



# WARRIOR HEROES: ARMIES AND ADVENTURES

WRITTEN BY ROBERT MINADEO & ED TEIXEIRA

COVER AND MAP BY PAUL KIME

Sample file

# WARRIOR HEROES: ARMIES AND ADVENTURES

## TABLE OF CONTENTS

### PROLOGUE

1

### INTRODUCTION

Special Thanks To

Rules And Tables

2

### GETTING STARTED

Equipment Required

Figures And Terrain

3

Scale And Bases

Flank And Rear Attacks

### CHARACTERS

4

Stars And Grunts

“Dear Diary” Or Player’s Journal

Player Advantages

Larger Than Life

Cheating Death

Free Will

Home

Where Are You From Boy?

### THE ESTABLISHED AND DARKLANDS

Foreigners

### RED SUN, BLACK MOON

Full Sun

Setting Sun

Twilight

6

Rising Moon

Full Moon

### GAME BASICS

Defining Figures

Reputation

Hardiness

7

Weapon

Armor

9

Armor Protected Or Pierced

Shields

Class

Additional Class Characteristics

Social Standing

11

### WHAT DO YOU DO?

12

Adventurer Classes

Employment

Self-Employment

Recruiting Your Group

Finding Recruits And Replacements

Losing Followers

13

Working For Someone Else

Join The Army And See The World

Duty Stations

14

Benefits Of Enlistment

Promotions

Losing A Battle

Mercenary

When You Can’t Join The Circus, Join The Caravan

What Do They Do And Where Do You Go?

Caravan Encounters

15

Benefits Of Employment

Caravan Composition

### IMPROVING REP: ADVANCEMENT

16

Advancing Skills

### BASIC MECHANICS

17

Forming Groups

Groups

Splitting Groups

Leaders

### BEFORE THE BATTLE

Generating Your Forces

Generating Random Terrain On The Table

Terrain And Scenery

18

### TURN SEQUENCE

19

### MOVEMENT

Normal Movement

Fast Movement

# WARRIOR HEROES: ARMIES AND ADVENTURES

Fire And Move	20	Recovery At Home	
Movement And Weapon Usage		Magic And Healing	28
Entering And Exiting Buildings			
Movement Inside Buildings		<b>MAGIC</b>	
Flying Figures		Casting Limits	
Altitude		How To Cast A Spell	
Movement On The Table		Backlash	29
		Recovering From Being Dazzled	30
<b>REACTION TEST</b>	<b>21</b>	Magical Intervention	
How To Check Reaction		How To Magically Intervene	
Types Of Reaction Tests		<b>TEST OF MAGIC</b>	<b>31</b>
Test Of Wills		Channeling Magic	
		<b>MAGIC SPELLS</b>	
<b>RANGED COMBAT</b>	<b>22</b>	Spells That Bring Allies To The Fight	
Line Of Sight		Battle Of Wills	32
Shooting A Weapon		Indirect Effect Spells	
Damage	23	Spells That Directly Affect A Figure	33
Control Test		Unique Spells	
Hardiness Test Against Missile Fire		Recovering Magic Rep	34
Rampaging Beasts		<b>MAGIC ITEMS</b>	
Auto-Kill Or Capture	24	Recruiting Casters	35
		Recruiting Casters For Big Battles	
<b>MELEE</b>		Caster CV	
Charge		Magic Availability	
Wanting To Charge Reaction Test		Is It Magical And How Do I Find Out?	36
Melee	25	Trying A Weapon	
Round Of Combat		Tasting A Potion	
Shield Dice		Poisons And Disease	
Mounted Ride Through	26	Antidotes And Medical Help	37
Stunned		Other Possible Magical Items	
Hardiness Test In Melee		Magic Weapons	
Continuous Melee		Magic Items	
		Cursed Magic Items	38
<b>ROUTES</b>		<b>ALCHEMISTS AND HEALERS</b>	<b>39</b>
Leader Lost		Healing Potions	
Crisis Test		Healing	
Routing	27	<b>THE ONGOING STORY</b>	
		Strategic Turn	
<b>BATTLEFIELDS CASUALTIES</b>			
Retrieving The Wounded			
Recovery			
After An Encounter			

Sample file

# WARRIOR HEROES: ARMIES AND ADVENTURES

Time Passage	40	<b>RAID: RAIDER</b>	
<b>ARMIES AND ADVENTURES</b>		<b>RAID: DEFENDER</b>	<b>53</b>
<b>ENCOUNTERS, BATTLES, AND CAMPAIGNS</b>		<b>PURSUIT</b>	<b>55</b>
Solo And Same-Side Gaming		<b>ESCAPE</b>	<b>56</b>
Where In The Country Are We?		<b>DUNGEONS AND LAIRS</b>	<b>57</b>
<b>ENCOUNTER RATINGS</b>		Time In Lair Encounters	54
Modifying The ER Of A Country		Special Considerations In Lair Encounters	58
Chance Of An Encounter		<b>STEPS IN LAIR CONSTRUCTION</b>	
<b>ADVENTURES OR BATTLES</b>	<b>41</b>	Base Width Unit	
<b>ADVENTURES</b>		Sections	
Random Wilderness Encounters		Traps	
Where Are They?	44	Type of Traps	59
Now What?	46	Sprung Traps	
Who Is Alert?		Lair Entrance	
Talk The Talk		Passageways	
Walk The Walk	47	Locked Or Unlocked	60
<b>PEF</b>		Opening Doors	
<b>NPC ACTIONS</b>		Using The Key	
I Have A Whole Bunch Of NPCs. What Will They Do?		Picking A Lock	
NPC Casters	48	Break The Door Down	
NPC Action Tables		Beyond Doors	
Defining NPC Actions	49	Chambers	61
Circle		Sentries	62
Close		Placing Sentries	
Dismount		Sounding The Alarm	
Retire		Occupants	
Stand		Loot	63
<b>QUEST</b>		Chance Meetings	
Completing A Quest	50	<b>CHALLENGES</b>	<b>64</b>
Quest Mechanics		Defining A Challenge	
		Opposed Or Unopposed Challenge?	
		Challenge Difficulty	
		Facing The Consequences	
		Challenge Test	65
		<b>BIG BATTLE WARRIOR HEROES</b>	
		Big Battle Rules	