

FR3 contains a lot of new material as well as a number of important revisions. The following is a limited number of excerpts from the rules to give you an idea of the sorts of things you can expect. We hope you'll find them interesting:

New unit types:

“Dragoons. Dragoons are Victorian era Light Cavalry. They are armed with rifles, sabers and pistols. Dragoons fire as two on the bowfire chart at ranges of 5” or less. Dragoons are highly maneuverable: they can change facing for no movement cost, and withdrawn from combat (see rules) without taking a rally test. In addition, they may take a rally test after they withdraw from combat, and only go demoralized if they fail the test. Dragoons double the flank (to +2) or rear (to +4) bonus when aiding in an attack. Dragoons can move and fire in the same phase. Dragoons dismount as Rifles. Dragoons may fly or swim.”

New characters:

“Masons. Masons cost 30 points and are the magic users of the 18th and 19th Centuries. Dilettantes, spiritualists, order members - they're all here. They rely on hypnotism, parlor tricks, illusions, and just a smattering of science to curry favor with the powerful and control the weak-of-mind. Masons may not actively dispell. See lists for who may purchase masons.”

Changes to character generation.

“In FR3 character design begins with individuals and units. Character abilities and items are then purchased for the individual/unit in order to meet your concept of them within your game.”

Changes to the magic system to make it be as strong as you want it to be:

“First is wizard magic. Upon completion of their initial studies wizards know a wide range of low power spells from all the wizard disciplines and are known as novices. Novices may use any Level One Wizard spell in the Spell Book. After a period of travel and further study, all novices then enter an extended period of study specializing in one particular wizard specialty, whether that is necromantic, mage, or the like. Their next level of development (Level Two) gives them the right to adopt the name of their specialty and is a 90 point ability. A fully blown necromancer, for instance, may cast Level One Wizard spells as well as any necromancer spell of up to four points. After decades of additional study and practice, a magic user may petition their guilds for master status. Master wizards (Level Three) may cast Level One wizard spells and any spell within their specialty spell book. Level Three magic casting is a 140 point ability. Needless to say, masters are rare and therefore an expensive commodity for any army.”

“At the beginning of each turn both sides set their army magic pool track at 10 power points. Each side then rolls 3d6 for each master level magic user, 2d6 for each midlevel magic user, and one d6 for each level one magic user. The results of these rolls determine the personal magic pool available to each magic user in the game; set their personal magic pool tracks to the numbers generated. We have included a tracking sheet at the back of the rules to help you keep track of these points by using the d6s or other suitable means. You may copy this sheet for your personal use.”

A new set of spells designed to give limited magical ability to some characters and units:

“Innate Magic represents special training (Rangers woodland skills, for example), innate magical or natural abilities (Dwarfs may be magic resistant), special weapons (fire arrows for bowfire troops or Greek fire for indirect artillery), or a special item (The “Rod of Cold” that casts Innate

Freeze). Innate Magic is available to characters as a minor ability (each ability takes one slot) or to designated units. Cost is ten points per ability per unit/character. A Single ability is available to a single unit (except Rangers can have any or all innate Ranger spells but no others), and all similar units must have the same ability (e.g. all South/Central African Spear units may have War Cry).”

Some of the innate spells available:

“- Innate Animate Terrain, BR. Target unit must take a RR, if it fails, then the unit is affected by the Druid spell Animate Terrain. Rangers, AL
- Innate Apoplexy, BR. Target unit must take a RR, if it fails, then the unit cannot move this turn per the Wizard Spell Apoplexy. Rangers, Elite Monsters, AL.
- Innate Disorient, BR. Target unit must take a RR, if it fails, then the unit moves randomly per the Wizard Spell Disorient. Rangers, AL.”

Siege rules for assaulting fortresses and ships:

“Walls, Towers, Keeps are defensive structures. They can be in a one BB, 1x2 BB, or 2x2 BB configuration (a Tower or Keep) or be a number of connected Wall BBs surrounding a city or Keep, or stretched between two Terrain features (e.g. Mountains or Seas).”