

TO THE STRONGHOLD!

OLD WORLD BATTLES USING TO THE STRONGEST!



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Thanks and enjoy the games - Simon Clarke

RULE ADAPTATIONS

NEW RULES AND CAVEATS

Activation Modifiers

Several armies have effects that modify the result of a card PIPs. These modifiers only effect the success, and outcome, of that activation. The drawn PIP card is still placed next to the unit for subsequent activations. The modifier does not effect the value of the card itself.

Artillery

To elevate the effectiveness of ancient artillery in TTS!

- Troops hit by Artillery have a +1 to Save modifier.
- Each piece of Artillery deducts 1 scouting point.

In the March Move section of the rules replace the 3rd bullet with - *Start its activation within a box into which any enemy formed unit of artillery, bowmen, crossbowmen or longbowmen is able to shoot, or enter such a box*

Core Units

When amassing your army some troops are indicated as Core. You must take 3 Core units for every 2 non-Core in your army. They do not need to be in the same command, unless specified by the army list explicitly.

Effects

Some spells and attacks call for an *Effect token* to come into play. An *Effect* is a token that is placed in the (target) box. The token should be suitably representative of the effect. Typically they have 1 of 3 forms - modifiers to Save, Activation or Combat. Each Effect has a parenthesised value which is the modifier to the target value. So, positive is a penalty and negative a bonus

Example Save (-1) would mean any units making a save in the box have a -1 bonus.

Unless specified, Effects tokens are removed by the owning player at the start of their turn before any activations are made.

Handgunners

This new troop type is for those formed bodies of troops making sole use of firearms for mass shooting.

- Troops hit by Handgunners have a +1 to Save modifier
- Range 2 boxes
- 1 shot when activating to shoot.

Powerful handguns can have the **Black Powder** characteristic. The modifiers to armour save do stack

Generals

Generals points are increased by 1 (10 in these rules) from those listed in the TTS! main rule book.

Isolated Generals

If a detached General is ever alone in a box, he may be selected as a target as if he were a unit. As long as he is a valid target he may be shot at, charged or be the target of a spell. If the general is targeted in such a way he first must make a save. If he survives then he is moved to join any unit, under his command and in command range, of his choice. If the general is senior, he may choose to join any unit in his army. Should no such friendly unit exist, then the general is considered to have been captured and is lost.

Warriors

Warriors are now allowed to be fielded in non-deep units. Their profile is 2 hits, 2 VPs, Save 7+ with no integral hero nor missile capability. Warriors, deep are the identical to those in the main rules - 3 hits, 3 VP, Save 7+ with an integral hero.

GENERAL, HEROES AND WIZARDS

Minor Heroes

Minor Heroes are typically unit Champions, or fighters of some ability but little renown. They follow all the rules for *Heroes* as per the TTS! A unit can only have 1 Minor Hero at any one time. If a rule or spell adds a hero marker where one already exists ignore the result.

Major Heroes

Major Heroes are mighty warriors to whom soldiers aspire, and will follow into battle. They follow all the rules for *Heroic Generals* as per the TTS!

In To the Stronghold! the Old World is a land of Magic and Might. As such Heroes have a much larger role to play in our battles therefore any General can be Heroic

Legendary Heroes

Legendary Heroes are always named and unique. Only 1 can be fielded in an army. They follow all the rules for *Heroic Generals*. In addition they always have a special rule included in their profile. Some Legendary heroes must be attached to their unit. Legendary heroes are listed in the Regiments of Renown and Lords of Legends section.

Wizards

Wizard is a characteristic that can be given to any general. The general can then cast spells in addition to their normal abilities.

CHARACTERISTICS

Army Traits

There are 2 types of Characteristic. In the first instance an Army may have a characteristic that applies globally to all troops in that army. These are known as Army Traits, and they feature in the Army list themselves. There are no generic Army Traits. An Army trait may effect Points total, VP adjustment or have some other global effect. There may, or not, be an associated point cost for the Army Trait itself.

Unit Characteristics

A unit may have up to three characteristics. A characteristic may be generic, as listed here, or specific to that army detailed in the list itself. Typically they effect Save, VP or Points - some may have some local effect on the unit. Only troops marked with this characteristic benefit from it unless otherwise specified

Black Powder

Shooting hits made by troops with Black Powder characteristic have a +1 to Save modifier. This can stack with other modifiers

Breath Weapon

Monstrous Creatures with this characteristic can shoot into their front facing box. No ammunition is tracked, or expended. They are limited to 1 breath weapon attack per turn.

Breath Weapons hit on a 6+, with a negative modifier to the enemy save equal to the Monstrous Creatures level.

Ethereal

Troops attacking a unit with this characteristic count as disordered when determining whether they hit or not.

Fearless

Troops with this characteristic ignore the effect of the Terror characteristic. Troops with the Fanatic characteristic are also classed as Fearless.

Fleet

Troops with this characteristic can change orientation, by one face, during any activation. Alternatively during a simple activation you may move additional 1 box straight ahead.

Fly

Non-charging troops with the fly characteristic Fly, can move 1 extra box straight forward when activating. When charging, they follow the standard rules as their type. They can move over boxes containing terrain and/or non-flying troops (friendly or enemy). Flying troops evade on a 3+ unless being charged by another unit with Fly, in which case they evade on 5+ Troops with Fly have a -1 PIP modifier when making saving rolls.

Immobile

The unit cannot move

Hatred (*Type*)

Troops with this characteristic add 1 to any close combat card drawn

Mercenary

Mercenary troops must be paid 1 victory medal before the battle begins. You may choose not to do this - then, if their very first activation is a I-PIP card they retreat from the battlefield (counting as lost)

Poison

Saves made against a Poison attack save on a 7+. If the units save is worse than 7+, they use that instead.

Regeneration

When a unit with this characteristic activates and draws a I-PIP card, they may remove one of their disruption markers. The activation fails as normal. If the card is redrawn for any reason regeneration still takes place.

Slave Troops

Troops with this characteristic cannot redraw a failed activation under any circumstance. Slave Troops can never benefit from a hero redraw in combat In addition only other Slave Troops perform a break test for seeing Slave troops destroyed.

Stupid

Stupid troops count easy activations as difficult, and difficult activations as 'doubly' difficult

Swarm

Troops with this characteristic deduct 1 from the Victory Point total. When a unit is destroyed Victory Medals lost are reduced by 2.

Terror

When saving against troops with this characteristic draw an additional card, discarding the highest. In addition, troops taking rout tests when adjacent to Terror causing units can attempt to save only once. Troops with Terror are also Fearless

Deviation from Shooting and Moving

There are some situations where deviation occurs as part of an activation. Deviation can be either in shooting or movement (as specified by the type in the army list).

Shooting

Artillery with the **Deviates** characteristic deviate - others deviate only by exception, specified in the army list.

Instead of drawing a card to hit, nominate a target box then follow the process below to determine which box is actually hit. Where the target box is occupied by more than one unit, the hit is applied to the unit most frontal to the shooting face. Where targets are equally 'frontal' the shooting player picks the target.

Movement

Where specified, troops who deviate do so instead of movement. In most cases deviation is mandatory unless specified by an army list.

Deviation Process.

The direction of deviation is influenced by the orientation of the unit that is moving or shooting. Select a table below that matches the facing of the unit, relative the owning armies table edge.

11-14	15-17	18-19
5-7	9-10 Starting	20
3-4	2	8

Left Facing

5-7	11-14	15-17
3-4	9-10 Starting	18-19
2	8	20

Forward Facing

3-4	5-7	11-14
2	9-10 Starting	15-17
8	20	18-19

Right Facing

Draw 2 cards adding the numbers together. The resulting value indicates where the units are moved to, or where the shot lands. The result of the deviation will be detailed in the troop types. (Some are worse than others!)

MONSTROUS CREATURES

The Old World has a rich pantheon of monstrous creatures. To represent them in our games there is a new troops type in addition to those in the TTS! rulebook. There are 4 classes of Monstrous Creature in the game (I-IV). They have the following profile.

Class	Hit Modifier	Save	Hits	Move as	Victory Points	Victory Medals
I	0	5+	2	Infantry	1	2
II	+1	5+	3	Infantry	1	2
III	+1	5+	4	Cavalry	1	3
IV	+2	4+	4	Cavalry	1	3

Monstrous Size

Class III & IV Monsters

- Automatically cause Terror
- Are shot at with a -1 bonus
- Take up the full occupancy of a box.
- Cannot benefit from a 'Hero' melee redraw unless as Monstrous Mount or Monstrous General, or if caveated by an army list.
- Cannot share a box in any circumstances

Walk Amongst Mortals

Class IV Monsters

- Treat every activation as easy
- A Monstrous General they do get the *free* generals move

Monstrous Generals and Monstrous mounts

Where specified in the list a Monstrous creature can be a General and/or a Wizard. Some Generals are allowed a Monstrous Mount (which can either be a Monstrous Creature or War Wagon)

Both Monstrous Mounts and Monstrous Generals use the section for Monstrous mounts in the Army builder. Monstrous General and Mounts must always be attached (to the Monstrous Mount) and count as mounted.

Monstrous Mounts and Monstrous Generals do not get a generals free move. All moves must be made by activation. They move as the following types - Infantry (Monstrous Creature I & II), Cavalry (Monstrous Creature III & IV) or War Wagon

Hits on Monstrous Generals & Mounts

Monstrous Mounts follow the normal rules regarding hits with an attached general. Should the General be killed and the Monstrous Mount survives the mount is treated as a normal unit for the remainder of the game, using its own profile.

If the Monstrous Mount is killed, and the General survives, normal rules apply

Monstrous Generals take only a single save when hit. The save is that of the Monster

Death of Monstrous General.

When a Monstrous General is killed, surrender VMs equal to the Monstrous Creature and the Monstrous General (including any VM for being a Wizard). A Monstrous General only loses 1 VM opposed to 2 for a normal General. As the General and the Monster are a single entity then the attached general does not get chance to escape.

Example

Lord of Change VM

Monstrous General	1
Class IV Monster	4
Level 3 Wizard	3
Total VM if lost	7

GIANTS

Giant is a Classification specifically for Monstrous Creatures
It wouldn't be right unless we had erratic Giants in the rules! As such, when activating any Giant and a 1-PIP or 10-PIP card is drawn, draw another card and consult the following table

Oh No! What's he doing now!	
1-3	The Giant will neither move nor fight this turn but simply stands rooted to the spot looking dopey. This ends the Giants activation but not the commands
4-6	Move the Giant directly towards the nearest table edge. If equidistant randomise the direction. If he moves into another unit he will attack it regardless of which side it is on.
7-8	The Giant picks up a rock, tree, abandoned cart, outhouse or whatever comes to hand and throws it at the closest unit - friend or foe - that he can see within 2 boxes.. Strikes with 3 shooting attacks worked out in the usual way
9-10	The Giant moves towards the nearest enemy unit that he can see. If he is adjacent to the foe he will attack as normal. If friends are in the way he will walk through them. Walking through friendly troops inflicts 1 hit as if in melee. If the box he moves into is fully occupied then he displaces one of those units. The Giant and the passed through unit are swapped. Unit orientations are kept as they are.

Death Throes

When a Giants is killed he falls! Follow the rules for movement Deviation. Every unit in the destination box takes a hit. Saves may be made but with a +2 Penalty



WIZARDS AND MAGIC

MISCASST TABLE

Wizards have a 'Level' which can be either 1, 2 or 3. This indicates the number of spells they can attempt to cast in any one turn. A Wizard is a type of General that may attempt to harness the *Winds of Magic* and cast a spell. To do this the Wizard activates as if he were a unit. Casting a spell is a Difficult activation. As a General he can re-draw the activation attempt. If successful the Wizard selects a spell from the army list to them and attempts to cast.

To Cast

- Draw a card
- Add the casting Wizard's level to the value.
- Add any further modifiers specified by Wizard type

The target for success is indicated by the spell itself. If the card is equal to, or greater than, the casting cost it has been cast successfully. The effects of the spell are enacted immediately. Some spells have an immediate impact and some have an effect that may last a longer time. In this case a suitable marker must be used to indicate the spells effect.

Unless specified by the army list, a wizard may only attempt to cast each spell once per turn. Multiple Wizards can cast the same spell however.

Dispelling

Once a spell has been cast then your opponents may try to dispel it. To do so requires the opposing wizard to be in line of sight to the casting wizard, and within 3 boxes. This range is measured between the dispelling and casting wizards. Diagonal boxes counting as 1.5 boxes for this purpose

To Dispel

- Draw two cards, and discard the higher value.
- Add the dispelling Wizard's level to the value.

If the value is higher than the final value of the casting Wizard then the spell is unbound and takes no effect.

Each wizard may only attempt to dispel a number of spells equal to their level, each opponent turn.

Miscasts

The Winds of Magic are fickle. If a 1-PIP card is drawn when attempting to cast, then something seriously has gone wrong. The spell automatically fails, and draw another card to see what has gone wrong. To this value add the casting Wizard's level

Wizards Save

A Wizards save is one worse than the general of his type.

Miscast Total	Effect
<=3	The Wizard is sucked into a Magical vortex and is destroyed. In the magical wash that follows each unit in the Wizards box takes a hit. They cannot save against this hit.
4	Catastrophic magic engulfs the Wizard and his surroundings. Each unit in the Wizard's box and adjacent boxes takes a hit. They can save as normal
5	The spell fails so disastrously that it is expunged from the minds of all Wizards present. This spell can no longer be cast by any Wizards for the remainder of the battle
6	The Wizard's brain is fried by channelling such potent magic. Reduce his Level by 1 for the remainder of the battle.
7	Magical Backlash. Each unit in the Wizard's box takes a hit. They can save as normal
8	The Winds of Magic are literally strong. The box containing the Wizard cannot move for the remainder of the activation
9	Befuddled by the casting attempt the Wizard cannot cast further spells this activation.
10	Further attempts to cast spells by this Wizard have their casting values increased by 1 this activation
>10	Luckily you are too strong for this, and brush away the spell failure with no ill effect.

Loss of a Wizard

Wizards are lost in the same way as Generals. If they are lost then loose additional Victory Medals equal to the Level of the Wizard killed.

Spells and Line of Sight

Wizards attached to a unit are assumed to be in the front rank of that unit. Line of sight for a spell is determined from the unit itself. Detached Wizards are treated as if they were at the front of the box for Line of Sight purposes. In all cases use line of sight rules as if shooting. Wizards on a hill can see and cast over troops in the boxes immediately adjacent, other than to another hill. In all other cases spells cannot be cast overhead,

Spells and Target Priority

The only spell casting target priority for Wizards is if they have enemy in an adjacent box. If no such enemies exist then a spell make be cast at any unit, or box, in line of sight and range of the casting wizard. Some spells may caveat this.