

APPENDIX 1 - "HORDES OF THE THING" BATTLE RULES REFERENCE SHEET

(Revised for 2nd edition. "Hordes of the Thing" is published by Wargames Research Group, ©1991, 2002 - This sheet is intended as a play aid only)

GROUND SCALE

For 15mm figures:

100 paces = 1 inch

For 25mm figures:

100 paces = 40mm

SEQUENCE OF PLAY.

Each side takes alternate bounds, starting with the defender. In a bound:

1. Each active army rolls a d6 for PIP.
2. Move elements as allowed by PIP score.
3. Bepelling, by active side's Magicians using any remaining PIP, and shooting, by both side's Shooter and own side's Artillery, in an order decided by the active player.
4. Close Combat, by any elements in facing contact with enemy, in an order decided by the active player

PIP EXPENDITURE

- 1 Move an element or group of elements modified as follows:
 - +1 if it is more than 1200p from its general, or more than 600p and is out of sight, or the general is off-table or lost.
 - +1 if it involves Magicians or any aerals.
- 1 Add 100p to a road move by an element or group (not aerals or lurkers, and cannot approach to within 200p of enemy).
- 2 Bepell enemy. Additional Magicians aiding require another 1 PIP each.
- 1 Deploy a Lurker. Lurkers require an additional PIP each time they are redeployed (to a max of 3 times).
- 6 Deploy Dragons or summon a God. Desorcell a Magician. Escape a Hero.

MOVEMENT RESTRICTIONS.

- A move by a single element can be in any direction & can include turns of any angle.
- A move by a group of elements (which must be in continuous contact & not start in contact with enemy) can include a wheel of up to 90°, or contraction into a column, but not other changes in frontage or turning in place. If through bad going or across water (maximum move = 100p) or by road, it must be in or into a one-element wide column.
- Aerals can group only with other aerals.
- An element cannot move into contact with the flank or rear of an enemy element unless it started entirely behind the flank or rear, and cannot move across the front of an enemy within a base width, unless there is an intervening element, except to contact it, line up opposite it, move through it, overfly it or retire directly to its own rear.
- An element cannot break off from an enemy in frontal contact with its flank or rear (it automatically turns to face if it has no frontal opponent), or from its front unless it has a greater move and moves directly to its rear.

INTERPENETRATING TROOPS. Sneakers can pass through or be passed through by any friends or enemy, at any angle. Magicians can pass through any friends at any angle. Gods can pass through any friends or enemies at any angle. Any ground troops can pass under enemy Flyers or Aerial Heroes or any friendly aerals if these are not already in close combat. Aerals can pass over any ground troops except when recoiling. Mounted can pass through friendly foot, but only if facing in exactly the same or opposite direction.

TACTICAL FACTORS

- +1 If a general's element, and either in close combat, bespelled or shot at.
- +1 If in close combat and either upslope or defending a river bank other than at a ford or bridge (except against aerals).
- +1 If Spears or Warband supported by a second rank in good going.
- +2 If bespelled or shot at in a wood or BUA, or if bespelled and shortest line to bespeller crosses running water or within 600p of a Cleric or Paladin.
- 1 For each flank overlapped, and/or each enemy in frontal contact with flank or rear, or for each 2nd or 3rd element aiding a shooting or bespelling enemy, or an enemy attacking a Stronghold.
- 2 If any but Shooters, Warband, Lurkers, Beasts or Stronghold and in bad going, **OR** any mounted or aerals (except Beasts) in close combat with enemy who are in bad going, **OR** if any but Water Lurkers in contact with Water Lurkers, **OR** if bespelling enemy Magician who is within 600p of his own stronghold.

RECOILING. Elements in contact with the flank or rear of an enemy which wins its frontal combat recoil. A recoiling element moves back its base depth without turning. If it meets friends it passes through to their rear if allowed to, or if facing exactly the same direction pushes them back if able to. A recoiling element in contact with enemy to flank or rear, or that meets enemy, or terrain it cannot cross, or friends it cannot pass through or push back, is destroyed. An element giving rear support to an element that is destroyed is also destroyed.

VICTORY CONDITIONS. An army is defeated if, at the end of a bound:

- It has lost a third or more of its total elements & also more than the enemy army.
- Its side has lost its Stronghold.

Add all on-table allied elements together to determine total elements. If a general is destroyed, and its side has lost more elements than the other side, all elements commanded by that general are lost at the beginning of the next bound (after rolling PIPs), and if this causes its side to have lost more than a third of its total elements then it is immediately defeated. A reserve general can assume command if the next PIP dice is more than the number of lost elements in the command.

Troop Type	Movement (in paces)			Combat Factor		Combat Outcome			Other notes
	Good Going	Bad Going	Road	vs. Foot or Stronghold	vs. Aerial or Mounted	If total is equal to enemy's	If total is less than that of enemy but more than half	If total is half that of enemy	
AERIALS									
Gods	1200	Aerials can fly over ground troops (except when recoiling), water or bad going, but cannot end a move in bad going. Aerials count only woods & BUA as bad going.		+6	+6	-	Flee off the battlefield from God, Magician or Cleric.	Destroyed	Not deployed initially - 6 PIP to summon. Leaves battlefield if its command rolls a PIP score of 1. Can only be pushed back by a Behemoth or Dragon.
Dragons	1200			+6	+6	-	Destroyed by Hero or Paladin. Flee of battlefield from others.	Destroyed	Not deployed initially - 6 PIP to deploy. Cannot act as overlap. Can only be pushed back by a Behemoth or Dragon & destroys any it recoils into except Behemoths, aerials or Sneakers.
Airboats	500			+5	+3	-	Flee 600p from Magician. Otherwise recoil.	Destroyed	-
Flyers	1200			+2	+2	-	Flee 600p from Magician. Otherwise recoil.	Destroyed by Hero, Magician, Shooters or aerials. If not flee 600p.	-
Aerial Heroes	1200			+5	+5		Same as Hero		
MOUNTED									
Heroes	500	200	400	+5	+5	Destroyed by Hero if the sum of both totals is odd.	Captured by Magician. Destroyed by Hero, Paladin or Artillery. Flee 600p from Stronghold. Otherwise recoil.	Destroyed	A captured Hero can escape for 6 PIP - appears on enemy base edge or next to Stronghold.
Paladins	500	200	400	+6	+6	Destroyed by Magician if the sum of both totals is odd.	Destroyed if in contact.	Destroyed	+2 vs Bespelling if line passes within 600p.
Knights	300	200	400	+3	+4	-	Destroyed by Behemoths, or by Shooters, Artillery or Magician they have moved into contact with this bound, or if in bad going. If not, recoil	Destroyed	Will pursue.
Riders	500	200	400	+3	+3	-	Destroyed if in bad going. If not, recoil.	Destroyed	-
Behemoths	300	200	400	+4	+5	-	Flee 600p from Magician, Dragon or Artillery. If not, recoil.	Destroyed	Will pursue. Can only be pushed back by a Behemoth or Dragon & destroys any it flees into except Behemoths, aerials or Sneakers.
Beasts	400	400	400	+3	+4	-	Destroyed by any mounted in contact. If not, recoil.	Destroyed	Will pursue.
FOOT									
Blades	200	200	400	+5	+3	-	Destroyed by Warband. If nor, recoil.	Destroyed	-
Spears	200	200	400	+4	+4	-	Destroyed by Knights if in good going, or by Warband. If not, recoil.	Destroyed	Can gain +1 from supporting rank in good going.
Shooters	300	300	400	+3	+4	-	Destroyed by any mounted in contact. If not, recoil.	Destroyed	Can shoot. Range = 200p.
Warband	200	200	400	+3	+3	-	Destroyed by Behemoth. or by Knights if in good going. If not, recoil.	Destroyed	Will pursue. Can gain +1 from supporting rank in good going.
Artillery	200	nil	300	+4	+4	-	Destroyed if in contact.	Destroyed	Can shoot in own bound but only if didn't move. Range = 500p. Cannot move into contact with enemy.
Hordes	200	200	400	+2	+2	-	Destroyed by Knights if in good going, or by Warband. If not, recoil.	Destroyed	-
Lurkers	-	200	-	+2	+2	-	Flee off the battlefield.	Destroyed	Not deployed initially - 1 PIP to deploy (+1 each time) in contact with enemy entering bad going or water. Cannot leave that terrain feature.
Sneakers	300	300	400	+5	+3	-	Flee 600p.	Destroyed	Only Sneakers, Stronghold or a General can be affected in combat. Can pass through or be passed through by any.
Magicians	500	200	400	+4	+4	Destroyed by Paladin if the sum of both totals is odd.	Ensorcelled by Magician. Destroyed by Hero, Paladin, Dragon or God. If not, recoil.	Destroyed	Can bespell for 2 PIP (1 PIP if supporting). Range = 600p. If rolls 1 & has done so before is self-ensorcelled.
Clerics	200	200	400	+4	+4	-	Destroyed by Knights if in good going, or by Warband. If not, recoil.	Destroyed	+2 vs Bespelling if line passes within 600p.
STRONGHOLD	nil			+6	+6	-	Captured by any ground troops in contact, or by aerials aided by ground troops.	Captured	Opponents do not suffer terrain penalties.