

Mongol Army

I've created a trial list using all of the forthcoming codes and some other Pendraken goodness. I've researched Mongol mythology and have added three unusual units: Gollums (given that early Mongols believed the first men and women were made from clay); the Mongolian Death Worm (which is still rumoured to live in the Gobi desert) and Eagles which feature heavily in Mongol iconography.

The light cavalry are cavalry / infantry to fill the gap left by the army's fundamentally cavalry nature.

Troop	Type	Attack	Hits	Armour	Comm	Unit Size	Points	Min/Max	Special
Peasants	Infantry	3	3	0	-	3	30	-/2	*1
Bowmen	Infantry	3/1	3	0	-	3	55	-/2	-
Golems	Infantry	5	3	5+	-	3	110	-/2	*2
Light Cav	Cavalry	2/1	3	6+	-	3	75	2/-	*3
Medium Cav	Cavalry	3/1	3	5+	-	3	100	-/3	-
Heavy Cav	Cavalry	3/1	3	4+	-	3	150	-/3	-
Keshik	Cavalry	3/1	3	4+	-	3	160	-/1	*4
Death Worm	Monster	5	8	5+	-	1	175	-/1	*5
Eagles	Monster	2	3	6+	-	3	70	-/1	*6
Khan	General	+2	-	-	9	1	125	1	-
Hero	Hero	+1	-	-	8	1	80	-/2	-
Shaman	Wizard	+0	-	-	7	1	45	-/1	-

1. **Peasants:** A unit of peasants suffers an additional -1 Command penalty when given an order. However, this penalty is waived if the peasant unit is part of a brigade that includes at least one non-peasant unit. Peasants cannot use initiative to charge though they can use initiative to evade as usual. When they charge they receive no bonus attack modifier for doing so.

2. **Gollums:** Gollums use the same stat line as trolls but do NOT suffer a command penalty. Gollums can ONLY be commanded by shamans. Gollums can only brigade with other Gollums.

3. **Light Cavalry:** Light cavalry are based on the long edge rather than the short. They can shoot in a 360 degree arc at FULL RANGE. Light cavalry can enter difficult terrain in the same way as infantry but NEVER count as defended or fortified.

4. **Keshik:** Keshik are the Khan's personal guard and will obey their first command order on an unmodified 10 or less if issued by the Khan.

5. **Deathworms:** Deathworms deploy in the same manner as Skaven gutter runners EXCEPT: Since Deathworms are monsters they can only deploy within 5cm of any terrain feature but not in it. (This is to limit the deployment of a truly horrible monster). If a deathworm suffers 4 or more hits in a shooting or combat phase it is badly hurt. Once badly hurt its stats are reduced to 3/4. Deathworms cause terror.

6. **Eagles:** Eagles fly.

SPELLS:

DEATH RAGE

5+ to cast
Range 30cm

This spell can be cast upon a friendly unit that is engaged in combat and which is within range. The Shaman does not have to be able to see the target to cast the spell.

The effect lasts for the duration of the following combat phase and the indicated bonus attacks are added to the unit's total attacks each round. The unit gains bonus Death Rage attacks for the following combat phase.

To determine the number of bonus attacks roll one D6 at a time and add the results together. The player can roll as many D6 as he wishes up to a maximum of 1 per stand in the unit. The player always rolls one dice at a time and can decide to stop at any point. However - if the player rolls a second or subsequent dice and scores the same value as any previously rolled dice, then the total Death Frenzy attacks are directed against the targeted unit instead of its enemy. Death Rage attacks that rebound in this way are struck only once in the first round of combat: they are not struck each round.

Example, $1 + 4 + 6 = 11$ extra attacks for the Mongol unit each round.
 $1 + 4 + 1 = 6$ Attacks upon the Mongol unit in the first round.

VOICE OF COMMAND

5+ to hit
Range 30cm

The Shaman's voice booms out across the battlefield directing troops above the tumult of combat with the magical Voice of Command. The spell can be cast on any unengaged friendly unit within range regardless of whether the Shaman can see it or not. The spell affects only a single unit, never a brigade. The unit can be moved just as if it had received an order in the command phase. Character stands that have joined the unit will not move with it: they remain where they are.

BALL OF FLAME

5+ to cast
Range 30cm

A ball of flame shoots from the Shaman's outstretched arm burning all in its path.

Draw an imaginary line 30cm long from the Shaman's stand in any direction you wish. The line will pass through any intervening units but not beyond terrain that would normally stop a missile shot, e.g. over the crest of a hill, more than 2cm of woodland, and so forth.

Each unit under the line takes three shooting attacks worked out in the usual way. Note that this spell can easily affect several units and will affect all units that fall beneath the line (including your own). Unengaged units can be driven back by a Ball of Flame as with ordinary shooting (even including friends). Engaged units cannot be driven back by the Ball of Flame but carry over any hits scored into the first round of combat; any hits scored count as having been struck in the combat itself.

TELEPORT

2+ to cast

Range N/A

With a swirl of his cloak, a crack of thunder and just a hint of maniacal laughter the Shaman vanishes to reappear anywhere on the battlefield.

The Shaman is moved to a new position anywhere on the table. He can leave or join a unit if he wishes, enabling a Shaman to move into or out of combat for example. Once the Shaman has moved he can cast a second spell, but note this must be a different spell and not a further Teleport! Roll to cast the second spell as normal. A Shaman that teleports successfully can therefore potentially cast two spells that turn.