# PK Fantasy Rule Modifications

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## Added Cards

**BETRAYAL!** - The Liche Kings of the Old World jealously guarded their power from all those who might steal it from them, especially their own acolytes who might just decide that they had tired of serving their dark masters and attempt to strike out on their own. As such, it was unusual that an Undead army would be commanded by anyone other than the Master Liche, with the other Liches relegated to supporting roles. This made the Undead Army a very inflexible force, as the Master directly controlled all the forces underneath him. But this command structure is not necessarily set in stone. Some Liches have allowed their underlings to learn the secrets of undead control, so that they may more flexibly command their armies in the field. But any Liche who dares to allow his minions any measure of control does so at his peril, and must intently watch for any signs of betrayal!

Undead armies will typically be commanded directly by a Liche. They will have 1 command group and since the Liche is directly in command he is automatically susceptible to casualties on a **LEADER CHECK** card.

An Undead force may, however, have up to 4 separate commands, with 4 commanders under the Master Liche as CINC. The Undead army will also receive opportunity pips equal to its number of commands. However, upon the destruction of any force within a command, a **BETRAYAL!** card is shuffled into the Necromantic deck. Upon the appearance of **BETRAYAL! ,** the leader of any command which has suffered the loss of a force that turn will attempt to rebel against its master. The commander and the CINC roll their command dice adjusted for their quality. If the CINC wins, there is no effect. If the sub-commander wins, any forces that are in command are automatically turned over to the opposing player! Any forces that may be part of the sub-commander’s brigade but are not in command are unaffected. However they MAY be brought under command of ANY leader (rebel or loyal) on a **LEADER CHECK** card.

If the rebellious sub-commander is subsequently killed, all units under his control immediately go out of command. The CINC (or perhaps other rebellious undead lords!) may attempt to retake control of these forces on a **LEADER CHECK** card as per normal.

## Added Spells

**RAISE FOE** – “We have seen the enemy, and he is us!” One of the most terrifying aspects of an undead host is the possibility of having to fight your own comrades in arms. Death is an inevitable condition of the battlefield and the ancient Liche Lords are able to use that reality to terrible effect. The more soldiers who heroically give their lives in the defense of their homelands, the stronger the undead grow, and the more unnerved the living become.

Any living unit that has lost stands is susceptible to the Necromantic spell **RAISE FOE**.

A Necromancer may attempt to cast **RAISE FOE** at a Dn 2 as per **BLACK DEATH.**

If the cast is successful, any lost stands from the *in vitalis* unit are immediately returned to play under the control of the Necromantic forces. If losses were caused by missile fire or magic, the stands are immediately placed into contact with *in vitalis* unit. Both units are considered engaged and may melee as normal on a MRC. If the losses were caused by melee, the new stands are immediately attached to the undead meleeing unit.

Any unit that is attacked by its former comrades must immediately make a **COURAGE!** test as if a **COURAGE!** card had been drawn. Only the *in vitalis* unit being attacked must test, but other factors, such as number of other undead forces in the area affect the test. Any one unit will test only once. Even if more stands are lost to **RAISE FOE**, the same unit will not have to test again. The test models only the initial horror at having your comrades rise from the dead to fight against you.

However, all *in vitalis* forces fighting undead forces that contain their undead former compatriots will fight with a Dn 1 to their morale die. This effect lasts until the end of the game, or until the offending stands are once again destroyed.

Exceptions: Any unit or creature that has the **BESERKER** ability will not be affected by the morale penalty. Any **BESERKER** unit that is within 6” of the offending unit will automatically move to engage and destroy the offending unit. Normal **BESERKER** rules apply. Any units that have the abilities **FEARSOME**, **CAUSE FEAR** or **CAUSE TERROR**, will be unaffected by the morale penalty.

**PATIN MORBIDE** – Summoning forth the ancient bones of countless lords and peasants of past ages, the Liche Lords fill the ranks of the Undead Host.

A Necromancer may attempt to cast **PATIN MORBIDE** at Dn2 as per **BLACK DEATH**.

If the cast is successful, the difference between the rolls is the number of individual figures raised. If the number of figures is not enough to raise a stand (3), a marker is placed at the spot where the figures are raised. They may remain there and be “added to” at a later time by the same or different necromancer. The raised figures may not move or fight, they do not count towards **COURAGE!** tests. If enemy forces contact the marker, it is immediately destroyed.

*Example*: A skilled liche casts **PATIN MORBIDE** within his zone of control. He rolls his command die (D20) adjusted by Dn 2 (for attempting **PATIN MORBIDE**), Up1 for being skilled, Up1 for an Undead target and no change for being within his control radius. Therefore his final command die is a D20 (Dn2+Up1+Up1) vs. an unadjusted D8. The Liche rolls a 13, his opponent rolls a 6 – a difference of 7. Therefore, 2 stands of 3 Undead are created, plus 1 extra figure. A marker is placed to represent the 1 extra figure. If **PATIN MORBIDE** is again cast on that marker, enough Undead may be raised to turn it into a full stand.

Stands raised by this method are considered part of the same unit and move and fight as normal. If the raised stands move or fight, any unfinished stands will remain, but will not be considered part of the unit unless attached later on a **LEADER CHECK** card.

Stands raised by **PATIN MORBIDE** are usually irregular citizens/peasants and are generally of low quality. Peasants raised in this way can only be of Battle Weary quality. Their unit type is considered “militia.” They will also be armed with irregular weapons.

**PATIN MORBIDE**, however, is also meant to be affected by scenario design and can be modified. If the scenario places a cemetery on the game board, necromancers will receive a further Up1 to their die roll. Raised forces will still be irregularly armed, battle weary militia. If the scenario designates that the current battlefield is also the site of an ancient battlefield or necropolis (a common occurrence throughout the Old World), necromancers will receive the Up1 to their die rolls. Further, troops raised may be armed and armored at will and may roll for their quality (with the normal Undead modifiers).

**VILE VISON!** – **VILE VISION!** Works as normal, except the spell will affect only 1 unit within the mage’s control radius instead of all units.

Alternatively, **VILE VISION!** May work as normal, except that it may be cast only at a Dn1 instead of an Up1.

Or, alternatively, **VILE VISION**! may work as normal, except that it will cost 1 impetus per each unit affected, and each target unit will roll separately against the mage.

**RAISE DEAD!** – Works as normal except that the spell will raise only **ONE** unit of the caster’s choice.

Added Abilities

**PESTILENCE!** (+2 points) – Any unit that has lost a melee with a creature or unit carrying **PESTILENCE!** will immediately fight another round of combat using their unadjusted melee die vs. a d6 at no impetus cost. If the roll is successful, there is no further effect. If the roll is failed the unit takes the appropriate amount of casualties due to **PESTILENCE!**. Further, on the appearance of a melee resolution card by any player, the affected unit will again fight another round of combat vs. the d6 “pestilence die”. This effect will continue until the unit overcomes the pestilence, at which point the effect ends.

This ability is given to certain troop types that spread disease: skaven plague monks, skaven plague censer bearers, trolls, etc.

**STEADFAST!** (+2 points) – Any unit or creature that has the ability **STEADFAST!** will be Up2 in its Morale die as if it had the **MORALE ADJUSTMENT** ability. Unlike **MORALE ADJUSTMENT,** however, the unit or creature will also radiate an Up2 Morale adjustment to any troops within 6”.

**GAZE OF STONE** (+2 points) – Any unit or creature that has the ability **GAZE OF STONE** may attempt to turn any enemy within 6” into stone with it’s terrible gaze. If the target is a unit, the attacking element will roll its adjusted missile die vs. an unadjusted D6 just like normal missile fire, with similar effects. If the target is an enemy hero or mage, the attacking element will roll its adjusted missile die vs. the characters D20. If the attacking element rolls higher than the character’s “hits” the hero is turned to stone. If the hero wins, there is no effect. (This is essentially ranged combat against heroes). After a unit or creature attempts **GAZE OF STONE**, it is “unloaded”, per missile troops. **GAZE OF STONE** reloads on an **ELITES RELOAD** card.

**TRANSFIXING GLARE** (+1 points) – Exactly like **GAZE OF STONE** except the effect is temporary. Affected models will not move or fight until the next **MISSILE RELOAD** card is turned. If an affected unit or character is attacked it is assumed that they rolled a “1” vs. the attack (thus it is possible for an enemy to strike yet still tie.) Units that suffer **TRANSFIXING GLARE** will have X number of stands affected. The rest of the unit may continue to move, but they will leave the affected stands behind, which may only rejoin the unit on a **LEADER CHECK** card. Units with affected stands fight as if they were down that number of stands. If the target is an enemy hero or mage, the attacking element will roll its adjusted missile die vs. the character’s D20. If the attacking element rolls higher than the characters “hits” the hero is in thrall. If the hero wins, there is no effect. Like units, a hero in thrall will not move or fight. If attacked, it is assumed they rolled a “1” vs. the attack. After a unit or creature attempts **TRANSFIXING GLARE**, it is “unloaded”, per missile troops. **TRANSFIXING GLARE** reloads on an **ELITES RELOAD** card.

**MONSTROUS MAGIC** (variable points) – Some creatures are generally recognized as being able to use magic: dragons, unicorns, giants, ogre magi, etc. Creatures with this ability may use magic as if they had an attached mage of a particular type. This ability takes up 1 slot and adds as many points to the creature as required for a mage of the type for that army.

*Example*: A medium skeletal dragon may take the monstrous magic ability, requiring it to add 10 points (the cost for a necromancer) to its normal 7-point cost.

Creatures endowed with the ability to use magic do not receive an extra attack, as if they had an attached mage, nor do they receive or give morale bonuses. However, each creature that uses magic automatically gains the ability of **INTELLIGENCE**.

MONSTER CREATION ADJUSTMENTS

**ADDITIONAL POINTS** - In attributing Extraordinary Abilities to monsters or units, the main way of discerning the power of an ability is by knowing how many “ability slots” that particular ability requires. For instance adjusting a creature’s melee die **Up 1** counts as one ability. Yet giving a creature the **CAUSE TERROR** ability counts as 3 abilities.

However, we still think that the current system inaccurately models the relative power of various abilities. Simply put, not all 1 slot abilities are equal. Although the **FLYING** ability and the **ANTI-MAGIC** ability both cost one “slot”, **FLYING** is much less specific and, therefore, much more potentially useful.

To allow for greater flexibility without scrapping the current slots system, the following modification is proposed:

All monsters and units have a base cost. When adding abilities, the normal rules for ability slots apply. But also an additional cost is attached to the base cost of the monster or unit, depending on the ability.

In essence, this is exactly the same as modifying the base cost of any unit on account of weapon, armor or type.

It also allows for a subtle interplay between “slots” and “points”

Example: A 4-ability creature has a base cost of 10 points. The designer chooses to take the Extraordinary Ability **FEARSOME**. The creature will now cost 12 points (+2 for **FEARSOME**) as well as having 3 slots left for other abilities.

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| --- | --- | --- |
| **Ability** | **Slots** | **Points** |
| Melee Adjustment | 1 | 1 |
| Fire\_Adjustment | 1 | 1 |
| Morale Adjustment | 1 | 1 |
| Anti-Magic | 1 | 1 |
| Beserker | 1 | 1 |
| Breath Attack | 1 | 1 |
| Cause Fear | 2 | 3 |
| Fearsome | 1 | 2 |
| Flying | 1 | 3 |
| Formed Troops | 2 | 2 |
| Incorporeal | 1 | 1 |
| Intelligence | Counts as ½ all abilities | 2 |
| Invincible | 2 | 3 |
| Multiple Assault | 2 | 2 |
| Natural Weapons | 1 | 2 |
| Resist Artillery Fire | 1 | 2 |
| Resist Missile Fire | 1 | 2 |
| Rumble Through | 1 | 1 |
| Scout | 1 | 1 |
| Speed | 1 | 1 |
| Cause Terror | 3 | 3 |
| Tough | 1 | 2 |
| Unflankable | 1 | 2 |
| Weapons Skill | 1 | 2 |
| Pestilence | 1 | 2 |
| Steadfast | 1 | 2 |
| Gaze of Stone | 1 | 2 |
| Transfixing Glare | 1 | 1 |
| Monstrous Magic | 1 | Variable |

**ABILITIES FOR THE UNDEAD -** The Undead receive the Extraordinary Ability **FEARSOME** at no cost as an intrinsic part of their nature. Because of this, a discrepancy arises in costs of abilities for the undead. It becomes relatively more expensive for the Undead to purchase the next rungs on the ladder, **CAUSE FEAR** and **CAUSE TERROR** (or conversely, it becomes cheaper for other armies to purchase those vis a vis the undead)

As a correction, the Undead may purchase **CAUSE FEAR** or **CAUSE TERROR** at a cost of one less slot than normal. Ex. **CAUSE FEAR** costs one slot, **CAUSE TERROR** costs 2 slots.

**SINGLE CREATURES UNFLANKABLE** – Monsters which are defined as single creatures cannot be flanked unless they are otherwise engaged to the front. (We know this complicates things and makes the ability “unflankable” of less value. However, arguing “realistically”, the power of the flank attack comes from the fact that you can’t turn around a block of 500 men on a dime. The men on the side turn to face the attacker, the ranks start to dissolve along with their protective ability. Fear spreads as the men on the other side, who can’t see what’s happening, wonder what’s going on, etc. But if you have 1 creature who gets hit in the side, even if it couldn’t turn before it was attacked (which is still unlikely) it would easily face front after the attack.)

**SUPER CREATURES** – Some creatures are so powerful, so terrifying, that they can only be accurately modeled with 8 abilities. This is meant to represent primarily demons, however, exceptionally old and large dragons might count.

**WAR ENGINE MODIFICATIONS**

**FIRE TEAMS** - Some technologically oriented races may employ fire-throwing weapons. Such units would include (but not be restricted to) Skaven warp fire teams, Dwarven flamethrowers and human “greek fire” projectors.

Units armed as such may only adopt skirmish or warband formation (fire weapons do not lend themselves to heavy line tactics)

Units armed with fire-throwing weapons may attack any target within a 360 degree arc up to a range of 3 inches. Multiple targets may be attacked for 1 impetus each.

Any target that is successfully attacked takes damage as normal as per missile fire, but unlike other forms of missile fire, the target automatically becomes disordered.

Any target that is successfully attacked by fire-throwing weapons is now considered to be “on fire.” Targets that are on fire will, upon the appearance of any **MELEE RESOLUTION** card attempt to extinguish the fire by rolling their “other” difficulty die against an unadjusted D6. If the roll is successful, the fire is extinguished and the target may be reordered as normal on a **LEADER CHECK** card or by magic. If the roll fails, the target takes a number of additional hits equal to the difference in the rolls. This effect lasts until the fire is extinguished.

**GENERIC FIRE RULES** (apply to all uses of fire on the battlefield – flaming arrows, breath attacks, magic, etc.)

* Some targets may be considered *flammable* (mummies, skeletons, treants.) All fire attacks directed against *flammable* targets are UP2.
* Structures may also catch on fire. Any fire attack against a structure rolls against a “fire die” predetermined by scenario (ex. A straw hut may roll a D4 while a stone keep may roll a D12+2). If the attack is successful, the structure is considered on fire and will burn until the structure is destroyed or the fire is extinguished. Structures will burn for a predetermined number of turns. For example, our straw hut may only survive for 1 turn. Thus, at the next reshuffle, the structure is considered destroyed. Any unit (or at least one stand) may attempt to extinguish the fire by contacting the structure and rolling its “other” difficulty die vs. a D6. If the roll fails, the stand may attempt to extinguish the fire again on the next **LEADER CHECK** card at a cost of 1 impetus. Stands involved in fire fighting may NOT be engaged. If the enemy engages them, they cannot fight the fire.

**POISON GAS TEAMS** – Some races employ units that specialize in poison gas attacks, specifically the Skaven poisoned wind globadiers.

Units trained in gas attacks may only adopt skirmish or warband formation.

Poison gas units may attack targets in a 360 degree arc up to a range of 2 inches. Poison gas units may not attack multiple targets.

Poison gas attacks are not very lethal and count on vagaries such as wind and weather to be effective. Poison gas units may only fire to skirmish effect. However, the poison gas units add a +1 to their rolls on the skirmish fire table to model the fear effects these unnerving weapons have on their targets.

Poison gas attacks are effective only on living targets. The undead, incorporeal or purely magical beings such as demons or angels, are unaffected by gas attacks.