

Kingdom Reference

Types of Buildings			Wealth		Loyalty	
Building Type	Cost	Game Effect	Level	Die Roll	Level	Description
Boats	100 gc/boat	Each boat can hold one military unit	1	2D6 x 200	1	Rebellious
Defensive Dyke	500 gc/3 miles of dyke	Defenders gain +2 to Evade and Defense	2	4D6 x 200	2	Unrest
Hill Fort	1000 gc/Level	Create or repair defensive fortification	3	8D6 x 200	3	Poor
Palace	500 gc*/Pop. Level	Add +4 to Diplomacy rolls in Court	4	1D6 x 2000	4	Moderate
Temple/Church	5000 gc/Level	Add +2 to Loyalty/Level	5	2D6 x 2000	5	High
Roads	200 gc x MC**/3 mi. hex	Faster troop movement	6	3D6 x 2000		
			7	4D6 x 2000		
			8	5D6 x 2000		
			9	6D6 x 2000		
			10	7D7 x 2000		

*gc = gold coins.
**MC = Movement Cost

Loyalty Modifier Chart

Win a major battle against a traditional enemy:	1
Loose a major battle against a traditional enemy:	-1
Erect a new temple, shrine or monastery:	+2/5,000 gold spent
The ruler sponsors a lavish celebration for the whole kingdom:	+1/5,000 gold spent
The ruler collects taxes (gain extra income roll)	-2
The ruler collects no income (donates all income back to the community):	+1
The ruler initiates a war:	-1
The ruler wins a war	+1
The kingdom was conquered or usurped	(automatically goes to Unrest)

Terrain Type	MC
Light Forest	2
Medium Forest	3
Heavy Forest	4
Hills	2
Moors	2
Mountains	4
Open (a clear hex)	1
River	Requires boats (except at bridge/ford)
River (ford or stream)	2
Roads	0.5
Swamp	4
Boats (MOVE of 8)	
Sea	1
Up river	2
Down river	1/2

Gear

Type	Cost
Tent (holds four)	100 silver
Food for a week	50 silver
Rope and grapple	50 silver
Torch	5 silver
Cloth strips and pins (bindings for wounds)	30 silver
Flint and tinder	10 silver
Waterskin (holds enough for 2 days)	10 silver
Drink at an inn	5+ silver
Meal (prepared)	10 silver
Warhorse	400 gold
Riding Horse	125 gold
Paper (per sheet)	5 silver
Book (bound with 100 sheets of paper)	38 gold

Weapons

Arrows/Bolts (each)	3 silver
Battle Axe (WA -1, DC 5, STR Min 4, INIT -1, M, 1.5h)	400 silver
Composite Short Bow (WA +1, DC 3, STR Min 4, INIT -2, Rng=80m/yds, ROF 1, no horse)	200 silver
Bow (WA 0, DC 3, STR Min 3, INIT -2, Rng=60m/yds, ROF 1)	150 silver
Short Bow (WA 0, DC 2, STR Min 2, INIT -2, Rng=40 m/yds, ROF 1)	100 silver
Caltrap (if character enters area, may use Dive for Cover to leap away)(DC 2)	15 silver
Clubs (WA -1, DC 1+, STR Min equals DC, INIT -1, M to L, ST, Clubs do only Normal damage, not killing)	5 silver/DC
Crossbow (Pict) (WA +1, DC 3, STR Min 4, INIT -1, Rng=200m, AP, ROF 1/2)	400 silver
Dagger/Knife (for eating, utility and fighting) (WA +0, DC 1, STR Min 1, S, INIT +0, Rng = STR x 5)	30 silver
Dart (WA +0, DC 2, STR Min 1, INIT +0, Rng = STR x 10)	50 silver
Francesca (WA +0, DC 4, STR Min 4, INIT -1, M, Rng = STR x 5)	300 silver
Javelin (WA +0, DC 3, STR Min 3, INIT -2, L, Rng = STR x 5)	75 silver
Lance, Light (WA +0, DC 3, STR Min 3, INIT +0, L, Ch)	200 silver
Lance, Heavy (WA +0, DC 4, STR Min 4, INIT +0, L, Ch, no use dismounted)	280 silver
Mace Infantry (WA -1, DC 4, STR Min 4, INIT -1, M)	250 silver
Mace Horseman's (WA -1, DC 3, STR Min 3, INIT -1, M)	200 silver
Maul (WA -1, DC 6, STR Min 5, M, INIT -2, 2h, ST)	200 silver
Quarterstaff (WA +1, DC 4, STR Min 4, INIT +0, L, 2h, ST)	20 silver
Saxon Sword (WA +1, DC 3, STR Min 3, INIT +0, M)	500 silver
Seax (Saxon single-edged 12" knife) (WA +1, DC 1, STR Min 2, INIT +0, S)	400 silver
Short Sword (WA +0, DC 2, STR Min 2, INIT +0, S)	70 silver
Sling (WA -1, DC 2, STR Min 3, INIT -2, Rng = 60m/yds, ST, 2h)	200 silver
Staff Sling (WA +0, DC 3, STR Min 5, INIT -2, Rng = 100m/yds, ST, 2h)	120 silver
Spatha (WA +0, DC 3, STR Min 3, INIT +0, M)	400 silver
Spear (WA -1, DC 4, STR Min 3, INIT -1, L, 1.5h, Set)	100 silver
Spear, Long (WA -1, DC 5, STR Min 4, INIT -2, L, 2h, Set)	160 silver
Trident (WA -1, DC 5, STR Min 4, INIT -2, L, Rng = STR x 5, Rdc'd Pen.)	300 silver

Warhammer 300 silver
(WA -1, DC 3, STR Min 4, INIT -1, M, 1.5h, ST)

Armor

Heavy Cloth (2 KD)	100 s./5 gold
Boiled Leather (4 KD)	400s./20 gold
Leather Scale (5 KD, vuln. to upward thrusts*)	480s./24 gold
Studded Leather (6 KD)	500s./25 gold
Leather Lamellar (6 KD, -1 INIT)	460s./23 gold
Ring Mail (8 KD, 2 Fatigue, vuln. to crushing**)	100 gold
Metal Scale (10 KD, 2 Fatigue, vuln. to upward thrusts*)	150 gold
Bone Lamellar (10 KD, -1 INIT, fearsome looking!)	200 gold
Chain Mail (12 KD, 2 Fatigue, vuln. to crushing**)	375 gold
Metal Lamellar (12 KD, -1 INIT, 2 Fatigue)	300 gold

Helmets

Simple Infantry Helm (6 KD)	80 s./4 gold
Roman Cavalry Helm (10 KD)	200s./10 gold
Spangenhelm (12 KD)	400s./20 gold

Shields

Small Round (+1 DV)	120 silver
Medium Round (+2 DV, 1 Fatigue)	160 silver
Large Round (+3 DV, 2 Fatigue)	180 silver

Key:

WA = Weapon Attack roll modifier. Add this to your attack roll to find the final total.

DC = Damage Class. This is how much base damage the weapon does.

STR Min = STrength Minimum. All these weapons have a minimum amount of strength necessary to use them. For every point of strength over the STR Min, add 1D6 up to twice the base damage of the weapon. For every point of strength under the minimum, subtract one die of damage from the base and subtract one from the Attack roll. Exception: All bows, crossbows and slings have a flat amount of damage possible. If your STrength is less than the STR Min, you may not use these weapons.

INIT = INITiative penalty. Add this to your Reflex to find your initiative.

S = Small weapon

M = Medium weapon

L = Long weapon

Rng = Range of the weapon.

1.5h = One and a half hand weapon. If used with both hands, add 1D6 to the damage done.

2h = Two handed weapon. Requires both hands.

ST = Stunning weapon. Add +1 Stun for each die damage done.

Rdc'd Pen. = Reduced Penetration. Versus armor, total stun as normal, but multiply defenses by 2, and subtract from your damage total.

CH = May use Mounted Charge maneuver.

Set = May perform Set maneuver.

Fatigue = Wearer must pay extra END per round of combat due to the weight and/or inflexibility of his armor. This effect is cumulative. For example, a warrior outfitted in Chain Mail (Fatigue 2), also carried a Medium Round Shield (Fatigue 1), then he would pay 3 extra END every round of combat.

* Vulnerable to upward thrusts from attackers in a lower elevation. Halve the effective Armor KD (rounding up) from these attacks. Example: Infantry attacking a cavalryman in Scale armor.

** Vulnerable to blunt weapon attacks, such as Quarterstaves, clubs, etc. Apply only half the effective Armor KD (rounding up) from these attacks.

Notes for Armor: Prices for Armor are for pieces that cover the shoulders, chest, stomach and vitals. To acquire armor for arms, thighs, and legs, pay 25% of the cost for each. Thus to buy Ring Mail armor for your arms and thighs, you would need to pay an additional 50 gold.

Average Armor Value: Against non-targeted attacks, use the average amount of KD you have covering your shoulders, chest, stomach and vitals against damage.

Converting Move to Speed:

KPH = 3 x (non-combat or combat move)

MPH = 2 x (non-combat or combat move)

The Time Table

1 Phase = 3 seconds (typical combat time)

1 Round = 4 phases (12 seconds)

1 Minute = 5 Rounds

5 minutes

20 minutes

1 hour

6 hours

1 day

Basic Action Summary

Action	Notes
Attack	(Shoot or Strike) Make Attack (optionally, add modifiers); autofire attacks count as one Action. Kicks do +1D6 at -1 to hit.
Block	Stops any one attack with a successful Defensive Roll vs. the Attacker's Attack roll. You attack first next phase.
Dodge	Makes you harder to hit against all attacks this phase--adds +3 DV, but you cannot attack.
Get Up	Get up from being prone.
Grab	-2 to perform; grab target or gadget; -3 Defense for both.
Run	Move up to your full Combat Move (a Run).
Sprint	Move up to your full Non Combat Move at 1/2 DEX, 0 REF.
Other	Any single action not otherwise specified, such as using a Skill, making a Strength/Lifting/Throwing Feat, loading, mounting a horse, changing weapons, etc.
Throw	Throw one object (-4 if not made for throwing).

Advanced Action Summary

Actions	Notes
Abort	Interrupt an opponent's turn to use a Defense (Dodge, Block, Diver for Cover), at cost of your upcoming action this phase.
Aim	Each phase taken Aiming adds +1 to the attack, up to +3; no other Action possible.
Called Shot	Hit specific location. Penalty to REF varies.
Choke Hold	A Grab at -4 REF, 2D6 Killing Attack. No talking if you are being Choked.
Disarm	Knock opponent's weapon from hand.
Dive for Cover	Avoid an area attack. Defender makes REF + Athletics (or combat) skill roll vs 8, +1 difficulty per each extra meter/yard dived.
Draw & Attack	Draw weapon and attack in one Action. -3 to REF.
Entangle	Immobilize opponent or opponent's weapon until he can make an Escape.
Escape	Escape from Grabs, Entangles or Choke Holds using STR + Athletics (or combat) skill.
Haymaker	+3 STR for damage, with -3 to REF.
Mounted Charge	Requires Lance. -1 REF, -2 DEX. +1 die if moved up to MOVE, +2 dice damage if moved up to RUN. Attack is armor piercing.

Difficulty Chart

Description	Difficulty Value	Description	Difficulty Value
Challenged	10	Exceptionally superheroic	42
Everyday	14	Incredibly superheroic	46
Competent	18	Legendarily superheroic	50
Heroic	22	Cosmic	54
Incredible	26	Competently cosmic	58
Legendary	30	Exceptionally cosmic	62
Superheroic	34	Incredibly cosmic	66
Competently superheroic	38	Legendarily superheroic	70

Strength Feats

Difficulty	To Lift a:	To Bend or Break	To Throw a Baseball:
2	Heavy bag of groceries	Balsa wood	5 m/yds
5	Child	Plastic, twigs	10 m/yds
7	Adult female	Wood boards	40 m/yds
9	Adult male	Aluminum	80 m/yds
11	Lion, 2 men	Iron	110 m/yds
13	Bear		1/2 mile
15	Wagon	Steel	1 mile
17	Elephant		2-5 miles
19		Hardened Steel	6-10 miles
21	Megalithic Stone		11-20 miles
23		Titanium	21-40 miles
25	Whale		41-80 miles

Targeting Against Range

Melee (4 m/yds or less)	4
Close (10 m/yds or less)	8
Medium (50 m/yds or less)	12
Long (out to listed range of weapon)	16
Extreme (beyond listed range)	16, +2 per +100 m/yds

Explosions

Roll	Area Effect Result
1-2	landed short of target
3-4	landed behind target
5	landed to right of target
6	landed to left of target

Combat Sequence

Each phase, take turns in order of REF (or REF +die roll).

- Choose Action
- Check Line of Sight
- Check Range
- Resolve Action
- Resolve Damage
- Go to Next Phase

Action Modifiers

Target 5-10 m/yds away	-2
Target 11-50 m/yds away	-4
Target within 50 m/yds~Weapon's Range	-6
Moving target	-1 per 10 m/yds moved
Target silhouetted	+2
Target partially covered:	
Half Body	-1
Head & shoulders only	-1
Head only	-2
Behind someone else	-2
Target obscured (Blinded by light, dust)	-4
Ship/Tower mounted	-4
Aimed body shot:	
chest [-1], vitals, head [-6]	
legs, hands, feet [-4], stomach [-5], arms, shoulders, thighs [-3],	
Aiming	+1 per phase, up to +3 max.
Braced	+2
Tiny target (bulleye, eye, vital area)	-6
Small target (less than 1 m/yd, head, limb)	-4
Large target (trees, wagons, large animals, etc.)	+2
Very large target (walls, side of barn)	+4
Surprise attack	+5
Target prone (not unconscious)	-2
Improvised weapon (rock, bottle, etc.)	-2
Unfamiliar tools, weapon	-4
Don't have right tools or parts	-2
Complex Task	-3 or -4
Under stress or attack	-3
Trying to perform task secretly	-4
Target partially behind something	-1
Target obscured by smoke, darkness	-4
Target is dodging	-3
Lack of instructions for task	-2
Hostile environment	-5
Have never done this before	-1
Drunk, drugged, or tired	-4

Move	Move up to half your Run distance, and perform one other actions, except for Run, Sprint, Move By, Move Thru, Recover or any action the GM rules to take a Full Action (or longer.)
Move By	Full Move and HTH attack during movement with a -2 penalty to REF & DEX. Damage = 1/2 STR +1 for every 10 m/yds moved. You will also take one third of that damage (normal stun) yourself.
Move Thru	Full Move and HTH attack at end of move with a -1 penalty for every 10 m/yds moved and a DEX penalty of -3 total. Damage = STR + 1 for every 5 m/yds moved; you will also take one half of that damage (normal stun) yourself.
Recover	-5 to Defense Value, get Recovery back in Stun, END.
Retreat	Move backwards up to 1/2 MOVE.
Set	Normally performed with a spear. +1d6 for every 10m/yds the enemy moved.
Sweep/Trip	Opponent falls; takes -2 penalty to his REF next phase, must spend an Action to get back up.
Wait	Wait for a chance to take your action or hold an action till later.

Dawn of Legends GM Screen

Created by Dustin Evermore

Some Common SDPs

<u>The Great Outdoors</u>	<u>KD</u>	<u>KD in Kills</u>	<u>SDP</u>	<u>KILLS</u>
Brush	--	--	5	--
Rocks (per m/yd)	28	--	30	--
Large Tree	--	1	--	1
<u>Structures</u>	<u>KD</u>	<u>KD in Kills</u>	<u>SDP</u>	<u>KILLS</u>
Glass (per m/yd)	3	--	5	--
Wooden wall (per m/yd)	7	--	10-15	--
Mud brick wall (per m/yd)	25	--	30	--
Wood Door	7	--	5	--
Reinforced Wood Door	14	--	10	--
Furniture	3	--	15-20	--

Presence Attacks

<u>PRE Attack Total is</u>	<u>Possible Effects</u>
> than Target Resistance	Target is impressed; hesitates, acts last this phase.
> 10+ Target Resistance	Target is very impressed; hesitates, acts last this phase and only gets one Action, even if using the Run Action. May follow commands that the target is already inclined to do.
> 20+ Target Resistance	Target is awed; may not take any Action next phase and is -5 Dexterity. May do what attacker commands.
> 30+ Target Resistance	Target is cowed; may surrender, run away, or faint. Target is Dexterity 0, and will nearly always follow attacker's commands.

Stun Recovery

<u>Stun Level</u>	<u>Recover Stun</u>
0 to -10	Every Phase
-11 to -20	Every Round
-21 to -30	Every Minute
>30	GM's Discretion

Falling

For falling, one **MOVE** is equal to about 3 m/yds travel.

Take **1 DC per 3 MOVE** travelled in a phase **plus 1 DC for every full 100 lbs** (45 kg) of weight.

Presence Attack Modifiers

<u># of Dice</u>	<u>Modifier</u>
-1 or -2	Inappropriate setting
-1	In combat
-1	At a disadvantage
-1 to -2	Wrong reputation
-1 to -3	PRE Attack runs against current mood
-1 to -2	Repeated PRE attack
+1 to +2	Right reputation
+1	Surprise
+1	Exhibiting a superior power or tech
+1 to +3	Violent action
+1 to +2	Appropriate setting
+2	Targets in partial retreat
+4	Targets in full retreat

Hit Location Chart

<u>Location Hit</u>	<u>Modifier</u>	<u>Effect (after armor)</u>
head	-6	double damage
hand/forepaws	-4	1/2 damage
arms/forelimb	-3	1/2 damage
shoulder	-3	1x damage
chest	-1	1x damage
stomach	-5	1.5x damage
vitals	-6	1.5x damage
thighs	-3	1x damage
legs/hind limb	-4	1/2 damage
feet/hind paws	-4	1/2 damage

Knockback

<u>Campaign Style</u>	<u>Knockback Unit in m/yds</u>
Everyday (realistic)	Just Knocked Down
Competent (elite, semi-realistic)	1/2
Heroic (Typical Dark Age, tv show)	1
Incredible (Olympics, action movie)	2
Legendary (blockbuster action movie)	3
Superheroic/Mythic (comic books, myths)	4

Disease

<u>Disease</u>	<u>Effect</u>
Fevers	Includes flu-like symptoms, aches, and pains.
Gripes	Describes sickness of the stomach: pain, other flue, diarrhea, etc.
Fits	Convulsions, seizures, and the like which may result in unconsciousness.
Consumptions	Diseases of the lungs.
Murrains	External lesions, spots, sores, etc.

Animal Attacks

Typical animal attack Damage Classes

<u>Situation</u>	<u>Modify DC</u>
Animal Bite/Beak	Equals STR
Animal Claw	-2 DC
Bludgeon attack (Heavy tail, natural club, tentacle blow, flipper)	+2 DC
Trample (run over, stomp)	+2 DC
Constriction attack (tentacles, body constriction)	+1 DC

Environmental Effects

<u>Type</u>	<u>Mild DC</u>	<u>Intense DC 1-4</u>	<u>Deadly DC 5-10</u>	<u>DC 11-20</u>
Electricity		near lightning hit		Lightning bolt
Fire	Grass fire	Hot wood fire		Funeral pyre or forge
Poison	Belladonna	Arsenic		Stonefish venom
Drug	Alcohol	Sodium Pentathol		LSD
Illness	Measles	Pneumonia		Plague
Environment	Uncomfortable	Harmful		Deadly

DC Applies to:

<u>Effect</u>	<u>Taken From</u>
Sleep drugs	STUN
Poisons	HITS
Mind drugs	RESISTANCE

Using Luck

<u>Use</u>	<u>Cost in Luck Pts</u>
Reducing Damage	1 die per point
Heroic Act (blocking for someone else, re-roll skill dice etc.)	3 points
Superhuman Act	5 points
Truly stupendous acts	5+ points

Experience Awards

<u>Roleplaying</u>	<u>Award</u>
Player was clever, inventive, or roleplayed well	1,2 pts.
Player solved a mystery or major point of plot	1 pt.
Adventure was resounding success	2,3 pts.
Base points for being in scenario	1,2 pts.

Rule of X Calculation

For Attacks: The Damage of the largest physical attack added to Reflex plus Skill in that attack cannot be greater than X.

For Defenses: Hits divided by 5, plus the largest Defense/5, added to Dexterity plus any applicable defensive Skill cannot be greater than X.

Dawn of Legends Mass Combat Reference

Unit Scaling Table

# Troops	Damage & HITS Modifier	Time & Distance	1 Round is	1 Hex is
1	0	x1	12 sec	2m/yrds
2	+5	x1	12 sec	2m/yrds
3	+8	x1	12 sec	2m/yrds
4	+10	x4	48 sec	8m/yrds
6	+13	x4	48 sec	8m/yrds
8	+15	x4	48 sec	8m/yrds
12	+18	x4	48 sec	8m/yrds
16	+20	x8	1.5 min	16m/yrds
24	+23	x8	1.5 min	16m/yrds
32	+25	x8	1.5 min	16m/yrds
48	+28	x8	1.5 min	16m/yrds
64	+30	x16	3 min	32m/yrds
96	+33	x16	3 min	32m/yrds
125	+35	x16	3 min	32m/yrds

CBR Modifiers Due to Damage

Damage Taken Is	CBR Roll + Modification
>=x1/2 Scaled Hits	CBR Roll
>=x1/2 Scaled Hits + 5	CBR Roll -1
>=x1/2 Scaled Hits + 10	CBR Roll -2
>=x1/2 Scaled Hits + 15	CBR Roll -3
>=x1/2 Scaled Hits + 20	CBR Roll -4
>=x1/2 Scaled Hits + 25	CBR Roll -5
etc.	etc.

Effects

- 1 War Card Hit per failed CBR Roll.
- -2 AV and DV per War Card Hit.
- Fall back one space per failed CBR Roll. Unit keeps facing, but moves backwards.
- If the unit falling back collides with a friendly unit, that unit must make an unmodified CBR roll. If it, too, collides with another friendly unit, the chain reaction continues!
- If the unit falling back collides with an enemy unit, the unit falling back is destroyed immediately.

Special Rules

Tactics Successful skill roll vs. DV of 18 may improve AV, DV or CBR for one round. Amount is 1 for success + 1 for every two points the roll is made by.

Inspiration Successful skill roll with Leadership or Oration can improve the CBR of the unit for one round. Amount is 1 for success + 1 for every two points the roll is made by. Also inspire troops by engaging a single enemy:

Single blow does	CBR Modifier
1/2 Hits	+1
3/4 Hits	+2
>= Hits	+3

Magic Must be able to affect entire units to be useful. Damage to unit scales to x2 DC for area affect attacks or x1.5 DC for explosion attacks.

Magic Skill Modifiers

- Using a Druid's Staff +2
- Wearing no armor +2
- Using an appropriate, non-required item (mistletoe for healing, holly when enchanting a weapon). +4
- In a sacred place (oak grove, ancient forest, near sacred springs, etc.) +4

Possible Critical Failure

Results:

- Takes x2 END Cost
- Loose the Magically Gifted Talent for 1 Day
- STUN drops instantly to zero, if not already there.
- Spell destroys item (for enchantments)

Order of Battle

A) Movement

1. Attacker Moves/Sets one unit
2. Defender Moves/Sets one unit
3. Repeat 1 & 2 above until all units have moved.

B) Attack. All magical attacks occur simultaneously on their action, all missile attacks on their action, all charge attack on their action, and all melee attacks on their action. Thus, all Charges are resolved at the same time but before melee attacks.

1. Magical Attacks and Presence Attacks (large monsters & terrifying creatures may cause Fear if they wish. Units which are Afraid may not attack in any way.)
 2. Ranged Attacks for units that have not yet moved.
 3. Charge Attacks
 4. Melee Attacks
 5. Ranged Attacks for units that *did* move earlier in this Round.
- Exception: Crossbow units may not both move and attack.*

C) Cohesive Battle Readiness Checks

1. Remove units which have taken more than their War Hits.
2. Units in combat (in a hex adjacent to an enemy) may voluntarily fall back one hex without changing facing.
3. Units which have succumbed to Fear and Routed (the Presence attack is 30>=Resistance) must turn 180 degrees and run 1.5 x MOVE the opposite direction. DV falls to 0. They will proceed off the battlefield at this pace and DV until Rallied by a leader or Orator.

CBR Rolls

Combat Skill	Roll (3d6)
1	14+
2	13+
3	12+
4	11+
5	10+
6	9+
7	8+
8+	7+

OR

WILL + Concentration + 3D6 vs. DV 18

Criticals

- If a unit rolls three "6"s on his attack roll, it inflicts maximum damage upon the target unit.
- If a unit rolls three "1"s on his attack roll, it loses its next attack!
- An unmodified Attack Roll of 17 or 18 *always* hits, and an unmodified roll of 3 or 4 *always* misses.
- If a unit rolls three "6"s on his CBR roll, it recovers one War Hit free! (if it was missing one already).
- If a unit rolls three "1"s on his CBR roll, it is immediately *destroyed* as the troops despair of battle or blindly panic.

Magic Reference

Saxon Runes

Item	# of Runes
Wand	5
Staff	15
Scroll	1
Amulet	2
Rings	1
Person	5
Finely Made	+1
Uses expensive	+1

Military Units of Britain Summary

<u>Allowed Nationality:</u>	<u>Unit Name</u>	<u>Muster Cost</u>	<u>Maint. Cost</u>	<u>War Hits</u>	<u>Damage</u>
Any	Javelin Skirmishers	1,000	250	2	3D6+25
	Heavy Infantry	10,800	2,700	3	6D6+25
	Medium Infantry	2,400	600	3	5D6+25
	Sling Skirmishers	500	125	2	3D6+25
British	British Archers	700	185	2	3D6+25
	British Light Spear	1,000	250	2	4D6+25
	British Heavy Cavalry	12,900	3,200	4	7D6+20 AP/5D6+20
Anglo-Saxon	Saxon Axemen	2,300	575	3	4D6+25/6D6+25
	Saxon Light Cavalry	3,200	800	3	5D6+20/4D6+20
	Saxon Light Spear	1,600	400	3	5D6+25
	Saxon Swordsmen	12,200	3,050	3	4D6+25
Pict	Pict Axemen	800	200	3	6D6+25
	Pict Crossbows	1,100	275	3	3D6+25 AP/4D6+25
	Pict Main Battle Block	1,000	250	3	5D6+25
	Pict Swordsmen	1,200	300	3	4D6+25
	Pict War Dogs	750	188	3	3D6+23
Mercenary	Irish	300	300	2	4D6+25/3D6+25
	Saxon	525	525	2	4D6+25
	British	900	900	3	5D6+25
Non-Human	Dwarf Infantry	10,025	2,506	3	7D6 + 23
	Dwarf Crossbowmen	10,525	2,630	3	3D6+23 AP/7D6 + 23
	Goblin	810	205	2	3D6 + 20 / 7D6 +20