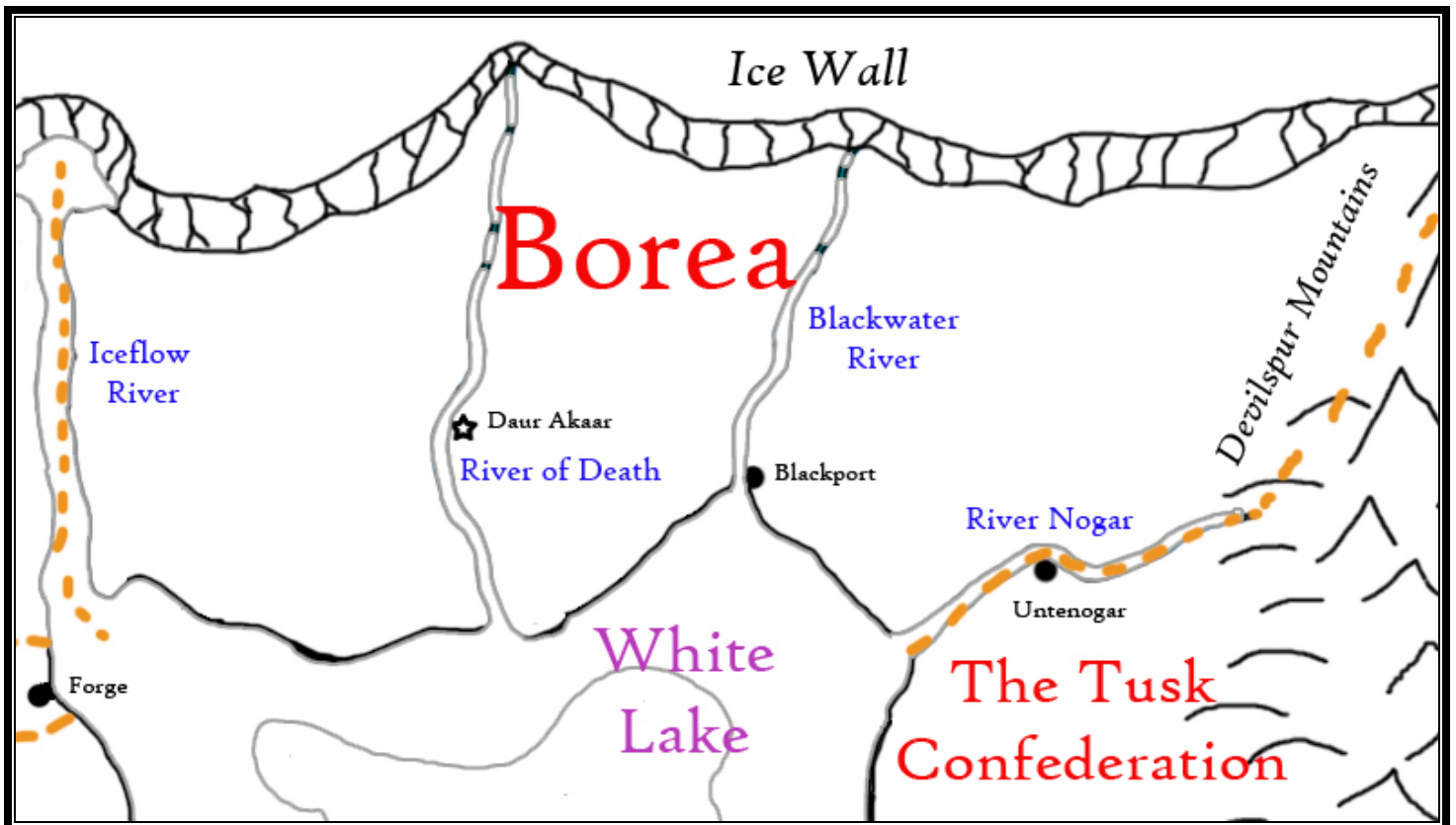


# REALM OF BOREA



The tale of Borea is a tale of the world. It has always been the chief source of danger for humanity since the Age of Woe ended. Conquered during the height of the Hesperian Empire, it was never fully subdued. Now its Dark Lord is once again free to wage war on the world.

The last major Borean offensive was in 1344, when its armies swept south towards Godenland. What is now the Dominion of the Red Knights was overrun and the host had reached the outskirts of Oldburg. There the last great king of the Godens, Otto III, met the Boreans on the fields outside of the city. King Otto was slain, but the Godens won the day.

In the months following the defeat, the Borean empire began to disintegrate, with the southeastern portion declaring its independence. These scattered tribes and peoples became the Tusk Confederation, and have steadfastly resisted all attempts by the Dark Lord's minions to reconquer them.

But the Boreans are still to be feared. Their armies are multiplying once more, and their dark ships menace the waters of White Lake. Forge and the Plainsmen live forever watchful of the shadow of the Dark Lord's power, lest his wrath take them unawares.

Borea once was firmly in the grip of the Cold One's icy hand. Yet that grip has been lessening with each year. The world grows warmer, and the Wall of Ice that covers northern Borea continues to recede. This great retreat began with the Second Spring and the end of the Age of Woe. Even in Borea summer brings warmth and sunlight, and green things grow even amidst the rocks near the Dark Lord's foul temples. But in winter his power returns and the land is locked in a piercing frost.

Borea is well-watered by the melting Icewall and winter runoff, with several rivers flowing into the White Lake.

The soil is also surprisingly fertile, perhaps a byproduct of all of the dead that are buried there. Be that as it may, there is little shortage of food. Vast, slave-worked fields of wheat crops keep the armies of the Dark Lord well-fed.

While Borea does have several large cities, much of its population lives below ground. Little is known of these underground complexes and they are said to extend for miles beneath the surface.

To the west Borea is bordered by the vast Iceflow River, whose cold currents are too vast to be bridged. The Dark One's influence extends across the river but it is a major barrier to his movement. Beyond, the nomadic peoples of the Northern Plains keep his power in check.

To the east, the Devilspur Mountains offer both a shield and an obstacle to further expansion. The Devilspurs have several active volcanoes and these combine with the weather to make travel through them nigh-well impossible.

The head of the Borean military is, of course, the Dark Lord. From his cold throne he directs his armies in his never-ending war against the rest of the Free Peoples and the gods themselves. He often draws upon Daemons to serve as his lieutenants, and the boundaries between the spirit realms and the material world are thin here.

The elite of the Dark Lord's armies are Yagurs. Hardened by constant struggle, stern in discipline, they respect only strength. They group themselves into nations, which are like massive households, all brandishing a common symbol. The Griffons and the Spikes are famous examples of these nations. Each nation vies against the others to cement its reputation and increase its holdings. This means the land is in a constant state of simmering war. Sometimes it breaks out

into overt campaigns, otherwise it is restricted to assassination and murder.

The backbone of the armies are countless hordes of weaker Boreans known as Gुरुks. They are smaller and less disciplined, but every bit as savage.

The Dark Lord also has many human followers. Some are renegades – ruthless adventurers and outlaws who seek power in his service.

Finally there are gitlings, the lowest form of Borean. Stunted and depraved, they survive on the leavings of their betters and serve as slaves for the Dark Lord’s war machine.

Only the constant intervention of the Dark Lord and his enforcers keep the land unified. When this control breaks down (such as after a defeat or a spectacular victory) chaos ensues. After a time of upheaval and civil war (which can last for decades) a new regime is established with the winners having proving their strength and worthiness to the Dark Lord.

In fact, while these times of strife often benefit the Free Peoples and seem wasteful of Borean strength, they apparently please the Dark Lord, for he delights in slaughter – particularly when it is an effort to secure his favor. His new lieutenants invariably consolidate their power by directing a campaign against the outside world, and the borderlands tremble before the march of his dark legions once again.

**Army Special Rule: Bred for War**

Boreans were created to be warriors. Though debased they remain formidable enemies. The following special rules apply to Gुरुks and Yagurs.

**Wide Stance:** While Boreans are about the same size as humans, they have longer arms and tend to fight in a more open style. This requires them to use wider bases (25mm vs. 20mm) to reflect the frontage they take up.

**Watch ‘em Run!** Boreans ignore the rout of other friendly units in close combats. To Boreans, the flight of other friendly units is a source of amusement, not a reason for panic.

**Hard Charging:** Boreans are particularly terrifying on the attack with their crazy battle cry and all. To reflect this, charging Borean units add an additional AP 1 on the first phase of the combat. This is combined with whatever other weapons, thus charging Boreans armed with great weapons will have AP 3 on the first phase.

**I’ll Walk, Thank You:** Boreans are far too heavy to ride anything short of a monstrous mount.

**Army Special Rule: United in Hatred**

The Dark Lord’s minions serve him out of fear and a thirst for power, and they have little love for their allies. To reflect this, characters may only join units of the same racial type, i.e. Boreans with Boreans, humans with humans, gitlings with gitlings.

If the **Chosen** rule is used below, the commander and his unit must be of the same racial type.

**Army Special Rule: Chosen**

The Dark Lord’s most favored servants are called the Chosen. Sometimes these are placed in command of a field army. To reflect this, the Borean player has the option of designating one unit and the Army Commander (who must remain with this unit) as Chosen. The Chosen unit causes The

Horror (-2 to enemy morale for units in melee combat). The cost of this upgrade is 70 points for character and unit.

**Characters**

**Yagur Lord**

*Imposing and massive, the Yagurs of Borea are the chosen warriors of the Dark Lord and live to do his bidding. They regard all others with utter contempt.*

**Character on foot 130 points**

MS	SS	SV	W	AT	MV	ML
6	2	0	4	3	4	A

**Equipment:** Hand weapon.

**Options:** Any armor and melee weapons from the Armory, up to 3 magic items. .

**Renegade Lord**

*Evil human warriors often come to Borea seeking power and wealth, for the Dark Lord rewards his champions handsomely.*

**Character on foot 125 points**

MS	SS	SV	W	AT	MV	ML
6	2	0	3	3	4	B

**Equipment:** Hand weapon.

**Options:** Any armor and melee weapons from the Armory, up to 3 magic items.

**Guruk Lord**

*The most powerful Gुरुks often achieve high command, though they lack the commanding stature of the Yagurs.*

**Character on foot 100 points**

MS	SS	SV	W	AT	MV	ML
5	2	0	4	3	4	B

**Equipment:** Hand weapon.

**Options:** Any armor and melee weapons from the Armory, up to 3 magic items.

**Yagur Chieftain**

*Yagurs also make superb subordinate commanders, using their immense strength and stature to command by fear.*

**Character on foot 80 points**

MS	SS	SV	W	AT	MV	ML
5	2	0	3	2	4	A

**Equipment:** Hand weapon.

**Options:** Any armor and melee weapons from the Armory, up to 2 magic items.

**Renegade Captain**

*Evil human warriors often come to Borea seeking power and wealth, for the Dark Lord rewards his champions handsomely.*

**Character on foot 65 points**

MS	SS	SV	W	AT	MV	ML
5	2	0	3	2	4	B

**Equipment:** Hand weapon.

**Options:** Any armor and melee weapons from the Armory, up to 2 magic items.

### Guruk Chieftain

While Yagurs dominate the high command, Guruks can also rise to prominence in the north, most frequently as enforcers or subordinate commanders.

#### Character on foot 55 points

MS	SS	SV	W	AT	MV	ML
4	2	0	3	2	4	B

**Equipment:** Hand weapon.

**Options:** Any armor and melee weapons from the Armory, up to 2 magic items.

### Gitling Boss

Though regarded with utter contempt by their masters, gitlings are nevertheless permitted their own leaders (if only to spare their betters from dealing with the scum).

#### Character on foot 35 points

MS	SS	SV	W	AT	MV	ML
3	1	0	2	2	4	C

**Equipment:** Hand weapon.

**Options:** Any armor and melee weapons from the Armory.

### Gitling Bully

The weediest among the gitlings sometimes can acquire passable fighting skills.

#### Character on foot 20 points

MS	SS	SV	W	AT	MV	ML
2	1	0	2	2	4	D

**Equipment:** Hand weapon.

**Options:** Any armor and melee weapons from the Armory.

### Ogre Lord

Ogre lords are truly awe-inspiring warriors, capable of tearing through even the strongest armor.

#### Monster Character on foot 180 points

MS	SS	SV	W	AT	MV	ML
6	1	6	5	4	6	B

**Equipment:** Hand weapon (AP 1) and any armor and melee weapons from the Armory, up to two magic items.

**Special Rules: Strong, Tough.** To reflect their great strength, Ogres add an additional AP 1 to their attacks and have a base save of 6+ before armor is added.

### Ogre Chieftain

Ogre Chieftains are only slightly less terrifying.

#### Monster Character on foot 115 points

MS	SS	SV	W	AT	MV	ML
5	1	6	4	3	6	B

**Equipment:** Hand weapon (AP 1) and any armor and melee weapons from the Armory, one magic item.

**Special Rules: Strong, Tough** To reflect their great strength, Ogres add an additional AP 1 to their attacks and have a base save of 6+ before armor is added.

### Renegade Necromancer Lord

Renegade Necromancer lords are often ancient wizards whose very lives are an abomination. They are supernaturally tough and diabolically evil.

#### Character on foot 75 points

MS	SS	SV	W	AT	MV	ML
3	2	6	3	2	4	B

**Equipment:** Hand weapon.

**Options:** Up to 3 magic items. May not wear armor and cast spells. May upgrade to Master for 60 points.

**Special Rule: Nearly Dead.** Necromancers are *not* Undead (yet), but are difficult to damage. To reflect this they have an unarmored save of 6+.

### Renegade Wizard

Some spell-casters choose to fight for the side of evil because it grants them greater freedom to explore otherwise forbidden lore. The armies of the Dark Lord always pay such renegades extremely well.

#### Character on foot 50 points

MS	SS	SV	W	AT	MV	ML
2	1	0	2	2	4	C

**Equipment:** Hand weapon.

**Options:** Up to two magic items. May not wear armor and cast spells. May upgrade to Master for 40 points.

## Armory of Borea

Characters may be outfitted from one choice on each of the following lists.

### Armor

Item	Cost	Effect
Shield	3	6+ save
Light armor	3	6+ save
Light armor and shield	5	5+ save
Heavy armor	5	5+ save
Heavy armor and shield	8	4+ save
Wolf	3	6+ save, 9" move
Light armor and wolf	5	5+ save, 9" move
Light armor, shield and wolf	8	4+ save, 9" move
Heavy armor and wolf	8	4+ save, 9" move
Heavy armor, shield and wolf	10	3+ save, 9" move
Warhorse	3	6+ save, 8" move
Barded Warhorse	5	5+ save, 7" move
Light armor and warhorse	5	5+ save, 8" move
Light armor and barded warhorse	8	4+ save, 7" move
Light armor, shield and warhorse	8	4+ save, 8" move
Light armor, shield and barded warhorse	10	3+ save, 7" move
Heavy armor and warhorse	8	4+ save, 8" move
Heavy armor, shield and warhorse	10	3+ save, 8" move
Heavy armor, shield and barded warhorse	15	2+ save, 7" move

Notes: Ogres and Boreans may **not** ride wolves. Ogres, Boreans and gitlings may **not** ride warhorses.

### Melee Weapons

Item	Cost	Effect	Shield?
Mace	5	AP 1	Yes
Great Weapon	5	AP 2	No
Lance	5	AP 2 on charge	Yes
Spear	5	AP 1 if set	Yes
Flail	10	AP 1, negates shield	Yes
Additional hand weapon	15	Adds 1 attack	No
Pike	5	AP 1, AP 2 if set	No

## Units

### Yagur Swordsmen

The warrior elite of Borean society, Yagurs are particularly ruthless and well-equipped. They hold all other minions of the Dark Lord in utter contempt.

**20 models** **200 points**  
**+5 points each max. 40 models**

MS	SS	SV	W	AT	MV	ML
4	1	4	1	1	4	B

**Equipment:** Heavy armor, sword and shield.

### Yagur Crushers

The most elite unit in the Borean army are the Crushers, Yagurs chosen as the personal guard of their chieftain. Armed with great weapons and boasting heavy armor and shields to weather the enemy's arrows, they strike terror into all who dare to oppose them.

**20 models** **240 points**  
**+6 points each max. 40 models**

MS	SS	SV	W	AT	MV	ML
4	2	4	1	1	4	B

**Equipment:** Heavy armor, shields, great weapons.

### Yagur Shredders

The most bloodthirsty and homicidal Yagurs use a weapon in each hand.

**20 models** **280 points**  
**+7 points each max. 40 models**

MS	SS	SV	W	AT	MV	ML
4	2	4	1	1	4	B

**Equipment:** Heavy armor, two hand weapons.

### Guruk Swordsmen

The backbone of the hosts of the north are Guruks in endless numbers.

**20 models** **140 points**  
**+3.5 points each max. 40 models**

MS	SS	SV	W	AT	MV	ML
3	1	5	1	1	4	C

**Equipment:** Light armor, shield, hand weapon.

### Guruk Spearmen

The Dark Lord's hosts rely greatly on spears and great weapons to protect them from the powerful knights of the southern kingdoms.

**20 models** **200 points**  
**+5 points each max. 40 models**

MS	SS	SV	W	AT	MV	ML
3	1	5	1	1	4	C

**Equipment:** Light armor, shield, spear.

### Guruk Breakers

While not as disciplined or deadly as the Yagurs, Guruks with great weapons are not a force to take lightly.

**20 models** **140 points**

**+3.5 points each max. 40 models**

MS	SS	SV	W	AT	MV	ML
3	1	5	1	1	4	C

**Equipment:** Light armor, shield, great weapon.

### Guruk Crossbows

For dependable missile support, the Dark Lord's armies rely on Guruks armed with crossbows.

**5 models** **40 points**

**+8 points each max. 12 models**

MS	SS	SV	W	AT	MV	ML
3	2	6	1	1	4	C

**Equipment:** Light crossbow, hand weapon, light armor.

### Renegade Knights

Not all humans who come to Borea achieve high command. Many serve as a personal guard – until such time as they can move up the ladder. While formidable units, Renegade Knights are also little trusted, for they are quite willing to sacrifice others for their own advancement.

**5 cavalry models** **150 points**

**+15 points per model, max. 12 models**

MS	SS	SV	W	AT	MV	ML
4	1	2	1	1	7	C

**Equipment:** Heavy armor, shield, flail and barded warhorse.

### Renegade Warriors

Most humans who choose to serve the Dark Lord end up as slaves or are killed by rivals, but the most vicious rise to serve in his legions.

**20 models** **220 points**

**+5.5 points per model, max. 40 models**

MS	SS	SV	W	AT	MV	ML
3	1	4	1	1	4	C

**Equipment:** Heavy armor, shield, flail.

### Renegade Great Weapons

Most humans who choose to serve the Dark Lord end up as slaves or are killed by rivals, but the most vicious rise to serve in his legions.

**20 models** **200 points**

**+5 points per model, max. 40 models**

MS	SS	SV	W	AT	MV	ML
3	1	4	1	1	4	C

**Equipment:** Heavy armor, shield, great weapon.

### Gitling Swordsmen

Gitlings are the dregs of the Borean armies, flogged into battle en masse without respect to their losses. Equipment tends to be poor at best.

**20 models** **40 points**

**+1 point each max. 40**

MS	SS	SV	W	AT	MV	ML
1	1	6	1	1	4	E

**Equipment:** Hand weapon, shield.

### Gitling Spearmen

With minimal equipment, gitling spearmen nevertheless can bog down even elite units with sheer numbers.

**20 models** **60 points**

**+1.5 points each max. 40 models**

MS	SS	SV	W	AT	MV	ML
1	1	6	1	1	4	E

**Equipment:** Spear, light armor, hand weapon.

### Gitling Archers

How gitlings actually acquire the archery skill (or whether they even have it) is an often-asked question. Still, gitling archers come cheap and if they get one good round of shooting they will have done their job.

**5 models** **15 points**

**+3 points each max. 12 models**

MS	SS	SV	W	AT	MV	ML
1	1	0	1	1	4	E

**Equipment:** Short bow, hand weapon.

### Gitling Wolf Lancers

The closest thing to a shock element in the gitling army, wolf lancers are ideally suited to devastating flank charges.

**5 cavalry models** **70 points**

**+7 points each max. 12 models**

MS	SS	SV	W	AT	MV	ML
2	0	4	1	1	9	E

**Equipment:** Light armor, shield, lance.

**Special Rule: Little Gits.** Because of their smaller size, gitling lancers have only AP 1 on the charge.

### Gitling Berserkers

**Up to 3 Models per Gitling unit** **20 points each**

In Borea, gitlings are treated as totally expendable and nowhere is this demonstrated more clearly than the use of Gitling Berserkers. These hapless creatures are fitted out in spiky armor and issued enormous weapons – items they could never normally lift, let alone use.

They are then doped up on a cocktail of various drugs that renders them immensely strong and aggressive as well as difficult to kill.

For a few moments, the gitling is filled with a sense of invulnerability and (for them) unimaginable power. They then race about the battlefield with enormous weapons and cut apart anything and everything in sight - until their heart explodes and they die.

Because they are utterly indiscriminate, Gitling Berserkers are usually kept well away from high-value friendly units.

Gitling Berserkers are released during the shooting phase. They move 2d6 inches in the desired direction, and can be moved through units that have charged the releasing unit.

They inflict 1d6 hits on any unit they reach and then pass through, exiting on the opposite side from which they entered. If they have enough movement to exist the unit, they are placed that far away, otherwise they are placed one inch away.

At the start of the owning player's subsequent movement phase, before any other units are moved, each player rolls a d6 and adds one to the result. The high die roll moves the berserker this distance in inches, followed by the other player. If the berserker makes contact with any unit (friend or foe!) it inflicts d6 hits on the unit, is moved out the opposite side and placed one inch away.

They can (and often will) move through units that are engaged in melee combat. In this case, the casualties they inflict have no bearing the fighting, but are instead treated as shooting and will cause an immediate morale check. If the unit routs, their opponent(s) may pursue as normal. Wait until the berserker has completed all of its movement before making the test.

It is theoretically possible for a berserker to tear through both sides of a combat, causing both units to rout (for example, it enters the rear of a unit engaged to its front). In this case, the combat ceases without a winner as both sides flee in terror from the axe-wielding maniacs in their midst.

If the players roll a tie, the berserker's heart explodes and it is removed from the tabletop.

### Bolt Thrower

*The gitlings of Borea are so downtrodden as to be worthless for anything other than mass assaults. Thus it falls on the Guruks to manage siege engines – a task they despise.*

**3 models** **100 points**

MS	SS	SV	W	AT	MV	ML
2	3	0	2	1	2	C

**Crew:** Two Guruks

**Equipment:** Hand weapon.

### Stone Thrower

*The gitlings of Borea are so downtrodden as to be worthless for anything other than mass assaults. Thus it falls on the Guruks to manage siege engines – a task they despise.*

**4 models** **110 points**

MS	SS	SV	W	AT	MV	ML
2	3	0	3	1	2	C

**Crew:** Three guruks.

**Equipment:** Hand weapon.

### Ogre Thumpers

*Ogres are the ultimate shock troops of the Dark Lord.*

**3 monster models** **170 points**

**+28 points each max. 6 models**

MS	SS	SV	W	AT	MV	ML
4	1	3	2	2	6	B

**Equipment:** Heavy armor, shield, mace (AP 2).

**Special Rules: Strong. Tough.** To reflect their great strength, Ogres add an additional AP 1 to their attacks and have a base save of 6+ before armor is added.

### Ogres Crushers

*Ogres are rightly feared on the battlefield. Wielding great weapons, they can lay tear through even the heaviest armor.*

**3 monster models** **150 points**

**+25 points each max. 6 models**

MS	SS	SV	W	AT	MV	ML
4	1	4	2	2	6	B

**Equipment:** Heavy armor, great weapons (AP 3).

**Special Rules: Strong. Tough.** To reflect their great strength, Ogres add an additional AP 1 to their attacks and have a base save of 6+ before armor is added.

### Carrion Beasts

*The mountains of the far north are inhabited by foul, leather-winged creatures that sometimes accompany the Dark Lord's armies and feast upon his enemies.*

**3 monster models** **50 points**

**+17 points per model, max. 6**

MS	SS	SV	W	AT	MV	ML
2	0	0	2	2	2	C

**Equipment:** Beaks and claws

**Special Rule: Flyer.**