

Alternate Morale Rules

You need 2 decks of cards. Make a Morale Deck using red suits. You need 4 aces each of which will be equal to a 1, 4 twos, 3 threes and 2 fours. Next make a Command Deck using the black suits. You make this deck with 4 aces, 4 twos, and 2 threes. At the beginning of the game each Player draws up to three cards from the Command Deck You hold these cards without revealing them to the enemy Player.

You must have one 3 HP creature per card for up to three Cards. These are your Commanders, one of which is designated as your General. Other 3 HP creatures are considered Leaders. All Leaders and Commanders are considered Officers in their army.

For each army count up the total Hit Points of the army and write this number in the designated spot on the Monster Stat Sheet or Dwarves & Humans Stat Sheet. Count all the Hit Points of multi hit point creatures so a Wolf and Rider or a Mounted Knight counts as two HP or an adult Dragon counts as 5 HP. Next figure out what 20 %, 30%, 40% and 50% of there total army Hit Points are and write these down in their appropriate spot on the Stat Sheet. (Multiply the army's total HP by **.2** to get 20 %, by **.3** for 30% etc. Round the number up to the next whole number if it ends as a number with .5 or above in it. 5.5 or 5.8 would be 6 for instance)

This is from the Human & Dwarves Stat Sheet

Total HP of army _____

20% casualties _____

30% casualties _____

40% casualties _____

50% casualties _____

As the game progresses, each time you reach one of these milestones in casualties you draw a card from the Morale Deck starting at 20%. A creature must be dead to have it's Hit Points counted as casualties. Each HP lost is a counted as a casualty. Apply the number on the card to your army's Morale Number. You draw the card at the end of the turn you reached the milestone. If you lose an Officer (a Leader or Commander), you draw a Morale Card and apply it at the end of the turn also. This means if you reach a casualty milestone and lose an Officer in one turn you would have to draw two cards and apply both at the end of the turn, After the Morale Card or Cards are applied and the numbers added to your Morale Number, put all Morale Cards back and reshuffle the deck for the next time. If you lose your General take two Morale Cards and apply both of them at the end of the turn. When your enemy kills one of your Commanders or General he takes one of your Command Cards if you have any left. He draws the Command Card from you randomly. If you kill an enemy Leader you can subtract one point from your morale number at the end of the turn. If an Officer or General is resurrected or re-animated draw a new card from the Command Deck. If you lose an Officer or General, all 1 or 2 HP friendly troops within 6 Hexes must take a Morale Test at the end of the turn. Leave the figure on the board knocked on it's side till you have conducted the tests. (See **Morale Tests** below.) If all your Commanders and the General are dead the game is over and the other side wins. If this happens to both sides on the same turn it is a tie.

As your Morale Number goes up, your army's Morale Level gets worse. They suffer penalties on their attacks and it effects their Morale Tests. Keep track of your army's Morale Number and Morale Level on the Stat Sheets

This is from the Monster Stat Sheet

| Officers and Generals | |
|------------------------------|--|
| General | <ul style="list-style-type: none"> - A General must be 3 HP or more -A general gets a Command Card at the beginning of the game. - If you lose a General you must two draw Morale Cards. -If you lose a General, all 1 & 2 HP friendly troops within 6 hexes must take a Morale Test. Only creatures effected by Morale must test. - A General can stop fleeing troops and adds +2 to their Morale Level for the test. - If you kill an enemy General you take a Command card from them randomly that you can then use. - A General can use a Command Card to effect the out come of a Melee dice roll if he is the main attacker. |
| Commander | <ul style="list-style-type: none"> - A Commander must be 3 HP or more -A Commander gets a Command Card at the beginning of the game. - If you lose a Commander you must draw one Morale Card. -If you lose a Commander, all 1 & 2 HP friendly troops within 6 hexes must take a Morale Test. Only creatures effected by Morale must test. - A General can stop fleeing troops and adds +1 to their Morale Level for the test. - If you kill an enemy Commander you take a Command Card from them randomly that you can then use. - A Commander can use a Command Card to effect the out come of a Melee dice roll if he is the main attacker. |
| Leaders | <ul style="list-style-type: none"> - A Leader must be 3 HP or more - If you lose a Leader you must draw one Morale Card. -If you lose a Leader, all 1 & 2 HP friendly troops within 6 hexes must take a Morale Test. Only creatures effected by Morale must test. - A Leader can stop fleeing troops and adds +1 to their Morale Level for the test. -If you kill an enemy Leader, subtract one from your Morale Number. |

Morale Chart

| Morale Number | Morale Level | Effects |
|----------------------------------|---------------------|---|
| 0 1 2 | 0 | No Effect |
| 3 4 5 | 1 | -1 on Melee and Missile fire rolls for 1 & 2 HP troops that are effected by Morale. |
| 6 7 | 2 | -2 on all Melee and Missile rolls fire for troops that are effected by Morale. |
| 8 9 | 3 | -3 on all Melee and Missile fire as above and all effected troops must take a Morale Test |
| 10 11 | 4 | Same as level 3. Every two morale numbers added after this will add 1 to the Morale Level |

Dwarves & Humans Stat Sheet

4-14-09

| Dwarf Warriors | | | Attack Bonus + | Defense 18 | | |
|-----------------------|-----|--------------|----------------|-----------------|-----|--------------|
| Type | HP | Damage | | Type | HP | Damage |
| Dwarf Warrior 1 | ___ | ___/___/___/ | | Dwarf Warrior 3 | ___ | ___/___/___/ |
| Type | HP | Damage | | Type | HP | Damage |
| Dwarf Warrior 2 | ___ | ___/___/___/ | | Dwarf Warrior 4 | ___ | ___/___/___/ |

| Dwarf Bear Riders | | | Attack Bonus + | Defense 18 | | |
|--------------------------|-----|--------------|----------------|-----------------|-----|--------------|
| Type | HP | Damage | | Type | HP | Damage |
| Dwarf Warrior 1 | ___ | ___/___/___/ | | Dwarf Warrior 3 | ___ | ___/___/___/ |
| Type | HP | Damage | | Type | HP | Damage |
| Dwarf Warrior 2 | ___ | ___/___/___/ | | Dwarf Warrior 4 | ___ | ___/___/___/ |

| Bear | | | Attack Bonus +2 +D6 | Defense 19 | | |
|---|-----|--------------|---------------------|------------|-----|--------------|
| Special: can double attack with bonus reduced to +2 | | | | | | |
| Type | HP | Damage | | Type | HP | Damage |
| Bear 1 | ___ | ___/___/___/ | | Bear 3 | ___ | ___/___/___/ |
| Type | HP | Damage | | Type | HP | Damage |
| Bear 2 | ___ | ___/___/___/ | | Bear 4 | ___ | ___/___/___/ |

| Mammoth | | | Attack Bonus +5+D6 | Defense 17 | | |
|--|-----|----------------------|--------------------|------------|-----|----------------------|
| Special: Double damage Double attack with bonus reduced to +3 & 1HP damage | | | | | | |
| Type | HP | Damage | | Type | HP | Damage |
| Mammoth 1 | ___ | ___/___/___/___/___/ | | Mammoth 3 | ___ | ___/___/___/___/___/ |
| Type | HP | Damage | | Type | HP | Damage |
| Mammoth 2 | ___ | ___/___/___/___/___/ | | Mammoth 4 | ___ | ___/___/___/___/___/ |

| Dwarf Hero | | | Attack Bonus +2 | Defense 18 | | |
|---|-----|----------------------|-----------------|------------|-----|----------------------|
| Special: can double attack with bonus reduced to +1 | | | | | | |
| Type | HP | Damage | | Type | HP | Damage |
| Hero 1 | ___ | ___/___/___/___/___/ | | Hero 3 | ___ | ___/___/___/___/___/ |
| Type | HP | Damage | | Type | HP | Damage |
| Hero 2 | ___ | ___/___/___/___/___/ | | Hero 4 | ___ | ___/___/___/___/___/ |

| | | | | | |
|---------------------|-----------------|--------------|---------------|-----|--------------|
| Foot Knights | Attack Bonus +2 | Defense 17 | | | |
| Type | HP | Damage | Type | HP | Damage |
| Foot Knight 1 | ___ | ___/___/___/ | Foot Knight 3 | ___ | ___/___/___/ |
| Type | HP | Damage | Type | HP | Damage |
| Foot Knight 2 | ___ | ___/___/___/ | Foot Knight 4 | ___ | ___/___/___/ |

| | | | | | |
|------------------------|-----------------|--------------|------------------|-----|--------------|
| Mounted Knights | Attack Bonus +3 | Defense 17 | | | |
| Type | HP | Damage | Type | HP | Damage |
| Mounted Knight 1 | ___ | ___/___/___/ | Mounted Knight 3 | ___ | ___/___/___/ |
| Type | HP | Damage | Type | HP | Damage |
| Mounted Knight 2 | ___ | ___/___/___/ | Mounted Knight 4 | ___ | ___/___/___/ |

| | | | | | |
|-------------------|---|----------------------|--------|-----|----------------------|
| Human Hero | Attack Bonus +4 | Defense 17 | | | |
| | Special: can double attack with bonus reduced to +2 | | | | |
| Type | HP | Damage | Type | HP | Damage |
| Hero 1 | ___ | ___/___/___/___/___/ | Hero 3 | ___ | ___/___/___/___/___/ |
| Type | HP | Damage | Type | HP | Damage |
| Hero 2 | ___ | ___/___/___/___/___/ | Hero 4 | ___ | ___/___/___/___/___/ |

| | | | | | |
|---------------|---------------------------------|---------------------------|-----------|----------|---------------------------|
| Wizard | Attack Bonus | Defense 9 | | | |
| | Special - throw limited spells, | | | | |
| Type | HP | Damage | Type | HP | Damage |
| Wizard 1 | ___ | ___/___/___/___/___/ | Wizard 2 | ___ | ___/___/___/___/___/ |
| MP | ___ | MPs used ___/___/___/___/ | MP | ___ | MPs used ___/___/___/___/ |
| | | ___/___/___/___/___/ | | | ___/___/___/___/___/ |
| Lay Hands | ___/___/ | | Lay Hands | ___/___/ | |
| Spells | | | Spells | | |

Total HP of army _____ Morale Number ___/___/___/___/___/___/___/___/___/___/

20% casualties _____ Morale Level 1___2___3___4___5___6

30% casualties _____

40% casualties _____

50% casualties _____

Mounted Lancer Charges ___/___/

MONSTER SHEET 4-8-09

Goblin Chief/Wolf Rider Attack Bonus +1 GB Defense 14 WR Defense 15

| | |
|---|---|
| Type HP Damage Goblin chief 1 ___ ___/___/___/ | Type HP Damage Goblin chief 3 ___ ___/___/___/ |
| Type HP Damage Goblin chief 2 ___ ___/___/___/ | Type HP Damage Goblin chief 4 ___ ___/___/___/ |

Minotaur Attack Bonus +2 +D6 Defense 16

| | |
|---|---|
| Type HP Damage Minotaur 1 ___ ___/___/___/ | Type HP Damage Minotaur 3 ___ ___/___/___/ |
| Type HP Damage Minotaur 2 ___ ___/___/___/ | Type HP Damage Minotaur 4 ___ ___/___/___/ |

Skeleton Attack Bonus +D6 Defense 11

Special-Arrow attacks are -5 to skeletons. Cause Fear

| | |
|---|---|
| Type HP Damage Skeleton 1 ___ ___/___/___/ | Type HP Damage Skeleton 3 ___ ___/___/___/ |
| Type HP Damage Skeleton 2 ___ ___/___/___/ | Type HP Damage Skeleton 4 ___ ___/___/___/ |

Werewolf Attack Bonus +3 Defense 19

Special-Opponents must have +2 attack bonus minimum to hit a Werewolf

| | |
|---|---|
| Type HP Damage Werewolf 1 ___ ___/___/___/ | Type HP Damage Werewolf 3 ___ ___/___/___/ |
| Type HP Damage Werewolf 2 ___ ___/___/___/ | Type HP Damage Werewolf 4 ___ ___/___/___/ |

Ogre Attack Bonus +3 Defense 17

| | |
|---|---|
| Type HP Damage Ogre 1 ___ ___/___/___/___/___/ | Type HP Damage Ogre 3 ___ ___/___/___/___/___/ |
| Type HP Damage Ogre 2 ___ ___/___/___/___/___/ | Type HP Damage Ogre 4 ___ ___/___/___/___/___/ |

Troll Attack Bonus +2 Defense 15

Special - Can regenerate. Can double attack with only +1 per attack

| | |
|--|--|
| Type HP Damage Troll 1 ___ ___/___/___/___/___/ | Type HP Damage Troll 3 ___ ___/___/___/___/___/ |
| Type HP Damage Troll 2 ___ ___/___/___/___/___/ | Type HP Damage Troll 4 ___ ___/___/___/___/___/ |

Giant Attack Bonus +3 Defense 16
special- Does double damage when he hits in melee

| | | | | | |
|---------|-----|----------------------|---------|-----|----------------------|
| Type | HP | Damage | Type | HP | Damage |
| Giant 1 | ___ | ___/___/___/___/___/ | Giant 3 | ___ | ___/___/___/___/___/ |
| | | ___/___/ | | | ___/___/ |
| Type | HP | Damage | Type | HP | Damage |
| Giant 2 | ___ | ___/___/___/___/___/ | Giant 4 | ___ | ___/___/___/___/___/ |
| | | ___/___/ | | | ___/___/ |

Dragon Attack Bonus +3+D6 Defense 16 Ancient Dragon Defense 17
Special -Can fly, throw limited spells, breathe fire, double attack +1+D6 per attack

| | | | | | |
|---------------|--------------|----------------------|---------------|--------------|----------------------|
| Type | HP | Damage | Type | HP | Damage |
| Dragon 1 | ___ | ___/___/___/___/___/ | Dragon 3 | ___ | ___/___/___/___/___/ |
| | | ___/___/___/___/___/ | | | ___/___/___/___/___/ |
| | | ___/___/___/___/___/ | | | ___/___/___/___/___/ |
| Dragon Breath | ___/___/___/ | | Dragon Breath | ___/___/___/ | |
| MP ___ | MPs used | ___/___/___/___/ | MP ___ | MPs used | ___/___/___/___/ |

Wizard Attack Bonus Defense 9
Special - throw limited spells,

| | | | | | |
|-----------|----------|----------------------|-----------|----------|----------------------|
| Type | HP | Damage | Type | HP | Damage |
| Wizard 1 | ___ | ___/___/___/___/___/ | Wizard 2 | ___ | ___/___/___/___/___/ |
| | | ___/___/___/___/___/ | | | ___/___/___/___/___/ |
| MP ___ | MPs used | ___/___/___/___/ | MP ___ | MPs used | ___/___/___/___/ |
| | | ___/___/___/___/___/ | | | ___/___/___/___/___/ |
| Lay Hands | ___/___/ | | Lay Hands | ___/___/ | |

Total HP of army _____ Morale Number ___/___/___/___/___/___/___/___/___/___/

20% casualties _____ Morale Level 1 ___ 2 ___ 3 ___ 4 ___ 5 ___ 6
30% casualties _____
40% casualties _____
50% casualties _____

Goblin Charges ___/___/