

PRINCECON XV MINIATURES RULES

INTRODUCTION

As many of you know, miniatures battles attempt to simulate the mass combat of opposing armies, emphasizing the tactics of such battles.

In the world of miniatures battles, painted figures, called *castings*, represent the men that form regiments. Usually these castings are brought together into larger groupings, called *units*. Units can move and fight other units. However, these fighting men must be commanded to move. This is where PRINCECON characters come in. Your character will be a *commander*, otherwise known as a *personality*, in the battles that are fought.

The size of the rules is daunting, but they are broken down into topics to help you digest them.

- A. General Rules. This is where we discuss the scale of the simulation, the various types of troops, and the universal characteristics of units.
- B. The Turn System. All action takes place in a set order within turns of ten minutes each. This is where we lay out the general format of the turn.
- C. Initiative Determination. One side gets to seize control of the flow of battle for the turn. Here's where we tell you how to determine which side that is.
- D. Command Control. Giving orders in the chaos of battle is difficult, and there is a system to simulate the "fog of war" that can often spell the difference between victory and defeat.
- E. Morale and Rallying Troops. Sometimes units will get scared and lose their effectiveness. This is where we tell you when and how a unit loses morale and how to rally it back if it has.
- F. Movement. Units can move when ordered. Moving can be moving forwards, moving backwards, or changing formation. Different kinds of units can move different amounts.
- G. Missile Combat. Some units have missile weapons. This is our system to determine how much damage they can inflict.
- H. Close Action combat. When two or more enemy units come into contact, they fight. Here is our system to see how much damage they inflict.
- I. Cavalry. Cavalry is more mobile and powerful than infantry. There are special rules for movement and charging for cavalry.
- J. Personalities in Combat. When personalities are attached to units in combat, the personalities can help their unit directly. Unfortunately, this also exposes them to some danger.
 - 1. Challenge Combat. When two units with attached personalities enter close combat, the personalities can fight a single combat before the units engage.
- K. Magic and Clerical. The PRINCECON world is a magical world, and magic often finds its way onto the battlefield. But not only can spell casters cast their normal spells, there are also special, longer duration spells that can be cast on the battlefield. Here is where we detail the effects of some more common spells on units and define the effects of these new spells.

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GENERAL RULES

Game scales: This is a scaled simulation, so the scale factors do play a part in appreciating the battle.

1" = 10 yards; 1 casting = 20 men; one tactical turn = about ten minutes

Note that the inch is the same as the inch used in the PRINCECON system. Hence, spell ranges and zones of effect can be taken without conversion.

Troop types: These are self-explanatory.

Heavy Infantry: Infantry in plate or similar heavy armor, usually fighting in tight, ordered formations. Dwarves and elite human troops are of this type.

Medium Infantry: Infantry in chain or similar armor. The bulk of all infantry will be of this type.

Light Infantry: Infantry in leather or no armor, usually found in looser formations or skirmish groups. Elven and human archers and militia troops are of this type.

Heavy Cavalry: The traditional medieval concept of armored knights on armored chargers.

Medium Cavalry: Armored men mostly mounted on unarmored horses. This kind of cavalry is a compromise between speed and protection.

Light Cavalry: Unarmored men mounted on unarmored horses. Horse archers and irregular cavalry are of this type.

Personalities: Player characters and NPC leaders. Single-target spells will only affect these figures. Unit characteristics and other mass effects do not apply to personalities.

Unit characteristics: These characteristics apply to all units.

Level: This is a number between 1 and 5. It determines the offensive combat abilities, the morale, the unit hits, and magic resistance of the unit. 5 is better in all cases.

- Level 1 units are little better than rabble, while level 5 units are mostly disciplined, hard-bitten veterans. Militia types hang out around 1, while most troops will be 2 or 3. Dwarves will be 3rd and 4th level troops, and most heavy cavalry will be level 4 or 5.

Unit hits: Infantry has unit hits equal to its level. Cavalry has unit hits equal to its level + 1. All damage from missile weapons, close combat, and spells are resolved into unit hits.

>>When a casting takes all of its unit hits, it is removed from the board.

>>Partially damaged castings can still fight at full effectiveness.

Armor class: This determines the average armor protection of a unit. The armor classes directly correspond to PRINCECON individual armor classes.

>>Hence, heavy infantry and cavalry is usually AC 3; medium infantry and cavalry, AC 5; light infantry and cavalry, AC 7. Add one factor if the unit is using shields.

Formation: Any unit may either be in formed, skirmish, or road order.

- When *formed*, units are more susceptible to missile fire and move more slowly, but have great advantages in combat. Most units will prefer to remain formed.
- In *skirmish* order, units move faster, are more maneuverable, and are harder to hit with missile fire; however, they will almost certainly be destroyed by any formed units that engage them in close action. Archers and other missile troops, especially if they are light infantry, will probably prefer to remain unformed.

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- Road order is similar to skirmish order, except that the unit is narrow enough to move along a road. This allows them to take advantage of the movement bonus on roads.

Morale Status: This is the morale condition of the unit. There are four stages of order and morale for a unit: *Ordered, Disordered, Broken, and Surrendered.* More later.

Abbreviations: U = Level of Unit. L = Level of spell caster

THE TURN SYSTEM

The battle is divided into 10-minute long turns. Tactical decisions and action take place at the turn level. Units may act once per turn.

Sequence of Play

- Initiative Determination: Each side roll dice to determine who goes first.
- Magic Preparations: Personalities must decide and declare whether they wish to cast spells or command. Mass spells and other special spells with long durations must be declared now, but normal spells need not be declared.
- First Player Movement: The first player may move his units.
- Second Player Missile Fire: The second player may conduct missile fire.
- Second Player Movement
- First Player Missile Fire
- Combat: All close action combat is resolved.
- Retreat and Pursuit: Disengaging attempts, routs, and pursuits are done. Second player retreats first. Mass spells take effect. Eligible cavalry may recover fatigue.

INITIATIVE DETERMINATION

At the beginning of the turn, each leader on each side roll 3d6 and add their INT scores. The leader with the highest number wins the initiative for that turn. His side becomes the "first player" in the turn sequence.

- Non-fighters have their intelligence halved for this roll.

COMMAND CONTROL

Command control is extremely difficult during battle, but the most brilliant and charismatic commanders could do it better than their opponents. To reflect this influence upon the field of battle, commanders must roll against their INT and CHA to control troops.

- If a commander is attached to a unit, he may move it about as he sees fit.
- If a commander attempts to move other units, he must roll against his INT and CHA.

>>A personality's control radius is 16"; that is, he may attempt to command troops up to 16" away from his figurine.

‡This distance is measured as ground movement, not as the crow flies.

‡The distance to the unit is measured after the character declares the attempt to give orders.

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- >>The command attempt is a percentile roll. If the roll is less than or equal to the commander's $(INT + CHA) \times 2.5$ (round down) he is successful, and may move the unit as he sees fit.
- >>Units are moved one by one; the commander must make a roll for each unit he wishes to command.
 - ‡Each failure is a cumulative -10% to subsequent rolls during that player turn. A commander who failed to control a unit may make another attempt, but his chances of succeeding have the -10% penalty assessed.
 - ‡Commanders may attempt to control a unit that other friendly commanders have failed to get to move, but have a -20% penalty when doing so, on top of his other penalties; this is cumulative (conflicting orders confuse troops exponentially to the number of people giving orders).
- >>All non-Fighters have their CHA halved (rounded up) when figuring command rolls. Thus the 17 CHA cleric has only a 9 CHA for command purposes. This reflects that Military men are usually bolder and better at command than other types.
- >>A personality must make all of his attempt ranged orders at once. When he stops making orders and allows another personality to give orders, he may not make any more ranged orders, although he is still free to move the unit he is attached to, if any.
- >>Example of command control: Joe Grok with a 3 INT and 17 CHA is attached to the 4th Dwarven axemen. He wishes to move the 27th Legion to attack the Imperial LifeGuards; he rolls 50 and succeeds. Next, he tries to make the Barra Irregulars pounce on the flank of the Royal Hobbit Slingers; he rolls 67 and fails. He tries again, hoping to roll 40 or less; he succeeds and the slingers are carried off in slings. Next, he wants to move the High elven archers, who failed an order by Lucius The Unclean; he must roll a 20 or less. The fates are with him, and he launches them into the fray. Next he tries to move the Good Samaritan Net brigade against the Royal Armored Lancers; he fails to roll 20 or less and the Good Sams stay where they are. Being obstinate, he tries to order them again, with a chance of 20%; they refuse to listen. Again, at 10%; no dice. Joe Grok is now done for the turn, unless he wants to move the 4th Dwarves.
- Personalities themselves may either move with the units to which they are attached, or after they have completed all command control attempts for the turn.
 - >>In either case, the 16" sphere of control stays centered on the spot the personality occupied at the beginning of the turn.
- Spell casters*: Personalities that lead troops during a turn may not cast spells or use non-weapon magic items during the same turn, and vice versa. It is assumed that they are either spending most of their time planning attacks and ordering about large numbers of troops, or concentrating on the perfect spell to throw at the perfect time (or casting a spell with a long preparation time).
 - >>A Personality must declare at the beginning of a turn whether he is commanding or casting; if casting he may cast a spell at any time during the turn (except as noted), and move around freely during his side's movement phase.
- Legal orders are:
 - >>Change formation.
 - >>Move forward up to full movement this turn, until reaching a certain visible objective, or indefinitely.

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‡Nonviolent option: Stop when you get within 12" of an enemy unit.

‡Violent option: Engage enemy units.

>>Move forwards to a specific enemy unit. If this objective moves out of the line of movement, the unit will require additional orders.

>>Move backward up to full movement.

MORALE AND RALLYING TROOPS

•Morale determines the willingness of a unit to fight. There are four morale levels for units in this game: Ordered, Disordered, Broken, and Surrendered.

>>Units at *Ordered* status are at full effectiveness.

>>Units in *Disordered* status fight at reduced effectiveness; they have lost formation cohesiveness and/or have been shaken up by some disturbing event.

>>Units in *Broken* status have essentially lost their fighting spirit and are in the process of routing off the field, but they can be rallied back into effectiveness.

>>*Surrendered* units are unrecoverable broken units; when enemy units touch them they disappear off the field, having surrendered.

•A unit must make a Morale check whenever:

>>it takes casualties, either from close action, missile fire, or spell damage,

>>it is in the retreat path of a routing unit,

>>it is in contact with a friendly unit that breaks,

>>it *successfully* disengages from close action,

>>a personality attached to it dies, or

>>it is faced with certain spells and unnatural monsters.

•Morale checks are calculated in the following way:

>>The base chance to fail a morale check is $50 - (L \times 10)$.

‡A 1st level unit would thus have a base 40% chance to fail, while level 5 unit has a 0% chance to fail.

>>Then add any applicable modifiers:

	Modifier to base	%Effect
Global modifiers	Unit is in cover	-10
	Unit is in fortifications	-20 (-30 vs missile fire)
	Unit has 25-49% casualties	+5
	Unit has 50-74% casualties	+10
	Unit has 75%+ casualties	+30
	Unit has extra ranks (per extra rank)	-10
	Unit is in skirmish order	+5

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Close Action modifiers	Unit is outnumbered 2-1 (not inf vs cav)	+10
	Unit is outnumbered 4-1 (not inf vs cav)	+20
	Unit outnumbers enemy 2-1 (not inf vs cav)	-15
	Unit outnumbers enemy 4-1 (not inf vs cav)	-30
	Unit has taken 25% or more casualties this turn	+30
	Unit has taken 50% or more casualties this turn	+60
	Unit is being attacked on flank	+20
	Unit is being attacked on rear	+30
	Unit is Level 1 or 2 infantry being charged by cavalry	+20
	Unit is attempting to evade close action	+10
Leadership modifiers (apply only to personalities attached to units)	Base modifier	-[(L - U) + CHA]
	Leader is same religion (for aligned troops)	-5
	Leader is different religion (for aligned troops)	+5
	Leader is same race (for nonhuman leaders)	-5
	Leader is different race (for nonhuman leaders)	+5
	Leader is not a Fighter	CHA mod = CHA + 2
	Leader has refused challenge combat this turn	+5
	Leader is victorious in challenge combat	2 * Base

- Failing a morale check puts a unit down one step, ie. Ordered to Disordered, Disordered to Broken, or Broken to Surrendered. Failing a morale check by 51% or more will move a unit two steps down.

>>A Broken unit must immediately move its full movement directly away from the enemy unit which attacked it. Broken units move at skirmish speed.

‡If within this movement it comes into contact with another enemy unit, it halts, and the enemy unit may take a free close action roll against the broken unit.

‡A Surrendered unit moves like a broken unit, save that it disappears when it comes in contact with an enemy. Units that become surrendered in close action disappear instantly; they do not rout.

‡Broken and Surrendered units do NOT disappear when they come into contact with friendly units; instead they cause those units to make a morale check.

‡Broken and Surrendered units keep routing each turn, including the last turn of the hour, until they reach cover. If attacked when in this cover, they will rout or surrender, whichever option is appropriate.

- Rallying* is the process of raising the morale status of a unit. Only unengaged units may rally.

>>If an unengaged unit neither moves nor fires missiles during a the owning player's turn, then he may attempt to rally it.

‡Disordered units may rally back to Ordered status by making a morale check with a +10% modifier.

‡Broken units rally with a +20% morale check, but they must have a Leader attached in order to make the attempt.

MOVEMENT

- Movement is segmented into *impulses*. Infantry get one impulse per turn. Cavalry that is not Exhausted get two.

- A unit may use its movement impulse to do one of three things: move forward, move backward, or change formation.

>>Moving forward may be done at the unit's full movement rate (see chart below).

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‡Formed units: The movement path must be within 15 degrees of the facing of the unit. The units facing does *not* change during the move.

‡Units in skirmish order may change facing at will and so are not restricted in how they move. They may follow curved paths.

>>Moving backward may be done at half movement rate.

>>Changing formation may be used to change facing, expand or contract frontage, or change between formed, skirmish or road order.

<u>Movement Rates per Impulse</u>		
Infantry:	Formed Order	Skirmish/Road Order
Heavy Infantry	6"	9"
Medium Infantry	9"	12"
Light Infantry	12"	15"
Cavalry:	Move	Gallop Bonus
Heavy Cavalry	16"	4"
Medium Cavalry	18"	5"
Light Cavalry	20"	6"
Personalities:		
Robes/Leather Armor	24"	
Chainmail	18"	
Platemail	12"	
Mounted	36"	

•Units that come into contact with enemy units must stop movement. Units in contact with the enemy may only move by *disengaging* or *routing*.

•Infantry units may attempt to evade close action with other infantry units.

>>To be eligible for evading close action, the unit must not have moved yet during the turn, must be facing either toward or away from the attacking unit, and must not already be engaged.

>>When an enemy unit comes into contact with an eligible unit, the unit's owner must decide whether or not to evade. If he wants to evade, then he moves the unit backward 1/4 its movement, keeping its original facing.

>>The retreating unit must then take a morale check with a 10% penalty. The attacking unit may use the remainder of its movement to chase the retreating unit.

•If a cavalry unit spends both impulses moving straight forward, then it receives a *gallop bonus*.

‡Example: a light cavalry unit has two movement impulses. It may use one of them to change formation and the other to move up to 20". If it uses both impulses to move, then it may move up to 46" (two moves of 20", plus the 6" gallop bonus).

•*Intercepts*: A cavalry unit that has not yet moved during the turn may attempt to intercept an enemy unit moving within its forward movement arc.

>>The enemy unit must be within line of sight of the intercepting cavalry,

>>A friendly personality must make a successful Command Control roll at his current CC value.

•Terrain often modifies movement rates. The effects of terrain vary from battlefield to battlefield and are at the Game Master's discretion.

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MISSILE FIRE

- Missile fire is conducted thus: 1) Determine the number of dice to be rolled, 2) Roll them and see how many hit, 3) Roll morale checks for units that took damage.

>>The number of dice is (the level of the unit + range modifier) x (the number of castings firing) x (any multipliers that apply). Round fractions down.

>>A die roll must be equal to or less than the unit's modified AC in order to cause a hit.

- If there is an obstacle blocking line of sight to the target, a missile unit may not conduct *direct fire*. It may conduct *indirect fire*.

>>Obstacles include a city/castle wall, hills, or any unit along the path that is on the same level of the firing unit or the target unit.

>>Indirect fire may only be done if a personality is attached to the firing unit.

Weapon and Range:	Short (0-6")	Medium (6.1-12")	Long(12.1-24")
Long Bow	+2	+1	-1
Short Bow	+2	+1	-2
Heavy Crossbow	+0	+0	-1
Light Crossbow	+0	+0	-2
Sling	-1	-1	no dice
Javelin	-1	no dice	no dice

Modifier type Missile Combat Modifier dice modifier

General: Missile unit is NOT in skirmish order.....x2/3
 Missile unit is conducting indirect fire.....x1/2

Firing on: Formed or road unit in Open.....x1
 Formed unit in Cover.....x2/3
 Formed unit in Fortifications.....x1/3
 Skirmishers.....x1/2
 Skirmishers in Cover or Fortifications.....x1/6

Morale Status: Ordered.....x1
 Disordered.....x1/2
 Broken or Surrendered.....No fire

Weapon AC Modifiers (reprinted from the Conbook)

	AC 2	AC 3	AC 4	AC 5	AC 6	AC 7	AC 8	AC 9
Long Bow	-2	0	0	+2	+3	+3	+3	+3
Short Bow	-3	-2	-2	0	+1	+2	+2	+2
Heavy Crossbow	-1	0	+1	+2	+3	+4	+4	+4
Light Crossbow	-3	-2	-1	0	+2	+3	+3	+3
Sling	-3	-2	-2	-1	-2	-1	-1	0
Javelin	-4	-3	-3	-2	-2	0	0	0

>>Example of fire: 4 castings of Level 3 shortbow infantry are firing upon a group of chainmail clad (AC 5) troops in the open at short range. The shortbows have +2 for short range, plus level 3 equals 5. Multiplying this by 4 castings, the shortbows roll 20 dice. Since shortbow has no modifier for AC5, the base chance for each die to hit is 5 out of 20. The dice are rolled, and five dice come out 5 and under. The crossbows have just incurred 5 hits on the enemy.

- No unit may move or fight in close action during the turn it conducts missile fire, and vice versa.

>>Exception: Elven archers in skirmish order and horse archers may fire and move 1/2 their movement. They may NOT fight in close action after they fire on the same turn.

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- Missile units may conduct missile fire after changing formation or facing.
- Missile units may not fire upon enemy units that are in close action.

CLOSE ACTION COMBAT

- Close action combat takes place when two opposing units are in base-to-base contact with each other.
- Close action comes in two types: *Ordered* and *Melee*.
 - >>When at least one of the units in close action is at *Ordered* status, the combat is *Ordered*; commanders at least have partial control over the units fighting.
 - >>When both units are *Disordered*, *Melee* takes place; the fight is uncontrolled and bloody, and will only end with the breaking of one (or both) units.
- The method of close action combat is thus:
 - 1) The number of dice rolled by each side is determined.
 - 2) Each side rolls dice to cause casualties to the enemy.
 - 3) Units which have sustained casualties must make morale checks. Broken units move their full move backward, facing away from the enemy. Surrendered units dissolve.
- Close action dice are calculated thus:
 - >>Add any modifiers that apply to each unit's level. This will be the modified level.
 - ‡If the result turns out to be less than one, then add its absolute value to the denominator of 1/2 (0=>1/2, -1=>1/3, -2=>1/4, etc.).
 - >>Determine the number of engaged castings.
 - ‡If the units are in *Melee*, then all castings in the front rank of each unit are engaged.
 - ‡If the units are in *Ordered* combat, then the castings in the front rank of the narrower unit are that unit's engaged castings. The wider unit uses its castings in contact plus one (if available) to calculate its engaged castings.
 - ‡If a unit is in base-to-base contact with more than one enemy unit, then it must divide its strength against each unit according to the positions of all units.
 - >>Multiply the number of engaged castings by the modified level of the units engaged. These will be the number of dice rolled by each unit.
- Each die's chance to hit will be the modified armor class of the enemy +1 on d20. Thus a unit of AC3 will be hit on 1-4 out of 20.
 - ‡Units of negative AC may still be hit on 1/20, since it is assumed that there are at least some people in each unit armed with magic weapons. To simulate the effects of negative AC, subtract the target unit's AC number from the level of the attacking unit.
 - >>Units that wield a uniform weapon type will use the PRINCECON armor effects table to modify the armor class of the target. To get this modifier, the entire unit must be armed with flails.

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‡For instance, if a unit armed with flails was in close action with a unit in platemail (AC 3), the flails would have a 5 out of 20 chance per die to damage the platemail unit, since Flail is +2 vs AC3.

Modifier type	Close Action Combat Modifier	Value
Unit types:	Infantry vs infantry or cav vs cav	no modifier
	Fresh or Fatigued Cavalry Charging infantry	2 x U
	Exhausted Cavalry Charging infantry	1 x U
	All Cavalry vs pike infantry	1 x U
	Heavy Cavalry Gallop Bonus	+4
	Medium Cavalry Gallop Bonus	+2
	Light Cavalry Gallop Bonus	+1
	Charging Cavalry vs stationary cavalry	+1
	No-pike infantry vs cavalry	-1
	Pike infantry vs cavalry	+1
Approach:	Enemy is in Cover	-1
	Enemy is in Fortifications	-2
	Leader is victorious in Challenge Combat	+1
	Leader is defeated in Challenge Combat	-1
	Unit is being attacked in flank (first turn of combat)	-2
	Unit is being attacked in rear (first turn of combat)	no dice
Status:	Target has negative Armor Class	- IACI
	Ordered	no modifier
	Disordered	-1
	Broken	no dice
	Surrendered	no dice

•Morale checks are made for units that take hits.

‡Infantry checks morale first, then cavalry.

‡If opposing units are the same type, then the unit that lost more castings in close action checks first.

‡If this is equal for both sides, then the player that lost the initiative checks first.

>>If the unit that checks first breaks or surrenders, then its opponent is not required to check morale unless the broken unit has a friendly unit in the same close action.

•Disengaging attempts may be made after ordered combat.

>>A unit's chance to disengage is 10% x L, doubled for cavalry on the first turn of engagement to a unit.

>>Units that disengage will move 1/4 their movement backwards, and the enemy unit may pursue at 1/4 of its movement.

>>Units in Melee may not disengage except by routing.

>>A unit that successfully disengages must make a morale check.

CAVALRY

Cavalry does not perform like infantry. A cavalry unit is more mobile, deadlier on charges, and more fearsome than any normal infantry could hope to be. Cavalry is also more vulnerable while not charging, and fatigues more easily than infantry. To reflect these differences, the rules below are used whenever cavalry is on the field.

•All cavalry goes through three stages during a battle, from *Fresh* to *Fatigued* to *Exhausted*.

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- ‡Fresh cavalry is truly fearsome in a charge against infantry.
- ‡Fatigued cavalry retains some of this shock value, but its range and deadliness is lowered.
- ‡Exhausted cavalry is at a distinct disadvantage against infantry.
- A Fresh Cavalry unit has two impulses plus a gallop bonus.
 - >>The *gallop bonus* is gained if the unit uses both of its movement impulses to move forward. If it uses the gallop bonus, then it becomes fatigued.
 - >>To gain the Fresh Cavalry vs infantry *charge bonus*, it must use both impulses to conduct the charge. Conducting a charge, whether versus cavalry or infantry, will turn the fresh unit into a fatigued unit.
 - >>Note that the fatigue penalties for galloping and charging are not cumulative; a fresh cavalry unit may use both its charge and gallop bonuses in the same turn, and it will only go to a Fatigued state.
 - >>The cavalry unit need not use all its movement to gain a charge bonus, but it must move at least one full impulse to gain the gallop bonus.
 - >>Example: a fresh light cavalry unit has up to 46" of movement. It may move from 1-46" to gain a charge bonus, but it must move at least 21" to gain a gallop bonus.
- A Fatigued Cavalry unit has two impulses of movement, but no gallop bonus.
 - >>If it conducts a charge, it will gain a charge bonus, but afterwards will become Exhausted.
- An Exhausted Cavalry unit has one impulse of movement. It gains no gallop or charge bonuses, and if it meets cavalry in close action it suffers the non-charging penalty (provided that the other cavalry unit is charging).
- Charge bonuses may be used against infantry not armed with pole arms. They may not be used against cavalry or any infantry with pole arms.
 - >>Gallop bonuses may be used against any unit.
- When a cavalry unit conducts a charge against infantry not armed with pikes, that infantry unit must make a morale check.
 - >>If the infantry unit fails this morale check by more than 50, then it loses a morale step.
 - ‡Level 1 and 2 infantry have a 20% penalty.
 - ‡Infantry in any cover need not take this morale check.
 - >>Failing this morale check means that the unit retreats before the cavalry charge, moving 1/2 its movement facing away from the cavalry.
 - >>If the cavalry can reach the target unit, then it can deliver the charge against the rear of the target unit.
- Recovering fatigue: A cavalry unit that remains stationary, receives no orders, is not fired at or involved in close action for a turn may regain one fatigue level.
 - >>Note that attempting to activate a cavalry unit, even if unsuccessful will violate the conditions needed to recover fatigue.
- Cavalry that has not moved in a turn may try to intercept. See the Movement Section.

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PERSONALITY EFFECTS ON COMBAT

- Personalities have two leadership options: *leading from the front*, or *leading from the rear*.

>>The position may be changed at the beginning of each turn.

- A Personality that leads from the rear (designated by putting their command figure behind a unit) is not subject to harm from the enemy, unless he is attached to a unit that surrenders in close action. In this case he is captured by the enemy.

>>Personalities that lead from the rear give no leadership bonuses to morale.

>>They may not issue Challenges, but may accept them.

- A Personality that leads from the front is exposed to harm.

>>If he is attached to a unit attacked by missile fire, then each round one sergeant in the opposing force will shoot at him.

>>In each turn of close action, he will have to fight one enemy sergeant as per PRINCECON individual rules.

‡If he kills the sergeant, then the enemy force loses one hit.

‡If he loses (dies) or flees then his unit suffers the effects of a lost Challenge.

>>A sergeant is defined as a representative of a unit, whose individual level is equal to the level of the unit, armed and armored as the rest of the unit, with average hit points. There is a chance that the sergeant will have magical weapons or armor.

‡If a personality is leading a unit in close action with two or more units, then randomly determine which sergeant the personality will fight.

‡The magic items of the loser may be taken by the winner if conditions permit.

>>The exception to this rule is Challenge combat (see below). A Challenge preempts representative combat for the duration of that combat. This happens even if the Challenge is declined.

‡For example, if Joe Grok with the 4th Dwarves issues a Challenge to Colonel Frito of the Royal Hobbit Rangers, then neither one will fight sergeants as long as he is attached to his unit and the 4th Dwarves are in close action with the Hobbit Rangers.

CHALLENGE COMBAT

Challenge Combat can take place when two opposing Fighters lead units into close action. When the units come into contact, either may issue a Challenge to the other. The nature of this Challenge is to fight a single combat before the units engage. Leo clerics may also issue and accept Challenges.

- One Fighter, who must be leading from the front, issues the Challenge.

>>If the other Fighter accepts, then they will fight a combat using PRINCECON individual combat rules.

>>If he declines, then his unit is treated as if he had lost the Challenge. In this case, the Challenger does not give a victory bonus to his unit.

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- While fighters are dueling, it is forbidden by custom to render assistance. This custom is frequently broken, but has bad effects on troops.
 - >>If any personality on either side gives assistance to a fellow Fighter once he is engaged in Challenge combat, the unit he is leading will accrue a -1 close action penalty even if their leader eventually wins (if he loses, the penalty becomes -2).
- Once the Fighters are engaged, they fight according to PRINCECON individual rules.
 - >>At any round of this combat, either fighter may elect to flee. If he does, he loses the combat. The victorious Fighter may not pursue.
 - >>If one of the Fighters dies, the other may take his magic items if conditions permit.

MAGICAL AND CLERICAL SYSTEMS

The PRINCECON magical and clerical systems can be used as described in the individual rules, with some modifications to take into account mass combat. These modifications are enumerated below.

- For simplicity's sake, all standard duration spells will last L+6 turns, while shorter duration spells last for one turn, and longer duration spells last for the hours specified.
- Unit saving throws will be as follows: 10% x level of unit, unless otherwise specified.
- When mass damage spells are cast, the damage is applied to the unit's allocation of unit hits.
 - >>The number of hits that the unit takes may never exceed the total of hits represented by the castings in the area effect of the spell.
 - ‡For instance, if an Ice storm did 18 points of damage to a 3rd level unit, but that unit had only 4 castings in the area effect, then the unit would only take 12 hits, the total number of hits contained in those four castings. If another 3rd level unit had 8 castings in the same area effect, then it would take the full 18 hits, since the castings in the area have 24 hits.
- Magic Users will be able to use Mass versions of some single target spells.
 - >>These mass spells are generally one level higher than the corresponding single target spells
 - >>They take a full turn to cast. Casting of particular mass spells must be declared in the magic preparations phase of the turn.
 - >>The spells will take effect in the Routing phase only, after all combat has taken place.
 - >>These spells are cast on units, so a personality will gain the benefits of a mass spell only so long as he is attached to the unit. Joining a unit after the spell has been cast does not give one the benefit of the spell.
 - >>Spells that have mass versions are listed below.
- Magic users also have the option to cast Disrupt Magic. This spell must be cast at the beginning of the turn and precludes other casting during the turn. See the spell description for details.
- During the course of one turn a magic user has three casting options:
 - 1.He may cast up to three non-damage spells and one damage spell

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2.He may cast one Mass spell.

3.He may cast Disrupt Magic and use it to counterspell.

•Clerics have two casting options:

1. They may cast up to three non-damage spells and one damage spell.

2. They may cast one Mass spell. Note that clerics already have Mass spells. However, as written in the conbook, these only affect L beings. By spending the whole turn, under the restrictions as for magic user Mass spells, the cleric can affect an entire unit.

SPELL LISTS

•New spells are indicated in Outline.

•This is simply a list of commonly cast spells. Any spell from the PRINCECON rule book may in fact be cast.

LEVEL 1 MAGIC USER SPELLS

Confuse: This has a mass version at level 2.

Range Loser: This has a mass version at level 2.

Shield: This has a mass version at level 2.

Sleep: This will cause a morale check to a single unit. The unit will get a saving throw. Its morale will not go below 'Disordered.' The effects of the spell will wear off during the next turn, unless the unit is broken beforehand.

LEVEL 2 MAGIC USER SPELLS

Air Blast: If a unit fails its save, it will take $(d4+L)/5$ unit hits, rounded down.

Fire Bomb: If a unit fails its save, it will take 2 unit hits.

Fog Weave: 1) Units within the ZOE of the spell must make a saving throw or be Disordered. 2) Missiles cannot be fired into, out of, or through the fog. 3) Movement within the cloud can be in a random direction. All units wishing to move forward must roll percentile dice. If the dice are less than or equal to $[5 \times U]$ then the unit may move forward normally. Otherwise it will end up at a random spot up to the number of inches it intended to move. Example: a level 2 infantry unit tries to move 6" straight forward. It fails its 10% saving throw, so it will end up from 0 to 6 inches laterally from where it intended to go, keeping in mind that the distance between starting and ending points is also 6 inches.

Infravision: This has a mass version at level 3.

Long Talk: This will give a Magic User the ability to give an order to one unit that will automatically activate. This spell and Telepathy are the only ways that a Magic User can command during a turn in which he is casting.

Mass Confuse: If a unit fails its save, then it will cease all action for the turn. It cannot attack, and if attacked it will fight with a -3 modifier. It will also take a morale check, although failure will not send it lower than Disordered.

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Mass Range Loser: If thrown on a missile unit, it will cause it to shoot at -4 to hit. That is, if a unit needed 5's on a d20 to hit, it will now need 1's. The unit gets a saving throw to avoid the effect.

Mass Shield: This will give one unit the AC benefits of the *Shield* spell. It will also limit the damage from *Ice Storm* to (3d6+L)/5 unit hits.

Mirror Image: This has a mass version at level 3.

Phantasmal Force: One possible use of this spell is to force a single unit to take a morale check (after all, the purpose of an illusion is to scare people). Any other use is too complicated to put into mechanics, so the referee will adjudicate them on a case-by-case basis (please remember that this is only a second level spell).

Range Finder: This spell, when cast upon a personality, allows the player to use the tape measure. Also, this has a mass version at level 3.

See Invisible: This has a mass version at level 3.

Strength: This has a mass version at level 3.

Weakness: This has a mass version at level 3.

LEVEL 3 MAGIC USER SPELLS

Disguise: This has a mass version at level 4.

Disrupt Magic: The MU casting *Disrupt Magic* must declare so in the magic preparations phase of the turn. After it is cast, the caster has in his hands a powerful counterspell. He may use it to disrupt one spell cast by another magic user, causing that magic user to expend his spell points to no effect if he loses a level-vs-level battle. The MU casting *Disrupt Magic* may not perform any action other than moving half his movement rate until he releases the counterspell. If his concentration is broken the spell is gone.

ZOE: see above; *Range:* line of sight; *Duration:* see above; *ST:* none

Fireball: The areas of the layers must be calculated, and any casting that is within one layer will receive that layer's effects. Castings partially within two layers will receive the effects of the more powerful layer, and castings in the outside fringe will receive the effects of the outermost layer. If the unit fails its save, then the damage done becomes unit hits distributed among the affected castings. If the unit saves, then the unit hits are equal to 1/5 of the damage, rounded down.

Haste: (movement only) will double the movement speed of one formed unit (infantry only) for two turns. Combat Haste has a mass version at level 4.

Invisibility 10'r: Ordinarily this spell would be too small to cast on a unit. However, this spell can be cast as a mass spell (requiring the normal one turn to cast), which would be large enough to cover one unit. The MU casting it must stay with the unit throughout the duration of the spell in order to keep up the enchantment. Upon casting, the unit must make a morale check vs Disorder.

Lightning Bolt: Only castings within the line of the Lightning Bolt are susceptible to damage, but this could be in multiple units. The damage done to these castings is Ld6 unit hits, unless they make unit saves, in which case the damage is Ld6/5.

Mass Infravision: This will give one unit the benefits of infravision.

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Mass Mirror Image: This will halve the hits a unit takes from close action and missile fire.

Mass Range Finder: This will give a missile unit +2 on each die's to hit

Mass See Invisible: This will give one unit the ability to see and fight invisible targets.

Mass Strength: This will give one unit +2 on each die's chance to hit in close action.

Mass Weakness: A Unit that fails its save will have -2 to each die's chance to hit in close action. Units that make the save get -1.

Prot/Normal Missiles: This has a mass version at level 4.

Slow: (movement only) will slow a formed infantry target unit that fails its save for two turns. Combat Slow has a mass version at level 4.

Snowball: This spell will cause Ld4 unit hits to any units within the area effect, limited to the castings actually in the area. Save for Ld4/5.

LEVEL 4 MAGIC USER SPELLS

Blinding Flash: This will automatically disorder a unit, and if the unit fails its save, then it may not perform any actions for the rest of the turn, including participating in combat or retreats. If it becomes Broken or Surrendered, it ceases to exist as a unit.

Cold Cone: Any unit that fails its save will take Ld4 unit hits within the area effect. Units that make their save will take Ld4/2 unit hits.

Fear: When cast on a unit, it will cause it to take a special morale check, figured thus: The base morale check is $100 - (20 \times L) =$ chance to fail, with modifiers staying the same (of course, leaders caught within the spell must save normally, or lose their leadership bonuses). If the unit fails, then it Breaks and routs of the field. If the unit passes, then it will lose L/2 unit hits within the area of the Fear spell, although it doesn't have to roll a morale check for this damage.

Fly Other: This has a mass version at level 5.

Growth Plants: This will cause every unit within the area effect of the spell to move at the rate of 1" per turn, regardless of its normal movement allowance. Each turn that a unit moves within the brambles area, it must roll versus Disorder. All close action taking place within the brambles area is considered to be Melee (no disengagement is possible).

Ice Storm: This does $3d6+L$ unit hits to units within its area effect. Units with shields will take $(3d6+L)/2$ unit hits.

Levitate 10'r: Ordinarily this spell would be too small to cast on a unit. However, this spell can be cast as a mass spell (taking a full turn to cast as usual), which would be large enough to cover one unit. The MU casting it must stay with the unit throughout the duration of the spell in order to keep up the enchantment. Upon casting, the unit must make a morale check vs Disorder.

Mass Combat Haste: This spell gives one infantry unit a free second impulse for one turn. The unit may use the extra impulse at any time during its part of the turn, as a free extra movement (to double movement, make a formation change and move, or give missile troops a chance to move and fire), free extra missile fire (the unit fires twice, at separate targets if desirable), or close action (the unit rolls twice as many dice). This spell will dispel the movement effects of *Mass Combat Slow*; but will not reverse failed morale checks.

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Mass Combat Slow: A unit that fails its save will move at half its movement allowance and roll half its allowed dice on any combat swing for one turn. A unit that makes its save must take a morale check vs. Disorder. When cast to dispel *Mass Combat Haste*, its effects are the same except that failure to save results in normal movement and combat allowances.

Mass Disguise: This gives one unit the benefits of the *Disguise* spell.

Mass Prot/Normal Missiles: This gives one unit the benefits of the third level spell.

Wall of Electricity: This spell will stop any unit that moves into it for one round. Because of its invisible nature it will cause 2d6 unit hits to units not in metal armor, and 4d6 unit hits to metal clad units.

Wall of Fire/Frost: These walls will simply bar the path of one unit for one turn.

NOTE: if a Wall spell is cast in the middle of a unit (bisecting it) the unit is cut into two parts for that turn. each part will be treated as a separate unit until the next turn.

LEVEL 5 MAGIC USER SPELLS

Cloudkill: All castings within the cloud die. Personalities affected as normal. Any units within 3" of the cloud must make a morale check. As the cloud moves, if it would overrun any unit, these units will automatically Break and rout off the field (causing any units they hit to make morale checks also). If for some reason they cannot avoid the cloud and are engulfed, any castings in the cloud die.

Conjure Elemental: Any units within 12" of an elemental must make a morale check. Any within 3" Break automatically. The elemental rampages as usual. It can cause d6 unit hits per turn that it attacks a unit.

Mass Fly Other: Up, up, and away.

Wall of Iron/Stone: Units cannot cross walls over 10' tall. Otherwise as Wall of Flames/Frost.

Interesting Cleric Spells:

Enhance Weapons N: This spell can enhance one unit's weapons.

Fight Like a Pride N: This affects a unit.

Mass Aura N: If cast for a turn, this affects one unit.

Mass Beneficence of Ratri N: If cast for a turn, this affects one unit. Wee!

Mass Bless N: If cast for a turn, this affects one unit.

Mass Cause N: This spell doesn't work well because the ZOE must be centered on the caster.

Mass Cure N: If cast for a turn, this will cure Nd6 unit hits.

Mass Lycanthropy N: If cast for a turn, this affects one unit.

Resistance 10'r: There are lots of this class. If cast for a turn, this affects one unit.

Silence 15'r: If cast for a turn, this affects one unit. The unit must make a morale check upon casting. A personality must be leading the unit for it to do anything. The personality must make a command control to order his unit and may not order any other units.

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Word of Command N: This spell has two versions. 1) The caster's effective charisma is raised by $3 \times N$ for $6 + L$ turns. This affects command control. 2) The caster can automatically rally one unit N steps up in morale. The caster must be attached to the unit.