



Knights and Magick

Volume I Game Rules and Systems

. . . Dark stone towers loom grimly in the predawn sky. A gateway rattles, the great drawbridge groans and crashes down, and across it clatter ranks of knights. In the lead is the Baron, his banner waving, armor gleaming as it catches the first rays of the rising sun. Behind his iron riders walks the castle wizard, resplendent in his glittering robes and cloak. Then march the waves of spearmen in mail, grim bowmen in greens and browns, even a scattering of farmers with scythes and staves . . .

Now **you** can ride forth as the Baron, leading your small army to adventure, fame and fortune. Subdue invading armies, conquer neighboring provinces, fight evil monsters; or you can use your skill in sorcery and dark magick to outwit your opponents! You play the leader — Warlord, Sorcerer, or Priest-king. You could be another Joan of Arc, leading bands of women warriors and their retainers. You might even be a black sorcerer or Wraith-king, commanding an army of orcs and goblins, summoning dread demons from the fiery pit to further your dark designs!

Knights and Magick is an adventure game that starts where role-playing games end. You are the successful adventurer, in command of your own kingdom and castle. In this game you can fight small skirmishes with a loyal band, duel and joust in a tournament, as well as using your army on the field of battle, crushing the enemy forces, giving and withstanding sieges. You can begin playing with just a dozen or so figures, and watch your army grow, bit by bit, as your experience increases.

But now, it's time to don your armor, take up your sword, pack your book of magick spells — a realm of **Knights and Magick** awaits!

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GENERAL INTRODUCTION TO KNIGHTS & MAGICK

Knights & Magick is a new type of fantasy and medieval adventure game. It starts where role-playing games end. This set includes game rules, painting guides, army lists, sample scenarios, as well as a campaign game system. It is a complete package for all aspects of miniature gaming. It is designed for gamers of all levels, from novice to expert. However, if you have never seen a miniature game, adventure game, or wargame before, you might wish to first try our introductory Paint 'n' Play set *The Knights of King Arthur* or our introductory rules *Heroes & Wizards*, both of which are designed for first-time gamers.

Knights & Magick is a game that uses 25mm metal miniatures of any pre-gunpowder era, and all fantasy figures. Heritage has three compatible 25mm figure lines for this game: Knights & Magick (1400's series), Dungeon Dwellers (1200's series), and the Lord of the Rings (1700-1800 series). Heritage also makes Scenoramics castle parts and Scenosquare terrain sections, while both figures and terrain can be painted with Heritage Colors, specially formulated for use with metal miniatures.

Your *Knights & Magick* Rules Set includes the following:

Volume I

contains all game rules, for easy reference while you play

Volume II

contains painting and organization guides for fantasy and history

Volume III

contains game scenarios and campaign game rules

Magick Spells Index

list of magick spells, how they operate, and their effects

Monsters Index

contains complete game data on all races and creatures

Don't try to learn all of *Knights & Magick* at once. Just read the first chapter or two in each volume, and glance through the rest. Start play with a few figures, the basic game rules, and one of the small scenarios. Once you master the basics, you can go further in the volume(s) of your choice. Add more rules, more troops, or more advanced scenarios and campaigns. There is a great deal in your *Knights & Magick* set — don't try to do it all at once.

VOLUME I GAME RULES & SYSTEMS

All the game rules for *Knights & Magick* are concentrated in this volume. This makes the game appear complex, while in reality it is quite simple, provided you learn the basic game first, then gradually progress to the advanced rules and beyond. This volume is your "game umpire." Use it to resolve any questions or problems during play. Don't try to memorize the rules. Read the rules with the summary sheet in front of you, then immediately play the game. Soon you'll be an expert, and ready to digest the next chapter of the rules.

Chapter 1 — Introduction

This chapter provides general background information on the play of the game, use of dice, how figures are classed and rated, and how tabletop terrain is used in the game. Glance through this section to get a working familiarity with the concepts in the game.

Chapter 2 — Basic Rules

Start learning the rules in this chapter. After reading it, play a few games before you go further. *Knights & Magick* is actually a very simple game. This section seems large only because it covers every detail, to eliminate any arguments and questions during play. If you find these basic rules difficult, ignore the Morale and Morale Movement rules sections. Then, after a few games, begin using those rules also.

Chapter 3 — Advanced Rules

Once you have mastered the basic rules in chapter two, you can begin using these rules. You can just use a few sections to start, and then add the rest as you wish. Fantasy gamers will want to use the Magick rules, and role-playing gamers will wish to add the Heroes section. Some of these rules you might never use, such as chariots, camels, or elephants.

Chapter 4 — Personal Combat

This section is purely optional, and is mainly designed for jousting and tournaments in the "Age of Chivalry." Players are urged to not use these rules with standard games, unless the adventure or scenario is very small. These rules can also be used to provide simple man-to-man combat systems for any other role-playing fantasy game.

Chapter 5 — Siege Warfare

This section is also optional, and describes how to design and lay out a fortress, and how to conduct an assault against it. These rules are an expansion of the "Buildings" rules in chapter three.

KNIGHTS AND MAGICK

An Adventure Game of Medieval and Fantasy Combat

Designed and developed by Arnold Hendrick

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Chapter 1

Introduction

INTRODUCTION

WEAPONS, ARMOR & MORALE

TERRAIN

INTRODUCTION

Knights & Magick is a unique game that blends traditional miniature gaming with fantasy role-playing games. You have both individual characters and bodies of troops, giant monsters and hordes of peasants, as you wish. The game has many aspects, so examine all the booklets provided before trying to read or play the game.

How the Game is Played

Knights & Magick is played in turns. Each turn is divided into phases, each player has his own phase. If two or more players are playing together on the same side, their entire side has the same phase. Each phase has two segments, a movement segment and a simultaneous combat segment. Figures fire missiles during the enemy movement segments, and all figures can strike in melee during each player's simultaneous combat segment.

Movement is done by simply moving a figure across the tabletop battlefield as many inches as its speed. Unless charging, a figure can twist and turn during its move, travelling in curves, angles, etc. When charging or similar, the figure must travel in a straight line (but can rotate to aim before the charge).

Command Control affects movement. Figures are moved in groups, with no more than 1" between figures. Each group should have a leader (a figure with special leadership ability). Figures out of touch form their own groups, usually leaderless, and suffer various movement and morale penalties.

Missile Fire is done while the enemy moves his figures – so you can shoot at targets anytime during their move. To fire, you simply compare the weapon of your figure and the armor of the target on the Combat Table. The result is a number, and you must roll that number or less with the proper dice to hit the target. This number is sometimes modified in special circumstances.

Melee Combat is resolved in strikes – when figures are in contact. Figures strike at each other simultaneously. To strike, you compare the melee weapon of the striker (your figure) to the armor of your target. Again, the Combat Table is used to find the number needed (or less) on a dice roll for a kill.

Morale Checks can occur any time during a turn. They are required whenever you charge, are charged, or continue in melee combat. Heavy casualties and other circumstances can also cause morale checks. The entire group of figures checks morale as one, and might be required to charge forward, or hesitate in place for a while, or perhaps even turn around and run away (a rout). The special moves sometimes caused by morale checks are "morale movement," and taken in addition to normal movement.

Heroes & Monsters in the game have a special constitution which can save them from death. Normal figures lack this, so missile or melee hits are sure kills on them. Heroes and monsters also may have special bonuses to their 'kill number' when using certain missile or melee weapons.

Magick in the game can only be used by special magic-user figures, which are either magicians or clerics. Some monsters are also magic-

users. Magic-users have a certain level of skill: one (1) or higher. However, a magic-user can attempt any spell in the list, but the cost in magick power may be more or less than the magic-user's skill. This will increase or decrease the chance of successfully casting the spell, and will also increase or decrease the chance the magic-user himself "burns out" his abilities and powers, temporarily or permanently, or perhaps even fall dead from the strain of casting the spell.

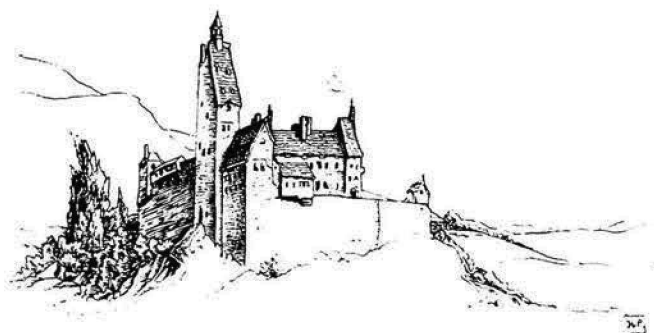
Types of Games

Historical Medieval: traditional "historical" battle gaming is possible, by ignoring all hero, monster and magick rules (hero rules can be used at your option). Army lists for various actual medieval armies, giving their typical troop types, are included for recreations of actual historical battles and campaigns.

Fantasy Medieval: various monsters and magick can be added to standard historical armies, as extra troop types, or new enemies for historical armies. The medieval fantasy army lists are used, and can be supplemented by magick, monsters, etc.

High Fantasy: here you create your own kingdoms, troop types, and armies, using anything from the ancient or medieval world, the fantasy realms provided, or by creating your own fantasy characters and races.

Adventures & Battles: you can play a small "skirmish" adventure with just a few figures, or fight a large battle with many figures, using these rules. Adventures can take many forms, including participation in a tournament, complete with jousting, as described in chapter four.



Dice Definitions

The following terms are used to describe various types of dice rolls made in the game. *Knights & Magick* requires two types of dice. First a regular six-sided die marked 1,2,3,4,5,6 is needed; second an icosahedron twenty-sided die is needed, marked 0,1,2,3,4,5,6,7,8,9. This second die is often called a "percentage" die.

1-6 die roll: roll one six-sided die and read the result

2-12 dice roll: roll two six-sided dice, add the results together, for a total between 2 and 12.

0-9 die roll: roll one twenty-sided die, and read the result. Always read the "0" as zero, do not read it as ten.

1-15 dice roll: roll a six-sided and twenty-sided die, add the results, for a total between 1 and 15. Read "0" as zero on the 0-9 die.

Knights & Magick uses three basic classification systems: one for weapons, one for armor on men (and mounts), and one for morale. Each classification is explained below, along with its abbreviation. To use figures in the game, examine each and decide what weapons and armor it has, using these categories.

Missile Weapons

Missile weapons are those fired or thrown at a distance. They cannot be used in hand-to-hand ("melee") combat.

LB - long/composite bow: a powerful long-range bow, such as the English or Japanese longbow, or the Byzantine or Mongol composite cavalry bow. These bows are rare, expensive, difficult to use, and require exceptional training. Only veteran (morale A) or experienced (morale B) soldiers can use these bows.

SB - short bow: the standard bow used in warfare, common throughout the world. It includes compound types, as well as eastern recurved and standard "self" bows. Short bows are a common hunting weapon, and can be used by men of any experience (or lack thereof).

CB - crossbow: mechanical bow with stock, cocked by lever, hook, stirrup, or crank, and firing metal quarrels or bolts. Introduced first in China, the crossbow became popular in Europe during the later part of the dark ages. Crossbows can be used by any soldiers.

SL - sling: a sling thong can be used one-handed to throw stones or cast lead egg-shaped "bolts." Slings are a common peasant weapon, especially among mountain shepherds, nomads, etc. Dart-throwing devices, such as the Aztec atlatl, are normally considered a type of sling also. Slings and similar can be used by any morale class men.

JD - javelins, darts, etc.: includes all light hand-hurled weapons, among which javelins and darts are the principal types. More exotic weaponry, such as oriental throwing-stars, discs, balls, etc., are also included. These can be used by veteran (morale A), experienced (morale B), or trained (morale C) men, but not by untrained (morale D).

TS - throwing spear: includes all heavy hand-hurled weapons of great power but shorter range, including heavy throwing spears such as the Roman Pilum or Frankish Anglon, heavy throwing-axes such as the Frankish Francisca or Viking throwing-axes, as well as more exotic weaponry such as a throwing hammer, dylami spear, etc. Like JD, these can be used by trained to veteran (C to A) morale men, but cannot be used by untrained (morale D) men.

IM - improvised missiles: these represent the use of any missile that comes to hand, such as rocks, bricks, boiling water, stones, beer mugs, etc. Improvised missiles are normally prohibited, such most are ineffective. However, in special circumstances they are effective, and can be used in the game. Primarily, IM are allowed to figures on superior elevations where missiles can be tossed downward on the enemy, or when figures are trying to hurl some special weapon, such as firepots, etc. Any figure can use improvised missiles, in addition to normal weapons, at no penalty, *but only in situations allowed by the rules.*

Melee Weapons

Melee weapons are those used in hand-to-hand combat. Melee weapons cannot be used as missiles.

Pk - pike: a very long spear, at least 15' long, with a pointed head used for thrusting. The head may also have a small blade or cutting edge, but the primary purpose of the pike is thrusting, and is normally used in multiple ranks of infantry. Pikes can be carried by cavalrymen. Pikes require two hands to handle, and can be used by any morale class of men.

Ln - lance: purely a cavalry weapon, about 12' long. It can vary in weight from the light kontos, which can be used both overhand and underhand, to the heavy lance of the late medieval knight, which was couched under the arm. The lance differs from the pike because it can be used one-handed while mounted. When a lancer dismounts

and becomes infantry, a lance is always classified as a spear.

Sp - spear: an infantry or cavalry weapon, infantry versions are up to 12' long, cavalry versions are normally 6-9' long. All have a point, and are used as thrusting weapons primarily. Spears are more maneuverable than pikes or lances, but are weapons with less power behind them.

2s - two-hand sword: all two-hand cutting or slashing weapons, including a two-handed sword, axe, halberd, etc. A cavalryman has insufficient balance to swing such weapons, although he can carry them slung for use when dismounted.

2m - two-handed mace: all two-handed smashing or crushing weapons, including maces, hammers, clubs, etc. Again, these cannot be used by cavalry, but can be carried slung for use when dismounted.

Sw - sword: all edged swords, with or without point, including longwords, shortwords, scimitars, etc.

Ax - axe: all fighting axes, including more exotic one-handed blade weapons with a handle. However, some asiatic weapons called an 'axe' lack a blade, and have only a spike or similar. These are really a type of mace or hammer (see below).

Mc - mace: smashing and crushing weapons including the war hammer, club, and similar weapons.

Fl - flail: cutting and slashing weapons, including whips, 'morning stars' (spiked or round balls on chains), military flails, and similar.

Dg - dagger: small sabbing and cutting weapons, including large hilted knives, poniard, parrying weapons, etc.

ub - armed body: hitting, shoving, strangling, kicking, etc.



Monsters and Weapons

When using the advanced rules for monsters, the following additional weapon types and classes are used. One is a missile weapon (AF), the rest are melee. In addition to these special weapons, monster weapons may be similar to normal weapons. For example, a monster with defenses similar to a porcupine might be able to fire quills like JD (javelins-darts) weapons.

AF - animal flame: animal breathes fire or similar, such as poison gas, as a missile weapon.

Ast - animal stinger: animal has stinger or similar spear-like striker.

Ahn - animal horn: animal has one or more horns straight enough for goring or impaling.

Acl - animal claws: animal has sharp claws for cutting or rending, on its feet, hands, and/or paws.

Ath - animal thrasher: animal has tail, fangs, wings, etc. strong and heavy enough to beat and smash foes.

Ate - animal teeth: animal has teeth big and sharp enough to rip, tear and ultimately devour foes.

Ac - animal crusher: animal has tentacles, snake-like body or tail, or similar that wraps and crushes foes.

Exotic Weaponry

Peculiar and rare weapons should be categorized using an existing