

---

# Rules From Mantic Games

---

Frostgrave: Second Edition  
Ironwatch Issue 02  
Edge of the Abyss  
Napoleonic Wargame Battles  
Ironwatch Issue 09  
Frostgrave  
Tabletop Wargames: A Designers' and Writers' Handbook  
Dragon Rampant  
The Art & Making of Fantasy Miniatures  
The Storytelling Game  
Ironwatch Issue 37  
Ironwatch Issue 12  
Lion Rampant  
Pious  
A Game of Post-apocalyptic Mecha Warfare  
Ironwatch Issue 11  
Ironwatch Annual - Year One  
Gamma Wolves  
Fantasy Wargaming Rules  
Seas Aflame  
Ironwatch Issue 58  
The Last Hurrah  
Ironwatch Issue 05  
Ironwatch Issue 08  
Oathmark  
Absolute Emperor

Frostgrave: The Red King  
Fantasy Wargaming Rules  
Fantasy Wargames in the Frozen City  
Medieval Wargaming Rules  
Steps to Deliverance  
Ironwatch Issue 25  
Fantasy Wargames in the Frozen City  
Reality's Edge  
My Little Pony Tails of Equestria: the Official  
Movie Sourcebook  
Ironwatch Issue 03  
Ironwatch Issue 01  
Drowned Secrets  
The Demons of the Sea

*Rules From*  
*Mantic*  
*Games*

*Downloaded*  
*from*  
[archive.imba.com](http://archive.imba.com)  
*by guest*

---

## **AGUIRRE MIYA**

---

*Frostgrave: Second Edition* Bloomsbury Publishing  
Hyper-reality. The area between the thriving mass of humanity known as the Sprawl and the digital refuge of Cyberspace. This is your playground. As a Showrunner, you can see and manipulate

the flow of digital data through the real world – for you, reality is limitless. Welcome to Reality's Edge, a skirmish wargame set in a dystopian cyberpunk future, where players take on the roles of Showrunners – mercenary hackers who lead small teams of trusted operatives and disposable freelancers. Funded by shadow backers, the

Showrunners accept jobs from faceless clients for profit, glory, and better chrome... always better chrome. Battles take place in the concrete jungle known as the Sprawl, but Showrunners must remain wary of the threat posed by Cyberspace. Hacking is pivotal to the game, with data nodes, robots, machines, and even enemy chrome presenting potential targets for a cunning Console Cowboy. In an ongoing campaign, each skirmish offers you the opportunity to earn experience and equipment, from advanced weaponry and synthetics to cyber-implants, biological enhancements, clones, and much more. This is a world obsessed with whether something can

be done, not whether it should.

*Ironwatch Issue 02 The Last Hurrah*

Take the fight to the enemy with this new theatre book for Bolt Action. From the D-Day landings to the final battle for Berlin, this volume gives players everything they need to focus their gaming on these final campaigns in the European Theatre of Operations. Scenarios and special rules offer something for all Bolt Action players, regardless of the armies they collect.

Edge of the Abyss  
Bloomsbury Publishing  
Whether you're a nameless Dark Lord looking to conquer the known world, a Champion of Light holding out against the forces of evil or a Northern barbarian

facing claimants to a stolen throne, Dragon Rampant allows you to bring those battles to the tabletop.

Developed from the popular Lion Rampant system, Dragon Rampant is a standalone wargame that recreates the great battles of Fantasy fiction. Scenarios, army lists, and full rules for magic and monsters give players the opportunity to command unruly orc warbands, raise armies of the undead, campaign across an antediluvian world as the warchief of a barbarian tribe, or exploit the power of mighty creatures and extraordinary sorcery. An army usually consists of 6–8 units comprised of 6–12 individually based figures. These small

units move and fight independently, assuming that they follow your orders rather than just doing their own thing.

Command and control is just as important on the battlefield as the power of a troll chieftain or the magic of an archmage.

[Napoleonic Wargame Battles](#) Lulu.com

The My Little Pony feature film comes to the tabletop! Take your adventure far beyond Equestria's borders with the first movie sourcebook for My Little Pony: Tails of Equestria. Based upon the feature film, MY LITTLE PONY: THE MOVIE, this book contains everything you need to bring new and exciting characters, locations, items, and stories to your Tails of Equestria game.

CONTENTS \*1 Full Color Hardcover Book (96Pages) HIGHLIGHTS \* Adventuring Beyond Equestria \* New Player Races \* Adventure: The Beast of Black Skull Island \* New Creatures & Characters  
*Ironwatch Issue 09*  
Lulu.com  
From the late Revolutionary Wars and Egyptian campaign, to the battles of Austerlitz, Borodino, Leipzig, and Waterloo, Absolute Emperor is a mass battle wargame that provides all the rules needed to play during this period of grand armies and sweeping campaigns. Players' armies are composed of multiple corps, with command and control being of the utmost importance, all influenced by the elan of your general. Do you

follow in the footsteps of Napoleon and be crowned the Absolute Emperor or stand against tyranny as Wellington and Blücher.  
*Frostgrave* Winged Hussar Publishing  
Whether you're a nameless Dark Lord looking to conquer the known world, a Champion of Light holding out against the forces of evil or a Northern barbarian facing claimants to a stolen throne, *Dragon Rampant* allows you to bring those battles to the tabletop.  
Developed from the popular *Lion Rampant* system, *Dragon Rampant* is a standalone wargame that recreates the great battles of Fantasy fiction. Scenarios, army lists, and full rules for magic

and monsters give players the opportunity to command unruly orc warbands, raise armies of the undead, campaign across an antediluvian world as the warchief of a barbarian tribe, or exploit the power of mighty creatures and extraordinary sorcery. An army usually consists of 6–8 units comprised of 6–12 individually based figures. These small units move and fight independently, assuming that they follow your orders rather than just doing their own thing. Command and control is just as important on the battlefield as the power of a troll chieftain or the magic of an archmage.

**Tabletop Wargames:  
A Designers' and  
Writers' Handbook**

**Pen and Sword**  
The Roman army of the early empire is one of the most instantly recognizable armies and enjoys a reputation for excellence. This and their many famous campaigns against a wide range of colorful foes makes this one of the most popular periods for wargamers. Covering the period from 27BC to AD284, Daniel Mersey gives a wargamers perspective of the many conflicts and offers advice on how to recreate these on the gaming table. Advice is given on factors to consider when choosing an appropriate set of commercially available rules, or devising your own, to best suit the scale and style of battle you want and capture the flavor of

the period. The relevant ranges of figures and terrain pieces and buildings are also reviewed. Analysis of the forces involved, organization, tactics and strategies will help with building your armies and there are interesting scenarios included. Whether this is a new period for you, or you are looking to refresh your existing interest in the period, this handy guide is sure to hold much if interest.

### Dragon Rampant

Lulu.com

This new edition of the multi-award-winning fantasy skirmish wargame offers improved rules based on years of player feedback, a revised spell list, and a host of brand-new scenarios. It remains fully compatible with all

previously published Frostgrave supplements, allowing players to revisit past adventures as well as face new challenges. Choose a wizard from one of ten schools of magic, and select from a list of eighty spells. Hire a warband filled with soldiers, from lowly thugs and thieves to mighty knights and barbarians, then lead your men into the frozen ruins of the magic city of Frostgrave on the hunt for ancient treasures and the secrets of lost magic. Be warned – it is a deadly place, filled with rival wizards, wandering monsters, animated constructs, and demonic entities. Do you dare enter the Frozen City one more time?

### **The Art & Making of Fantasy Miniatures**

Lulu.com

In this fantasy skirmish wargame, wizards do battle amidst the frozen ruins of the ancient city of Felstad in the hopes of discovering the treasures of a fallen empire. Each player takes on the role of a wizard from one of ten schools of magic, and builds his band of followers. The wizard's apprentice will usually accompany his master and more than a dozen other henchmen types are available for hire, from lowly thugs to heavily armoured knights and stealthy assassins. Wizards can expand their magical knowledge by unlocking ancient secrets and can learn up to 80 different spells. As they gain power and wealth, wizards can also

develop their headquarters on the outskirts of the city, turning one of a dozen different basic locations into bastions of their art, equipping them with alchemical laboratories, mystical forges, astronomical telescopes and other magical resources. While individual games of Frostgrave are quick and can easily be played in an hour or two, it is by connecting these games into an ongoing campaign, that players will find the most enjoyment. The scenarios given in the book are merely the beginning of the limitless, thrilling adventures that can be found amidst the ruins of the lost city.

**The Storytelling Game** Bloomsbury Publishing  
Take Robin Hood,



Richard the Lionheart, Gamelyn, William Wallace and other legends from the colourful, dangerous medieval period to the tabletop with Lion Rampant – a new set of rules designed for fighting medieval skirmish games. Ideal for players who wish to collect medieval miniatures and paint the pageantry without wanting to muster huge forces or spend time learning complex rules, this game allows players to game actual historical battles – or to delve into the archives of Hollywood to embark on more over-the-top pulp style clashes.

#### Ironwatch Issue 37

Robert Lenthart  
An anthology of ten stories set in the world of Mantica, a world of epic fantasy. Ten

experience authors give the reader an introduction to the setting and people involved in the wonderous world of Mantica

#### **Ironwatch Issue 12**

Bloomsbury Publishing  
Empires have fallen, and the land is broken. The great oathmarks that once stood as testaments to the allegiances and might of nations have crumbled into ruin. In this lost age, fealty and loyalty are as valuable as gold and as deadly as cold iron, and war is ever-present. Created by Joseph A. McCullough, designer of Frostgrave and Frostgrave: Ghost Archipelago, Oathmark is a mass-battle fantasy wargame that puts you in command of the fantasy army you've always wanted,

whether a company of stalwart dwarves or a mixed force with proud elves, noble men, and wild goblins standing shoulder-to-shoulder in the battle-line. Fight through an integrated campaign system and develop your realms from battle to battle, adding new territories, recruiting new troop types, and growing to eclipse your rivals... or lose what you fought so hard to gain and fall as so many would-be emperors before you.

### **Lion Rampant**

Bloomsbury Publishing  
Unlike chess or backgammon, tabletop wargames have no single, accepted set of rules. Most wargamers at some point have had a go at writing their own rules and virtually all have modified commercially available sets to better suit their

idea of the ideal game or to adapt favourite rules to a different historical period or setting. But many who try soon find that writing a coherent set of rules is harder than they thought, while tweaking one part of an existing set can often have unforeseen consequences for the game as a whole. Now, at last, help is at hand. Veteran gamer and rules writer John Lamshead has teamed up with the legendary Rick Priestley, creator of Games Workshop's phenomenally successful Warhammer system, to create this essential guide for any would-be wargame designer or tinkerer. Rick and John give excellent advice on deciding what you want from a wargame

and balancing  
□realism□ (be it in a historical or a fantasy/sci-fi context) with playability. They discuss the relative merits of various mechanisms (cards, dice, tables) then discuss how to select and combine these to handle the various essential game elements of turn sequences, combat resolution, morale etc to create a rewarding and playable game that suits your tastes and requirements

Pious Bloomsbury Publishing  
In the blasted, radiation-scorched, wastelands of the Earth's surface, towering mecha do battle, defending the interests of one of the few remaining arcology governments, providing security for

wilderness outposts, or seeking out loot and supplies as a mercenary company. With detailed rules for designing and customizing your mecha, from size and propulsion type to payload and pilot skills, and a campaign system that allows pilots to gain experience and skills as they patrol the shattered Earth, Gamma Wolves is a fast-playing game of post-apocalyptic mecha warfare.

**A Game of Post-apocalyptic Mecha Warfare**  
Winged Hussar Publishing  
Fires rage throughout the Frozen City as an inhuman army pours out of the cracks between realities. In the distant past, a cabal of city elders sought to save their

lives by making a pact with a demon prince... and now the Red King has come to collect what he is owed, claiming Frostgrave as his own. Many have already fled before the Red King's demonic hordes, while others seek to weather the storm, turning their bases into makeshift fortresses. The wizards of Frostgrave must choose – do they stand and fight, or do they abandon this great repository of mystical knowledge to the ravages of unearthly fire? The Red King is the first supplement designed for Frostgrave: Second Edition. In this sprawling, epic campaign, wizards will be pushed to their limits, fighting not only against one another and the perils of the

Frozen City, but also against an invading army. As the Red King's power grows, the laws of magic and nature will start to bend. Can the wizards put aside their differences long enough to oppose this common foe, or will greed and mistrust doom them all?

### **Ironwatch Issue 11**

Pen and Sword Military Lieutenant Jaymes Ellias is ready to leave the Basilean Navy. A career spent in coastal defence and administrative positions has left him dejected and resentful, and he has a plan for life outside the military. But when he is suddenly sent to the ship's company of the HW Pious, an elohi-class frigate, he is propelled into action under the command of

the harsh, sardonic Captain Charn Ferrus. Ferrus and his squadron are employed in pirate hunting duties in the sun-drenched Infant Sea, combating the increasingly aggressive exploits of the self-styled orc admiral, Ghurak. Fighting alongside Jaymes are Karnon Senne, a newly appointed Basilean marine captain experienced in warfare on land, and Caithlin Viconti, a privateer captain whose expert knowledge of sailing does not match her inexperience in warfare. Jaymes and the crew of the Pious must brave deadly orc warships and their violent pirate crews across the idyllic, green seas of the Infant Sea and the sandy island chains

south of the Basilean mainland to put a stop to the brutal, deadly fleet of Ghurak. *Ironwatch Annual - Year One* Lulu.com Nathan Talbot participated in the 1936 Olympics, as captain of the Tyrian Tempest, representing the United Kingdom in the 6-Meter Class Yachting races. The competition was fierce and even though Talbot was a skilled sailor, he was disappointed with only winning the Bronze Medal, outmaneuvered by the German sailing master Werner Grossman. However, there were other darker issues plaguing the young Englishman once he returned from Nazi Germany. Something sordid and dangerous was simmering underneath

all the pomp and circumstance of the new Fatherland. Less than four years later, Nathan's concerns were realized, as Germany plunged the world into yet another war. This time, Talbot took command of a Motor Torpedo Boat (MTB) and this time set sail for combat in the English Channel. Nathan was soon to discover that his old nemesis, Werner Grossman, had been given command of an entire E-boat flotilla operating in the same area. Then one night, while Talbot was sneaking about Occupied France, he literally ran into 19-year-old Elise Dube and it was love at first sight. While taking daring risks to keep the flames of romance burning, Talbot was

also assigned to British Intelligence. It seemed that the former yachtsman's first-hand experience with French ports would come in handy for more covert reasons. There was just one problem. It also became obvious that Herr Grossman had also been captivated by Elise Dube's charms and planned to seduce her. Failing that, the German officer had every intention of forcing himself upon her. While the war at sea was often decided with lightning speed and brutal results, World War Two became incredibly personal for Nathan Talbot, who would stop at nothing to rescue his true love."

**Gamma Wolves** Zmok Books  
From the depths of the Trident Realms,

treachery and war impact the lands of Mantica. After a bitter betrayal a young naiad, Ashal, and her bodyguard, are exiled from their home in the watery depths of the Trident Realm. Swearing revenge against those who have wronged her, Ashal begins her quest to seek out and destroy the people responsible for her sorrow. Her journey takes her to the remote Abbey of Danos on the outskirts of the human empire of Basilea where the first on her list has taken up residency. Waiting there will force her to face some uncomfortable truths about herself and the world in which she lives as well as open her eyes to a greater darkness than she had

imagined could exist, especially within herself. There are others who seek the same vengeance as her, but should she trust them? Or will her single-minded goal of vengeance blind her to the dangers that await for her at the edge of the Abkhazla Mountains?

*Fantasy Wargaming Rules* Bloomsbury Publishing

The Nominee for the 2008 Origins Award for "Best Miniature Rules" returns in an expanded Revised Edition. *Song of Blades and Heroes* is a set of fast play fantasy skirmish rules that can be played with your existing miniatures. EASY: learn the rules in one game; use 3 measuring sticks to measure all distances, no inches or centimeters; FAST: a

game is 30-45 minutes.  
Play a campaign in an evening;

INEXPENSIVE:5-10 models per player on a 3'x 3' play area; MULTI-SCALE: any miniature, any scale; NO WEIRD DICE: standard dice only; READY TO PLAY: 180+ profiles included, and you can create your own. NO BOOK-KEEPING; HIGH SOLO PLAYABILITY; CAMPAIGN RULES; Six scenarios included; Designer notes;

Optional rules to customize the game. Lots of examples and clarifications. The game has been scrutinized by a vibrant, creative community of thousands of players over a period of four years. Try it and see how it has brought back the fun in fantasy miniature wargaming.  
Seas Aflame  
Bloomsbury Publishing  
The Last Hurrah  
Winged Hussar Publishing

Related with Rules From Mantic Games:

- Que Estudia La Historia : [click here](#)