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## INTRODUCTION

Bellicose is a table-top wargame which takes place in a rich fantasy setting with elves, dwarves, orcs, and a variety of other strange creatures and races. In a role-playing game you design a single character in great detail and then role-play that character through scenarios as set forth by the dungeon or game master. Whereas with Bellicose, you will plan out entire armies and lead them into battle against opposing armies designed and played by your friends.

The battlefield you play on will be a table-top such as your kitchen table. Many serious gamers will make their own tables and set them up in a game room so as not to interfere with dinner. Any suitable surface will do. The sky is the limit (and so is the floor).

To play you will need something to use for your troops. Most gamers will use small pewter or plastic miniatures on a 25 or 28mm scale. This can become expensive however, so we provide

you with some inexpensive alternatives. You will also need a good supply of 6 sided dice (D6) which are easy to come by, and a measuring device which measures in inches. And lastly you will need a copy of the Bellicose rulebook. This book gives you the rules for how to fight your battles. It includes everything from how to plan your army, to melee combat, shooting, magic and more. With those items in hand, and a surface to play on, you have everything you need to play the amazing game of Bellicose.

There are many table-top wargames on the market today. So why play Bellicose? Because Bellicose is meant to be simple. The core rules of Bellicose are easy to learn while the individual armies add diversity and flavor. Rather than having to constantly look things up in your rulebook, the game mechanics are intuitive. This means less time in the rulebook and more time playing. These rules are full of examples and diagrams to get you up and running as soon as possible.



## CHOOSING A RACE

Choosing which race to use in *Bellicose* is a deeply personal process. The race you choose says a lot about what kind of a person you are, psychologically and spiritually... or possibly not. But there are some things you may want to take into consideration.

How will you be playing? Will you be embroiled for months in a long term campaign, or are you choosing sides for a single battle? Will you be playing an epic crusade to the death, or merely a skirmish lasting a few turns? Do you want to make "swiss cheese" out of your enemy with arrows and cannon balls? Or do you prefer the fine art of hand-to-hand combat?

The truth is that any race you choose will have enough options to bring any number of possible strategies to the battlefield. We suggest that you fight a few battles using different races to get to know them. They each have their own unique personalities.

**Dwarves**, for example, pack some amazing firepower; but they are just not very fast. If you choose dwarves, you should be emotionally prepared to stand around waiting for the enemy to come to you. If you tend to play that kind of strategy anyway, then the dwarves might be the perfect fit.

**Centaur**s, on the other hand, are very fast movers. This, and the added combat bonus of having extra attacks, suggests a strategy of moving into hand-to-hand combat as quickly as possible. Careful strategy is needed so as not to waste the extra points all that speed and muscle cost you.

If you choose the **Horde**, you have few options as far as mounts or arms; but the great variety of troop types compensates for this. Many of their unit's effectiveness increases with the size of the unit. Their advantage on enemy nerve tests makes it imperative that you get into battle and cause some casualties as soon as you can.

**Orcs** are savage and brutal. What they lack in brains, they make up for in brawn. Most of the orc race is well suited for close combat, because that is what they do most of their lives. And while orc war machines are wildly unpredictable, they can have very hazardous side effects on your opponent.

The versatility of the **Humans** is unmatched by any other race. The sheer amount of equipment they have available makes them deadly. The humans can be mounted to increase speed, and heavily armored to increase durability. Even their magic is nothing to scoff at.

**Elves** are powerful magic users and the best archers in the land. The three different factions of elves, The Weald, The Defiant, and The Valiant, offer many potent combinations. However, they do not take damage well because of their weak defenses.

**Faeries** can be very powerful with magic. The Fae Tree with it's roots also allows you to start most battles on your own terms; but the slow movements of the roots can limit your adaptability if your initial strategy doesn't work out the way you hoped.

The **Haunted** army presents many intriguing options. Should you bring an ethereal host which will be vulnerable to magic attacks; but nearly unstoppable against mundane troops? Or perhaps legions of skeletons that can be magically replenished as the battle continues?

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The middle of the book contains a section on each of the races, including background and specific rules for the army. Whatever you choose, your strategy in combat will decide the outcome, so choose a race that best compliments your playing style. Find the race of your choice and begin building your army using the rules on the next few pages.

## PLANNING AN ARMY

Great generals win their battles before any troops set foot on the battlefield. Poor generals (soon to become dead generals) go to war and then try to figure out how to win. By carefully planning which troops to include in an army, you can have a major advantage over your opponent. While all troops are designed to hurt the enemy, some troops are more effective under certain circumstances. You must make that judgment.

### MORTAL

A mortal is the basic building block that makes up any army. A mortal would include a single elf, orc, or giant. A number of smaller creatures can also be considered a single mortal, such as a swarm of bats (a single bat would not have any effect in a battle— a swarm of them acting together might). However, a mortal may never be separated further (half a dwarf never did anybody any good). All mortals in Bellicose have their own statistics and point costs.

Please understand that every creature inhabiting the world of Bellicose is a mortal, even creatures typically thought immortal such as elves and vampires. They can all be destroyed by mortals and are therefore mortal. Mortals are represented on the battlefield by many different things, the most common being pewter or plastic miniatures. The base sizes are usually either 20 or 25mm square. Players can use whatever is accessible, even squares cut out of paper. Yet, the size of the mortals should be standardized between the players. Monsters and such may have larger sized bases. Refer to the back of the book for examples.

### UNIT

A unit is one or more mortals that act together. Whether it be a lone rogue fighter, or a group of fifty skeletons, they are considered a unit. Most units consist of only one type of mortal that are equipped with the same weapons and

armor. Normally, a unit consist of five or more mortals but this is not always possible due to point limitations or other factors. Sometimes powerful champions may lead a unit into battle. These leaders may have improved statistics and equipment, but are still part of the unit. Leaders are discussed at length in the "Commander's" section (page 128).

### STATISTICS

Each mortal in an army is given certain statistics to represent how capable they are in battle. These statistics and meanings are as follows:

#### *Melee Skill (Me)*

This describes how skillful a mortal is at attacking its enemies.

#### *Damage (Dmg)*

After a hand-to-hand attack, this describes how much damage has been done. It is a measure of both the quality of weapon, and the strength of the mortal.

#### *Parry (P)*

This describes how well a mortal can evade an attack, whether it be parrying, dodging, or anything else.

#### *Damage Resistance (DR)*

This describes how well a mortal can absorb damage. It represents the strength of armor, as well as natural toughness, such as a dragon's scales.

#### *Life (L)*

This describes how much damage a mortal can take before dying (or becoming unable to continue fighting). If this statistic reaches zero, the mortal is removed from the game.



*Shooting Skill (SS)*

This describes how skillfully a ranged weapon can be used.

*Shooting Damage (SDmg)*

This is the amount of damage done by a ranged weapon such as a bow. This is specific to the weapon and not the actual mortal.

*Nerve (N)*

This describes how fearless (or cowardly) a warrior is.

*Movement (Mv)*

This is how fast a mortal can travel.

Each mortal also has a point value which represents overall usefulness in the Bellicose world. Many details contribute to how useful a unit is in battle. All other factors equal, however, two-hundred points of dwarves should be equally effective as two-hundred points of elves.

These statistics may not mean much to you unless you have already fought a battle. Don't panic, sanity comes to those who wait.

**SELECTION QUOTA**

Some units or characters are more prevalent in battle than others. Not every beginning mage will become a necromancer, nor will each footman survive long enough to become part of the elite guard. To represent the availability of certain units, each unit is given a specific selection class.

*Commanders*

Commanders are broken down into two distinctions: captains and generals. Generals are those fearless leaders who eat thunder and spit lightning, while captains are great fighters; but not as great as generals (or perhaps it's just that their noses are not as brown). The number of commanders an army may include is based on the total number of points in the army.

2000 Point Army	
Generals	1 Maximum
Captains	2 Maximum

For every 1000 points, your army may include one captain. For every 2000 points, your army may include a general in addition to the captains. When fighting battles of larger or smaller army sizes, simply adjust the selection quota proportionally. For a 1000 point army, you may include only one captain. If you plan a massive battle of 4000 points, then you may include up to four captains and two generals. You do not need to include the maximum of each leader, yet the army must have at least one commander, whether general or captain, to act as chief of command.

*Troops*

Troops are separated into three classes: common, uncommon, and scarce. Troop quotas are a percentage of the total army's point value.

Percentage of the Army	
Common	At least 50%
Uncommon	Up to 25%
Scarce	Up to 10%

You must include at least 50% of your points as common troops and are allowed to spend up to, but not over, the quota for uncommon and scarce troops. For example, a 2000 point army must include at least 1000 points of common troops, may include up to 500 points of uncommon troops, and may only include up to 200 points of scarce troops. If you do the math, you will notice that this leaves you 300 points to spend on commanders. The point values of the troops may not easily conform to the allowed ratios. One usually must have slightly more than half made up of common troops in order to conform to the rules. This is by design. Of course, you may decide to have much more than 50% of your army made up of common troops. This is perfectly acceptable.

## EQUIPMENT

Every mortal is assumed to come equipped and ready for battle, but many units may be equipped with more or different weapons, armor, mounts, and other features. These items give the mortals some type of advantage and have an extra point value associated with them. The army lists for each race will explain which options are available to the various units. If the particular type of equipment is not mentioned in the unit description, that unit is not able to get it ("That sword is too expensive for you, grunt...").

### Mounts

First you must choose whether your unit will be mounted and what type of mount it will be. Since most mounted animals can move faster than footmen, a mount will increase the unit's Movement (Mv). In addition, mounts can also increase Damage Resistance (DR) or Damage (Dmg). Here are your basic choices:

Mount	DR	Dm	Move	Points Cost
Horse	+1	-	12	+8 Points
Barded War Horse	+2	+1	11	+15 Points

### Body Armor

Now that we have decided that, let us press on to choosing body armor. Armor is very diversified and may include many different things, but for simplicity armor is broken into three classes called Light, Medium, and Heavy. The cost of each type of armor is dependent on the Damage Resistance (DR) from the mount. If you do not have a mount, simply use 0 when choosing body armor. Use this nifty chart to figure out how many points it will cost you for each type of armor:

DR from mount	Light (+1DR)	Medium (+2DR)	Heavy (+3DR)
0	+2pts	+5pts	+9pts
1	+3pts	+7pts	+12pts
2	+4pts	+9pts	+15pts

### Shield

Now that your troops can hardly move, let's choose a shield. A shield adds (+1) Damage Resistance (DR) to a mortal. Units using two-handed weapons may not use a shield in melee combat. You may still buy a shield, however, and it will help if someone is trying to turn your regiment into target practice. The shield cost is dependent on the Damage Resistance (DR) from the mount and type of body armor.

DR from Mount and Body Armor	Point Cost
0	+1pt
1	+2pts
2	+4pts
3	+6pts
4	+10pts
5	+15pts

### Melee Weapons

Every race in Bellicose has the equivalent of two advanced weapon types: Heavy and Extra Heavy. Heavy weapons include military hammers, halberds, great axes, spears, and the likes. Extra heavy weapons include great hammers, mauls, or even more gruesome implements of destruction. Extra heavy weapons are considered two-handed weapons and may not be used with a shield when in melee. Again, these weapons are optional and each unit is assumed to come equipped with a basic melee weapon. Melee weapons are summarized below.

Weapon Type	Damage	Points Cost
Heavy	+1	+5pts
Extra Heavy	+2	+7pts



### Special Melee Weapons

Other, more specific, weapons are also commonly found in Bellicose. These weapons have specific rules to their use. Two of the most popular weapons are explained in this section.

Weapon	Damage	Points Cost
Flail	+3/+1	+6pts
Lance	+3/0	+4pts

A **flail** does (+3) Damage for the first turn of combat and (+1) afterward. If you exit melee combat and enter combat again with another unit you get the same (+3) bonus for the first round of combat. A flail is too cumbersome for mounted troops and may only be equipped by units on foot. A flail is also a two-handed weapon and may not be used with a shield.

A **lance** does (+3) Damage in the first round of combat and no Damage bonus afterward. Most likely the rider will drop the heavy stick and draw his sword to finish them off. A Lance can only be wielded by mounted troops.

### Ranged Weapons

Ranged weapons attack from a distance and are controlled using the mortal's Shooting Statistic. A ranged weapon has a limited reach and its own Damage Value. Every attack from a specific ranged weapon is resolved using the weapon's Damage Value, not the wielder's own Damage. The following ranged weapons can commonly be found in Bellicose:

Ranged Weapon	Range	Shooting Damage	Point Cost
Short Bow	20"	1D-2	+2pt
Bow	25"	1D-1	+4pts
Long Bow	30"	1D	+12pts
Crossbow	25"	1D	+9pts
Hand Cannon	20"	1D+1	+12pts

### Pre-equipped Units

Some troops are automatically equipped with an improved weapon or piece of armor. This is specified in the unit's description. For example, orcs always carry at least a heavy weapon. When units come pre-equipped, the unit's statistics or points value has not been altered to reflect this upgrade. You should note the equipment bonus and add the cost of equipment to that unit. It is done this way to avoid confusion if you decide to further upgrade.

## MAGIC ITEMS

Magic Items are considered part of the advanced rules and are not recommended for beginning players. But for experienced players, magic items offer more variation on the core rules. Players should decide before the battle whether to use magic items or not.

Only commanders are able to bring magic items into battle. Each commander can carry up to two magic items, but there can only be three magic items in the army for every two thousand points. For example, armies consisting of 4000 points may include up to six magic items but each commander can only carry a maximum of two magic items (this means that if you have a general and four captains, they can't all have two magic items). Descriptions of the magic items start on page 136 of the "Magic Items" section.

