unbridled Fury such a swarm is treated as a single creature, as the component creatures are far too insignificant on their own to play any part in a typical game. Swarms are treated very differently to normal models. Running a sword through a swarm is unlikely to kill it, let alone wound it. The following special rules apply to swarms:

They cannot be killed or wounded except by sorcery, fire or other swarms. This is to represent the fact that a swarm can easily disperse and reform to avoid any danger. Even if one or two creatures in the swarm are squashed by a blow, their deaths would be insignificant to the swarm overall. Magic, fire and other swarms attack swarms in the same way as they would any other model. Lucky rolls affect swarms normally, no matter who the opponent is.

A swarm that is beaten in combat will move away by its full Mov in a straight ine and in a random direction, but may not enter another combat.

Flying swarms are always Wind Dependent. The special abilities of a flying swarm must include this.

A swarm's attacks always ignore armour and shields. There is no way that such items can properly defend against a multitude of tiny stinging things.

Any natural 1 scored by a swarm (on any die roll) will cause it to take no further part in the game. We can assume that it was distracted by scents, sounds or lights, dove into holes in the ground or maybe blown away on a freak gust of wind. Whatever happens to the swarm, it is removed from play immediately and may not return to the game. Swarms are based as a small group of very small models, each which represents hundreds (if not thousands) of very tiny critters. This entire base counts as a single swarm.

SWIMMER (10PTS)

Models with the swimmer ability can swim safely in water features at up to one quarter their normal movement rate. This ability differs from that exhibited by a creature adapted to a watery existence, see Aquatic.

TEAM (FREE)

The model is made up of a group of smaller creatures who operate together and never separate during a game. The model has a different Sz for purposes of entering structures, so a group of humans on a Sz 4 base may have Team(2) to indicate their size for entering buildings.

Simply specify any Size smaller than the base indicates and include it in parentheses after the Team property on the model's profile. Once specified it is not changeable.

TELEPORTER (40PTS)

A model capable of teleporting may teleport up to 20" in any direction when they are activated. They may appear on impassable terrain, but may not make normal moves inside such terrain, only teleport moves. A teleport requires a successful Tds check to succeed. To perform this check, roll 1d12. If the score is under or equal to the model's Tds attribute, the check fails, and the model is lost for the rest of the game. You can assume they have teleported somewhere else, accidently or otherwise (check down at their local alehouse...). In a series of linked or campaign games they will be available for the next game.

TERRIFYING (50PTS)

Some creatures can seriously effect the morale of others. Any non-terrifying model/group coming within 6" of an terrifying creature must take a Cow check immediately instead of a normal proximity reaction check. A failure means that the group retreats. Invisible models will only force this check on contact.

UNCONTROLLABLE (15 PTS)

Some creatures will charge at the enemy whenever they get a chance. This makes them difficult to control, and a burden on their leaders.

Uncontrollable models must always activate first and at least once in every acting turn. If there are not enough points on the command die to allow this, randomly select which group moves. Uncontrollable models always move in preference to other models. A group that contains uncontrollable models may lose cohesion if some of its members are uncontrollable and others are not. Only once all uncontrollable groups have moved at least once can any non-uncontrollable models be activated (the random selecting of groups may pick the same group more than once).

They must always enter combat if they are within range of eligible enemy models and have available activations. This compulsory movement always occurs in preference to other activations and will use up activations as normal.

In addition, an uncontrollable model always passes its Tds check in a proximity reaction, but cannot choose what action it will take. Uncontrollable models must always attempt to enter combat, and add +d6 to the Cow check roll in order to see if they actually do so.

UNDEAD (20PTS)

Undead are the walking corpses and skeletons raised to fight battles for their summoner. They are uncoordinated and slow, and not much good at anything other than steadily shambling forward. The more 'intelligent' undead (such as vampires and ghouls) are treated in the same way as living creatures, so do not use these rules even though they are technically 'undead'.

Undead models automatically pass all Tds and Cow based checks (their brains have long ago rotted away and so have no comprehension of what is going on around them).

All undead models in a company are destroyed if the company's leader is killed. It is always assumed that it is the leader of the company that binds the undead under his command, or that they are bound to him by whoever has raised them. Without his control they are destroyed.

VEHICLE (75PTS)

Models with the Vehicle property are less manoeuvrable than models on foot, and include waggons, airboats, ships, tanks and the like. They may carry heavier loads and have greater shock power, however, than their foot counterparts.

Vehicles can take one additional wound before being destroyed. Kills destroy them as usual.

Movement

Vehicles may only make turns at the beginning or end of their move. Otherwise the move must always be in a straight line. In addition they may also only move once per turn.

Shooting

Vehicles may shoot any or all of their shooting weapons in the same turn. So a vehicle with three shooting weapons may shoot one weapon (activation 1), move (activation 2), then shoot another weapon (activation 3) and the remaining weapon can fire too (activation 4). A vehicle can mount up to four shooting weapons and may shoot with one, some or all of them in a single activation. Each weapon may only shoot once per turn as is normal for all shooting weapons.

Combat

A vehicle that attacks in combat forces a Cow check instead of a Tds based proximity reaction check. If the target group fails it retreats, otherwise it moves just out of the way of the charging vehicle (to either side, not strictly important where as long as it is within 1" of the vehicle's flanks) and may make a single combat attack against the vehicles sides as it passes. The vehicle will defend itself with its normal Fgt value. If the vehicle survives it must move at least half its Mov in its next available activation.

WATERBORNE (FREE)

Waterborne models must remain on water terrain at all times. They may not move onto land for any reason. The water feature has to be at least as large as the model's base or it cannot be deployed on to the table.

WEAPON TEAM (-15PTS)

A Weapon Team is a base that contains a crewed weapon of some sort (bolt thrower, cannon, machine gun, mortar, etc) and all of its crew. The exact number of crew is irrelevant (the entire group has a single profile; it is the base together that is important). The entire base is treated as if it were a single model for game purposes and referred to as such by the rules.

A Weapon Team may not move and fire in the same turn. In fact, it has to be 'set up' if it is to be fired. To 'set up' a piece from 'move mode' to 'shooting mode' will take one activation and will be all that the model can perform in that turn. Once set up, the reverse is necessary to get the model moving again.

Weapon Teams can not be part of a formation, as their very nature would create large gaps in the line.

WERE-CREATURE (VARIABLE)

Were-Creatures are simply creatures that can change form into another creature. Those that can change at will are known as 'controlled were-creatures' and those that will change unpredictably are known as 'uncontrolled were-creatures'.

Controlled were-creatures can change at any time their player wishes them to. The transformation must be done as a single activation of no other activity. In addition, the creature must pass a Tds check or will remain in their present form. If so this would mean the creature was too nervous or distracted to properly focus on changing form.

Uncontrolled were-creatures could potentially change at any time. Roll 1d6 at the beginning of every turn (this costs no activations): on the roll of a 1, the model changes form. If the model has more than one potential form, the form changed to is randomly determined. They must test every activation, even if they have already changed form in a previous turn.

Were-Creatures are represented on the games table by a model as usual; extra models representing their second (and subsequent, if present) 'were-forms' must be provided as well.

If one of a creature's were-forms is destroyed, all of them are. If the creature is slain, it goes without saying that it cannot change form anymore.

WIND-DEPENDENT (-10PTS)

Some creatures are dependent on the wind to make them move. They are restricted by its direction. No wind-dependent model may move within 45 either side of directly upwind. Within 45 either side of directly upwind, however, a wind-dependent model's Mov is doubled!

If a company contains any wind-dependent models,

the direction of the wind is important. Roll on the direction chart (see Determining a Random Direction, page 9) at the start of the game to determine which way the wind blows for its duration.

SPELL PROPERTIES

Models that have a magical talent must also be equipped with some sort of spell properties, or they will be limited only to counter-spelling throughout the game.

Spells are assembled in a simlar way to other properties-based abilities. Simply decide on a few and add them to the model's profile. It is OK if your magic user has only a single property - most magic users finding themselves at our level of combat are generally of the lesser sort, though no doubt great sorcerers and others of their ilk get mixed up in low level combat every so often. Woe betide anyone that stands against them, however...

Any model with magical talent can have as many spell properties on their profile as they wish. Just be careful the model doesn't get too expensive in points.

All spell effects end when the spell expires, whether or not this is mentioned in the descriptions below.

AREA OF EFFECT (30 TO 50PTS)

This is also given as either as Lesser Area (LA) or Greater Area (GA) and use the same templates as LB and GB blast weapons respectively. A spell that has an area affects all models under a template of that size, whether it covers them completely or not, friend or foe. 'Table' means that all models on the table are affected, friend or foe.

The Area of Effect has no other effects on play other than assisting other spell properties to affect an area rather than a single model.

BANISH (25PTS)

Will kill any Undead or Supernatural models if successfully cast. This property has no effect on any other models.

BARRIER (40PTS)

The spell presents a linear barrier which cannot be crossed, by foot or flight. The length of the barrier is 4" and can be placed at any angle within the spell's area of effect if successfully cast. This barrier counts as Screening Terrain and cannot be destroyed whilst in play. It disappears when the spell expires.

BLOODLUST (20PTS)

The target model gains the Berserker property (page 44) until the spell expires. If the target already has the Berserker property this spell property has no effect.

CHANGE WEATHER (100PTS)

This spell property allows the caster to change the weather. A successful cast means the player can pick a new weather from the chart (page 20) which begins immediately with all effects. It is difficult to cast, and so must be cast at -1 to the casting roll.

DEMOLISH (50PTS)

Will damage/wound or destroy/kill Structures, Undead, Vehicles or Constructs. Does not work on any other model. When cast once the spell will have the damage/wound effect, and when cast at -1 (effectively twice) it will have the destroy/kill effect.

DEMORALISE (50PTS)

This spell forces the target to take a Cow check or retreat. The model may not take this check as part of a group unless there are multiple targets for the spell (eg. an Area of Effect was used with the Demoralise property).

DISORIENT (20PTS)

The target of this spell property will count as Dim Witted (page 45) until the spell expires.

DURATION (100PTS)

Spells can be set to last once the cast is complete and the spell expires. These spells are difficult to cast yet have serious tactical uses. A spell that has a duration will expire once its Duration has expired. It is expressed as a number of turns (eg a 4 turn Duration would be listed as Duration(4)).

Duration is difficult to cast and adds -1 to the casting roll for each two turns of duration chosen. The spell's Duration must be specified before the spell is cast.

Once the duration is reached, the spell has no further effect. Note that this may be given as 'Permanent', which lasts for the rest of the game.

On its own, the Duration spell property has no other effects than to keep a spell in action once the magic user has decided to look elsewhere.

ENRAGE (25PTS)

Spells with this property will force the target creature(s) to pass a Tds check or move toward the nearest enemy model. This will break them out of a formation if they are in one. If it brings them into combat then combat begins as normal. The Enraged model does not need to pass a Cow check to enter combat if this is the case.

HEAL (40PTS)

This property heals a model that is wounded and brings them back to their full health. They will lose the -1d6 penalty for being wounded, at least until they are wounded again...

HINDER/RUSH (50PTS)

A spell with this effect will reduce or increase the movement of other models or the casting model itself.

The casting of this spell will increase in difficulty by the amount of movement added or removed. For every 2" of movement added or removed, apply an extra -1 to the casting roll.

ILLUMINATE (35PTS)

This spell property can be cast one of two ways: as a 12" radius of visibility centred on the caster or a blanket spell effect that doubles the base visibility to a maximum of 48". The former can be cast with no penalty to the roll but the second is fairly tricky to cast and so incurs an additional -1 to the casting roll.

ILLUSION (50PTS)

The spell creates an illusion that causes a distraction. On a successful cast, the target model(s) will (on a d12 roll) attack the perceived threat (1 - 4), stop and stare in wonder (5 - 8) or panic, forcing a Cow check (9 -12).

IMMOBILISE (15PTS)

The spell prevents its target from moving at all for the duration of its effect. The immobilised model may still shoot or cast magic if it is otherwise able to do so.

INVISIBLE (100PTS)

This spell makes the target model invisible as per the Invisible property (page 46) until the spell expires. It can also be cast at -1 to the casting roll to attempt to make an invisible model visible until the spell expires.

MIND CONTROL (25PTS)

The spell allows the player to take control of another model, moving, assaulting, shooting and casting magic with them as if they were part of their own company. Whilst they are controlled, their owning player cannot activate them at all until the spell has expired.

PETRIFY (40PTS)

This spell property turns the target into a statue of their former self. The material they are made of afterward is irrelevant, they remain on the table and may act as screening terrain if they are large enough to do so. The model is counted as a casualty for victory purposes.

PHYSICAL HARM (25PTS)

The spell causes some kind of physical damage to its target. This effect can be either 'kill' or 'wound'. This spell property only affects models without the construct, undead or vehicle properties. It also does not affect structures.

When cast normally, the spell property will cause a wound on the target model. To cause a kill effect, a magic user has to cast the spell with a -1 to the casting roll (effectively casting the property twice).

PROTECTION (50PTS)

This spell deflects damage from the target model whilst it remains in play. It grants the target a 3+ save on 1d12 against any damage that would affect the target model. This save cannot be reduced by AP weapon properties or anything else but can be countercast by enemy magic users. It lasts until it expires.

PSYCHOLOGY (100PTS)

Spells with this effect will influence the morale of other models, either uplifting their spirits or plunging them into depths of despair. When casting this property, you must specify the modifier that will be applied once the spell is successful.

Whilst this spell is in effect, the affected model(s) will have a modified Tds and Cow attribute. For each +/-1 applied to the target model the magic user must subtract -1 from the casting roll. Success affects both the Tds and Cow of the target model.

SUMMON (1/2 CREATURE COST)

The spell summons a creature that is paid for at half its normal points cost. It cannot enter play, however, until it is summoned, and counts as part of the sorcerer's own points cost until it does so. Summoned creatures must always begin in reserve if the reserves rules are being used. Only one creature may be summoned for each Summon property bought, and each must have a model and profile available for this creature.

Once summoned into play, these creatures will always act as an individual or group (if summoned as such) and will roll 1d4 for activations every turn. These activations may only be ever used for the summoned creature and any models it was summoned with, who must act together as a group for the rest of the game. This group can never be changed and their activations may never be transferred to another model or group. They cannot group with the sorcerer that summoned them, nor any other model in the company.

When a summon spell succeeds, place the summoned model somewhere within 12" of the caster. If the caster is killed, remove the summoned creature as a casualty. The creature will remain in play as long as it doesn't roll a 1 on any of its die rolls. Once this happens, the creature is removed from play immediately. It has decided to leave, been drawn back to its home dimension or its grip on reality has been severed. The sorcerer loses control of it and may not attempt to summon it again.

TOUGHEN/WEAKEN (80PTS)

This spell property increases or reduces all of the target model's attributes. For each +/-1 to all attributes the magic user must apply -1 to the casting roll.

TRANSMUTATION (COST OF NEW MODEL)

The spell changes models into other model or things. The kind of creature that the target is changed into is needed, a model profile must be specified and the model(s) of the transmuted form must be available, or the spell will automatically fail.

The model reverts to its original form once the spell expires.

POINTS VALUES

To work out a model's points value, simply start from the top of this section and work through, adding up the points for each attribute value and property that the model has.

You will quickly discover that having too many properties can get expensive. Whilst it is possible to have an extremely expensive single character as you entire company, it isn't always the best strategy.

You decide...

ATTRIBUTES COSTS

Value	1	2	3	4	5	6	7	8	9	10	11	12
Mov	1	2	3	4	6	8	11	16	24	36	53	76
Fgt	2	3	4	6	8	11	16	24	36	53	76	
Shg	1	2	3	4	6	8	11	16	24	36	53	
Tds	53	36	24	16	11	8	6	4	3	2	1	
Cow	53	36	24	16	11	8	6	4	3	2	1	
SSv		36	24	16	11	8	6	4	3	2	1	
Arm		36	24	16	11	8	6	4	3	2	1	0
Mgc	2	4	6	10	14	18	24	30	36	44	52	High
Mgc	1	2	3	5	7	9	12	15	18	22	26	Low

SIZE MODIFIERS FOR ATTRIBUTES

Apply these only to attribute costs for models of sizes other than 2 (Size 2 has no difference t othe table above).

Size	1	2	3	4	5
PV Mod	x 0.5	x 1	x 1.5	x 2	x 2.5

COMMAND DIE COSTS

Command Die	Points Cost
d6	0
d8	100
d10	200

WEAPON PROPERTIES

Range Band Costs (Shooting Weapons Only)

- R = Range Band of the weapon
- PV = Points value of that Range Band

R	1	2	3	4	5	6	7	8	9	10	11	12
PV	1	2	3	4	6	8	11	16	24	36	53	76

Weapon Properties

Note that if FF and GB/LB are taken together both the FF cost and a modified GB/LB cost is paid.

Weapon Property	Points Cost
Basic (B)	0
Arcane (A)	20
Reach (R)	5
Armour Piercing d4 (AP4)	5
Armour Piercing d8 (AP8)	15
Armour Piercing d12 (AP12)	35
Greater Blast (no FF properties) (GB)	50
Greater Blast (if FF4 is selected as well) (GB4)	60
Greater Blast (if FF6 is selected as well) (GB6)	80
Greater Blast (if FF8 is selected as well) (GB8)	120
Greater Blast (if FF10 is selected as well) (GB10)	160
Greater Blast (if FF12 is selected as well) (GB12)	210
Lesser Blast (no FF properties) (LB)	30
Lesser Blast (if FF4 is selected as well) (LB4)	40
Lesser Blast (if FF6 is selected as well) (LB6)	60

Lesser Blast (if FF8 is selected as well) (LB8)	90	
Lesser Blast (if FF10 is selected as well) (LB10)	130	
Lesser Blast (if FF12 is selected as well) (LB12)	180	
Demolisher (D)	25	
Fast Firing d4 (FF4)	10	
Fast Firing d6 (FF6)	20	
Fast Firing d8 (FF8)	30	
Fast Firing d10 (FF10)	40	
Fast Firing d12 (FF12)	50	
Flame (F)	25	
Gunpowder (G)	-5	
Indirect (I)	30	
Limited Ammo 1-shot (LA1)	-20	
Limited Ammo 2-shot (LA2)	-15	
Limited Ammo 3-shot (LA3)	-10	
Limited Ammo 4-shot (LA4)	-5	
Obscuring (O)	25	
Poisonous (P)	25	
Poorly Made (PM)	-10	
Slow Reload (SR)	-10	
Spray (S)	50	
Unreliable (U)	-5	

SHIELD AND ARMOUR PROPERTIES

Shield or Armour Property	Points Cost
Arcane (A)	30
Basic (B)	0
Heavy (H)	25
Extreme (X)	50

MODEL PROPERTIES

Model Property	Points Cost
Aethereal	75
Accurate	25
Airborne	0
Slow Airborne	10
Amorphous	40
Aquatic	0
Berserker	50
Burrower	25
Camouflage	25

Capacity	+(max number carried x max size)
Climber	15
Clumsy	-5
Companion	10
Construct	50
Creature of Darkness	-5
Darksight	40
Dim Witted	-15
Dismount	20
Drifter d4"	2
Drifter d6"	4
Drifter d8"	8
Drifter d10"	18
Drifter d12"	38
Drilled	15
Ensign	40
Fanatic	25
Familiar	50
Fearless	25
Flier	Flying Mov cost x 2
Force Field	200
Ghostsight	100
Giantslayer	30
Group Fighter	50
Hard as Nails	50
Invisible (At Will/Permanent)	300
Invisible (Unstable)	200
Levitator	20
Mesmerising	50
Mounted	10
Musician	40
Night Vision	15
One Shot Wonder	-30
Regenerator	25
Scout	20
Supernatural	75
Sniper	100
Soulstealer	15
Stalker	50
Stampede	0

Swarm	100
Swimmer	10
Team	0
Teleporter	40
Terrifying	50
Uncontrollable	15
Undead	20
Vehicle	75
Waterborne	0
Weapon Team	-15
Were-Creature (Controlled)	+(Total cost of all wereforms -10%)
Were-Creature (Uncontrolled)	+(Total cost of all wereforms -30%)
Wind-Dependant	-10

SPELL PROPERTIES

Spell Property	Points Cost
Area of Effect (Greater)	50
Area of Effect (Lesser)	30
Barrier	40
Bloodlust	20
Change Weather	100
Demolish	50
Demoralise	50
Disorient	20
Duration	100
Enrage	25
Heal	40
Hinder/Rush	50
Illuminate	35
Illusion	50
Immobilise	15
Invisible	100
Mind Control	25
Petrify	40
Physical Harm	25
Protection	50
Psychology	100
Summon	1/2 Creature Cost
Toughen/Weaken	80
Transmutation	Cost of New Model

- Trinedde Galstane, the Jaelnegger War

Unbridled Fury is a miniatures game that is designed from the ground up for skirmish battles. These small engagements and affrays are set in worlds as diverse as the players themselves (as well as the history of our very own Earth). It has no 'official' setting or miniatures line and allows the players to use whatever they want, in whatever setting they desire. Fantasy, Science Fiction, Science Fantasy, Steampunk, Historical and Mythological settings are all catered for, as well as anything new the players can create!

Game-play is fast and brutal. The game is a departure from the regular approach to fantasy skirmish games - combat feels more like an all-out brawl rather than organised groups of fighters rolling dice at each other. You can almost feel the pain of the fighters as they hurl themselves into battle. Once the players get a grip on the rules games are usually over in under an hour, which is crucial to those who have to squeeze real life in between them. Physical space required is also small - most 4' x 4' terrain boards are ideal; kitchen tables will suffice, though, and may even produce a tighter battle.

For more information, visit the Unbridled Fury Website at:

http://unbridledfury.net