

CREATURES

SHAMEN AND WARRIOR CREATURES.

Some Shamen and the creatures controlled by them can be lined up in allied or mercenary commands by many armies. Some of them can be lined up only by the armies of the faction of the Light, other only by that of the Darkness, others still by both; see in the army list of the Mercenaries the subdivision of the various races among these two factions.

General rules for the units of warrior creatures.

- At the beginning of the battle they must be lined up within 5 cm from the Shamen that control them.
- They will be lined up in an allied command or in a mercenary command.
- They can only have the Leader and the Champion. They can't threat neither they cannot be threatened.
- They must observe the order under which it is operating the command from which they depend.
- If their command receives a new order, such units will only adopt it if their Shaman are within the ray of command of their general.
- Those not flying can cross woods and forests to the maximum speed without become disorganized. Those flying apply the rules for flying creatures in the F.W. Rule Book and in the F.W. Companion by Nick Lund.
- If the Shaman that control them is killed or dispersed, the unit must effect a threat test with a penalty of -2 and from this moment it cannot receive new orders.

Shamen (*base size 2.5 x 2.5 cm*).

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Shaman	Elite	Trib.	-	-	1	Lt	Hd	20cm	7	no	no	17+magic	-	-	-

Notes:

- This shamen will have the same powers of the normal wizards.
- For every shaman it is possible to line up one unit only of the following warrior creatures.

Flock of eagles. (*base size 5 x 5 cm*).

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Eagle	Vet.	Trib.	.+2	-2	2	Lt	T&C	25cm	7	no	no	32	-	2	6

Notes:

- The eagles are a flying unit and are not considered disorganized during the hand-to-hand fight.
- They can be only line up by the armies of the faction of the Light.

Flock of winged unicorns (*base size 5 x 5 cm*).

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Unicorns	Elite	Trib.	.+2	-2	2	Lt	H&H	37cm	7	no	no	46	-	2	6

Notes:

- The winged unicorns are a flying unit and are not considered disorganized during the hand-to-hand fight.
- They can be only line up by the armies of the faction of the Light.

Flock of hippogriffs (*base size 5 x 5 cm*).

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Ippogrif	Vet.	Trib.	.+2	-2	2	Lt	T&C	25cm	7	no	no	32	-	2	6

Notes:

- The hippogriffs are a flying unit and are not considered disorganized during the hand-to-hand fight.
- They can be line up by all the armies.

Herd of wild unicorns (*base size 2.5 x 5 cm*).

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Unicorn	Elite	Trib.	.+2	-.2	2	Lt	H&H	37cm	7	no	no	38	-	2	6

Notes:

- A unit within 20 cm. from friend unicorns will not do the “Undead dread” test :
 - see Necromancers, page 10.
- Unicorns are not considered disorganized during the hand-to-hand fight.
- They can be only line up by the armies of the faction of the Light.

Pack of wolves (*two wolves on a base size 4 x 4 cm*).

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Wolf	Ave	Trib.	.+1	-1	2	Lt	T&C	25cm	no	no	day	5	-	2	6

Notes:

- If they became target of missile weapons or destructive spells, the wolves can have total coverage from miniatures in base side of 2.5 x 2.5 cm or of 4 x 4 cm.
- They can be only line up by the armies of the faction of the Darkness.

Pack of giant spiders (*base size 5 x 5 cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Giant spider	Vet.	Trib.	.2	-2	4	Lt	T&C	45cm	6	yes	day	64	-	2	5

Notes:

- They can be only line up by the armies of the faction of the Darkness.

Swarm of spiders (*two spiders on a base size 4 x 4*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Spiders	Poor	Trib.	.+1	-	3	Lt	T&C	20cm	no	no	day	6	"+3medi"	2	6

Notes:

- They can be only line up by the armies of the faction of the Darkness.

SUMMONED CREATURES

THE GREAT DEMON (THE FIEND).

General rules

the Great Demons can be summoned by the wizards of all the armies that are lined up with the Dark side : *Barbarians, Dark and Damned elves, Goblins & Hobgoblins, Orcs, Ratscum, Men-at-arms, Undeads.*

Great demon (base size 7.5 x 7.5 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Demon	Elite	Fan.	.+9	-5	8	Xh	2-Hd	50cm	4	yes	no	-	-	-	-

Notes:

- See the rules to summon it in the F.W. Companion by Nick Lund, page 44.

EFRETI AND JINN

General rules

- An Efreti can be summoned by a wizard belonging to the dark races (see above in the rules of the Great Demon), while the Jinn can be summoned by a wizard belonging to the races of the faction of the Light: *Amazons, Barbarians, Hight & Wood elves, Halfmen, Dwarves, Men-at-Arms*¹.

EFRETI AND JINN(SIDEBURNS 4 4 CM XES)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Efreti /Jinn	Elite	Fan.	.+4	-4	5	Med	T&C	25cm	4	yes	day	-	-	-	-

Summoning, controlling and banishing the Efreti or the Jinn.

Rules for summoning a fiend in the F.W. Companion by Nick Lund apply ("Summon a fiend" - page 44), with the followings changes:

Summoning:

- the cost for summoning it will be given by throwing 1D6 of magic points (instead of 2D6 as ruled for the demon); established the cost for summoning, other 2D6 are thrown to verify the result of the spell.

Controlling:

- the cost is equal to that scheduled for the demon.

Banishing:

- the cost is 1D6 of magic points (instead of 2D6 as written for the demon) and the spell will have effect if the wizard doesn't remain without magic points.

¹ Barbarians and Men-at-Arms can be lined up by both the factions: see in the army list of the Mercenary further details concerning possible alliances among the various races.

THE ELEMENTALS.

General rules

The Elementals are four: Air, Water, Fire, Earth.

They can be summoned by the wizards of all the armies.

ELEMENTAL: AIR, WATER, FIRE, EARTH (base size 5 x 5 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Elemental	Elite	Fan.	.+4	-4	5	H	T&C	40cm	5	yes	no	-	-	-	-

Rules for summoning and controlling an Elemental.

A wizard can summon an Elemental, which will fight against the adversary army as a terrible creature.

Method:

- To summon an Elemental the wizard must be in base-to-base contact with a terrain feature, which has to contain the element that constitutes the base for the spell. See the chart that follows.
- The player that intends summon the Elementals will have the faculty to position these particular terrain features in his deployment area, before every other terrain feature, and these cannot be never moved by the adversary player².
- The above special terrain features must be at least at 30 cm from every others.
- The Elemental can be summon during the movement phase.
- The wizard is unable to cast any other magic while he is summoning or controlling an Elemental.

Elemental	terrain feautures
Air	tower, hill
Water	river, lake, marsh, swamp
Fire	Bonfire, camp fire, torch
Earth	rocky terrain, rocks

Notes:

Air:

- the wizard must be on the summit of a tall hill or in top to a tower, on the terrace to open sky; on the hilltop not have to be trees or other elements that overhang the wizard; in a ray of at least 30 cm besides not have to be other configurations taller than that where the magician is located.

Water:

- the magician must be in base-to-base contact with a terrain feature that represents a river, a lake, a marsh or a swamp.

Fire:

- the magician must be in base-to-base contact with a miniature of a bonfire or a camp fire (miniature on base size 2.5 x 2.5 cm), or to contact with a miniature that has a torch: seeing the following profile of the Wizard's Assistant.

Earth:

- the wizard must in base-to-base contact with a terrain feature of difficult or impracticable ground on which they are clearly identifiable some rocks.

² In the case of a tournament, the player must have some of the his special terrain features and/or the miniatures of the bonfire or of the wizard's assistant with the torch, that will be put on the table in his deployment area. All of this special terrain features cannot be of dimensions higher then 20 x 20 cm.

Wizard's Assistant (*base size 2.5 x 2.5*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Assistant	poor	trib	-	-	1	none	torc/Hd	20cm	no	no	d/n	2	-	-	-

Notes:

- The torch (torc.) and the one hand weapon count as two hands weapon.
- He can suffer as Bad Light the day (d) or the night (n) in relation to his race; if he is of a race that doesn't suffer this penalty (elves, dwarves) his cost has to be increased of +2 points.
- If he is of a race that in the generality of his members has +1 of strength (barbarians, orcs) this characteristic can be given to him with a further increase of cost of +1 point.
- He is an individual and he must always stay to no more of 10 cm of distance from his wizard.

Summoning, controlling and banishing the Elemental.

Rules for summoning a fiend in the F.W. Companion by Nick Lund apply ("Summon a fiend" - page 44), with the followings changes:

Summoning:

- the cost for summoning it will be given by throwing 1D6 of magic points (instead of 2D6 as ruled for the demon); established the cost for summoning, other 2D6 are thrown to verify the result of the spell.

Controlling:

- the cost is equal to that scheduled for the demon.

Banishing:

- the cost is 1D6 of magic points (instead of 2D6 as written for the demon) and the spell will have effect if the wizard doesn't remain without magic points.

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