

THE INTELLIGENT WARGAMES TABLE

VALKYRX



Days of the Valkyrx

RULES FOR WAR AGAINST THE DEMON KING

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1) INTRODUCTION

"DAYS OF THE VALKYRX"

RULES FOR WAR AGAINST THE DEMON KING

This is a Fantasy game inspired by classical mythology, The Lord of the Rings, Game of Thrones and others. It is a tale set in an ancient, earth like, world. Weapons are swords, spears and catapults rather than laser blasters. However, there is sorcery and dragons, demi-Gods and demons.

A comprehensive back story accompanies these rules covering the origins of war, the combatants, character profiles, family trees, domicile, loyalties and objectives. This will help bring the characters to life, explain their representation in miniature and inspire hobbyists to paint and play with their models with an appreciation of the character's strengths and weaknesses.

The following rules represent a guide to playing "Days of the Valkyrx" on the Intelligent Wargames Table (IWGT). An in depth knowledge of the rules is not necessary to enjoy a game on the IWGT. In fact gaining knowledge and experience of the game through actually playing is a fun way to become a proficient player. The table does all the "heavy lifting" by policing movement and calculating combat outcomes in an instant to provide "real time" game play. In this fast moving environment players can concentrate on command, not computation. The game is highly atmospheric with play accompanied by music, lighting and SFX.

Of course, some familiarisation with the core rules will provide advantage in your early games and the summary presented here will serve as a useful introduction. However, nothing will beat the experience and knowledge you will gain by actually playing. You'll find it a lot of fun too!

2) BATTLEFIELD SCALE & MOVEMENT

- The table is nominally scaled at 1/1000 (1mm = 1m).
- Each hexagonal movement cell is 155mm across.
- A standard "infantry" unit has 5 miniatures. One based unit = 300 troops
- Some elite characters e.g. demons & heroes, will be represented on a 1 to 1 basis.

The game is designed to be played in "real time". Nominally 5 minutes of game time represents 5 minutes of real time. This may vary turn to turn as players may elect to terminate their movement phase before the two minute time allowance has elapsed. However, it is generally expected that an hour of battlefield (scale) time will take about one hour of real time to play.

The relationship between scale and time has been carefully crafted to produce a "true-to-life" game situation. A typical foot soldier can march at a speed of circa 5.5 kph (3.4 mph). In 5 minutes he can travel around 465m. At a scale of 1/1000 he can travel about 465mm, or three movement cells.

Opposing sides **take it in turns** to move their armies. Players have a maximum of two minutes **each** to execute their move. To this total of four minutes for movement is added an extra minute to resolve, and report on, combat outcomes. Because a turn nominally totals 5 minutes of battlefield time we accept that a unit moving into contact will spend some, or all, of the 5 minutes of battlefield time moving i.e. there may be reduced time, or no time, available for combat that turn.

The Movement Allowance for each character and unit type is contained in the Attributes Table.

The IWGT lights to indicate where a player's bases may be placed at the start of the game.

3) COMPULSORY MOVES

A player is permitted to move any of his units that are in a lit cell at the commencement of his turn. If the unit is not lit this is because it is not permitted to move that turn. This may be due to it being locked in close combat, poor morale, or even being taken over by the enemy through use of a "Command Spell" or similar.

If a player makes an "illegal" move e.g. exceeds the unit's Movement Allowance the destination cell will light red requiring the player to re-position his unit.

Each turn a player usually has a free choice to move any, or all, his units up to the maximum number of cells indicated in the Attributes Table. However, due to certain events, or circumstances, the player's discretion is sometimes taken away and, at the start of the next turn's movement phase the player may be denied the opportunity to move some units, or be required to remove some from the game altogether.

4) SEQUENCE OF PLAY

A "turn" comprises

- Player 1 move
- Player 2 move
- Combat round (including spells)
- Reports

Movement includes compulsory movements and voluntary movements.

Movement in Turns

Players take it in turns to move their armies. The player to move first is randomly selected by the table. The combat phase of the turn takes place after all movement is concluded. At the end of the movement phase any unit that is in range of a projectile, or proximity, weapon will be engaged unless the missile unit has moved more than 50% of its movement allowance. Other units are deemed to be engaged when occupying adjacent cells at the conclusion of the movement phase (i.e. when both players have completed their moves). Thus, if player one, who moves first each turn, moves his unit into a cell adjacent to an enemy unit they are deemed to be in close combat and **must** fight (either this turn, or following turn depending on the amount of their move used to make contact). Once engaged units cannot withdraw until they have fought at least one combat round.

Charge Moves

The Character Attributes Table often shows the permitted movement of a unit as 2/3, or 3/4 etc. The first number represents the standard maximum movement a unit can sustain every turn. The second is the permitted maximum number of cells a unit can move occasionally and represents "charge" speed. A "charge" is made at the discretion of the player, but can only be employed if:

- i) The unit has not charged previously, or two other turns have been completed since the unit last charged i.e. this is the movement phase of the third turn since the last charge.

ii) The unit concerned was not engaged in close combat (adjacent cell) in the previous move, unless he is in pursuit of the enemy he was previously engaged with.

A charge move **must** result in contact with the enemy. If this is not achievable then the attacking unit is only allowed its standard maximum move. Thus, a retreating unit cannot employ a charge move to avoid contact. Due to the impetus of a charge a unit that contacts an enemy at charge speed will inflict heavier casualties than normal that turn.

Flank Attacks

A unit is deemed to be attacked in the flank, or rear, if two, or more, enemy units occupy two different adjacent cells providing the attacking units are not themselves adjacent to each other. A flank attack will not only give the target unit more enemies to fight, but there is a negative effect on morale. Units achieving a flank attack will inflict + 50% casualties. If the flanked unit is also heavily outnumbered the penalty modifier for this is added.

Prohibited Moves

It is not permissible for a player to move through an occupied cell, or to take a path through a cell adjacent to one occupied by an enemy without engagement, unless the unit can fly.

Flying Units

A flying unit is deemed to be airborne if picked up from its current cell and placed directly on any cell two or more cells away from its starting position. It can engage with missile weapons if airborne, but cannot be in close combat. A character who has the ability to fly will be deemed to be fighting on the ground if moved along the ground cell to cell. A flying character can "fly" and "walk" in the same move by apportioning its Movement Allowance e.g. a dragon who can fly 12 cells, or walk 4, in the turn can alternatively choose to fly 6 and walk 2.

5) INFRASTRUCTURE FEATURES

Some infrastructure features will be purely decorative, or deliberately restrictive, e.g. a mountain range on each side of a valley. Creating a bottleneck that is more easily defensible. Some cells will contain hazards which can affect a unit moving into it e.g. boggy ground/swamp/quicksand. A unit may have its movement reduced when passing over difficult terrain. Cells occupied by such infrastructure features will have to recognise the presence of the obstruction, or hazard.

Any unit that passes through a cell designated as "difficult terrain" will incur a one cell movement penalty. Certain "deadly" features (quicksand) can inflict 25% casualties as well as impair movement.

There are some special infrastructure features that have special meaning e.g.

The Temple of *Ψεύδος*

This is an infrastructure feature that adds opportunity (and jeopardy) to the game.

On entering the cell designated as the Temple the unit concerned can essentially pray to the Gods to be endowed with special (God like) powers which will last for the next 5 moves. Success is determined simply by 50:50 chance of contacting a friendly God. If successful the unit gains the following powers for the following 5 turns:

- Movement x 2
- Inflict casualties x 2
- Casualties received 50% of normal.

If unsuccessful the unit is destroyed and thrown into the otherworldly void. Thus, it offers the chance of redemption when the battle seems lost, but may simply compound an impending defeat.

6) CHARACTER, AND UNIT, POINTS VALUES

All characters and units have a points value. This is calculated based on their attributes, including movement, strength, combat abilities and special powers. These scores are a good indication of their relative value on the battlefield. Competition games can be based on players being permitted to select up to a maximum points value for their army.

7) COMBAT

Following the completion of the movement phase by both players the Intelligent Table (IT) calculates the outcome of the combat phase.

There is some science supporting the calculation of "Hits" (H) a unit obtains on its target and how many of those hits ultimately result in "Casualties" (C). The formula is designed to calculate the number of casualties inflicted, and received, when units fight in their first full contact period of 5 minutes. This assumes that not all the men of each unit are initially engaged i.e. the men at the front of a column are engaged, but the men behind are not immediately engaged. As the fight progresses, and the opposing columns lose shape, a melee develops. Scores are modified when units are in "melee" depending on their close combat prowess.

$$H = \text{Number of men in the attacking unit} \times \text{Rate of Fire} \times \text{Accuracy percentage}$$

Random Factor

A random factor is applied to stop outcomes becoming completely predictable. Superior fighting ability and unit strength will, of course, triumph, but outcomes may vary turn to turn due to applying the random factor to the calculation.

This element of chance **is itself progressively modified** depending on the outcomes of previous combat rounds e.g. if a unit has suffered badly in combat its morale (confidence) becomes less and its efficiency begins to fall. This decline in efficiency is reflected in a reducing chance of the random factor working in favour of the damaged unit.

Note: A unit is deemed to be in combat with an enemy unit if it is in an adjacent cell following completion of the movement phase. If a unit is in contact with a single foe all its firepower is directed at this target. If two enemy units are in contact (in adjacent cells) then the attacker splits its firepower evenly between the two. i.e. 50:50. If three units it directs one-third of its firepower towards each enemy unit, and so on.

Modifiers

In addition to the regular factors contained in the Attributes Table a unit may be subject to a "Modifying" factor which can enhance its combat performance either positively, or negatively. These modifiers are applied in particular circumstances, or against particular foes.

Melee

Initial contact between opposing units is deemed to represent a coming together of the first few ranks on either side. However, as the fight develops the units potentially become less disciplined and more intermingled with the enemy. This is the "melee" stage. Some units are extremely effective in melee e.g. troops with short stabbing swords, other are less effective e.g. specialist troops with 12 foot spears. The latter may have the advantage in the initial "arms length" contact, but suffer with the cumbersome nature of their weapon as the fight develops. The melee stage will occur in the second, and subsequent, combat rounds following initial contact, providing contact with the same enemy unit is maintained. The Attributes Table confirms the Melee Modifier to be applied to the casualty figure inflicted.

8) WEAPONS & RANGES

Characters and units possess a variety of weapons. A majority possess run-of-the mill "mortal" weapons while others are "magical" and have special powers. For example, while mortal weapons are next to useless against the undead the magical weapons of the elves are deadly.

Missile weapons (bows, catapults, etc) have a range of more than one cell. Other weapons can be used only when opposing units are in adjacent cells. Note: dragon fire has a range of one cell, but an airborne dragon is not in close combat.

Some weapons are highly effective on first contact, but less effective in melee.

See Attributes Table.

9) TARGET SELECTION

For weapons that do not have a range of more than one cell the player is responsible for selecting his opponent by moving his unit into the cell adjacent to the enemy i.e. "Close Combat". However, where weapons have a range in excess of one cell e.g. arrows, javelins, catapults etc, the following rules of target selection apply, and are automatically performed by the IWGT.

The rule is based on engaging the enemy which poses the most immediate threat. Generally speaking this means "shooting the wolf closest to the sledge", subject to the following conditions:

- i) An enemy that is routed and subject to a compulsory move away next turn will not be engaged.
- ii) An enemy already engaged with a friendly unit will not be engaged (for fear of striking own men).
- iii) Any target unit with less than 25% of the attacking units strength will not be engaged **if** there is a more powerful enemy unit within range i.e. the more powerful unit will be chosen in preference to the weaker, closer, unit.

When there are multiple missile units:

- i) The highest value missile unit will select its target first, the second highest value selects second and so on. As far as is possible the missile units will select different targets. If there are insufficient targets then some missile units will shoot at the same target. Selection criteria as above.
- ii) If missile units are of equal value at the start of the turn then the unit selecting its target first is a random choice.

10) MORALE

All characters/units start the game with a "Morale" score. This starting score is deemed the "Standard" for this unit type.

If a unit performs well on the battlefield there are two higher levels of morale that can be reached i.e. "Enhanced", and "High". Conversely, a unit that is damaged can suffer two lower levels i.e. "Weakened" and "Critical".

The typical Standard score (at game start) is in the range 20-40. At the high end this reflects the buoyant morale of elite, professional, units. The lower end poorly trained men of doubtful loyalty.

Certain events during a turn will lead to additions to, or deductions from, the morale score at the start of the turn. The new net score is carried forward into the next turn.

When calculating the number of "Casualties" obtained on an enemy unit the score will be modified by a random factor depending on the morale status of the firing unit.

Morale Status	Morale Score Range	Range of Random Factor to be Applied
High	Over 50	160% to 200% of calculated hits
Enhanced	40- 50	110% to 160% of calculated hits
Standard	20-40	80% to 120% of calculated hits
Weakened	10-20	50% to 90% of calculated hits
Critical	0 -10	10% to 50% of calculated hits

Note: If a unit's morale score drops below zero it must flee the field.

MODIFYING MORALE SCORES

Events during the game modify morale scores at the end of the turn, following the combat round.

Such events include casualties suffered and the presence of the enemy, or own, Supreme Leader.

11) WIZARDS & SPELLS

Necromancers and Wizards are very important in "Days of the Valkyrx" and possess a variety of potentially game winning spells.

At the start of the game Wizards can select 6 spells from a list of 20 +. Some higher level wizards have exclusive access to some more powerful (red) incantations.

A wizard's strength is diminished by 10% every time he throws a spell.

IMPORTANT NOTE: A wizard's own side is not affected by attack spells he throws at his enemies (other than the chance of being infected with plague). However, friendly units are always affected by helpful, empowering, spells e.g. "Strength" or "Speed".

See Spells Table for a description of available spells.

12) STEALTH CHARACTERS

THE GRIMA (Assassin)

Stealth characters are some of the most interesting characters in the game. Their ability for "off-the-table" hidden movement is one of the great innovations the IWGT makes possible.

The Grima is placed on the tabletop at game start, but can be removed in order that its future moves are hidden from sight. The assassin's target is selected and the IWGT will secretly move the Grima in pursuit of her prey, wherever the target may move. The enemy player remains unaware of which of his characters is targeted and cannot see where the Grima is until she emerges to strike. She has a 50% chance of success.

SAND WORMS

To balance the covert assassins of the Forces of the Light, the forces of Darkness have Sand Worms.

Sand Worms are gigantic burrowing monsters that travel at speed under ground emerging at a point of their (near) choosing after remaining hidden off the table.

The Sand Worm is less accurate in its targeting, but is 100% successful if the attack can be delivered.

The worm is a little indiscriminate and will consume friendly and enemy units alike. It's appetite is insatiable.

The worm has very sensitive skin and will suffer sunstroke and die if exposed on the surface too long.

13) CHARACTER LIST & PROFILES

The following is a list of the main protagonists in the "Days of the Valkyrx" game. When read in conjunction with the backstory it will provide the player with a more rounded appreciation of the characters, their strengths and vulnerabilities.

1) The Forces of the Light

i) King Môdrôf of Cîse a.k.a. The Fire King Points Value 2500

Ruler of the Southern Kingdom. Ambushed and slain in battle against overwhelming forces. Raised again by the Valkyrx as a Living Spirit as a reward for his valour.

Now leader of the Great Coalition of Men, Elves, Dwarfs, Dragons and Giants against the forces of Darkness. Close proximity raises morale of friendly troops and diminishes morale of the enemy. His sword burns with fire. Very effective against Wickermen and the undead. Moves at great speed compared to mortals.

ii) Wælhwerp the She-Wolf Points Value 1800

One of The Arodnes, a Living Spirit sent to Earth by the The ðanginn (The Guardians) to contest against the demons and necromancers of the Darkness. Ethereal in form she is a fearsome opponent that travels as if borne by the wind.

iii) Wulfgeldre Points Value 2000

Living Spirit created by the ðanginn. Warrior Wizard. Master of the mystical arts and a fearsome opponent in close combat.

iv) **Ǻstígend** - Fire Dragon

Points Value 1500

Leader of the last of the Dragons on Earth. Originating in the lands now known as Fyrdraca the Fire Dragons left the mainland millennia ago to make their home at the outer limits of the known world, on the island of Dism. Able to swallow and regurgitate fire **Ǻstígend** can also resist temperatures of over 1000 degrees, due to the interlocking scales on his body that give the impression of armour plate. Hence the alternative name of "Iron Dragon". Now living in harmony with the Ice Dragons from Mount **ǧicel** and the venomous serpents from the East, **Ǻstígend** has pledged the Ancients to the service of **Môdrôf**. Their ability to fly allows the dragons to travel swiftly across the battlefield to deliver a ferocious attack by fire, ice and venom.

v) **Vertígron** - Ice Dragon

Points Value 1200

One of the few surviving Ice Dragons **Vertígron** can freeze opponents solid with his breath. A fast flyer he is formidable in the air and on the ground. Fire and Ice dragons can combine with devastating effect to crack and destroy the otherwise seemingly indestructible Stone Titan.

vi) **Ekglíde** - Venomous Dragon

Points Value 1200

Native to the forests in **Deórhám** these flying serpents fight with venom. Their deadly bite meaning even a slight wound brings paralysis and death to the victim.

vii) **Grondul** - Doyen of the Giants of Meroetius Points Value 900

Following the invasion of Meroetius and the slaughter of many of his kin by the mutant forces of the Darkness, **Grondul** is rescued from captivity by **Drisne Stoneaxe**, Dwarf and Living Spirit. This leads to an unexpected, but enduring, alliance between Giant and Dwarf.

viii) **Gronfeld** - Giant of Meroetius

Points Value 700

One of the surviving Giants of Meroetius he now fights under the flag of **Môdrôf** against the Demon King. Giants are very strong and can hurl large rocks a good distance to crush their enemies.

ix) Gronstrat - Giant of Meroetius

Points Value 700

Brother of Gronfeld he fights at his side seeking vengeance against the mutant hordes who invaded his homeland and slaughtered many of his kin.

x) Erendil Lord of the High Elves

Points Value 3000

900 years old and immortal Erendil is a direct descendent of Eostrec, the First Born. Nurtured by Arius since the Earth was newly formed the Elves are the most formidable fighters on Earth. Erendil is the mightiest of all with a strength surpassing that of even the Living Spirits. Expert with bow, sword and spear he leads a formidable army of fighters. Elves have no fear of the supernatural, or the un-dead, and are highly resistant to magic and disease. However, they are measured in the sacrifice they are prepared to make in defence of the mortal realm. For to die in battle is to sacrifice a life immortal in the Great Halls of Eaströðor on their passing. If losses in battle are considered too grievous the Elves will leave the field, even if the majority of their force remains intact. Elves are mighty, but will only commit so much blood in defending the Earth when immortality in the otherworld is their destiny.

xi) Dwarf Lord Drisne Stoneaxe

Points Value 1800

Fatally wounded hero of the battle of The Stone Bridge and raised again as Living Spirit by the Valkyrs. Leader of the now reconciled settlements of the Dwarfs in the North and South and fighting under the flag of Môdrôf.

xii) Circan - Wizard of the White Council Points Value 1600

Wizard appointed by the Anginn to contest against the necromancers of the Demon King. Powerful, but not to the measure of Wulfgeldre, who is Head of the White Council of Wizards.

xiii) The Grima (of the Mask)

Points Value 1400

Mysterious and deadly assassins. Able to move invisibly with stealth to attack even the mightiest with deadly force. Appointed by the Valkyrx to walk the Earth in the service of King Môdrôf. Perhaps man's main hope of casting the Demon back into the Void.

2) The Forces of Darkness

i) **M**angere - Demon King

Points Value 3200

Sent to Earth by Ψεύδοϝ of the Wælgæst (The Corruptors), to turn the Earth into a dead, dark, world. **M**angere is the most powerful being to walk the planet. Master of Demons and Necromancers. Responsible for the desolation of the North and the genocide of the people. Murdered King Deall hêafodgol and raised him again to lead the army of the un-dead. Released the Wraiths from purgatory and recruited beasts from the underworld in his service. His close proximity on the battlefield is a morale boost for his evil hordes, but his defeat may create panic throughout the mutant ranks.

ii) Wærloga (The Oathbreaker)

Points Value 1900

Originally **b**ladesung, Head of the White Order, he contended directly with Ψεύδοϝ and his mind was destroyed. Restored as Wærloga to head the necromancers in the service of Mangere. Other than Wulfgeldre of the White Order, who is his equal, Wærloga is the mightiest wielder of the Dark Arts on Earth.

iii) Deall hêafodgol - The King of the Dead Points Value 1900

King of the Northern lands of Flacg, Deall hêafodgol was a vainglorious man who was tricked into war against King Môdrôf of Cîse by the Deceivers. Distracted by war against his fellow man he failed to see the rising of the beasts that turned his Kingdom into the killing fields. Making his final stand on the ground outlying Castle Môdigian he is killed by **M**angere and raised again as King of the un-dead in the service of the Demon King. Bitter and powerful he hates the living and strives to turn others to his service. Anything of living flesh can be raised as un-dead to march at his side. Hard to kill other than by fire, or be-heading, the un-dead are formidable opponents on the battlefield. Recruiting from the dead, who have died by their hand, the army of the dead swells in numbers rather than diminishes by attrition in battle.

iv) Pocâdl - Bringer of Plaque Points Value 2000

Demon disciple of Mangere, Pocâdyl is a spirit sent to Earth by the Wælgæst (The Corruptors) on a mission to destroy all living things. A mighty demon who rides on a stinking sea of plague rats. Those who come into contact have a high risk of becoming infected with plague. Whole armies have been destroyed by this monster. Best keep your distance.

v) Unsibb - Bringer of War Points Value 2200

The mightiest of the three Demon lieutenants of Mangere. Unsibb is a mighty warrior who rides his spectral mount Draca into battle. There are few that dare contest directly against him. His weapons are a spiked mace and shield. Sight of his horned helm make all but the most courageous quail in fear.

vi) Mistrîwan - Bringer of Despair Points Value 1800

Mistrîwan, Demon servant of Mangere, can appear in many dreadful forms. Sometimes appearing as a giant arachnid, or multi-tailed scorpion, with the head and torso of a tortured, despairing, man. He is a mighty fighter, but his weapon is despair. The morale of any unit coming into contact will fall sharply, with men looking to take their own lives for blessed release from the horror that is Mistrîwan.

vii) Weosule - Necromancer Points Value 1600

Master of the Dark Arts. Placed upon Earth by the Wælgæst in the service of the Demon King. Through Millennia of study Weosule has knowledge of many deadly spells, but has yet to gain access to the range of God gifted, higher level, spells at the disposal of Wærloga, the Head of his Order. Although of the lower order of wizards he is a worthy opponent in close combat.

viii) Troll Points Value 1200

An ancient wild beast raised from a million years of slumber by the hand of Mangere and his necromancers to serve the Darkness.

Large and unpredictable they are fearsome foes that attack with tooth and claw in a lust for blood.

Their unpredictability makes for unease among friend and foe alike, for a hungry troll is not particular where his next meal comes from. It is not unknown for a Troll to pounce upon a passing "friend" and devour him.

ix) Sand Worm

Points Value 1800

An ancient beast that is as old as the trees and rocks. Blind and living under the sea floor the Worm has been brought forth in the service of the Demon King. Able to travel underground the Worm is invisible to those who walk on the surface above. With an insatiable hunger this huge beast will suddenly break the surface to swallow whole men and horses in great numbers, disappearing as quickly as it has appeared. Its navigation is imperfect however, and there is a chance its assault will fall upon a friendly unit if in close proximity to its intended target. The subterranean worm has a pale skin and will perish in the sun if it tarries on the surface too long.

x) Stone Titan

Points Value 2000

Animated gigantic stone statues brought to life in the service of the Demon.

Very powerful and almost impervious to mortal weapons. Can be destroyed by the application of fire and ice.

xi) The Mægen

Points Value 900

The necromancers created the Mægen, a new more powerful breed of mutant through the amalgam of Ogre and Wearg. The Mægen are of great strength, but of low intellect. The Mægen needs constant instruction to perform the most basic of tasks. To guide the Mægen in battle a Puca sits upon the beasts back directing it with timely blows to the skull using a sharp bull pick, similar to the way a mahout manages his elephant.

xii) The Wraith King

Points Value 1600

Of all the tormented souls raised as Wraiths from their tombs by Mangere, Ásnæsan (The Impaler) is the most despotic. Pre-dating the blood lines of Môdrôf and Deall hêafodgold, Ásnæsan's paranoia drove him to slaughter his own people in their thousands. In the darkest times bodies were displayed publicly, impaled on sharpened wooden stakes. Evil in life and ten-fold so in death he is raging with malice. Immune to harm by mortals his weapon of choice is fear. His foes quail before him and only those of the highest morale will stand and fight.

xiii) Láf gangewifre - Great Queen of the Hefeldian Points Value 1300

Queen, and one of the last surviving of the Hefeldian, the giant arachnoids nesting in the bowels of Mount glÉd. Her offspring and kin destroyed at the direction of Dwarf Lord Drisne Stoneaxe, she has a seething hatred of Dwarf kind and will wreak her revenge upon them wherever she sees them. She has left her lair to seek her revenge and can be seen on the battlefields in the service of the Demon. Such is her lust for revenge against the Dwarfs she will direct her attack against them even if they are not the nearest enemy. She has the ability to shoot the venomous hairs on her legs like darts, as well as being deadly in close combat.

xiv) Wickermen

Points Value 1200

Born of the trees by the necromancers these rough hewn beasts take the outline form of a man standing forty feet high. Impervious to sword and spear they are susceptible to fire.

xv) Minotaurs

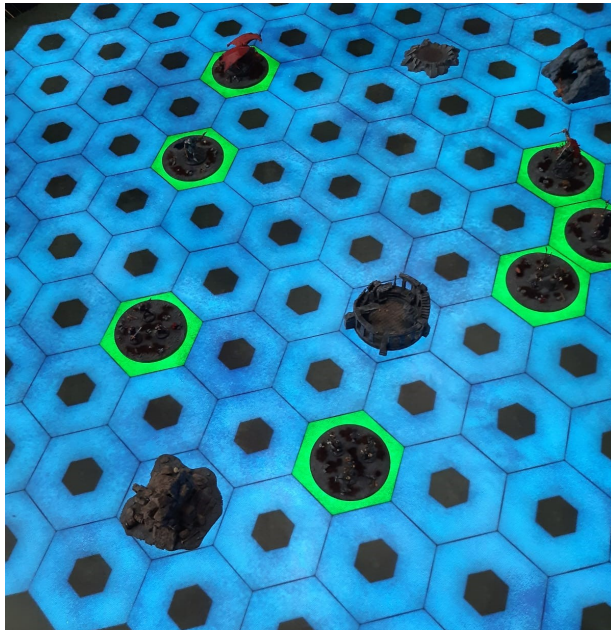
Points Value 1200

These mythical creatures were awoken by the Demon King in the depths of the Earth where they have slumbered since the days before the coming of the Ancients. Although able to wield mortal weapons in their claw like hands their main weapon is their giant horns. Instrumental in leading mortal King Môdrôf into a fatal ambush the minotaur are often the spearhead of any attack, due to the impetus created by their combination of heavy weight and speed.

14) TABLE ANIMATION AND LIGHTING

Images of the IWGT below. See key for explanation

Table lights all cells to guide the placement of your units at game start.



Your units light when it is your turn to move.



"Illegal" moves light red



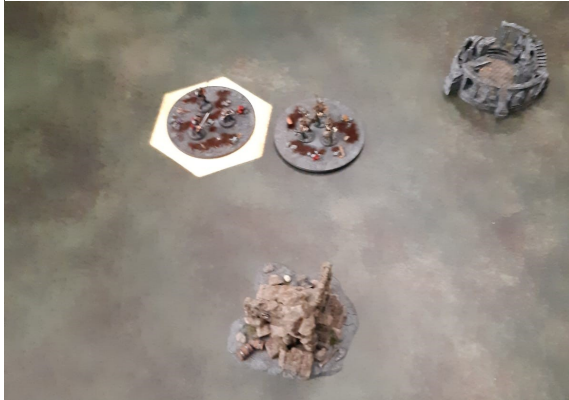
Missile units flash green when firing. Unit receiving fire flashes red.



Units in close combat alternately light green & red. At the conclusion of the combat phase the winner lights green and the loser red.



A "weakened" unit will light yellow, a "critical" unit orange and a unit which is destroyed will flash red and must be removed from the table.



The range of a wizard's spell, is indicated by a wave of light.



Units within range of a spell light to show they have been enchanted.



A creeping death spell spreads over three successive turns. Any unit touched by creeping death is destroyed.



The location of a Transportation Portal is shown by a lit cell. A unit entering can be moved to anywhere else on the table.

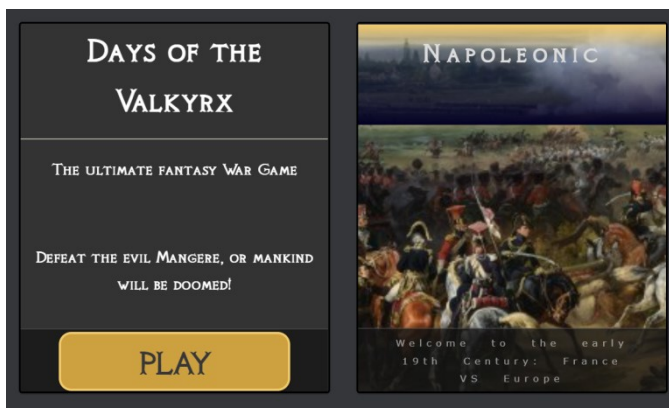


15) TOUCH SCREEN OPERATION AND DISPLAYS

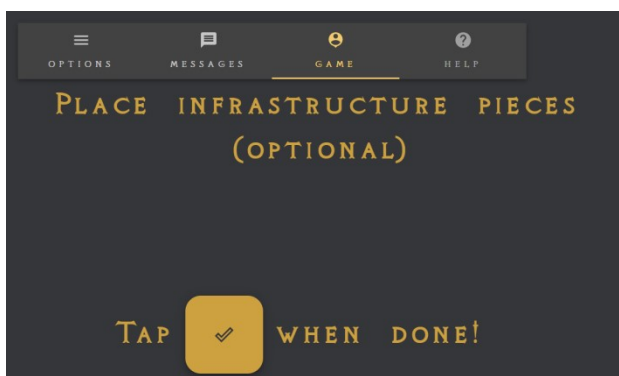
Game Selection menu



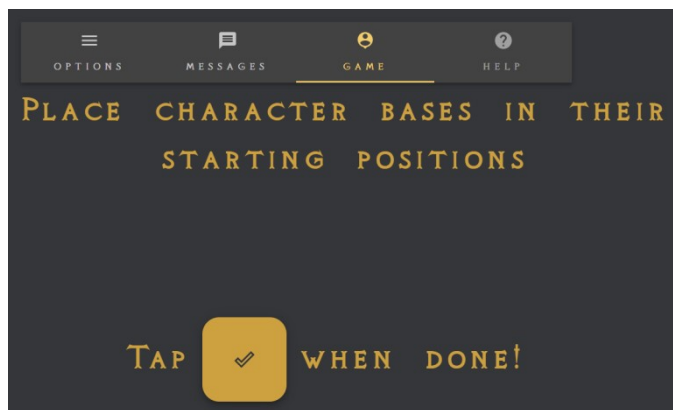
To select a game, tap the card and press play



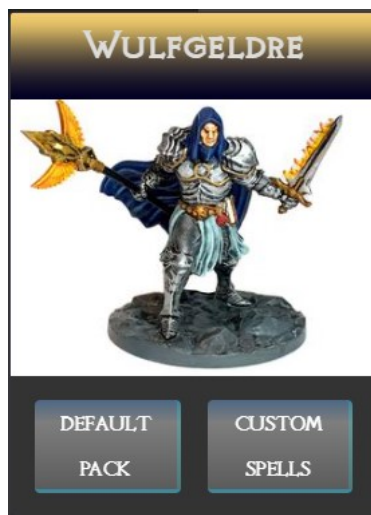
If playing with infrastructure, place the infrastructure pieces and tap the tick when done.



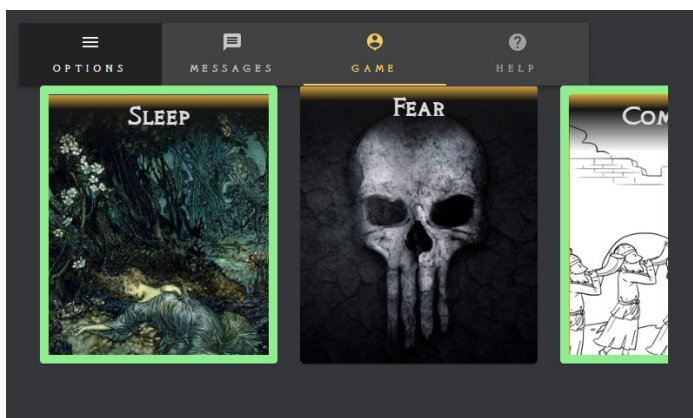
Place your army in their starting positions on the table. Once happy with position, tap the tick.



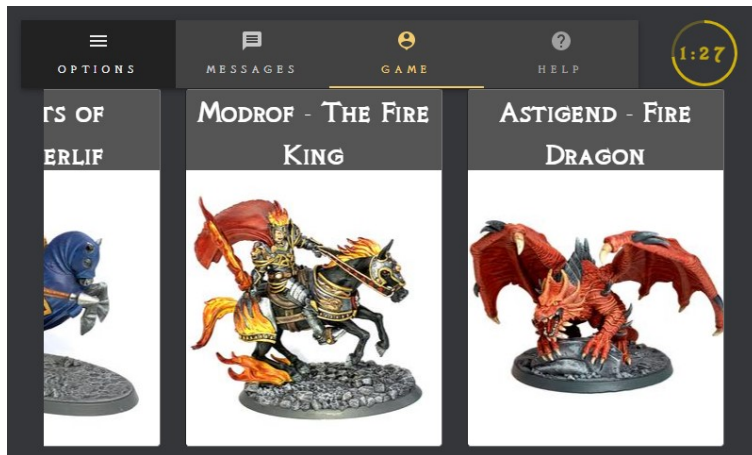
If you have a wizard, it will ask you if you want a default pack of spells or custom spells.



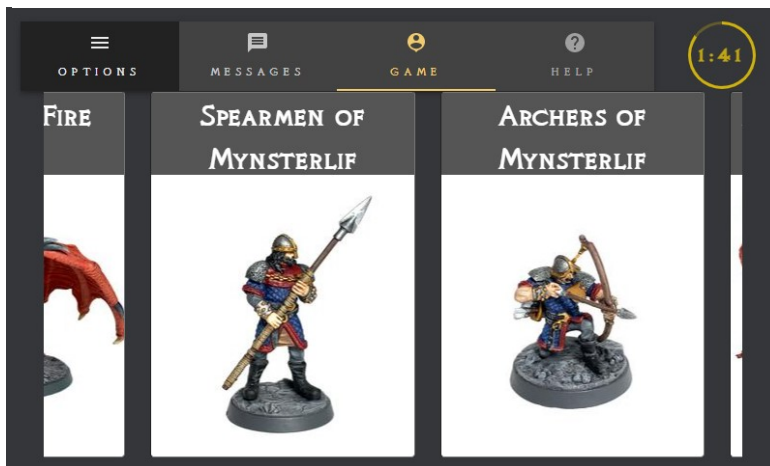
If you select custom spells, you will select spells you wish to arm your wizard with. A spell will highlight in green when it has been selected.



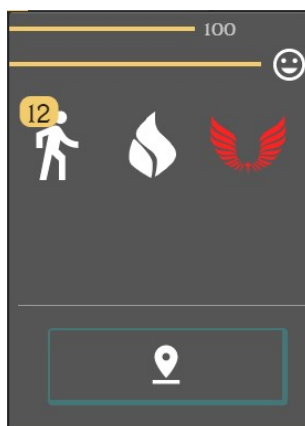
Character cards display on touchscreen.



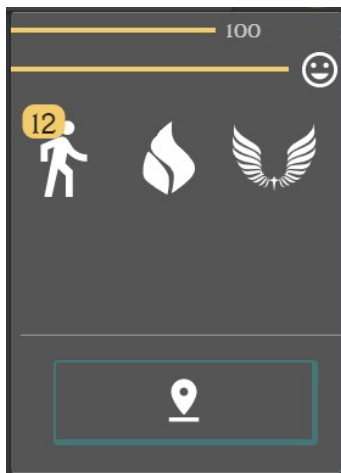
Top right corner of the screen shows the timer counting down from 2 minutes. This is the allocated time you have to move your pieces during the “movement phase”.



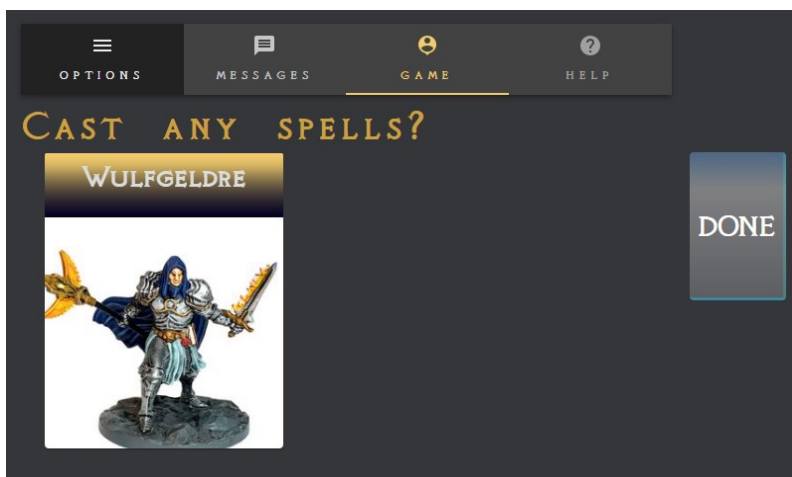
Astigend card showing the Dragon flying (Reverse of Card), as indicated by the wings turning from white to red.



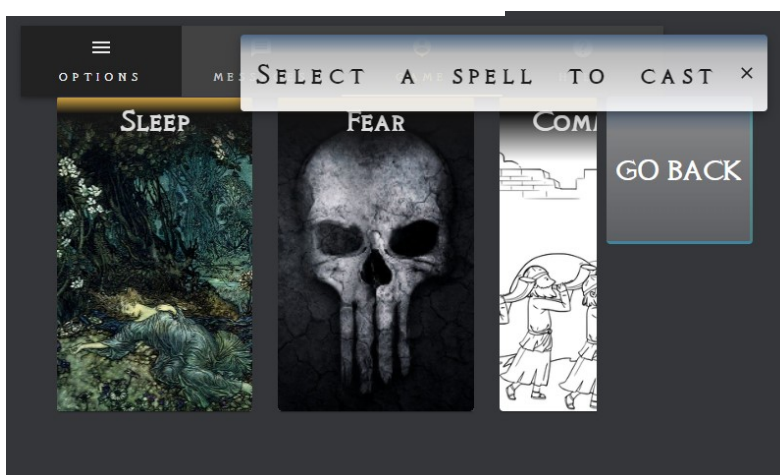
Astigend card showing the dragon grounded. (Reverse of Card)



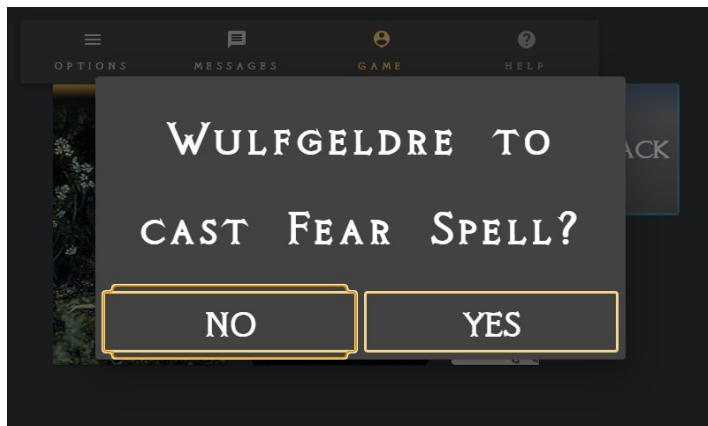
The touchscreen will ask if you want to cast any spells. If you would like to, select the wizard you would like to throw a spell.



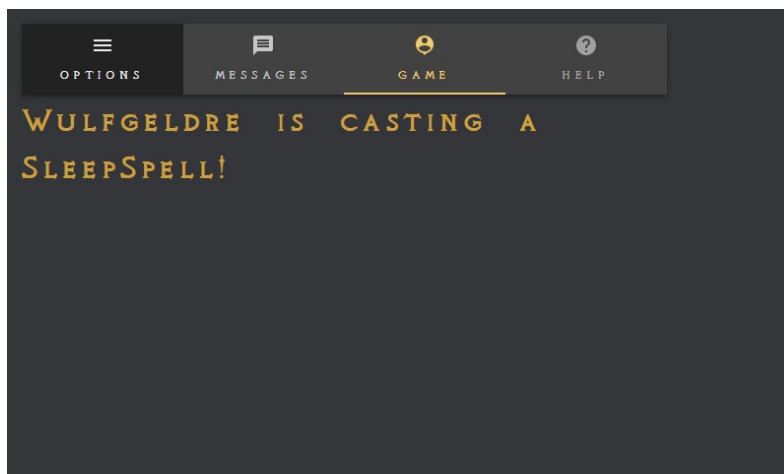
Select a spell of your choice to cast.



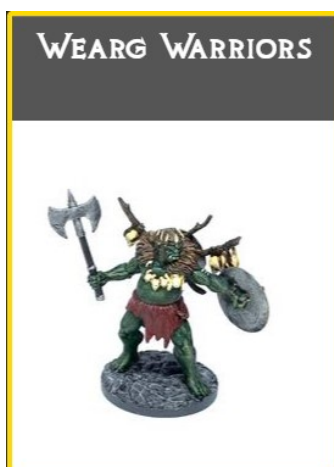
The touchscreen will ask you to confirm the spell you would like to cast.



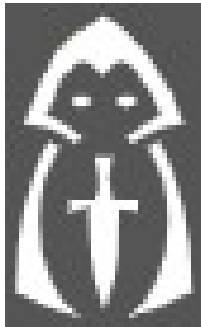
While the wizard is casting it's spell, the touchscreen will display a message showing which character wizard and what spell is being cast.



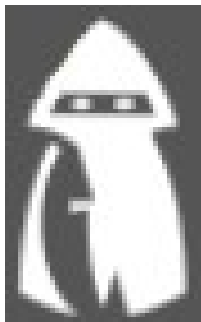
Yellow border around card shows character is weakened.



The symbol shown here indicates the Grima character is visible.



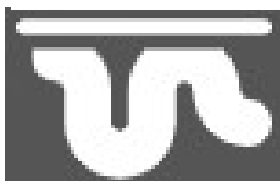
The symbol shown here indicates the Grima is hidden and in stealth mode. If you then tap this symbol it will give you an option of an opposition character you want her to follow.



This symbol shows the sandworm on the surface. Be aware the sandworm's delicate skin can quickly burn and he will die after 3 moves on the surface.



This symbol shows the sandworm underground. He will remain hidden until you instruct him to surface.



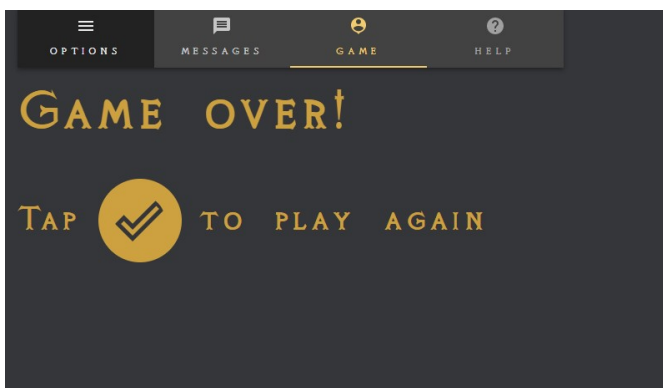
After the combat phase you will get a “Health Bar” type report showing the strength of both armies.



The options button allows you to “End Phase” if you have moved everything you want to before time runs out. The Add troops button allows you to add troops to the table if players have pre-determined that some forces join the battle late. Quit Game button allows you to finish the game and start a new game if you wish.



The “Game Over” message will appear when the game is over and a winner has been decided.



VALKYRX - CHARACTER LIST

CHARACTER ATTRIBUTES TABLE

A) FORCES OF THE LIGHT

1) PRINCIPAL CHARACTERS

	No. Poses	Size of Miniature	No. of Figs per Base	No. of bodies represented	Mount on Base Type	Movement normal/Chg	Attack Score	Special Abilities	Defence Score	Weapon Range	Strike rate ROF	Accuracy %	Resist Magic	Melee	Morale	Points Final
i) <i>Môdrôf The Fire King (Mounted)</i>	1	50mm	1	1		4/6	750	100000	25000	1	25	25	VH	VH	40	2500
ii) <i>wælhwelep the She-Wolf</i>	1	50mm	1	1		5/7	600	70000	20000	1	30	25	VH	VH	40	1800
iii) <i>astigend - Dragon of the Ancients (fire)</i>	1	80mm	1	1		12	1000	50000	20000	1	15	15	VH	VH	40	1500
iv) <i>Vertigron - Dragon of the Ancients (ice)</i>	1	70mm	1	1		12	750	40000	15000	1	15	12	VH	VH	40	1200
v) <i>ekglide - Dragon of the Ancients (venom)</i>	1	70mm	1	1		12	750	40000	15000	1	15	12	VH	VH	40	1200
vi) <i>Grondul - Chieftain Giants of Meroetius</i>	1	50mm	1	1		2/3	500	30000	12000	2	15	15	A	H	40	900
vii) <i>Gronfeld - Giant of Meroetius</i>	1	50mm	1	1		2/3	500	25000	10000	2	15	12	A	H	35	700
viii) <i>Gronstrat - Giant of Meroetius</i>	1	50mm	1	1		2/3	500	25000	10000	2	15	12	A	H	35	700
ix) <i>Erendil Lord of the High Elves</i>	1	50mm	1	1		3/4	750	80000	25000	3	30	25	VH	VH	40	3000
x) <i>Dwarf Lord Drisne Stoneaxe</i>	1	50mm	1	1		2/3	600	70000	20000	1	15	15	H	VH	40	1800
xi) <i>Wulfgeldre Warrior Wizard</i>	1	50mm	1	1		3/4	1000	70000	20000	1	25	20	VH	VH	40	2000
xii) <i>Circan - Wizard of the White Council</i>	1	50mm	1	1		2/2	250	80000	2000	1	20	15	n/a	A	35	1600
xiii) <i>The Grima (of the mask)</i>	1	50mm	1	1		2/3	750	65000	1000	1	20	100	VH	VH	40	1400

2) SECONDARY CHARACTERS

	No. Poses	Size of Miniature	No. of Figs per Base	No. of bodies represented	Mount on Base Type	Movement normal/Chg	Attack Score	Special Abilities	Defence Score	Weapon Range	Strike rate ROF	Accuracy %	Resist Magic	Melee	Morale	Points Final
i) <i>Knights of the fire (Mounted)</i>	2	32mm	1 + 1	60		4/6	40	1000	1000	1	15	15	VH	VH	40	2400
ii) <i>Knights of Mynsterlif (Mounted)</i>	2	32mm	1 + 1	60		3/5	25	0	800	1	10	10	H	H	35	1200
iii) <i>Guardsmen of Mynsterlif</i>	3	32mm	6	300		2/3	10	0	150	1	15	10	H	H	30	1200
iv) <i>Archers of Mynsterlif</i>	3	32mm	6	300		2/2	5	0	60	3	15	10	L	VL	25	900
v) <i>Spearmen of Mynsterlif</i>	3	32mm	6	300		2/2	10	0	150	1	10	10	L	L	25	1200
vi) <i>Swordsmen of Mynsterlif</i>	3	32mm	6	300		2/3	8	0	150	1	12	10	L	H	25	1200
vii) <i>Elves (All arms)</i>	3	32mm	6	300		3/4	15	0	200	3	18	20	VH	VH	40	2400
viii) <i>Dwarfs</i>	3	32mm	6	300		2/3	10	0	150	1	12	10	VL	H	35	1200
ix) <i>Ballista - Giant Crossbow</i>		n/a	1	1		1/1	1500	0	5000	5	5	20	L	VL	20	400
x) <i>Trebuchet - Giant Catapult</i>		n/a	1	1		1/1	2000	0	5000	6	5	10	L	VL	20	500

* Place 2 different poses on the same base

** Place 2 each of the 3 poses on each base

B) FORCES OF DARKNESS

1) PRINCIPAL CHARACTERS

	No. Poses														
i) <i>M angere - Demon King</i>	1	70mm	1	1	12	1000	120000	40000	2	30	30	n/a	VH	40	3200
ii) <i>W ærloga Oathbreaker - Necromancer</i>	1	50mm	1	1	2/2	250	90000	3000	1	25	25	n/a	H	40	1900
iii) <i>Deall hêafodgol - The King of The Dead</i>	1	50mm	1	1	2/3	500	75000	20000	1	15	20	VH	H	40	1900
iv) <i>P ocâdl - Bringer of Plaque (Demon)</i>	1	50mm	1	1	3/5	750	80000	20000	1	15	20	VH	VH	40	2000
v) <i>U nsibb - Bringer of War (Demon)</i>	1	50mm	1	1	3/5	750	85000	25000	1	15	20	VH	VH	40	2200
vi) <i>M istrîwan - Bringer of Despair (Demon)</i>	1	50mm	1	1	3/5	750	75000	15000	1	15	20	VH	VH	40	1800
vii) <i>Ellorgast - Necromancer</i>	1	50mm	1	1	2/2	250	75000	2,500	1	20	20	n/a	A	35	1600
viii) <i>Lefan Bealocraeft</i>	1	50mm	1	1	2/2	250	75000	2,500	1	20	20	n/a	A	35	1600
ix) <i>Cave Troll</i>	2	50mm	1 + 1	60	2/3	25	0	800	1	15	15	A	H	30	1200
x) <i>Sand Worm</i>	1	80mm	1	1	2/2	750	75000	15000	1	10	20	VH	VH	35	1800
xi) <i>Stone Titan</i>	1	80mm	1	1	2/3	1000	75000	25000	2	10	15	VH	H	40	2000
xii) <i>M ægen</i>	2	50mm	1 + 1	60	2/3	20	0	700	1	15	10	VL	H	30	900
xiii) <i>Witch King Wraith</i>	1	50mm	1	1	3/5	600	65000	15000	1	20	20	VH	VH	40	1600
xiv) <i>L âf gangewifre - Giant Spider</i>	1	50mm	1	1	3/5	500	50000	12000	3	25	20	VH	H	35	1300
xv) <i>Wickermen</i>	2	50mm	1 + 1	60	2/3	20	0	1000	1	15	15	H	H	35	1200
xvi) <i>Minotaurs</i>	2	50mm	1 + 1	60	3/5	20	0	1000	1	15	15	A	VH	35	1200

2) SECONDARY CHARACTERS

i) <i>Wraiths</i>	3	32mm	3	90	5/5	25	0	600	1	20	20	VH	VH	40	900
ii) <i>Undead Warriors</i>	3	32mm	6	300	1/2	8	0	300	1	10	15	VH	A	40	2100
iii) <i>Harpies</i>	3	32mm	3	90	8	30	0	600	1	15	15	H	H	35	900
iv) <i>W earg archers</i>	3	32mm	6	300	2/2	5	0	60	3	18	10	L	L	25	900
v) <i>W earg Spearmen</i>	3	32mm	6	300	2/2	10	0	150	1	10	10	L	L	25	1200
vi) <i>W earg Warriors</i>	3	32mm	6	300	2/3	8	0	150	1	12	10	L	H	25	1200
vii) <i>W earg wolf-riders</i>	2	32mm	1 + 1	60	3/5	12	0	700	1	12	10	L	H	30	900
viii) <i>Giant Catapult War Machine</i>		n/a	1	1	1/1	1800	0	5000	7	5	25	L	VL	20	500
ix) <i>Giant Crossbow War Machine</i>		n/a	1	1	1/1	2000	0	5000	8	5	15	L	VL	20	600

VALKYRX MAGIC SPELLS

Note a wizard can only throw one spell at a time. **If he uses a new spell the old one terminates early.** Spells are single use,

Spells	Maximum Duration	Maximum Range	Effect
Sleep	1 turn	5 cells	All enemy units within range of the spell instantly fall asleep at the end of the movement phase. If in contact with an enemy unit this turn they are entirely slaughtered and removed from the board. If unmolested they can move and fight as normal the following turn. Effect Immediate (This turn)
Fear	2 turns	5 cells	Every enemy unit within range loses 10 morale points. Effect Immediate (This Turn)
Command	3 turns	5 cells	All enemy units within range of the spell come under the command of the attacking player for the following three turns and can be used as if they are his own units. Any unit subject to a command spell from friendly and enemy wizard at the same time will revert to their original chain of command. Note: It may be possible at the start of each movement phase for lights under units to indicate they are now blue, not red, team. Effect: Following three turns
Fire	1 turn	5 cells	All enemy units within range will be hit by a wall of flame. Damage 10,000/defence score for each unit. Fire will totally destroy Wickermen. Un-dead take full "normal" casualties. Effective against flying, or ground based units. Effect Immediate: This combat phase
Strength	2 turns	5 cells	Increases offensive strength and defence value of all friendly units in range by 50% for two turns. Effect Immediate and applies next turn also.
Resurrection	1 turn	5 cells	Will restore strength of all friendly units within range to original complement as at game start. Excepting casualties inflicted by the undead. Spell does not affect the undead (too far gone) Effect Immediate (This turn)

Transportation	3 turns	1 cell	<p>When a wizard throws the transportation spell a portal "opens" in the cell adjacent to the wizards position. The portal is indicated by the cell being lit. Any unit placed on the portal cell that turn is transported immediately to a new position.</p> <p>Note up to 3 units can be transported if able to move onto the lit portal cell in subsequent turns.</p> <p>A Wizard cannot transport himself.</p> <p style="text-align: right;">Effect Immediate</p>
Earthquake	1 turn	5 cells	<p>Friend and foe are equally affected. The spell is indiscriminate. All units in range suffer damage 5000/defence score. There is a 10% chance for any unit that it will be totally wiped out and removed from the table.</p> <p style="text-align: right;">Effect Immediate</p>
Disharmony	1 turn	5 cells	<p>All enemy units within range will turn upon themselves in the combat phase. For the purpose of calculating casualties they fight as if they are two separate units, each of 50% the strength of the unit as a whole.</p> <p style="text-align: right;">Effect Immediate</p>
Shield	3 turns	Local	<p>This is defensive bubble for the wizard and can last a maximum of 3 turns, or until an alternative spell is employed. The spell has the power to keep the wizard from all harm.</p> <p style="text-align: right;">Effect Immediate and lasts 3 turns</p>
Weakness	2 turns	5 cells	<p>Decreases offensive strength and defence value of all enemy units in range by 50% for two turns.</p> <p style="text-align: right;">Effect Immediate and lasts 2 turns.</p>
Ice	1 turn	5 cells	<p>All enemy units within range will be hit by a wall of icy cold. Damage 10,000/defence score for each unit. Effective against flying, or ground based units. Note: When used in combination with fire spell previous turn it will crack and destroy stone Titans</p> <p style="text-align: right;">Effect Immediate: This combat phase</p>
Plague	1 turn	5 cells	<p>The spell generates airborne germs over a wide distance. Only one unit within range can be infected and becomes a carrier of the plague, but do not become victims themselves.</p> <p>Neither player knows which unit is infected. Throughout the rest of the game any unit that comes in contact with the unit (friend, or foe) will become progressively sicker. 5% losses first turn infected, 10% second turn following infection, 25% third, 50% fourth, 100% losses by fifth turn following the initial infection. The end turn combat report will display a skull symbol next to the unit to indicate infection.</p> <p>The end of game report should identify the turn in which the contamination occurred and the initial</p>

carrier. **An infected unit also becomes a carrier and will infect any other unit it contacts with.**

Note: The opportunity arises for a player to choose a friendly unit and ensure it is the only unit within 5 cells range when throwing the plague cell. He is then certain the unit is a plague carrier. He can use this unit as a sacrificial unit to hold a narrow pass creating major problems for an enemy who become infected if trying to break through.

Note: Living spirits, Elves, undead types are immune from plague. **This spell is the only exception to the rule that a wizard cannot inflict a negative enchantment on his own side. It is deemed an empowering spell and cannot be resisted. Note: if enemy and friendly units are both within range only one of these can become the plague carrier.**

Effect Immediate

Cure Plague	1 Turn	5 cells	Cures any infected unit with range. Already incurred casualties are not restored.	Effect Immediate
Deny Magic	1 Turn	10 cells	Renders any spell by enemy wizard/necromancer ineffective. To be effective the enemy wizard to be denied must be within 10 cells i.e. within range of the Deny Magic spell.	
Dismiss Dead/Wraiths	1 turn	5 cells	All undead and wraiths within range will be removed from the battlefield.	Effect Immediate
Armageddon	2 turns (To take Effect).	All	The "Nuclear Option" spell. When all is lost (or the player seeks a drawn competition match) a Wizard can attempt to destroy everything on the battlefield including himself and all remaining units on both sides. The spell has only a 25% chance of working because of the difficulty in summoning the Gods and persuading them to deliver it. It is self-destructive, only has 25% chance of working, and takes up one of the six spells available. It can be neutralised by a "Deny Magic" Spell.	Effect Turn 2
Creeping Death	3 turns	5 cells	This represents a stream of molten lava moving and spreading at a rate of one cell per turn for 3 turns. The first turn it is thrown the lava appears in the cell adjacent to the nearest enemy unit. Or as close to the nearest enemy as 5 cell range allows. Second turn it spreads into every cell adjacent to the starting cell. Third turn it spreads to every cell adjacent to those affected in the second turn. Thus, by turn three 19 cells are covered in lava. Any unit failing to move to avoid the spreading lava is destroyed with the exception of Fire Dragons	
Lead Boots	3 Turns	5 cells	All enemy units within range of the spell lose the ability to move for three turns. They can still fight at 50% effectiveness.	

Effect Immediate

Speed	3 turns	5 cells	All friendly units within range can move at double speed in the three turns following the turn in which the spell is cast.
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Following Turn

Courage	3 turns	5 cells	Increases morale by 10 points for three turns.
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Immediate Effect

Wizard Heirarchy

To add variety to the game some Wizards will be made mightier than others. There are two types: The elite wizards are designated "Master" wizards.

Each wizard is still only be able to select 6 spells, but only the mightiest can select from **all** available spells. This is because some spells are much more powerful than others. Red spells are restricred for the use of "Master" Wizards. Lesser wizards will have to choose from a smaller selection of lesser spells. All spells are equally effective in the hands of any wizard, providing the wizard is permitted access to them.

A "Master" Wizard has a higher points value and is, therefore, more costly to have in your army.