

THE ROYAL ARMY AND THE THE UNDEAD LEGION

**BUDGET
BATTLEFIELD™
ARMY PACK**

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DISCLAIMER

We have made every effort to make sure that all parts fit together properly, but sometimes tolerances are tight and mistakes do happen. Test fit all pieces before applying glue. Some trimming may be required.

Tools Required:

Scalpel or sharp-bladed hobby knife

Metal ruler or straight-edge

Cutting surface - a self-healing cutting mat is recommended, but a sheet of corrugated cardboard or even heavy poster board will work as well.

Glue - white glue, glue stick or wax stick. Double sided cellophane tape also works well. Rubber cement can be used, but will sometimes stain the cardstock or discolor colored inks and cause them to run.

A Note About Using White Glue

White glue contains mostly water. Too much glue may cause warping. Warping may cause the parts not to fit together correctly. If you use white glue, apply a very thin coat on the glue tabs - the thinner the better. You can use a cotton swab or your finger to spread the glue thin. Remember to keep a damp paper towel handy to remove any excess glue from your fingers before assembly.

PLEASE NOTE:

Each item has been marked with a series of Grey Lines that are an indicator that these lines are Fold or Score lines. All Tabs which are to be glued to hold the structures together are marked with a capital letter (G). Unless otherwise noted, all Glue Tabs fold inwards to the structure.

ASSEMBLING THE STAND-UPS

Cut out the stand-ups along the black lines so that each figure is contained within a frame that shows a figure in the bottom frame and a black silhouette on the top frame. Fold the stand-up in half along the grey line and fold the two base pieces under. Glue one of the base pieces on top of the other so that the character name is to the outside. If desired, standing figures can be glued to a heavier piece of cardboard or chipboard 1" square for ease of movement on the playing field. Mounted figures (if any in this set) can be

mounted to a piece of cardboard or chipboard that is 1" wide and 2" long. If you wish to glue buildings and other structures to a heavier base, cut out extra glue tabs along the bottoms of a structure when doing the initial cutting of the piece. Page allowances for most of the pieces in this set have been given. If the space between elements of a structure do not allow the cutting out of extra glue tabs, cut the tabs out of scrap cardstock and apply to the underside of a structure and fold up to allow the piece to rest flat on a base.

ASSEMBLING THE CHURCH

Cut out and score the two building sides located on the first page. Using the glue tabs along the side walls, attach the two sides of the church together. When dry, fold into a box shape and glue the wall tab to the inside. Fold down all tabs along the top edges. Cut out and score the roof pieces as indicated. Assemble the roof by gluing the tab along the roof edge to the underside of the opposite roof section. NOTE: the two cut out notches need to line up so that they are on the inside along the center fold. When this piece is dry, fold in the middle, but do not attach to the church building at this time.

Moving to the second page, cut out and score the bell tower. Fold down the upper roof section and fold up the side walls that are attached to the floor section. Glue the first inside wall (the one attached to the front wall of the tower) to the inside of the wall of the tower. Fold the tower into a box shape, gluing the inside walls of the floor section down to the inside of the tower walls. When you come to the last wall, glue the long tab to the inside to close. Set this section aside to dry.

Cut out and score the bell tower roof located on this page. Fold along all grey lines and fold up the tabs along the bottom edges of the roof panels. Glue the tab along the wall to the inside of the opposite wall to form a 4 sided triangle. Set aside to dry.

For final assembly, attach the bell tower to the front of the church in the blank area. Check fit the church roof and make sure the notch is wide enough to allow attachment of roof and not bind on the sides of the bell tower. If it is too narrow,

trim to fit before final gluing. To attach the roof, apply glue to the tabs along the tops of the church and set the roof in place. The bell tower roof was designed to be detachable if desired. If permanent attachment is desired, apply glue along the tabs on the bottom of the piece and fit into place.

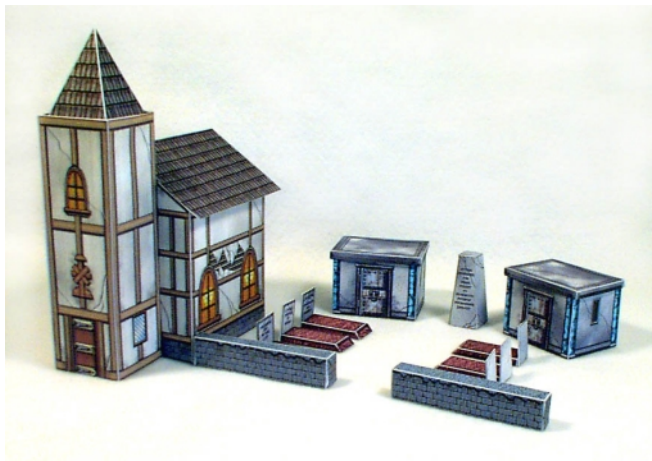
The two stone walls included on this page are constructed by folding down all 4 sides from the top and gluing the tabs to the inside.

CONSTRUCTING THE CEMETERY

The cemetery pieces in this set are in 3 sections, the mausoleums, the graves and the monument. To construct the mausoleums, cut out and score the main building and the roof pieces. Fold down all 4 sides from the top and glue the tabs to the inside walls. To construct the main building, fold into a box and glue the tab along the wall to the inside. When both pieces are dry, fold down the tabs on the top edges of the main building and apply glue. Place the roof section in place and hold or weight until dry.

To construct the graves, cut out each grave piece and headstone and fold as indicated. For the gravestones, apply glue on one side of the inside and fold over the second side, creating a 2 sided piece. To construct the dirt grave section, fold down all 4 sides from the top and glue the tabs to the inside. Note that the "foot" of the grave (on the left side as printed) is at a slant while the "head" side (on the right side as printed) is straight. The gravestones will be glued to the "head" side, flush with the bottom.

To construct the monument, cut out and score as indicated. Fold down the top and glue the tab to the inside. Continue on, forming the piece into a box. Glue the final tab along the side wall to the inside to close.



The finished Church and Cemetery pieces.

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www.microtactix.com**

THE BARBARIAN HORDE



THE DWARVEN ARMY



TRIBAL ELVES



THE ORC ARMY

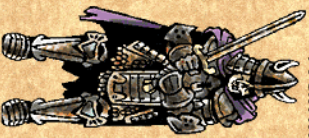


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UNDEAD COMMANDER

Training Level: Elite



Move: 6/12
Command:
Professional
(+3 Initiative)
Hit Factor: 5
Hit Points: 4
Weapon:
Bastard Sword
Armor: Plate

Attack Roll

| | | | | | | | | | | |
|------|---|---|---|---|---|---|---|---|----|----|
| ROLL | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| DMG | 0 | 0 | 0 | 1 | 3 | 5 | 7 | 8 | 10 | 12 |

Figure Cost: 69

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UNDEAD NECROMANCER

Training Level: Master



Move: 6
Hit Factor: 3
Hit Points: 4
Total Spells: 8
Max Mana: 10
Mana Draw: 4
Weapon: Staff
Armor: Cloth

Attack Roll

| | | | | | | | | | | |
|------|---|---|---|---|---|---|---|---|---|----|
| ROLL | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| DMG | 0 | 0 | 0 | 1 | 2 | 3 | 4 | 6 | 7 | 8 |

Hero Cost: 65

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ROYAL COMMANDER

Training Level: Elite



Move: 6/12
Command:
Professional
(+3 Initiative)
Hit Factor: 6
Hit Points: 5
Weapon: Greatsword
Armor: Plate

Attack Roll

| | | | | | | | | | | |
|------|---|---|---|---|---|---|----|----|----|----|
| ROLL | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| DMG | 0 | 0 | 0 | 2 | 4 | 7 | 10 | 12 | 15 | 18 |

Figure Cost: 113

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ROYAL GRAND WIZARD

Training Level: Master



Move: 6
Hit Factor: 3
Hit Points: 3
Total Spells: 8
Max Mana: 10
Mana Draw: 4
Weapon: Staff
Armor: Cloth

Attack Roll

| | | | | | | | | | | |
|------|---|---|---|---|---|---|---|---|---|----|
| ROLL | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| DMG | 0 | 0 | 0 | 1 | 2 | 3 | 4 | 6 | 7 | 8 |

Hero Cost: 60

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NECROMANCER

Training Level: Journeyman



Move: 6
Hit Factor: 3
Hit Points: 3
Total Spells: 4
Max Mana: 6
Mana Draw: 2
Weapon: Dagger
Armor: Cloth

Range
Short: 4 Long: 5

Attack Roll

| | | | | | | | | | | |
|------|---|---|---|---|---|---|---|---|---|----|
| ROLL | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| DMG | 0 | 0 | 0 | 0 | 0 | 1 | 2 | 3 | 4 | 5 |

Hero Cost: 32

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APPRENTICE NECROMANCER

Training Level: Apprentice



Move: 6
Hit Factor: 3
Hit Points: 4
Total Spells: 2
Max Mana: 3
Mana Draw: 1
Weapon: Dagger
Armor: Cloth

Range
Short: 4 Long: 5

Attack Roll

| | | | | | | | | | | |
|------|---|---|---|---|---|---|---|---|---|----|
| ROLL | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| DMG | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 3 | 5 |

Hero Cost: 21

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ROYAL MAGE

Training Level: Journeyman



Move: 6
Hit Factor: 3
Hit Points: 4
Total Spells: 4
Max Mana: 6
Mana Draw: 2
Weapon: Staff
Armor: Cloth

Range
Short: 4 Long: 5

Attack Roll

| | | | | | | | | | | |
|------|---|---|---|---|---|---|---|---|---|----|
| ROLL | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| DMG | 0 | 0 | 0 | 0 | 0 | 1 | 3 | 4 | 6 | 8 |

Hero Cost: 39

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APPRENTICE SPELLCASTER

Training Level: Apprentice



Move: 6
Hit Factor: 3
Hit Points: 3
Total Spells: 2
Max Mana: 3
Mana Draw: 1
Weapon: Dagger
Armor: Cloth

Range
Short: 4 Long: 5

Attack Roll








| | | | | | | | | | | |
|------|---|---|---|---|---|---|---|---|---|----|
| ROLL | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| DMG | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 3 | 5 |

Hero Cost: 19







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|  |  |  |  |  |
|  |  | Undead Necromancer | Necromancer | Necromancer Apprentice |

Mounted Undead Commander

| | | | | |
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|  |  |  |  |  |
|  | Royal Commander | Royal Wizard | Royal Mage | Apprentice Spellcaster |

Mounted Royal Commander

ROYAL ARCHERS

Training Level: Elite

Move: 6

Hit Factor: 4

Morale: 7

Weapon: Longbow

Armor: Leather



Range
Short Long
31 63

Attack Roll

| ROLL | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|------|---|---|---|---|---|---|---|---|---|----|
| DMG | 0 | 0 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |

Figure Cost: 10

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Royal
Archer

Royal
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Royal
Archer

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Royal
Archer



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Royal
Pikeman



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Royal
Pikeman

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Pikeman

ROYAL PIKEMEN

Training Level: Line

Move: 6

Hit Factor: 3

Morale: 5

Weapon: Pike

Armor: Leather



Attack Roll

| ROLL | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|------|---|---|---|---|---|---|---|---|---|----|
| DMG | 0 | 0 | 0 | 0 | 0 | 1 | 4 | 6 | 9 | 11 |

Figure Cost: 5

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ROYAL INFANTRY

Training Level: Line

Move: 6

Hit Factor: 4

Morale: 5

Weapon: Broadsword

Armor: Chain

Attack Roll













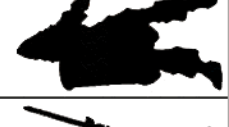


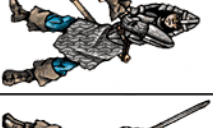




ROLL 1 2 3 4 5 6 7 8 9 10





















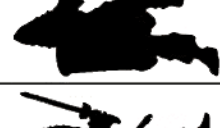


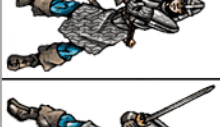




DMG 0 0 0 0 1 4 6 9 11

Figure Cost: 6

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ROYAL CAVALRY

Training Level: Elite



Move: 12
Hit Factor: 6
Morale: 7
Weapon: Bastard Sword
Armor: Plate

Attack Roll

| | | | | | | | | | | |
|------|---|---|---|---|---|---|---|---|----|----|
| ROLL | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| DMG | 0 | 0 | 0 | 1 | 3 | 5 | 7 | 8 | 10 | 12 |

Figure Cost: 14

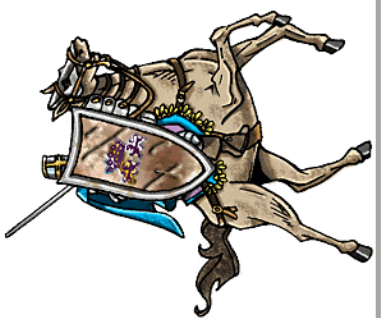
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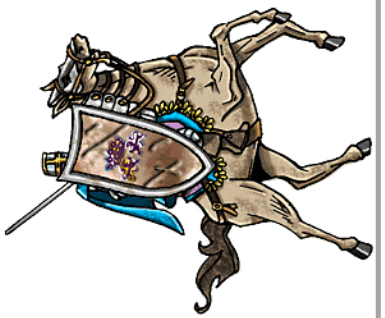
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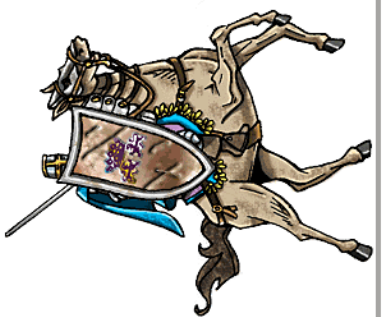
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Royal Cavalry



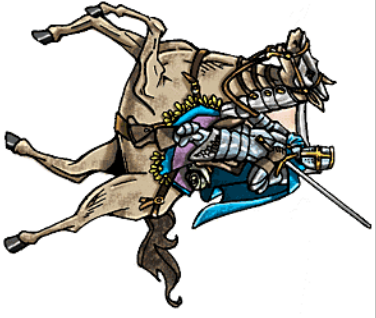
Royal Cavalry



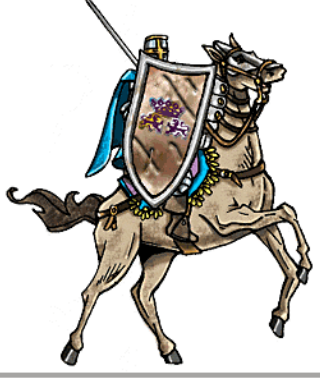
Royal Cavalry



Royal Cavalry

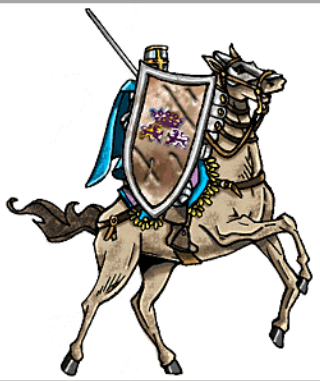
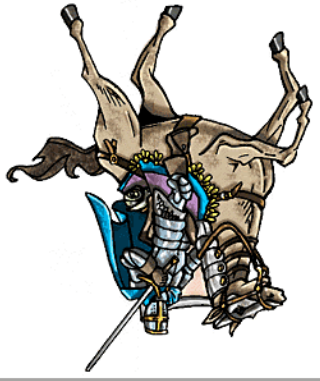


Royal Cavalry



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Royal Cavalry



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UNDEAD WARRIORS

Training Level: Line

Move: 6

Hit Factor: 3

Morale: 5

Weapon:

Broadsword

Armor: Chain



Attack Roll

| | | | | | | | | | | |
|------|---|---|---|---|---|---|---|---|----|----|
| ROLL | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| DMG | 0 | 0 | 0 | 0 | 1 | 4 | 6 | 9 | 11 | |

Figure Cost: 5

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| UNDEAD WARRIOR | | |
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| UNDEAD WARRIOR | | |

UNDEAD ARCHERS

Training Level: Elite

Move: 6

Hit Factor: 3

Morale: 7

Weapon: Longbow

Aarmor: Leather



| | | |
|-------|-------|------|
| Range | Short | Long |
| | 31 | 63 |

Attack Roll

| | | | | | | | | | | |
|------|---|---|---|---|---|---|---|---|---|----|
| ROLL | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| DMG | 0 | 0 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |

Figure Cost: 9

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UNDEAD PIKEMEN

Training Level: Line

Move: 6

Hit Factor: 2

Morale: 5

Weapon: Pike

Armor: Leather



Attack Roll

| ROLL | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|------|---|---|---|---|---|---|---|---|---|----|
| DMG | 0 | 0 | 0 | 0 | 0 | 1 | 4 | 6 | 9 | 11 |

Figure Cost: 4

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UNDEAD WOLF

Training Level: Elite



Move: 8

Hit Factor: 2

Morale: 7

Weapon: Bite

Attack Roll

| ROLL | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|------|---|---|---|---|---|---|---|---|---|----|
| DMG | 0 | 0 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 6 |

Figure Cost: 3

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Training Level: Elite

Move: 6

Hit Factor: 2

Morale: 7

Control Radius: 10"

Weapon: None

Armor: Cloth

Figure Cost: 1

UNDEAD WOLFMASTER

| | | | | | | |
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