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Welcome to Rack & Ruin. This game has been some time in the making. So far the response has been great, and I hope you like playing it as much as I do.

Enjoy!!!!!!!!!

Rack & Ruin is a campaign based fantasy miniatures skirmish game. To some people this may sound very complicated. So, to help explain, we’ll break that statement down.

**Campaign Based:** Rack & Ruin is not a game designed to be played one time. Rather Rack & Ruin is played over several games. Unlike most miniatures games the excitement does not end with the game. Instead each miniature is a character like a hero or villain in a movie or book. Characters gain experience and collect treasure during play. This, in turn, allows the player to have her characters gain new skills, better equipment, and recruit new party members.

**Miniatures:** Rack & Ruin was designed to be played with 25mm-30mm fantasy miniatures. Collecting, painting, and converting miniatures is a very rewarding hobby in itself. When you have a great game to play with the neat minis you’ve collected, it can make for a truly enjoyable experience. That being said, there are also some great ranges of pre-painted miniatures in this scale as well. Rack & Ruin has been designed to use whatever fantasy miniatures you want to use.

**Skirmish:** As opposed to large scale war games Rack & Ruin involves a small number of miniatures. Each player creates a party of miniatures, then brings them to battle it out on the table top against other players’ parties. A starting party consists of at least four miniatures, but may contain more.

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**Chapter 1: Introductions and Game Terms**

**Getting Started**

### What you Need to Play

Here is a list of things that are needed to play Rack & Ruin, besides this rule book.

**Dice**

You will need at least 2 sets of two six sided dice. Ideally each player should have their own dice since switching dice often becomes annoying and it is simpler if all players have their own.

**Miniatures**

Each player will need a minimum of four miniatures. Rack & Ruin has been designed to be used with 25mm-30mm fantasy genre miniatures.

**Playing Surface**

The players will need some sort of table or flat area on which they can play. The playing surface should be close to 3’ by 3’ for a 2 player game and close to 4’ by 4’ for a three to four player game.

**Terrain**

Miniature terrain is an important aspect of Rack & Ruin. If the herald has access to a selection of nicely done scale war game terrain it can really make the game come alive. That being said a campaign doesn’t need a huge collection of terrain to play a satisfying game.

The simplest way to play without terrain is simply to cut out some shapes from a piece of paper, lay them on the table and label them so all players know what the cut out represents. Some terrain features can be marked on the
Chapter 1: Introductions and Game Terms

paper to represent doors and windows.

If you are looking for something a little more three dimensional, then perhaps take a quick look around your house and find a few things that could double as terrain for a short time. Small boxes make good cottages, canisters are nice stand-ins for towers, and building blocks are one way to make some quick walls. Keep in mind that certain features must be marked out on a piece of terrain, for instance: a door. If a substitute terrain piece has no windows or other similar features assume there is one of each feature on each side of the terrain piece.

On the other hand, if you do have a little time then, making war game terrain is fun and easy. There are many resources to help players make terrain. Creating terrain is inexpensive and very rewarding, if you want to put in the time that it will take to make it look good.

Measuring Tape

In Rack & Ruin many things will need to be measured. The game will need at least one measuring tape, although, ideally, all players should have one.

Game Terms

Below is a list of terms you will see throughout this book and their meaning in relation to Rack & Ruin.

Party - A party refers to all characters and followers controlled by a single player.

Hero - A hero is a party member representing a skilled individual. Heroes have better attributes, traits, and more skills than followers.

Follower - A follower is a member of a party who is not a hero. Certain traits a hero or humanoid can learn grant them followers.

Character - This term is used when speaking of heroes and followers with the character race or humanoid trait.

In Game - In rules terms “in game” takes place between the beginning of round one and the end of the last round.

Out of Game - Any game related activities that occur outside of the beginning of round one and the end of the last round. A large part of Rack & Ruin takes place out of game, including set-up. Once a game has finished each player may have each character in her party take a single out of game action. (See Out of Game Actions on page xx of Chapter 2)

Active Player - The player whose turn it currently is.

Miniature - In game terms a miniature is any playable piece a player has in his party. A miniature must be a full representation of the miniature’s write up on the player’s party record sheet. (See Full Representation on page xx of Chapter 2)

Turn - A turn consists of the turn-based required rolls and actions of a single player. (See Turn Order on page xx of Chapter 2)

Round - A round consists of all round-based required rolls and the turns of all players.

Attribute - Each miniature in Rack & Ruin has a set of attributes. The attributes are Wisdom, Strength, Agility, Charisma, Perception, Health, and Movement. Non-living things usually have Structure rather than Health. Each attribute is explained in more detail in under Attributes on page xx of Chapter 2.

Skill - Skills represent particular areas a miniature specializes in. Most skills add +1 to certain rolls for each level of the skill a miniature has been given. There are several special rules involving skills and when they apply under Skills on page xx of Chapter 4.

Action - Each turn all active miniatures may take one action. Most actions consist of movement then a Feat Roll. Some actions require a great deal of the miniature’s attention, and allow no movement before making a roll. Feat Rolls are explained in more detail under Rolling Dice on page xx of Chapter 2.
Chapter 1: Introductions and Game Terms

Abilities - An ability is an action that can only be taken if a miniature has been given a particular trait. For example, part of the Arcanist trait gives a miniature the ability to cast magic spells.

Trait - A trait is an aspect of a miniature’s training or physique that gives it exceptional powers. Examples of traits include Bite, Berserker, Mastermind and Arcanist. Traits are explained in more detail under Traits on page xx of Chapter 4.

Characteristic - A characteristic is an aspect of an item, spell, or terrain piece that gives it special properties. Examples of item characteristics include Bashing, Piercing and Reach. Examples of spell characteristics include Replanish, Drain and Dispel. Examples of terrain characteristics include Open, Difficult Ground and Mystical Aura. Characteristics are explained in more detail under Spell Characteristics on page xx of Chapter 5, Item Characteristics on page xx of Chapter 6, and Terrain Characteristics on page xx of Chapter 7.

Downed - If a miniature takes damage equal to its Health (or Structure) it is considered “Downed”. Damage is accumulated throughout the game, although a miniature’s Health may be replenished through some effects. A miniature that is downed is laid down on the table, its base sitting where it previously stood, in any direction of the owner’s choosing (the miniature must be able to lay as flat as possible and may not be resting on other miniatures).

Terrain - Terrain is a term for any miniature land features used on a game table. Terrain might be a cottage, a patch of forest or a hill for example.

Structure - Rather than Health some things (such as doors, chests, and buildings) have Structure. In order to damage something with structure an attack must have Bashing. Bashing is explained in more detail under Item Characteristics on page xx of Chapter 6.

Opposing - An opposing miniature is one controlled by another player. Normally, attacks can only target opposing miniatures.

Friendly - A friendly miniature is one that belongs to the same party.

Legacy - Legacy is a measure of how famous a player’s party has become. A player wins a campaign or tournament by being the party with the most Legacy.

Challenge - Challenge is a measure of how dangerous a player’s party is. A party with low challenge will gain extra experience points as a handy cap of sorts when playing against parties with a higher Challenge.

Victory Points - The player who gains the most Victory Points in a game is the winner of the game. Victory Points are also the determining factor in gaining experience. Victory Points are often shortened to VP.

Experience Points - As characters play in games they will gain Experience Points. Once a character has accumulated enough Experience Points she will gain a level and gain access to new traits and skills. Experience Points are often shortened to XP.

Bases - All size levels have a standard size that the miniature’s base should be. (See Size Levels on page xx of Chapter 3)

Edge of the Board - When a miniature enters the game it enters from a board edge controlled by that miniature’s controlling player. If a miniature is ever forced to flee it will move towards the closest point along a board edge controlled by its controlling player. A miniature may leave the game at any time by moving into contact with any game board edge. If a miniature is forced to touch a game board edge it is automatically removed from the game. A miniature that leaves the game in this way may not take its next action; after this it may re-enter from its controlling player’s board edge.

Herald - A herald is the judge and arbitrator over a campaign or tournament. If the herald wishes to play in an event she is judging there should also be two assistant heralds available to make judgement calls for a game in
which the herald is playing. At no time can the herald and both assistants be in the same game.
Chapter 2: Rules and Systems

Basic Rules

Full Representation

Full representation is a cardinal rule of Rack & Ruin, and it means that each miniature on the table matches its write up on paper. Another player should know (or be able to reasonably guess) the race and equipment of a miniature simply by looking at it, without having to ask. Certain items (with the small trait) can be hidden and therefore do not have to be represented. This rule is meant to ease play, not to brutally scrutinize other players’ miniatures. For instance, a player is using a miniature with a sword, the blade is the appropriate size, but it has a rather long handle. It would be bad form indeed for another player to complain that the long handle was too long and should be a light two-handed weapon rather then a light one-handed weapon. In a case where it is questionable a player is given the benefit of the doubt.

Etiquette

While not exactly a rule there are certain aspects of Rack & Ruin which should be observed in order to ensure that all players can enjoy their game.

Examples of bad etiquette include (but are not limited to):

• Stalling on your turn to try and run down time or infuriate your opponent.
• Purposefully forgetting to make required rolls.
• Snatching up dice rolled and re-rolling when no one is watching.
• Making rolls out of order and keeping the results due to their value.

• Measuring your opponents movements without them asking, or declaring their success/failure before they assess the roll for themselves.
• Leaving in the middle of a game (for unsportsmanlike reasons).

Here are some examples of good miniature gaming etiquette:

• Declaring each action and confirming the target number with the other players before rolling.
• Allowing your opponent to come to their own realization of success/failure
• Shaking hands after a game.
• Asking before touching or moving another player’s miniature.

Usually, if bad etiquette is observed the Herald will simply ask the offending player to please be more respectful. That being said, if a player is ruining the enjoyment of a campaign for other players, it might be better if that player no longer participated.

Line of Sight

Another cardinal rule of Rack & Ruin is line of sight. Almost any time one miniature is targeting another, line of sight is needed. Any time line of sight is not needed the description of the action, ability or spell will state it specifically.

Line of sight means that a strait line can be drawn between the core (see below) of the active miniature and core of the target. The core of most miniatures will be it’s body. Outstretched arms, pointy hats, spear tips do not count for line of sight. Some targets, like board points simply must be completly visable.
Chapter 2: Rules and Systems

A line of sight can never be drawn through another miniature. However, a line of sight may be drawn over another miniature, if the target is larger than the blocking miniature.

If a line can be drawn, but part of the miniature’s core can not be seen then the target will receive cover (see Combat on page xx of Chapter 2).

Measuring

Measurement in Rack & Ruin is in inches. Any actions where a range is involved must be declared before measuring. If the target is too far away (or in some cases too close), then the action is an automatic failure. See Movement on page xx of Chapter 2 for more information on how movement is measured. Movement is measured from the front of a model’s base to the front of it’s base in it’s new position. Range is measured from the closest points of the bases between the miniature requiring the range check and the target.

Base to Base Contact

If two miniatures are touching they are in base to base contact. If two miniatures are on two different height levels they can be considered in base to base contact for combat as long as the height difference is not greater than 1". If miniatures cannot physically be in base to base contact due to the construction of the miniature they must be put as close to base to base contact as possible, and it must be declared (out loud) that they are in base to base.

There are many actions miniatures that are in base to base contact cannot take. For example; casting magic spells, making ranged attacks, searching, and committing burglary. If a player wishes a miniature to leave base to base contact then he must make a break check (see Movement on page xx of Chapter 2).

Herald’s Call

Heralds are the judges and arbitrators in a Rack & Ruin campaign.

If there is a dispute between two or more players that the rules do not specifically cover then it is up to the herald to make a judgement call. The herald’s call should be based on any existing rules and the spirit of the game. Once given the herald’s call is final. The situation should be recorded and submitted to Spiral Bridge Games if possible so that we can correct any oversights and possibly add the situation to any Errata or FAQ documents.

Roll Off

There are times, such as initiative rolls and choosing sides rolls when two or more players may tie. A roll off is simple, all players make an additional 2d6 roll, adding no bonuses. All players keep their place in the regular order, but determine placement between them.

For example; Jason, Sam, Alex and Jeremy are making an initiative roll. Sam has a character with the Tactics skill, and with his roll he gets 6. Jeremy rolls a 6 as well. Jason rolls 9 and Alex rolls 2. Thus; Jason wins, Alex will be forth, but Jeremy and Sam must roll off to see who will be second and who will be third. On the roll off Sam rolls a 9 but gets no Tactics skill bonus, so his 9 stands. Jeremy rolls a 7. Thus Jason is first, Sam second, Jeremy third, and Alex forth.

Hands Off

At the end of each phase the miniatures become “hands off” to the active player. Once he has declared that he is moving on to the next phase of his turn he cannot take any actions that should have been done in the previous phase.

For example: Jason has begun making some required rolls at the end of his turn then suddenly realizes that he never moved one of his characters. It is now too late. The character stays put until he is moved forcefully by another player’s action or Jason chooses to move it during his next action phase.

A herald may allow this rule to relax for players that
are new to the game. He may also tighten it up for players that are wasting too much time trying to place a miniature perfectly or repeatedly forgetting to declare the beginning of a new phase.

**PERMANENT**

If an effect is considered permanent it has no predetermined end. Injuries, and any magic with the Curse or Rune traits are examples of permanent effects. A permanent effect can still be removed by another effect that specifically states it can remove the permanent effect. Conversely; if an effect states it can never be removed, then it can never be removed.

**STANDING**

If a miniature cannot stand upright with it’s base flat on a spot it’s player has placed it on then it cannot be left there. A miniature may not be leaning on another miniature or terrain piece. If the miniature is standing at the end of it’s movement and then falls or is knocked down the player may simply return the miniature to it’s former position.

**MULTIPLE TARGETS**

If an effect targets more then one miniature use, the highest defence value among the targets.

**ROLLING DICE**

**D6**

d6 is a short form for a roll made with a six-sided die. Most rolls in Rack & Ruin will be on two six-sided dice, noted as 2d6.

In Rack & Ruin the results of a miniature’s actions are determined by rolling dice. The standard roll is 2d6 + a miniature’s attribute + any skill levels + any bonuses from items + any situational bonuses.

*For Example: If a miniature is attempting to pick a lock.*

The player controlling the miniature would roll 2d6, then add the miniature’s Agility, Thierry skill levels, and the bonus from the miniature’s thieves tools.

**FEAT ROLL**

A Feat Roll is a roll a player makes when a miniature in her party is attempting a roll that is not actively being opposed by another miniature. A Feat Roll will have a target number, called a mark, that the total of the player’s roll and the miniature’s bonus will have to add up to.

**STANDARD MARK**

The standard mark for an action is 12. Unless a Feat Roll specifically states a different mark, use this as the target number.

**SITUATIONAL PENALTIES AND BONUSES**

A situational bonus is added to the player’s roll during a Feat Roll. A situational penalty is added to the mark.

*For Example: If a miniature is being aided by another miniature in an action then they receive a situational bonus which is added to their total. If a miniature is attempting to search a house while it is dark then the Feat Roll to search receives a situational penalty increasing the mark.*

**SAVE**

A save is a certain type of Feat Roll that a miniature may make in order to avoid an effect. Saves can be armour saves or based on a miniature’s attribute. The Alertness skill adds +1 to saves based on attributes. Saves will very rarely use the standard mark.

*Required Rolls* - Sometimes players have to make rolls whether they want to or not. There are segments in each player’s turn and in each round in which required rolls might have to be made.

**FORTUNE’S FAVOUR**
**Chapter 2: Rules and Systems**

If the player rolls a “6” on both dice when making a roll the player rolls an additional d6 and adds that to his total. If a bonus die rolls a “6” an additional bonus die is rolled.

**Mishap**

If the player rolls a “1” on both dice the roll is an automatic failure, regardless of other bonuses.

**Opposed Roll**

When one miniature is actively opposing another miniature’s action the two miniatures must make an opposed roll. Each player rolls 2d6 and adds the relevant bonuses to the roll. The player with the greater total wins the roll. In the case of a tie the active player wins the roll.

**Opposed Mishaps**

If the active player rolls a mishap result on an opposed roll the action is still failed regardless of whether the opponent also rolls a mishap or not. If a defending player rolls a mishap and the active player does not the action is successful regardless of bonuses to the roll.

**Taking Actions**

Whenever a miniature in Rack & Ruin attempts to do something, that miniature is considered to be taking an action. Some actions are two parts, first movement, then a Feat Roll is required. If an action does not include movement, a miniature may not take movement before performing the action, however, if a miniature is moved by another means in the same round or even the same turn it may still take an action as though it had not moved.

An action is never considered successful unless its primary effect has resolved. Thus, if an action is saved against it was not successful.

**Action Sequence**

1. The acting player announces the action, any targets and declares in-hand items.
2. The acting player pays costs associated with the action.
3. The acting player announces any reaction to the action being taken.
4. In initiative order, other players may declare reactions to the action being taken or to another reaction previously declared.
5. Feat Roll: Calculate the mark, including all relevant bonuses and penalties. Opposed Roll: Each player calculated their bonuses to the roll.
6. Make the roll. During an Opposed Roll, both players roll. Add all relevant bonuses.
7. The acting player, followed by other players, in initiative order, may declare reactions to the dice roll.
8. If the active player’s roll has beaten or tied the mark of the roll or the roll plus bonuses of his opponent apply the primary effect of the action. If the primary effect allows for a save roll, the save roll may be made.
9. If no saves are required or the save is failed the action is a success, resolve any effects.

**Declaring In-Hand Items**

Normally items only effect the game if they are being used, this is known as in-hand. For example, a shield will only provide bonuses to defence while it is in-hand. When taking an action a player should declare what items a miniature will be using in-hand. This step may be skipped after the first turn if the miniature has no other in-hand options.

For example:

“Duun will be charging your caster, he will have his axe and shield in-hand.”

“Moosly will be committing burglary to open that door, using his thieves’ tools and holding his dagger.”
Chapter 2: Rules and Systems

“Keylara will be casting Spectral Arrow at your goblin, she has her spell book and wand out.”

Once a player has declared items in-hand the miniature retains those items until the beginning of the player’s next turn.

Normally miniatures will only have two hands, if an effect gives the miniature an extra hand the player may declare additional in-hand items.

GAME PLAY

PREPARING FOR A GAME

Before a game you should have all the items stated in What you Need to Play on page xx of Chapter 1. Prior to the first game, players should have created their parties and familiarized themselves with any spells they plan to use (such as those within a spell book). Creating Parties on page xx of Chapter 3 contains information on party creation. If the players have all necessary items then proceed to rolling for a scenario.

GAME SEQUENCE

1. Roll for Scenario
2. Roll for the Hour
3. Set up the Table
4. Roll for Sides
5. Feed the Troops
6. Game Time Segment
7. Out of Game Segment

ROLLING FOR SCENARIO

When deciding on a scenario one player in the game or the Herald will roll a d6 and compare it to the chart below. See Scenarios on page xx of Chapter 7 for descriptions of the scenarios.

Scenarios (d6)

<table>
<thead>
<tr>
<th></th>
<th>Scenarios</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Scorched Earth</td>
</tr>
<tr>
<td>2</td>
<td>Clash of Swords</td>
</tr>
<tr>
<td>3</td>
<td>A Moment of Power</td>
</tr>
<tr>
<td>4</td>
<td>Treasure Hunt</td>
</tr>
<tr>
<td>5</td>
<td>Messenger</td>
</tr>
<tr>
<td>6</td>
<td>Gathering the Lost</td>
</tr>
</tbody>
</table>

Once the scenario is decided continue on to Rolling for the Hour.

ROLLING FOR THE HOUR

When deciding what hour the scenario is taking place during one player or the Herald makes a d6 roll and compares it to the chart below. See Hours on page xx of Chapter 2 for descriptions of what game effects each hour has.

Hour of the Day (d6)

<table>
<thead>
<tr>
<th></th>
<th>Hour of the Day</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Nightbreak</td>
</tr>
<tr>
<td>2</td>
<td>Mornfall</td>
</tr>
<tr>
<td>3</td>
<td>Skyreach</td>
</tr>
<tr>
<td>4</td>
<td>Faefall</td>
</tr>
<tr>
<td>5</td>
<td>Starwatch</td>
</tr>
<tr>
<td>6</td>
<td>Gravestill</td>
</tr>
</tbody>
</table>

Once the hour has been decided continue on to Setting up the Table.

SETTING UP THE TABLE

Once the scenario has been rolled the players will know the value of searchable terrain and number of blocking terrain features that must be placed on the table. Each player will have a number of terrain points dictated by the scenario. Players take turns spending their terrain points, if one player runs out of terrain points the other players continue taking turns. All terrain points must be spent. After all terrain points have been spent players must place blocking terrain. Any special rules for placing terrain will be listed under the individual scenarios.
Chapter 2: Rules and Systems

Once the table has been set up proceed to Rolling for Sides.

Rolling for Sides

Before a game starts each player should roll 2d6, adding any bonus from the Tactics skill. In order from highest to lowest each player should choose a side. Decide all ties by a roll-off.

Once side have been chosen continue on to Feeding the Troops.

Feed the Troops

At this time each player must decided which minaitures from his party will entering the game. A player must field at least one minaiture. The total challenge of all minatures being brought into the game is the challenge of that player’s party.

However, the challenge increases if the minaiture whishes to bring more than 5 heroes to a game.

A sixth hero being brought to a game will add +5 challenge to the party’s total. Each additional hero will cost 5 more than the one before it. Thus, a seventh hero will add an additional 10 challenge, and an eighth hero will add 15 challenge.

Before a game each player must remove from his party’s stores an amount of supplies equal to the challenge rating of the minatures being fielded.

Followers may not be fielded without their commanders.

A party may go on half rations, spending half the amount of supplies (round down), but if they do so all members of the party gain the disheartened condition for this game (see Conditions on page xx of Chapter 2).

If a player cannot even provide half rations then his party gains the Disheartened and Weakened conditions for this game (see Conditions on page xx of Chapter 2). Any conditions gained this way are considered temporary.

Game Time

Once all set-up has been done, players can begin the game. A game of Rack & Ruin is divided into between 5 and 10 rounds. Each round, all players that have any active minatures on the game board may take a turn. (See Round Sequence on page xx of Chapter 2)

Game End

Once the game has ended players then continue on to game end. (See Game End Sequence on page xx of Chapter 2)

Round Sequence

1. Roll for Initiative
2. Player Turn Segment
3. Required Rolls
4. Round End Segment

Roll for Initiative

Each player rolls 2d6 adding any bonuses from the Tactics skill, use a roll off to decide ties. Take note of the initiative of each player from highest to lowest.

The player with the highest takes his turn first. Once a player has declared his turn has ended the next highest player may take his turn.

Player Turn Segment Sequence

1. Required Rolls
2. Action Phase
3. Player Turn End

Action Phase

Each minaiture has one action per turn unless another effect otherwise applies. Once a player has taken all the
actions she wishes to make, the action phase ends. The player now proceeds to end her turn.

**Actions**

**Movement**

Many actions a miniature may take during its turn will contain movement of some kind.

In the first turn of the game miniatures move on from the board edge the player selected.

A miniature may not move through an opposing miniature; nor may it move through a gap too small for its base to fit through.

**Jumping**

When a miniature is taking any action that allows
movement, that miniature may instead jump. Jumping replaces one movement portion of an action. A miniature may make a horizontal jump 2” +1” for each level of the athletics skill. A horizontal jump may ignore difficult terrain ratings and downed miniatures, as well as any blocking terrain the miniature may normally move over unobstructed. If based, a miniature must succeed a roll to break combat before it can make a jump. Horizontal jumping movement may only be taken in a straight line.

Falling

A miniature may jump any number of inches down (also known as falling).

Upon landing (regardless of whether down or horizontal) the miniature must make a Feat Roll using its Agility + Athletics. A miniature that fails this roll must make an Armour Save, the damage mark is 8+ the number of inches fallen. Falling damage has Bashing: 1, +1 for every full 3” fallen.

Movement Penalties

Some effects (such as difficult terrain) give movement penalties. These are taken off the character’s Movement attribute for the amount of time the effect applies (some like Armour Penalties will always apply).

Breaking Base to Base Contact

Before a miniature that is in base to base contact with an opposing miniature can move away from the opposing miniature the player must make a Break Check. See Quick Actions on page xx of Chapter 2 for more information on Break Checks.

Opposing miniatures that are downed or incapacitated are not considered to be basing a miniature.

Boxed In

If a miniature is so completely surrounded that there is no path for the miniature to move then the miniature is boxed in and may not move unless the miniature flies.

Pounce

As an action, a miniature that is not in base contact may make a jump and, upon landing, may attack an opposing miniature with a melee attack. A pounce adds +2 to the damage mark if the jump is less than 5”, if the jump is greater than 5” the damage bonus is increased to +4 and the Bashing of the attack is increased by +1. If the jump is greater than 10” the damage is increased to +6 and the Bashing increases by +2.

After the attack the miniature must still make a landing roll. Regardless of the landing roll’s outcome, a miniature that makes a pounce action has her Melee Defence reduced to 0 until the next time that miniature takes an action.

Searching

If a miniature is currently standing in a piece of searchable terrain he may take an action to search for treasure. This action is a Feat Roll of Perception + Searching.

If the search is successful then the player may roll on the treasure chart for that terrain piece. Miniatures that are based may not take this action.

Once a piece of terrain has been searched successfully it may not be searched again, regardless of whether treasure was present or not. If a piece of terrain has been razed, and was already successfully searched, any terrain replacing it may not be searched. Otherwise, terrain that replaces other terrain due to razing may be searched using its treasure chart if successful.

Searching the Downed

Alternatively, the body of a downed miniature may also be searched, using the Thievery skill or Searching (player’s choice). Only treasure may be stolen from a downed miniature.

Improvised Items

A miniature may not always have the items it needs for
Casting Mishap

If a player rolls a mishap result when casting a spell the caster must immediately make a Save equal to her casting attribute (usually Wisdom) + Alertness. The mark of this Save is equal to the written difficulty of the spell (not the modified value a character may have used). If the save fails the player rolls on Table 2-2: Casting Mishap Table.

Some spells with the ritual trait are used as out of game actions (see Out of Game Actions on page xx of Chapter 2).

Using a Scroll

As an action, a miniature may move up to its Movement and cast a spell she has on a scroll. A miniature does not require a trait granting magic abilities in order to use the standard 2d6 roll when attempting to cast a spell. The mark of a casting roll depends on the level of the spell being cast. See Spells on page xx of Chapter 5 for the difficulties of specific spells. Armour Penalties add a situational penalty to all casting rolls, including casting from scrolls.

All spells have characteristics, and the casting rolls may be altered by these characteristics depending on many factors including the caster’s traits or terrain characteristics.

A miniature that is based may not cast a spell.

Table 2-2: Casting Mishap Table (2d6)

<table>
<thead>
<tr>
<th>Roll</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>Brain Drain: Caster suffers a d6 drain to her casting attribute until the end of the game</td>
</tr>
<tr>
<td>3 - 5</td>
<td>Crisis of Faith: Caster becomes Disheartened until the end of the game</td>
</tr>
<tr>
<td>7</td>
<td>Misdirection: The player to the acting player’s left may treat the spell as though a member of her party (of that player’s choosing) had cast the spell</td>
</tr>
<tr>
<td>8 - 9</td>
<td>Backlash: The caster must make an additional Wisdom save or take damage based on the spell being cast.; the damage mark is the difficulty of the spell being cast</td>
</tr>
<tr>
<td>10 - 11</td>
<td>Wracked with Energy: Check for injury (See Checking for Injuries on page xx of Chapter 2)</td>
</tr>
<tr>
<td>12</td>
<td>Wracked with Pain: Roll on the injury chart (do not check for injury, it is automatic)</td>
</tr>
</tbody>
</table>
a scroll. In all other ways using a scroll is the same as casting a spell.

**Cast a Trick**

A miniature may move up to its Movement and cast a spell listed as a trick. Casting a trick is subject to the Casting Mishap rule (under the Cast a Spell action). Armour Penalties apply to all casting rolls.

A miniature that is based may not cast a trick.

**Aiding**

As an action, a miniature may move its Movement and declare it will be aiding. The action being aided need not be declared. A miniature does not have to move to declare it is aiding. A miniature that is based may not aid an action that cannot be performed while based.

Once this turn, when an action is declared by any friendly miniature the acting miniature may gain a situational bonus to an action Feat Roll equal to the skill levels of the aiding miniature.

The action being aided must be an action the aiding miniature could be taking. For example, in order to aid a roll to search a terrain piece the aiding miniature must also be on the terrain piece.

A single action may take aid from any number of friendly miniatures, however, the action must be a legal action for all aiding miniatures. For example, when aiding a melee attack all aiding miniatures must be able to make a melee attack against the action’s target.

Miniatures may not aid during Feat Rolls made which are not actions (for example a Leadership Check).

Any ranged weapon skill (marksman, thrown) may be used to aid another ranged attack and any contact attacking skill (brawl, melee) may be used to aid another contact attack.

Only the acting miniature is actually taking an action. Aiding miniatures do not receive any effects of a successful action (such as Victory Points).

For example: Amanda wants her warrior, Kirah, to climb a tower. First she declares another of her miniatures, Liam, is aiding. Amanda moves Liam to the tower, where he could climb, on his action, but she declares Liam is aiding. Second she declares Kirah is climbing and Liam will be aiding the action. Liam has an athletics skill of +2, so that total is added to Kirah’s Feat Roll. If the roll is successful only Kirah actually climbs the tower, Liam does not.

Aiding may ignore targeting restrictions (such as self-targeting spells).

Rolls to cast tricks may not be aided.

**Lighting a Torch**

All miniatures are assumed to be carrying torches. As an action, a miniature may move then light a torch. This removes the darkness from a terrain piece. See *Terrain Characteristics on page xx of Chapter 7* for details on darkness.

Mark the lit torch as though it were an enchantment. See the *Duration on page xx of Chapter 5* for more on enchantments. Lighting a torch does not require a roll, but it does take up an action. Based miniatures may not take this action.

**Pick up a Large Item**

Miniatures wishing to pick up a large item in a game must make a Feat Roll of Strength + Muscle + acting miniature’s size (if the size is negative it serves as a penalty).

A miniature may choose to pick up a party member that is not able to move on its own, for example it is downed, tangled, or incapacitated. This mark receives a situational modifier equal to the number of sizes bigger (or smaller) the target of the roll is than the miniature making the attempt. For each size level larger, the target is than the acting miniature the mark is increased by +1, for each size level smaller the target is than the acting miniature
CHAPTER 2: RULES AND SYSTEMS

the mark is decreased by -1.

For example; if a size +1 Orc attempts to lift a size -1 Goblin, the Orc would have a mark of 10.

A miniature may only carry one large item regardless of size, and may not take this action if they are based.

CLIMBING

When a miniature wishes to travel over blocking terrain or into an enclosed terrain piece through a feature other than the door, she must climb. A miniature may move up to its Movement and then climb up to half its Movement. A miniature that wishes to climb while based must make a Break Check before this action can be declared.

When climbing a miniature may make a Feat Roll using either Agility or Strength (the player’s choice)+ Athletics. Armour Penalties apply to this roll.

CHARGE

As an action, a miniature may move up to it’s Movement and attack an opposing miniature within it’s reach. A miniature may only make one attack during a charge. If a miniature that is in base to base contact wishes to charge it must succeed a Break Check first.

FLURRY

During a flurry action a miniature may attack once for each weapon she is equipped with. See Combat on page xx of Chapter 2 for more details. A miniature may never attack more than three times when taking a flurry action.

DEFEND

As an action a miniature may move up to it’s Movement and defend. A defending miniature adds it’s Agility and set value to melee defences until it’s next action.

SPRINT

A miniature may take an action to move up to double its Movement rate. A miniature that wishes to sprint away from base to base contact must make a Break Check first.

QUICK SHOT

When a miniature takes a quick shot action it may move up to its Movement and then attack with a missile or thrown weapon. If a missile weapon is used to make this attack the range of the weapon is halved. A based miniature wishing to take a quick shot action must first make a Break Check and use its movement to no longer be in contact before it may make the ranged attack.

COMMIT BURGLARY

As an action, a character may attempt to pick a locked door or pick the pocket of a miniature in close contact. Burglary requires a Feat Roll using Agility + Thievery. Armour Penalties apply to any of these actions.

Picking a Lock

If a Feat Roll to pick a lock is successful the miniature may immediately move inside and close the door. The lock remains picked until re-locked (see Quick Actions on page xx of Chapter 2). Thief’s tools will add to this roll (see Equipment on page xx of Chapter 6). A miniature that is based may not take this action.

Picking a Pocket

If a Feat Roll to pick a pocket is successful the target may make a save equal to Perception + Alertness. If the save fails this miniature may choose one piece of treasure or all coins the target is carrying and take it. Large items may not be pick pocketed.

BAR THE DOOR

As an action, a character standing inside an enclosed terrain piece may make an Agility + Thievery Feat Roll. If successful this miniature can lock all entrances into this terrain piece including entrances that can normally not be locked such doors that have been forced or broken.

Cover bonuses for being inside this terrain are doubled.
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A miniature may not take this action if there are any opposing miniatures also inside the terrain piece.

Steady Shot

As an action, a character may take a single shot with a ranged weapon that uses the weapon’s full range. A based miniature may not make this action.

Survey the Battle

As an action, a miniature may survey the battle. This action requires a Perception + Tactics Feat Roll. If the action is successful the player adds +2 to his next initiative roll. This action may not be taken while a miniature is based.

Identify an Item

During a game a miniature may attempt to identify one particular item she is carrying. The item is completely rolled out if the target succeeds a Perception + Craft roll. A miniature that is in base to base contact may not take this action.

Feint

As an action, a miniature may declare a feint. The acting miniature may move up to its Movement and make an opposed roll of Charisma + either Melee or Brawl vs. Perception + Alertness. Armour Penalties apply to the acting miniature’s roll.

If the acting miniature wins the roll the target reduces her Melee Defence to 0 until the end of the round.

If the feint Feat Roll comes up as a mishap the target may make a reflexive attack on the miniature using the action.

Manipulate

As an action, a miniature may take its Movement and then target an opposing miniature within 12”. In order to manipulate another miniature the acting miniature must be successful on an opposed roll of Charisma + Charm against the target’s Wisdom + Alertness. This acting miniature’s roll is subject to Armour Penalties.

If the acting miniature is successful the player controlling the acting miniature may move the target up to 2”. No break from contact roll is needed.

A miniature in base contact may only use this ability if the target is the only opposing miniature it is in base contact with.

Intimidate

A miniature can move up to their regular Movement and attempt to intimidate an opposing miniature. This effect has a range of 6”.

This action requires an opposed roll using the acting miniatures Strength + Muscle against the opposing miniature’s Strength + Stout.

If the acting miniature is successful the target gains the Disheartened condition until the end of the game.

Perplex

As an action, a miniature may move up to its Movement and attempt to perplex an opposing miniature within 6”. A perplex action requires an opposed roll using the acting miniature’s Charisma + Tactics against the target’s Wisdom + Alertness.

The Feat Roll to activate this action is subject to Armour Penalties.

If the acting miniature wins the roll the target becomes Confused until the end of the game. If the target rolls a mishap on its Save the target instead becomes Befuddled.

Antagonize

In order to attempt to antagonize an opposing miniature the acting miniature may move to up its Movement and
select a target within 6”. This action requires an opposed roll of the acting miniature’s Charisma + Charm against the target’s Wisdom + Alertness. If the acting miniature wins the roll the target becomes Enraged until the end of the game. This action is subject to Armour Penalties.

**Breaking a Tangle / Befuddle**

A miniature may take an action to break a Tangle or Befuddle currently affecting themselves or another miniature. This action requires a Feat Roll of Strength + Muscle for Tangle and a Wisdom Save for Befuddle. If the target is another miniature the acting miniature may move up his or her movement first.

**Stand and Fight**

If the miniature is in base to base contact with an opposing miniature at the beginning of it’s turn the miniature may take this action. The acting miniature may make a single melee attack and then adds the miniature’s Agility attribute its melee defence next turn.

**Force Open**

As an action a miniature may move and attempt to force open a door or chest it has come into base contact with. The feat requires a roll of Strength + Muscle. A door or chest that has been forced open may not be locked again this game (unless an effect specifically says otherwise).

**Quick Actions**

Some actions are described as quick actions. Quick actions may be done during the action phase, but do not take up the action of a miniature. A miniature may take as many quick actions as the player wishes, however some quick actions may have limits on how many times that action can be done.

Below are some of the general quick actions most miniatures can take.

**Quaffing a Potion**

As a quick action, a miniature may drink a potion. This may not be done while in base to base contact with an opposing miniature.

**Dropping an Item**

As a quick action a miniature can drop any treasure or equipped items. These items can be placed on the ground, or into an unlocked chest.

If a dropped item was equipped it returns to the miniature at the end of the game, unless an opponent picked up the dropped item. Place a marker on the board to represent the dropped item.

**Picking up Loose Treasure**

As a quick action, a miniature may pick up as many loose pieces of treasure as the player wishes, as long as capacity limits are not exceeded. The loose treasure must be in contact with the miniature taking the action.

A miniature who picks up items may also hand them to another miniature in base to base contact as a quick action.

If an opposing miniature drops an equipped item it may be picked up like it was treasure. However, based miniatures may not pick up loose treasure.

**Handing an Item Off**

A miniature may hand off an item to any other miniature in base contact as a quick action. Neither the acting nor receiving miniature may be in base contact with any other miniatures when this action is taken.

If an equipped item is handed off it does not return or replenish in any way.

**Locking, Opening or Re-Locking a Door**

Any miniature inside an enclosed terrain piece may lock or unlock a door as quick action. If the door is locked a miniature inside an enclosed terrain piece may let a
**Chapter 2: Rules and Systems**

miniature in as a reflexive quick action. This action may not be taken if there are any opposing miniatures also inside the terrain piece.

**Equipping an Item**

A character may find certain items in a game that may be useful. Items that have been identified in a game may be equipped as a quick action. This action requires no roll. A miniature with new items equipped may ignore representation rules for the current game. An equipped item may not be stolen if the miniature is searched (unless the item stated otherwise).

**Break Check**

A miniature wishing to move away from base to base contact must make a Leadership Test (see Leadership on page xx of Chapter 3) in order to do so, this is called a Break Check. This quick action is taken before any actions are declared for the acting miniature. The mark of a Break Check suffers a +1 situational penalty per opposing miniature in base to base contact after the first.

**Round End Segment**

After all players have taken a turn, there are some final considerations before moving on to initiative for the next round.

**Required Rolls**

Before proceeding to the next round all player’s must complete any required rolls. Often these rolls will be Dispel Checks, but other traits or spells may create required rolls at this time.

**Dispel Checks**

A Dispel Check is a required Feat Roll for any enchantment a player’s party has active. A dispel check must be made for every enchantment at the end of every round except the round it was cast. See Duration on page xx of Chapter 5 for more information.

**Endurance Victory Point**

At the end of round five all heroes that are still active on the game board gain 1 Victory Point. This includes incapacitated miniatures.

**Rolling for Game End**

Starting at the end of round five one player must make a required Feat Roll to see if the game will end. The player checking to see if the game ends rolls 2d6 and if the result is equal to the round or less the game ends.

**Count Victory Points**

At the end of each round all players should take a moment to make sure they have counted any Victory Points their miniatures gathered during the action phase.

**Game End Sequence**

1. Count Victory Points
2. Check for Injuries
3. Calculate Experience
4. Rolling Treasure
5. Out of Game Actions
6. Record Legacy
7. Adjust Challenge

**Count Victory Points**

Each player counts the total number of Victory Points that his party has accumulated. This is done by adding together any party Victory Points awarded and the Victory Points achieved by each character. Keep a note of the total Victory Points so that it can be used for calculating experience.

**The Winner**

The winner of the game is the player who’s party achieved
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the most Victory Points.

Check for Injury

For each miniature a player has that became downed during the game he must check for injury. To check for injury the player makes a Feat Roll with a mark of 7. A miniature’s Stout skill will add to the dice roll.

If the roll fails the player then rolls on the chart below to determine what injury the miniature receives.

Determine Injuries

For each miniature that failed the check for injury, roll on the injury chart below.

- 2-6: Attribute damage (roll d6)
  - 1: Knock on the head -1 W
  - 2: Muscle Damage -1 S
  - 3: Back Injury -1 A
  - 4: Disfiguring Scar -1 C
  - 5: Missing Eye/Ear -1 P
  - 6: Limp -2 Mv
- 7: Lasting Damage -2 Health
- 8-9: Lasting Damage -3 Health
- 10-11: Lasting Damage -4 Health
- 12: Death

Incapacitation

Any miniature that has zero in any attribute except Health is considered incapacitated. This miniature may not move, take actions, and has no defences. An incapacitated miniature may not be fielded. If a miniature becomes incapacitated in game, the miniature is not removed and may be attacked as an immobile object.

Death

A miniature who takes a Health injury that puts its permanent Health at zero or less or rolls the death result on the injury chart, is dead. The party who downed the dead miniature gains a deed of note (see Legacy on page xx of Chapter 3).

A dead miniature is gone. Players may choose to remember their fallen heroes (see Ceremony for the Dead on page xx of Chapter 2). Dead miniatures may be the target of a raising, and turned into an undead wight version of themselves (see the Raise Dead on page xx of Chapter 5).

All gear belonging to the dead miniature is added to party stores.

If a party captain dies and stays dead once out of game actions are completed another miniature may step up (see Stepping Up on page xx of Chapter 2).

Kicked Out

After injury rolls are made any miniatures may be kicked out of a party. All gear the miniature had equipped is kept. The miniature no longer adds challenge, and is no longer part of the party.

If a kicked out miniature was a character or henchman it may be turned into a thrall instead. A player may not kick out his party captain.

Calculate Experience

Each hero in a party gains Experience Points based on the amount of Victory Points the party gathered during a game. See the chart below:

<table>
<thead>
<tr>
<th>Victory Points</th>
<th>Experience</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 to 5</td>
<td>1</td>
</tr>
<tr>
<td>6 to 10</td>
<td>2</td>
</tr>
<tr>
<td>11 to 15</td>
<td>3</td>
</tr>
<tr>
<td>16 to 20</td>
<td>4</td>
</tr>
<tr>
<td>21 or more</td>
<td>5</td>
</tr>
</tbody>
</table>

Every character in a party that won a game gains an additional 2XP.

Each player must then nominate a member of the party controlled by the player on their left to receive +1 bonus
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XP.

The least experience a character can gain from playing a game is 1xp, as long as a miniature moved onto the table it gains at least that amount.

Once a miniature has accumulated ten times its level in Experience it gains a level. Erase the current Experience Points up to the amount required to gain the next level and follow the steps listed under Powering Up on page xx of Chapter 3.

Bonus Experience Points

Each player gains bonus Experience Points for playing against parties with more Challenge than they have equal to the difference in Challenge between that party and each other party in the game. This is only a bonus and Experience Points will never be lost for having a higher Challenge.

Rolling For Treasure

After a player has checked for injuries and collected Experience each player may roll to determine their treasure values. The value of the gold in each unopened chest found during the game, the value of any ore found during the game (ore must be sold to collect its value, and any items that were not identified during the game (that do not require special abilities to identify) may be rolled at this time.

Potions and Gems must be identified as an action before their value can be determined, see Out of Game Actions on page xx of Chapter 2 for more information.

Out of Game Actions

Go to Market

A miniature going to market may take any of the following actions.

Purchasing Basic Items

A character in town may purchase any number of basic items with no roll.

Selling Items

A character in town may attempt to sell any number of items in town. First, declare the items to be sold. Then, attempt a Feat Roll on the character’s Charisma + Charm. If you fail the roll and still want to sell the items, you may take half value for them (round up). A character may only make this roll once.

Buying from an Apothecary

As an out of game action a character may attempt to buy potions. Unfortunately, there are many phoney alchemists out there who will sell non-magical, or even poisonous bottles, so purchasing the right ones requires some luck.

Only one type of potion may be purchased in a single action, but the character may attempt to buy multiples of that potion. For each potion the player wishes to buy roll a d6. On a roll of 1-3 the item is not available.

Buying from a Scribe

As an out of game action a character may attempt to purchase scrolls from a scribe. The value of a scroll is located in the treasure section of this book.

For each scroll the player wishes to buy roll a d6. On a roll of 1-3 the item is not available.

Hiring a Jeweller to Appraise a Gem

A character in town may have any number of trinkets or gems appraised using a Feat Roll with a bonus of 7.

Each piece costs 2g, and the money is paid only if the roll is successful. The jeweller may only attempt each piece of treasure a single time.

Donate to a Temple
**Chapter 2: Rules and Systems**

A character may donate to a temple. An incapacitated miniature may be brought to the temple as another character’s action. Otherwise, the temple services may only be received by those appearing.

Donating to a temple costs 10 gold. One service may be chosen per visit per miniature. The player may select which service is given, no roll is necessary.

**Rite of Protection** - This miniature receives a temporary +2 to Saves against magic for the next game.

**Greater Mending** - Heals one permanent injury.

**Greater Blessing** - Remove one Curse effect.

**Abilities**

Some abilities are used as an out of game action. Artisan and Oration are examples of this.

**Table 2-3: Common Out of Game Actions**

<table>
<thead>
<tr>
<th>Action</th>
<th>Roll</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Go to Market</td>
<td>Charisma + Charm</td>
<td>May purchase/sell items</td>
</tr>
<tr>
<td>Hire a Jeweller</td>
<td>Feat Roll + 7</td>
<td>Cost 2g, roll value of gem or trinket</td>
</tr>
<tr>
<td>Visit Apothecary</td>
<td>See description</td>
<td>Buy Potion</td>
</tr>
<tr>
<td>Visit Scribe</td>
<td>See description</td>
<td>Buy Scroll</td>
</tr>
<tr>
<td>Donate to a Temple</td>
<td>No Roll</td>
<td>May cast spells for you, see description</td>
</tr>
<tr>
<td>Appraise and Identify items</td>
<td>Perception + Craft</td>
<td>Determine value of gems and types of potion</td>
</tr>
<tr>
<td>Recruiting a Hero</td>
<td>Charisma + Leadership</td>
<td>Adds hero to party, penalty equal to number of heroes currently in party</td>
</tr>
<tr>
<td>Adopt Followers</td>
<td>Charisma + Command</td>
<td>Replenishes missing follower, see description</td>
</tr>
<tr>
<td>Search for Improvised Item</td>
<td>No Roll</td>
<td>Gain 1 improvised item for next game</td>
</tr>
<tr>
<td>Trade with Another Party</td>
<td>No Roll</td>
<td>Each party in the trade must send one miniature to the trade</td>
</tr>
<tr>
<td>Ceremony for the Dead</td>
<td>Charisma + Lore</td>
<td>Create deed of note equal to challenge of dead miniature</td>
</tr>
<tr>
<td>Complete a Quest</td>
<td>Varies</td>
<td>Complete open quest in the party’s log; create deed of note</td>
</tr>
<tr>
<td>Forced Labour</td>
<td>Strength + Command</td>
<td>Gain supplies equal to number of thralls; on mishap roll, d6 thralls escape</td>
</tr>
<tr>
<td>Pilfer</td>
<td>Agility + Thievery</td>
<td>Gain d6 + thief’s level supplies, on mishap roll for injury</td>
</tr>
<tr>
<td>Scribe</td>
<td>Wisdom + Lore</td>
<td>Create a scroll or write a spell from a scroll into a spell book</td>
</tr>
<tr>
<td>Perform a Ritual</td>
<td>Wisdom + Lore</td>
<td>See Description</td>
</tr>
<tr>
<td>Write a Book</td>
<td>Wisdom + Lore</td>
<td>Requires empty tome; must have Lore x3</td>
</tr>
<tr>
<td>Write a Training Manual</td>
<td>Wisdom + Lore</td>
<td>Requires empty tome; must have Lore x3, must have subject skill x3</td>
</tr>
<tr>
<td>Busking</td>
<td>Charisma + Charm</td>
<td>Character earns d6g; may increase mark to add gold, see description</td>
</tr>
<tr>
<td>Brew Potion</td>
<td>Wisdom + Lore</td>
<td>Create potion, cost 1 Supply, may increase mark to brew additional potions</td>
</tr>
<tr>
<td>Create Item</td>
<td>Perception + Craft</td>
<td>Create item, cost half of item’s cost</td>
</tr>
<tr>
<td>Training</td>
<td>Wisdom + level</td>
<td>Gain 1xp, may train additional heroes up to level</td>
</tr>
</tbody>
</table>

**Appraise and Identify**

As an out of game action a character may appraise any gems in a party’s stores and identify any potions in the party’s stores with aFeat Roll of Perception + Craft.

**Recruiting**

As an out of game action a party captain may attempt to recruit a new hero to join his party with a roll of Charisma + Leadership. This roll suffers a penalty equal to the number of miniatures currently in the party.

New heroes and their followers do not come with any equipment or money, they must be entirely provided for out of party loot. If a hero is created with the Well-Equipped trait he would have 10g.

**Adopting Followers**
**Chapter 2: Rules and Systems**

Any character who is missing any followers (due to death or being kicked out) may gather new followers as an out of game action. This Charisma + Command roll suffers a +2 situational penalty to replace an advanced follower and a +4 situational penalty to replace a greater follower. The roll may be given a situational bonus by removing party thralls. Each thrall removed adds a bonus of +1.

### Searching for an Improvised Item

Miniatures with no other action may choose to take an out of game action to find an improvised item of their choice. The restrictions on what items can be improvised are listed under *Improvised Items on page xx of Chapter 2*.

### Trade to Another Party

Two players may wish to trade items between each other. To do so, each player sends one miniature to meet up with the others. All trades are done in good faith.

### Ceremony for the Dead

As an action one miniature in the party of a character that died during the game may hold a ceremony for the lost companion. Any other characters and followers in the party and characters from any other party in the game may spend their out of game actions attending the services.

The Feat Roll of Charisma + Lore for this action suffers a +1 situational penalty for each party member (characters and followers) that does not attend. For every character from another party who attends the ceremony the roll receives a +1. For each 5g worth of gold and items removed from the party's stores the roll receives a +1.

If the roll is successful a Deed of Note is created equal to the Challenge of the fallen character.

### Completing a Quest

As an out of game action, a player may complete a quest. Completing a quest creates a Deed of Note worth 2 Legacy. The roll to complete a quest depends on the specific quest. Some quests also have required items as well.

*Feed The Starving*

Completing this quest requires no roll, but the party must spend 15 supplies.

*Escort to Safety*

Completing this quest requires a successful Perception + Alertness Feat Roll.

*Scribing the Litanies*

Completing this quest for the first time requires an Empty Tome and a successful Wisdom + Lore Feat Roll. The tome is not lost if the roll fails and further quests may be completed using the same tome.

*A Voice in the Council*

Completing this quest requires a Charisma + Leadership Feat Roll.

*Challenge the Council*

Completing this quest requires a Strength + Leadership Feat Roll.

*Attend the Amber Ships*

Completing this quest requires a no roll, but costs 10g.

*Forced Labour*

As an out of game action, a character can force some of the party’s thralls to scavenge supplies. Forced Labour requires a Feat Roll of Strength + Command. If successful one supply per thrall is created. If the result is a mishap some thralls have escaped. Roll a d6 to determine the number of thralls who escaped.
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A miniature may only control 10 thralls at a time with this action. Each thrall can only be worked once per out of game action section.

Pilfer

As an out of game action, one miniature in the party may attempt to steal supplies from local farmers or merchants. The action requires an Agility + Thievery roll. A successful pilfer action gain d6+ the acting miniature’s Thievery skill worth of supplies.

On a mishap the thief is caught and chased down. The miniature suffers an injury. Roll on the injury chart on page XX in this chapter.

Scribe

As an out of game action, a character may add a spell from a scroll in the party’s possession into that character’s spell book. Alternatively, a character can create a scroll of a spell currently in her spell book. Using this out of game action requires a Wisdom + Lore Feat Roll.

Perform a Ritual

As an out of game action a miniature may cast a spell with the ritual trait. As with all casting rolls the Feat Roll is Wisdom + Lore. The mark is the spell’s difficulty.

On a mishap roll the player must make a Save roll using the miniature’s casting attribute. The Mark is equal to the difficulty of the spell. If the Save fails the player must roll on Table 2-4: Ritual Mishap Table.

Write a Book

As an out of game action, a miniature may attempt to write a book. In order to write a book a miniature must have at least 3 levels of the Lore skill and an empty tome. If the book will be a training manual the miniature writing the book, or a second miniature spending it’s out of game action must have at least three levels in the subject skill.

Busking

As an out of game action a miniature may attempt to perform to earn coin. This action requires a Charisma + Charm feat roll, and if successful the player gains d6g. The mark of this roll may be increased by +3 any number of times. For each time the mark was increased add an additional d6g. If the mark is increased, and the roll fails, no gold is gained at all.

Brew Potion

As an out of game action a character may attempt to brew a potion. The player declares what potion is being created and makes a Wisdom + Craft feat roll. If successful she creates a single potion. The mark of this roll may be increased by +1 to created an additional batch of the same potion. Each batch costs 1 supply. If the roll fails, all supplies used are lost.

Table 2-4: Ritual Mishap Table

<table>
<thead>
<tr>
<th>Roll</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>Terrible failing: The miniature loose one trait that grants magical ability</td>
</tr>
<tr>
<td>3 - 6</td>
<td>Crisis of Faith: Caster becomes disheartened to begin the next game</td>
</tr>
<tr>
<td>7</td>
<td>Misdirection: The player to the caster’s left may treat the spell as though it had been cast by a member of his party</td>
</tr>
<tr>
<td>8 - 9</td>
<td>Backlash: The caster looses one level of the lore skill. If the caster does not have a level of the lore skill re-roll this result. Treat this loss as an injury</td>
</tr>
<tr>
<td>10 - 11</td>
<td>Wracked with Energy: Check for injury</td>
</tr>
<tr>
<td>12</td>
<td>Wracked with Pain: Roll on the injury chart (do not check for injury)</td>
</tr>
</tbody>
</table>
Create Item

A character may use her out of game action to create an item listed in Chapter X. This action requires a feat roll of Perception + Craft. The mark of this roll is 10 + the cost of the item. Creating an item costs half the item’s listed cost in gold.

Training

A hero may train as an out of game action. This action requires a Wisdom + level feat roll with a standard mark and if successful the character gains 1 experience point.

Other heroes may use their out of game action to train with the character originally taking this action. If the roll is successful all heroes participating in the action gain 1xp.

Stepping Up

After out of game actions if a party captain has died and remained dead another character in the party may step up. That character immediately gains 2 skills and 2 traits of the player’s choice. After a character has stepped up the party captain may not be brought back from the dead or raised in any way.

Record Legacy

Before a new game can begin, or after games have concluded for the night, players must record their Legacy totals. (See Legacy on page xx of Chapter 3)

Calculate Challenge

After all out of game actions have completed and all miniatures have been powered up that require it all players should re-calculate their parties Challenge rating.

Combat

Combat in Rack and Ruin takes many forms, from blasts of balefire to spinning blades of death. It always follows the same form:

Declare Target of Attack

The first step when a miniature is taking an action to make an attack is to declare what attack is being made, who the target is, and which miniatures are aiding, if any. Targets must be in line of sight unless otherwise specified.

Measure Range or Reach

Only after these declarations can range or reach be measured. If the player has misjudged the range, and is too far, they are out of luck. The attack falls short and is considered unsuccessful.

Rolling Attack

Contact Attacks

When attacking with a contact weapon, as opposed to a ranged weapon the attack and defender make an opposed roll. The attacker adds the Attack Bonus of the attack and defender adds its Melee Defence to the roll. If the attacker has the greater total the defender must make a Save against the damage.

Ranged Attacks

When attacking with a ranged weapon the attacker and defender make an opposed roll. The attacker adds its ranged Attack Bonus and defender adds its Ranged Defence to the roll. If the attacker has the greater total the defender must make a Save against the damage.

Cover

A target may be given additional Ranged Defence for being partially obscured, this bonus is called Cover. Unless otherwise stated all Cover bonuses stack.

Unless an effect is cancelling Cover, all miniatures gain +2 Cover from darkness if playing a game that takes place at night.

Any miniatures inside an open terrain piece gain the
terrain’s Difficult Terrain rating as Cover. Miniatures inside an enclosed terrain piece automatically gain a +3 Cover bonus.

Cover may also be awarded if the line of sight to a target miniature is partially obstructed. When the attack is declared the player controlling the defender states what level of Cover he feels the target has, the attacker can then agree or counter offer. If the two players cannot come to an agreement then the Herald or another neutral party should make the decision.

As a guideline if less than 25% of the model is obscured there is no Cover bonus. If between 25% and 50% of the model is obscured the target gains +1 Cover. If between 50% and 75% of the model is obscured the target gains +2 Cover. If more than 75% of the target is obscured the target gains +3 Cover.

**Targeting Base to Base Contact**

If the target of a ranged attack is in base contact with an opposing miniature the attack is changed to a Feat Roll with a mark of 17. If the attack roll does not hit the mark the player controlling the target may then select any opposing miniature within 3” that must make a Save against the attack’s damage. If the attack is successful, the target saves as normal.

No Victory Points are gained from damage inflicted by a misdirected shot.

**Attacking with Magic**

Using spells with the attack trait uses a different system than contact or ranged attacks. There is no opposed roll. As with any Casting roll the target adds his Casting Total to a Feat Roll, the mark being the difficulty of the spell.

A magic attack is subject to a situational penalty based on the cover of the target.

If successful, the target must make the Save stated in the spell (usually an Armour Save against attack spells). The mark of the damage roll is based on the specific spell plus the caster’s Spell Power.

**Attacking Immobile Targets**

An immobile target is a sitting duck. Immobile targets do not get to defend. Instead an attack Feat Roll with a mark of 8 is required. Some people really can miss the broad side of a barn. Buildings, doors and incapacitated miniatures all count as immobile targets.

Immobile targets still get Save rolls; if the target is not controlled (for example a door) then the player to the acting player’s left may make the Save roll.

**Roll Save**

When a successful attack or other offensive action has been performed, the defender usually has a chance to roll a Save. Different Saves apply for different situations, although some offensive actions may have multiple effects and require multiple Saves to avoid those effects separately.

**Attribute Saves**

Some effects require a Save to be based on one of a miniature’s attributes. The Alertness skill adds to Saves based on attributes.

**Resolve Effects**

If a miniature fails any Saves it was required to make any effects that were not Saved against are resolved. If an action had multiple effects and more than one effect was not Saved against each is resolved separately, with the acting player choosing the order of resolution.

If the action has both primary and secondary effects then the primary effect of the action must successfully resolve for the secondary effect to resolve at all.

**Damage**

The most common effect of an offensive action will be
**CHAPTER 2: RULES AND SYSTEMS**

damage. The mark for the Armour Save to avoid damage is the appropriate damage modifier (see Calculations on page xx of Chapter 5), this is know as the damage mark. The damage dealt by the attack is equal to the difference between the damage mark and the Armour Save, if the Armour save is equal to or greater than the mark, no damage is dealt.

**Structure**

In order to damage a target with structure an attack requires at least Bashing: 1. For more information on the Bashing weapon characteristic see Weapon Characteristics on page xx of Chapter 6. Damage done by attacks that are fire based can damage a target with structure.

**Secondary Effects**

Some attacks will have secondary effects that occur only if the primary effect resolves successfully. Resolve these effects immediately once the primary effect has resolved.

**Secondary Damage**

Secondary damage is damage caused by an indirect source, other than an attack. Examples of indirect damage are falling buildings and poison. Secondary damage does not create victory points.

**Sneak Attack**

The first attack during an action may be declared a sneak attack. When making a sneak attack the attacker makes a Feat Roll adding his cover, the mark of this roll is standard, but the roll has a situational penalty equal to the alertness skill of the target. Please note; this is a Feat Roll and not an opposed roll.

The defender may only save using natural armour. Damage of the sneak attack is equal to the piercing of the attack.

When making a sneak attack, measure reach and range as normal after the sneak attack has been declared.

Any additional attacks after the first must be rolled as normal.

**HOURS**

**PLAYING AT NIGHT**

During games that have been determined to be at night the following modifiers are in effect:

- While it is night miniatures gain a cover bonus to ranged defence of +4. Thus a miniature in open ground gains a cover of +4, while a miniature in a forest receives cover of +5. Any miniatures carrying a lit torch or lantern do not get this bonus.

- All enclosed terrain pieces are dark. See Darkness in the Terrain Special Rules section of Chapter 7. All searching rolls in open terrain pieces suffer a penalty of -2.

- Rolls to Survey the battle suffer a -2 penalty.

**NIGHTBREAK**

As the coldest hours of the night start to fade, the first light of the sky comes in to view bring the promises of fresh start with the coming of new day.

A game that is played at Nightbreak begins during night time. At the beginning of each round after the first there will be a required roll made by any player. The required roll is a feat roll with no bonuses and a mark of 8. If successful dawn has broken and it becomes day time.

Once it becomes day time all spell casters must check for all enchantments they have active.

**MORNFALL**

Mornfall is the time of harvesting.

Games played during Mornfall are played during the day. Any supplies found during this game count as finding two instead. Any additional traits on the supplies (such as
Skyreach

As the sun rises to its apex the land is steadily under the Lord of the Vanguard’s watchful eye. Games during this hour are played during the day, but otherwise there are no special rules for playing a game during Skyreach.

Faefall

A game that is played during Faefall begins during day time. At the beginning of each turn after the first there is a required roll made by any player. The roll is feat roll of 2d6 with no bonuses and a mark of 8. If successful it becomes night time.

When night falls all entering terrain effects reset. If multiple miniatures are currently occupying the terrain piece the first player to take a turn nominates one of his miniatures as the “entering miniature”.

Starwatch

Games played during Starwatch are played at night.

Gravestill

The time called Gravestill is the deepest hours of the night. Unfortunately, calling this time Gravestill is little more then wishful thinking.

Games played during Gravestill are played at night. All terrain pieces gain a mystical aura of Gloom +1 unless they have a Celestial aura. If the terrain piece already has a Gloom aura, increase it by +1. Any aura flares will effect the original aura, not the additional gloom aura.

Conditions

Befuddled

A miniature that is befuddled may not move or perform actions other than to break the befuddle (see action earlier in this chapter). A befuddled miniature looses all skill bonuses to defence rolls. A befuddled miniature cannot become befuddled again, disregard the second effect. A miniature with this condition is immune to confused, and will never flee.

Disheartened

A miniature that is disheartened suffer -2 situational penalty to morale checks. This penalty will stack each time a miniature becomes disheartened.

Enraged

A miniature that is enraged suffers a situational penalty of -2 to break checks. Each time a miniature is inflicted with the enraged condition the increases.

Confused

At the beginning of each player’s turn make a leadership roll for each member of that player’s party with this condition. If a miniature fails this check the player rolls on the chart below. Miniatures not yet on the board no not have to make this roll.

In addition, anytime a miniature with this condition is forced to flee, roll on the chart below rather than flee as normal.

Any effect that would stop fleeing or removed confused will remove the effect of confused immediately. For example; A follower is out of command range and is forced to roll on the confused table. The player rolls a 3 (panic), the miniature may only be given the defend action this turn, however is another party member casts Lesser Blessing to remove the temporary condition of confused the miniature may act normally that turn.

If a miniature that has this trait is given this trait an additional time, disregard the second effect.

Actions of the Confused (d6)

1 Breakdown
2 Befuddled
Chapter 2: Rules and Systems

3  Panic
4  Terrified
5  Screaming into the Night
6  Berserk

Breakdown: Until the beginning of the controller’s next turn this miniature may not be given an action, and is immune to command spells. Skills and attributes will not contribute to saves this character makes during this time, with the exception of natural armour. Treasure carried by this miniature is placed, by the controlling player, within 2” of the acting miniature.

Befuddled: The miniature loses confused but becomes befuddled (see befuddled above). The befuddled condition will last until broken or game end as normal. As with the condition normally, befuddled miniatures are immune to confused.

Panic: Treat this miniature as though it had taken a defend action on its last turn. This miniature will not move, and may only be given the defend action if it has not taken an action this turn. If it is prevented from taking the defend action (for example due to tangle), treat it as incapacitated until the beginning of the controlling player’s next turn. All miniatures in this miniature’s party (including itself) suffer a -2 to leadership checks until this miniature stops being confused.

Terrified: This miniature flees, however all players may roll off to determine the direction this miniature flees (does not have to be in the direction of a table edge). If this miniature is not disheartened, it now becomes disheartened as a curse effect. If a miniature is forced to flee while terrified all player make a roll off to move the miniature each time.

Screaming into the Night: This miniature flees normally now. If the miniature flees off the board as a result of this effect the miniature loses its out of game action.

Berserk: This miniature gains the enraged condition and ignores any result that would make it flee until the beginning of the controlling player’s next turn. If this miniature is not in contact with an enemy miniature it charges the closest miniature, friend or foe, immediately. If this miniature is in base contact with another miniature it will make a flurry action, using all possible attacks. Increase this miniature’s melee defence by its muscle skill, but armour saves can only be made using its natural armour during the time this miniature is berserk. If multiple miniatures are equally close all players may roll off to choose the target.

Poisoned

At the beginning of each turn a poisoned miniature must roll a d6 and take the result in health damage. If the miniature does not have health (but structure instead) it is unaffected.

If a miniature has been poisoned multiple times, roll separately for each instance of poisoning. The miniature takes damage for each time it has been poisoned.

Tangled

Tangle ties up a miniature so that it may not move or perform most actions, except the break a tangle action (see actions earlier in this chapter). A tangled miniature looses any bonuses to defences from items.

Weakened

A weakened miniature suffers a penalty of -2 to all saves based on attributes.

Incapacitated

A miniature that has any attribute reduced to 0 is incapacitated. An incapacitated miniature may not take actions and may still be targeted as normal. An incapacitated miniature is an immobile target. A miniature with this condition is immune to confused.

Silenced

A miniature with this condition cannot use any levels of
**Chapter 2: Rules and Systems**

the charm or lore skill.

**Diseased**

Anytime a miniature with this condition is about to take the first action in a game the player must roll for a random injury. A result of death is ignored, instead the miniature cannot enter the battlefield this game, but does not lose its out of game action following the game.

**Control Checks**

Before proceeding to the action phase players must make control checks for every fleeing miniature and all followers out of their commander’s command range (see below). Fleeing followers must first make a control check to stop fleeing and then if the miniature is out of command range, the player must make an additional check to be in control of the follower this turn.

Fleeing heroes roll control checks using their leadership total (see Chapter 3 for leadership totals). If the control check is a success then the miniature may act as normal this turn.

If the control check failed and the miniature is fleeing then it must use its action this turn to flee. See Fleeing under

If the control check failed and the miniature was confused the player rolls on the Confused Behaviour Table later on in this chapter.

See the Morale and Fleeing sections below for more information.

**Morale**

**Morale Checks**

Certain effects (such as being reduced to 5 or less health) will require miniatures to take morale checks. Making a morale check is done exactly like any other leadership score test, but some effects will only modify morale checks (such as the disheartened condition).

If a miniature fails a morale check it will flee (see below) unless it has the Confused condition, in which case the controlling player will roll on the confusion table (see the Confused condition).

**Fleeing**

If a miniature is forced to flee then it will head for the table edge that it came into the game from. A fleeing miniature will always move up to its full movement. The fleeing movement must be in as straight a line as possible. A fleeing miniature will not climb, and will run around terrain it cannot move through, again taking the shortest possible route.

While fleeing, miniatures do not sprint.

**Fleeing Miniatures who are in Base to Base Contact**

If a miniature is in base to base contact with an opposing miniature when it must flee the miniature must make a break from combat roll.

If the miniature fails to break from combat it is automatically downed. One of the opposing miniatures in base to base contact gains any victory points for downing an opposing miniature. If there are miniatures belonging to multiple players in contact all players in contact roll off. If a single player has multiple miniatures in base to base contact then he may decide which character gains the victory points. Please note; that in this case an attack roll was not made, thus no points are given out for successful attacks.

If the break from combat roll succeeds the miniature may flee as normal.

**Fleeing Miniatures who are Attacked**

If a fleeing miniature is attacked or runs into an opposing miniature the fleeing miniature must make an immediate morale check, if the miniature fails the morale check it is
automatically downed. Gain normal victory points.

**Command Range**

A hero has a command range of 6”. Any of his followers that stay within that range may act as normal. At the beginning of a player’s turn any followers that are outside of their hero’s command range must make a Command Check or roll on the confused chart as though they had the confused condition. If the heroes is downed or off the board his followers are automatically out of command range and automatically fail the command check.
CHAPTER 3: CREATING AND ADVANCING PARTIES

CREATING PARTIES

PARTY CREATION SEQUENCE

1. Choose Miniatures
2. Choose Goal
3. Record Party Choices
4. Promote your Captain
5. Calculations
6. Spark of Life

STEP 1: CHOOSE MINIATURES

To begin making a party select four humanoid miniatures that you would like to play with to use as your party’s heroes. When selecting your heroes it’s important to choose miniatures that represent one of the character races presented in this book. You may also select any number of miniatures that will represent followers of your heroes.

Attention should also be paid to the items worn by the miniature. The items presented in Chapter 6 attempt to cover as many combinations as possible. If your miniature’s items cannot possibly be represented by any of those combinations perhaps it is better to not use that miniature.

After you have selected four miniatures to be your party’s heroes you may proceed to creating each of them as a character. Followers are added by selecting the Follower traits during Step 3. See below for more information on creating followers.

STEP 2: CHOOSE GOAL

After your miniatures have been selected then you must decided why it is they have come together. Select one of the goals below for your party. Each goal will have an effect on party creation and game play.

Each goal creates a deed of note for winning a particular scenario, these deeds of note are created if the party ties for a win as well.

PROTECTION

A party with this goal has sworn to defend the people and lands of the former Empire through skill at arms. This goal is best suited to a party with fighters that have been given a diverse set of skills.

- Each time this party wins a Clash of Swords scenario they receive a 2pt Deed of Note.
- Each time a member of this party completes an Escort to Safety quest he receives a 2pt Deed of Note.
- Members of this party gain +1 to any Feat Rolls to complete a quest.
- Goblins will not join a Protection party.
- When creating a Protection party a player may choose to share his captain’s skill and trait bonuses with other members of the party.

DESTRUCTION

While the old Empire has crumbled some will never be content until it’s ruins are crushed into the ground. This goal is best suited to a party with powerful warriors or large monsters.

- Each time this party wins a Scorched Earth scenario it creates a 2pt Deed of Note.
Chapter 3: Creating and Advancing Parties

- Each time a member of this party completes a Challenge the Council quest he creates a 2pt Deed of Note.

- Once per game a member of this party may search a piece of terrain that replaced a razed piece of terrain that has already been searched.

- Halflings will not join a Destruction party.

- When creating a Destruction party you may choose to add a fifth hero.

Salvation

A party with this goal has sworn to ease the suffering and protect the souls of the people of the crumbled Empire. This goal is best suited to those parties that can self-sustain.

- Each time this party wins a Gathering the Lost scenario this party creates a 2pt deed of note.

- Each time a member of this party completes a Feed the Starving quest he receives a 2 point Deed of Note.

- Once per out of game action segment after taking an action that adds supplies to this party’s stores the acting miniature may also attempt to complete an ongoing Feed the Starving quest the party has available.

- Risen will not join a Salvation party.

- For each character in the party that has the Monastic trait the party gains a Feed the Starving quest.

Profit

A party with this goal is out to scavenge the corpse of the fallen Empire. This goal is best suited to a party with some skilled treasure hunters.

- Each time this party wins a Treasure Hunt scenario it receives a 4 point Deed of Note.

- Each time a member of this party completes an Attending the Amber Ships quest he creates a 2pt Deed of Note.

- This party has one additional terrain point each game.

- Elves will not join a Profit party.

- When creating a profit party gains an additional 20g to create your party.

Order

The Empire must be re-built. Only through working as a part of a greater organization can order flourish. This goal is best suited to parties that have a strong warrior-captain.

- Each time this party successfully receives a messenger it creates a 5pt deed of note.

- Each time this party’s captain completes a Voice in the Council quest the party receives a 2 point deed of note.

- Leadership is not subject to skill level limits for this party’s captain.

- Orcs will not join an Order party.

- The captain of an Order party starts play at level 2. Apply the level bonuses after selecting the bonus traits and skills a captain receives.

Domination

The anarchy currently prevalent in the crumbled empire will not last forever. And when it is re-built the captain of this party plans to stand at the top of the new order. This goal is best suited to a party with a strong magical captain.

- Each time this party wins a Moment of Power scenario it receives a 4 point deed of note.

- Each time this party completes a Scribing the Litanies quest the party receives a 2 point deed of note.
Chapter 3: Creating and Advancing Parties

• At the end of a game where this party collected any thralls, the player may re-roll a single lore based out of game action.

• Dwarves will not join a Domination party.

• After creating a Domination party each spell caster in the party may attempt a ritual as though they had an out of game action.

Step 3: Record Character Choices

Base Attributes

All heroes begin with Wisdom, Agility, Strength, Perception and Charisma scores of 4, a movement of 8”, a natural armour save of 2 and 15 health.

Most races will have a strong attribute. A strong wisdom, agility, strength, perception or charisma is raised to 5, movement to 10”, natural armour to 4 and health to 20.

Most races will have a weak attribute. A weak wisdom, agility, strength, perception or charisma is lowered to 3, movement to 6”, natural armour to 1 and health to 10.

Choose Race

The next step is to choose one of the races for each of your miniatures. As stated above each of your miniatures should represent one of the races presented below.

Racial traits represent a race’s predisposition towards certain courses of action.

It is suggested that you read over the racial traits as well as the general traits of all levels before making any firm choices. Many traits or abilities gained from having certain traits will work in combination with each other and you may want to make your selections based on those combinations. For example; using the ability which comes from the Footpad trait requires a Feat Roll of Agility + Athletics. Thus choosing a race that gives a miniature increased agility or athletics would mean the character is more likely to succeed that roll.

Each hero must select one trait from the list of racial traits (unless otherwise stated) as listed in Chapter 4: Skills and Traits.

Apply Size Modifiers

Size is an attribute that measures the height, girth and reach of a miniature. Unlike other attributes size does not change. Size ranges from -3 to +3.

Things that are smaller than size 0 are harder to hit with missile and thrown weapons, but, will have a harder time navigating certain obstacles. Things that are bigger than size 0 are easier to hit with missile and thrown weapons, but hit harder and have longer reach. Below is a list of the sizes, average miniature measurements, limitations, base size and attribute or trait adjustments of each size. The position of the miniature is not taken into account when determining size. For instance a human ranger in a crouching position is still size 0. Alternatively a wizard with a long pointy hat that ends above the 1 ½” mark is not size +1.

Base size is written in inches square. If a miniature is on a base that is circular then the diameter should be the length written.

Size -3

Examples: rat, falcon, wisp

A miniature that is size -3 should be shorter than ½”. Miniatures of this size may enter an enclosed terrain piece through arrow slits.

• Base size should be around ½”
• Reduce Strength by -3 and Health by -10, but increase the agility and perception of this miniature by +3
• Increase all defences of the miniature by +3
• Increase the Piercing of all this character’s non-spell attacks by +3
Chapter 3: Creating and Advancing Parties

- Treat any obstacles as difficult ground
- Treat obstacles greater than $\frac{1}{2}$” as blocking
- Roll athletics on falls greater than $\frac{1}{2}$”

Size -2

Examples: large poisonous snake, giant rat, cockatrice

A size -2 miniature should be at least $\frac{1}{2}$” tall and less than $\frac{3}{4}$” with crouched or fine builds.

- Base size should be around $\frac{1}{2}$”
- Reduce strength by -2 and health by -7, but increase agility and perception by +2
- Increase all defences by +2
- Increase piercing of all this miniature’s non-spell attacks by +2
- Treat obstacles greater than $\frac{1}{2}$” tall as difficult ground
- Treat obstacles greater than 1” as blocking
- Roll athletics on falls greater than 1”

Size -1

Examples: constrictor, wolf, clock work gnome

Size -1 is for miniatures that are $\frac{3}{4}$” to 1” tall and have girth or are very long. A miniature of this size or smaller may enter a building through a chimney.

- Base size should be between $\frac{1}{2}$” and 1”
- Reduce strength by -1 and health by -5, but increase Agility and Perception by +1
- Increase all defences by +1
- Increase the piercing of all non-spell attacks made by this miniature by +1
- Treat obstacles that are $\frac{1}{2}$” tall as difficult terrain.

Size +1

Examples: gnoll, war horse, giant eagle

Size +1 is for miniatures that are between 1½” and 2”. Size +1 or smaller miniatures may move through reinforced doors.

- A miniature that is size +1 should have a base between 1” and 1½”
- Increase strength by +1 and health by +5
- Increase the reach and bashing of all non-magic attacks by +1
- Ranged attacks targeting miniatures of this size add +1
- Treat obstacles that are over 1” as difficult terrain.
- Treat obstacles 2” or greater as blocking

Size +2
Examples: troll, manticore, minotaur

Size +2 is for miniatures that are between 2” and 3”.

- A miniature of this size should be mounted on a base that is between 1 ½” and 2”
- Increase strength by +2 and health by +10
- Increase the reach and bashing of all non-magic attacks by +2
- Ranged attacks targeting miniatures of this size add +2 to the attack roll
- Treat obstacles between 2” and 2 ½” as difficult terrain
- Treat obstacles over 2 ½” as blocking

Size +3

Examples: Dragon, Giant

Size +3 is for miniatures that are over 3” tall. Anything over 5” is too big for Rack and Ruin.

- The base size for a size +3 miniature should be between 2” and 3”
- Increase strength by +3 and health by +15
- Increase the reach and bashing of all non-magic attacks by +3
- Ranged attack targeting a miniature of this size add +3 to the roll
- Treat obstacles over 2 ½” as difficult terrain
- Treat obstacles over 3” as blocking.

Choose Additional Traits

Each hero may select two additional traits from the list of level 1 traits. Unless stated otherwise additional trait choices may be used to purchase more Racial Traits.

Choose Skills

Each hero must select two skills from the skill list. Each level of a skill will give a bonus of +1 to Feat Rolls involving that skill. A hero may not have more levels of a skill than her level.

Buy Gear

A party begins the game with 60g to provide gear for all party members. It is advisable at party creation that players use at least some gold to purchase supplies that will be placed into the party stores.

Step 4: Promote your Captain

After all heroes have their traits, skills and gear choose one of them to be your captain.

The party’s captain is may be given a level of the leadership skill, 2 more skills, 2 traits, and her health is increased by +5. This will make your captain decidedly more powerful than any other miniature, which is good, because of her importance to your party during a game.

However, due to their role, party captains gains one additional benefit.

Step 5: Calculations

Once all of your heroes have been completed and your captain has been powered up you must make a few calculations. The spots to put these calculations are on the quick reference cards for each miniature.

Melee Defence (MDef)

A miniature’s melee defence is calculated by combining any levels of the Melee and Brawls skills as well as any bonuses from items or traits.

Ranged Defence (RDef)

A miniatures ranged defence is calculated by combining any levels of the Thrown and Marksman skills as well as
any bonuses from items or traits. Ranged defence can also be temporarily increased if the miniature is standing in difficult terrain or is partially obscured. Weapons only add to melee defence, unless they have the shield trait.

**SPELL DEFENCE (SDef)**

Spell Defence is gained through levels of the Finesse skill plus item bonuses and traits. Weapons only do not add their defence total to spell defence. Whenever a character is making a save against a magic effect she may add her spell defence as a bonus to the save.

**NATURAL/ARMOUR SAVE (N/ASV)**

This is simply the miniature’s natural armour save. No result can reduce a miniature’s natural armour save to less than 2 and a player may always choose to use the higher of Armour Save (See below) or Natural Save.

A miniature’s armour save is the combined total of it’s natural armour and the save bonus from any equipped items.

**SEARCHING (Sch)**

Searching is the combination of a miniature’s Perception and Searching.

**MELEE ATTACK (MAtt)**

A miniature’s Melee Attack is based on its Agility + Melee skill. Any bonuses from weapons or traits are added.

**RANGED ATTACK (RAtt)**

A miniature’s Ranged Attack is based on its Perception + Marksman or Thrown skill. Any bonuses from weapons or traits are added.

**CASTING TOTAL (CaT)**

A miniature’s casting total is based on its Wisdom + Lore. Any bonuses from items or traits are added.

**SPELL POWER (SpPo)**

Spell power is the character’s Wisdom + Finesse skill bonus + any items or traits.

**MOVEMENT (Mo)**

A miniature’s calculated movement is the total of its movement attribute with any penalties for armour added in .

**LEADERSHIP (Ld)**

Each miniature must have a leadership score. Anytime that miniature is required to make a leadership test (such as morale checks) it will require the player to make a Feat Roll equal to the miniature’s leadership score. Please note; there are items that may increase leadership and the Disheartened condition will reduce it.

For heroes (except a party captain); the leadership score is the sum of the party captain’s Charisma + leadership skill bonus + any items that give leadership bonuses (such as a Royal Cape). A party captain’s leadership score equals double her own Wisdom + her own leadership skill bonus.

For followers; the leadership score is their hero’s Charisma + command skill.

Heroes without a captain or followers without a hero must make leadership checks on that miniature’s own Wisdom (adding no skill).

**MELEE DAMAGE (MDmg)**

A miniature’s Melee Damage is based on its Strength + the damage bonus of the weapon.

**RANGED DAMAGE (RDmg)**

A miniature’s Ranged Damage is based on its Wisdom + the damage bonus of the weapon.
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**Attribute Saves (WSv, ASv, SSv, CSv, PSv)**

Attribute saves are calculated using the miniature’s attribute + Alertness. Some traits or gear may effect one or more of these totals.

**Challenge**

Finally the player must calculate the beginning challenge of his party.

The challenge section below describes how to calculate the challenge rating of your heroes. Unlike these other totals, Challenge of each miniature is recorded on their character sheet rather than quick reference cards.

**Capacity**

Characters have a starting capacity of 5. Items the character is holding will reduce capacity, unless they are containers which add to it. Armour and clothing that is equipped does not take up capacity.

**Step 6: Spark of Life**

Once all the number are crunched, choices made, and gear selected the player should give the party some elements to make them more than some numbers on a sheet of paper. While it is entirely unnecessary, naming your heroes, major followers and your party adds a story-like feel to the game. This story, in the end, makes the campaign far more memorable than how much legacy you managed to gather.

Of course, this step is optional. If the herald and other players are more interested in mechanics, so be it.

**Creating Followers**

In order for a hero to get one or more followers, she must take one of the general traits that grant followers. Then each follower is created using the process listed below.

**Creation Rules**

---

**Attributes**

A follower begins the play with the following attributes:

W: 2, S: 2, A: 2, C: 2, P: 2, H: 10, Mo: 6", Sv: 2, Sz: 0

**Traits**

A follower may take a number of follower traits listed for it’s power rank (See Chapter 4: Skills and Traits).

All followers start with the Creature trait.

**Creature**

Creatures may not learn the following skills; Appraise, Leadership, Lore, Thievery, Tactics, Command, or any weapon skill except brawl.

Miniatures with this trait may not use gear except tack, unless it has another trait specifically allowing it to (Prehensile Tail for example). Creatures have a capacity of 2.

A creature may be any size between 0 and -3.

Creatures may not take any out of game actions unless another effect specifically allows them to or accompanied by their commander.

This trait is removed if a miniature takes the Humanoid or Character Race trait.

**Skills**

Each follower level gives a number of skill ranks. A follower is limited by it’s master’s level in skill ranks.

**Natural Weapons**

Many creatures have natural weapons such as claws, teeth, or horns. Natural weapons do not count as being unarmed, but the brawl weapon skill affects attacks using them. If a miniature has the Duelling trait then it
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may combine attack and parry bonuses of any natural weapons or any standard weapons and one natural weapon.

Natural weapons that become damaged automatically become fixed during out of game actions. Natural weapons that become broken are treated as an injury for any rules purposes.

Breath Weapon

While they might be the most famous, dragons are not the only monsters with breath weapons. The exact nature of breath weapons varies greatly.

Breath weapons are natural ranged weapons, thus the rules for both of those traits must be followed. When attacking with a breath weapon the player rolls perception + brawl. Damage for a breath weapon is based on the miniature’s strength, and gains any bashing the miniature has from size.

Basic Followers

Traits

A basic follower may choose two traits from the list of traits under the appropriate follower type.

Skills

A basic follower gains one skill.

Example Basic Followers

War Dog Pack

War Dogs are common fare in the known lands. For many years dogs have come along as their masters have ridden into battle. This entry represents dogs that have been specifically trained to fight. For the expenditure of one trait choice the hero gains three war dogs.

War Dog

W: 2, S: 1, A: 3, C: 2, P: 3, H: 5, Mo: 6”, Sv: 2, Sz: -1,

Capacity: 1
Skills: Brawl
Traits: Creature, Natural Weapon: Teeth, Pack (3)

Apprentice Mage

The apprentice mage has been designed to aid a heroic magic user. While weak, the apprentice mage can improve his commander’s casting, carry treasure and sacrifice himself if necessary.

Apprentice Mage

W: 5, S: 2, A: 2, C: 2, P: 2, H: 10, Mo: 6”, Sv: 2, Sz: 0,
Capacity: 2
Skills: Lore
Traits: Character Race (Human), Magical Training

Advanced Followers

Traits

An advanced follower may choose four traits from the list of traits under the appropriate follower type.

Skills

An advanced follower gains two skills.

Example Advanced Followers

Riding Bear

Far to the northern reaches Dwarven outriders and Barbarian tribes train powerful bears as the mounts of choice.

Riding Bear

W: 2, S: 6, A: 2, C: 2, P: 2, H: 20, Mo: 6”, Sv: 4, Sz: +1,
Capacity: 2
Skills: Brawl, Muscle
Traits: Creature, Size (+1), Strong Attribute (Strength), Mount, Thick Fur

Flesh Golem

The flesh golem is an unholy amalgam of several different bodies stitched together and animated with foul magic.
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Flesh Golem
W: 2, S: 6, A: 2, C: 2, P: 2, H: 25, Mo: 6”, Sv: 4, Sz: +1,
Capacity: 2
Skills: Brawl, Muscle
Traits: Humanoid, Strong Attribute (Strength), Construct,
Strong Attribute (Health)

Greater Followers

Traits
A greater follower may choose six traits from the list of follower traits. A greater follower may select additional traits by increasing it’s challenge by +1.

Skills
A greater follower gains four skills.

Example Greater Followers

Silver Dragon

Silver Dragons live high in mountain ranges or near steam vent in cold climes. They have shimmering silver scales which glitter radiantly in the glow of the Celestial light they breath down upon their foes.

Silver Dragon
W: 2, S: 8, A: 2, C: 2, P: 2, H: 25, Mo: 10”, Sv: 7, Sz: +3
Capacity: 2
Skills: Brawl, Athletics, Muscle, Searching

Elite Archer Squad

For whatever reason a character with this follower has managed to employ a group of mercenary bowmen. These Elven archers are very good at what they do, feather your opponents to death. The down side to this follower is the cost of equipping five miniatures.

(Please note that as a character race, the Elite Archers gain a racial trait for free.)

Elite Archer
W: 5, S: 2, A: 5, C: 2, P: 5, H: 10, Mo: 10”, Sv: 1, Sz: 0,
Capacity: 2
Skills: Marksmen, Searching, Melee, Alertness
Traits: Character Race (Elf), Cat’s Walk (Elf Racial), Pack x4,

An Example of Party Creation

Here is an example of how a player named Gene would create a party.

Step 1: Select Miniatures

Gene has some very cool, knightly crusader type miniatures he has had sitting around in his collection for a long time. He decides on one holding a banner in full armour and another in full armour holding a sword and shield. After a previous campaign where Gene learned the danger of not having magic in his party he decided to use a portly monk as a caster. Finally, wishing to change it up just a bit, Gene selects a cute Mouseling miniature.

Step 2: Choose Goal

When playing any game where a choice is given Gene always elects to be a good guy. This Rack and Ruin campaign will be no exception. For his party’s goal Gene chooses Protection. Having 2 heroes in full armour and shields should help keep them alive in a fight.

Step 3: Record Character Choices

Gene decides that the two knights and the monk will be human, since they look human. The Mouseling is a different story. Technically an anthropomorphic animal is Beastman territory, but funny, cute ones can also be counted as Halfling. Gene really wants the extra Charm skill from the Halfling traits so he elects to go that route.

The first miniature is given the Well-Equipped trait since his gear is definitely going to cost more then 20g. Gene
also knows how important victory points are to a party’s success, so he takes the Guardian trait. Since he’s human and the miniature can have 2 strong attributes, Charisma and Agility are increased. The Stout and Melee skills are given to the miniature for his skill choices. Stout will help with armour penalties and Melee is good for attack and defence. Due to the Well-Equipped trait the miniature has 35g, which is good because he needs Full Heavy armour, a heavy one-handed weapon, a shield, royal cape and banner.

The second miniature is also a knight. This one is given Guardian as well and the Defender trait to help make sure his miniature gets attacked. The miniature is given a level of melee for attack and defence as well as the Alertness skill, which will add to the Feat Roll when using the ability that comes from Defender. This knight is given medium armour, a shield, and a light one-handed weapon.

Gene has spent a lot of money on gear thus far and needs some supplies for his party. He decides to give his monk almost no gear, putting all his money towards feeding the troops. The monk is made priest by being given that trait and Sheppard for victory points. The monk is given the Lore skill and Finesse to help his casting. For items he is equipped with simply a casting item, it will be up to the Defender to keep him safe.

Finally, the Mouseling is given the Wee Folk racial trait making the hero size -2, as per the measurements for the size levels in Chapter 3. One of his general traits are used to buy another racial trait, Magical Smile, given the Mouseling a bonus to the Charm skill. The other general trait is Rake, so the levels of charm accumulated by the Mouseling can be put to good use. Gear is also used sparingly for the Mouseling, so that more money can be added to the party treasury.

**Step 4: Promote Your Captain**

Gene chooses the first miniature he selected (the knight with the banner) as his captain. The captain gains 5 Health, 2 more skills, a level of the leadership skill, and 2 more traits. Due to the Well-Equipped trait Gene also adds 20g to the party’s stores.

**Step 5: Spark of Life**

Carrying on with the theme of the party being crusaders, Gene calls his party the Brotherhood of Rhone (just a name he made up). He names the rest of his party in similar, feudal times type names. Except the Mouseling, who is named Dweemer, for no particular reason.

**Character Races**

**Human**

Humans are the most populous race in the known world. They have ruled in these lands since before even the elves remember.

Human gods live very close to their faithful, and religion to Humans is often the defining aspect of their lives. It is unthinkable for most humans to live without the favour of their gods, and those that do are often cast out.

**Strong / Weak Attributes**

Human miniatures may select any two strong attributes.

**Starting Size**

Human miniatures start at size 0.

**Elf**

Elves look much like Humans except for slender builds, long pointed ears, and an otherworldly beauty. Elves are extremely long lived, they refer to themselves as Eternals. Magic seems to flow in the very blood of Elves and to many is seen as second nature.

While known for being faster, more perceptive and wiser than Humans, Elves are often more frail. Many Elves specialize at range due to their remarkable sight.
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Strong / Weak Attributes

Elves have strong perception but weak health.

Starting Size

Elf miniatures start at size 0.

Dwarf

Dwarves look like short, stocky humans. Males have huge bushy beards, and take great pride in the styling of them. All Dwarves take pride in the condition of their weapons and amount of ale they can consume before falling over. A female rarely leaves the underground cities of the dwarves but occasionally one breaks tradition and proves herself enough to be respected as a warrior. Despite their small size Dwarves are solid and as tough as the stone they mine.

Dwarves are generally sour and grumbly. They look to the straight forward approach and see anything else as a waste of time. In their mountain homes Dwarves mine almost constantly, and turn their mines into cavernous cities. Mining and courage are strong in Dwarven tradition, and they often stay in the fight until the fighting is done.

Strong / Weak Attributes

Dwarves have strong health and weak movement.

Starting Size

Dwarf miniatures start at size 0.

Orc

Orcs are large, vulgar humanoids with muscular builds, large jaws, and up-turned noses. Often their skin is green, although some have been seen that are black or grey. In some scholarly circles it was believed that Goblins and Orcs were of the same species. That however, is untrue.

Orcs are more akin to orges than goblins. Orc culture consists of constant fighting, and they possess a blood lust that is not matched by any other race.

Strong / Weak Attributes

Orcs have strong strength and weak wisdom.

Starting Size

Orc miniatures start at size 0.

Goblin

Small, scrawny, and ugly, the Goblin race is often mocked and treated as more of a nuisance than a true threat or asset. Goblins are spindly humanoids with pointed ears and noses. They often have green skin, although sometimes Goblins are more of a reddish brown.

The small frame of a Goblin does have its advantages though. Goblins are fast runners and rather agile. In addition, Goblins have good perception and are able to see in the dark.

Strong / Weak Attributes

Goblins have strong agility and weak charisma.

Starting Size

Goblin miniatures start at size -1.

Halfing

Halfings are often mistaken for human children or small plump Elves, some could pass for either. The average Halfling stands just about waist height on a human male. Besides sideburns Halflings rarely grow any facial hair, another reason they are sometimes mistaken for children.

Halfings are pleasant, inquisitive folk with a knack for
finding trouble, but, avoiding danger. No matter what their age, all Halfings enjoy eating, relaxing and good company.

**Strong / Weak Attributes**

Halfing have strong charisma and weak strength.

**Starting Size**

Halfing miniatures start at size -1.

**Risen**

The Risen are free-willed undead. Unlike the mindless zombis and shambling dead created by necromantic spells Risen are independent. The power of Risen is derived from their own tormented souls and the regret of lost lives unfinished.

**Strong / Weak Attributes**

Risen do not have any strong or weak attributes naturally.

**Starting Size**

Risen miniatures start at size 0.

**Undead**

A miniature with this trait is an unholy animated body which has been removed or clawed his way back from his eternal rest. For the most part these vengeful and evil beings loath the living, seeking to drag as many of them as possible into the cold embrace of death.

An undead miniature which is downed at the end of the game does not take injury rolls or replenish health at the end of a game. Instead, the miniature must attempt to rise from the grave once again. The player controlling the miniature must take an out of game action to make a Feat Roll using any attribute + the angst skill. The mark of this roll is 14. If the Feat Roll is successful this character gains 6 health (or structure) and now acts as though he had just entered the game, from the point where he was downed. If the miniature’s regular health is less than 6 it gains full health instead.

If a miniature used this trait and was not downed when the game ended he does not need to roll to rise from the grave again (see the undead trait).

**Beastman**

The beastman race was created to represent miniatures that are obviously anthropomorphic animals or centaur-like beings.

**Strong / Weak Attributes**

Beastman do not have any natural strong or weak attributes.

**Starting Size**

Beastman miniatures start at size 0.

**Breeding**

Unlike other races Beastmen do not have specific racial traits. When creating a beastman character the player may select two major creature traits and one minor...
Chapter 3: Creating and Advancing Parties

The creature trait from the lists below. Strong attribute may only be selected once.

During character creation standard trait choices may be spent on selecting a single major or two minor traits from the lists below. In addition, the player may assign the character a weak attribute, or increase the character's challenge rating by +1 to add an additional one major or two minor traits each time, from the list below. Strong attribute may not be selected by any of these additional selections.

**Major Traits** - Armoured Body, Binding Spray, Bite, Breath Weapon, Claws, Extra Arms, Extra Eyes, Extra Head, Hooves, Horns, Lashing Tail, Poisonous, Size, Strong Attribute, Venom Spit, Wings

**Minor Traits** - Amphibious, Camouflage, Darksight, Extra Legs, Hiss, Howl, Leaping, Patagium, Prehensile Tail, Squishy, Tail Weapon, Thick Fur, Wall Crawling

Experience

Levels

All miniatures begin the game at level 1.

As miniatures collect experience they will begin to advance in levels. In order to advance in level a miniature must collect an amount of experience points equal to ten times its next level. For example; advancing from level 1 to level 2 requires 20 experience points, while advancing from level 4 to level 5 requires 50 experience points. At the end of a game if a miniature has gathered the amount needed for it to advance that amount of experience is erased from its record sheet and it receives the bonuses listed below in the Powering Up section. Any remaining experience points are left on the record sheet.

**Powering Up**

Each time a hero gains a level, she gains the benefits listed on table 3-1.

If a hero selects Health as the attribute to improve when she is gaining a level, she gains +5 health, rather than +1.

If a hero is a party captain she gains a level of the Leadership skill each time she receives bonus skills from powering up. This is in addition to the regular skill bonuses.

Challenge

Challenge is arguably the most important aspect of the game of Rack and Ruin. Challenge ensures that new parties have a chance to win games against a player with a more experienced party.

Many factors determine the challenge rating of a party. The section below explains how to determine a miniature’s challenge.

- Each Hero has a basic challenge of 1.
- Party Captains are worth 1 additional challenge.
- If the hero’s size level is greater than 0, add the hero’s size level.

Table 3-1: Powering Up

<table>
<thead>
<tr>
<th>Level</th>
<th>XP Required</th>
<th>Advantages</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>20</td>
<td>+2 Skill, Trait</td>
</tr>
<tr>
<td>3</td>
<td>30</td>
<td>+1 to one attribute</td>
</tr>
<tr>
<td>4</td>
<td>40</td>
<td>+3 Skill, Trait</td>
</tr>
<tr>
<td>5</td>
<td>50</td>
<td>+1 to one attribute</td>
</tr>
<tr>
<td>6</td>
<td>60</td>
<td>+3 Skill, Trait</td>
</tr>
<tr>
<td>7</td>
<td>70</td>
<td>+1 to one attribute</td>
</tr>
</tbody>
</table>
Chapter 3: Creating and Advancing Parties

- Each level of experience a hero gains increases her challenge by +1.
- Each follower adds +1
- If a follower’s size level is greater than 0 add the follower’s size.
- For each choice put into the pack trait for a follower add +1
- If a miniature is given the Improved Follower trait add +1

For example: An Orc captain with the Ogre Blood racial trait has a starting challenge of 4 (1 for basic, +1 for size level, +2 for the two experience levels of a captain). If the same Orc had a basic follower 3 Orc pack, with ogre-blooded his challenge would increase by 6 (1 for basic, +1 for size, +4 for pack). Thus the total challenge for this character would be 10.

Legacy

As stated in the introduction section of the book, legacy is the ultimate deciding factor as to the winner of a campaign.

Legacy is combined, all members of the party can contribute to it (or take away from it). There are currently four ways a party can increase their legacy.

To determine a party’s total legacy the player should add together the total from all deeds of note, legendary power, victory tally, and vault of riches.

Deeds of Note

Various effects in the game will create a deed of note and give a certain value. For example; killing an opposing miniature creates a deed of note equal to that miniature’s challenge. Each deed of note should be recorded separately.

Legendary Power

At 10 challenge rating a miniature reaches legendary power. Legendary power adds 1 legacy at challenge rating 10, +1 for each point over 10.

Record the legendary power for each miniature separately. If a miniature is ever killed any legendary power it had remains, and will still add to the party’s total.

Victory Tally

Each time a party wins a game the victory tally of the party increased by +2.

Vault of Riches

For every full 10 gold in coins or full 10 gold value worth of trinkets a party has in its stores its legacy is increased by +1.
Chapter 4: Skills and Traits

Skill Descriptions

Alertness
Alertness adds +1 per level of this skill to any attribute saves this miniature is required to make.

Angst
Only miniatures with the Undead trait may take this skill. Each level of this skill adds +1 to any rolls this miniature makes to the Rise from the Dead out of game action.

Athletics
The athletics skill is used whenever a miniature is making a climbing attempt or making a landing check. Each level of the skill adds +1 to these rolls.

Charm
Charm adds +1 per level of this skill to Feat Rolls to sell items. If this roll fails the player may still sell the items for half price.

Brawl
Brawl is a weapon skill for unarmed miniature or anything with natural weapons. The user adds +1, per level of this skill, when making an attack roll when unarmed or using a natural weapon. Each level of this skill also increases this miniature’s melee defence.

Craft
The craft skill adds +1 to identify items and appraise gems.

Command
This skill adds +1 per level of this skill to any leadership checks that this character’s followers are required to make. Only heroes may learn this skill.

Finesse
Finesse is a weapon skill with magic. A miniature with this skill adds +1 per level to spell power. Each level of this skill also increases this miniature’s spell defence by +1.

Leadership
Leadership adds +1 per level of this skill to the leadership totals of the heroes of a party. Please note, that only the party captain may take this skill.

Lore
Lore adds +1 to writing scrolls and +1 to all casting rolls per level of this skill.

Marksman
Marksman is a weapon skill for missile weapons. Each level of this skill that the miniature possesses adds +1 to perception when she is making a missile attack roll. In addition, each level of this skill increases this miniature’s ranged defence by +1.

Melee
Melee is a weapon skill used with any melee weapon. Melee adds +1 to agility when making an attack roll per level of this skill. A miniature’s melee defence increases by +1 per level.

Muscle
Muscle adds +1 to strength while performing any lifting,


**Chapter 4: Skills and Traits**

or “force open” rolls as well as +1 when rolling to break a tangle per level of this skill.

**Thievery**

Thievery gives +1 to agility to any attempts to open chests or doors by picking the lock per level of this skill.

**Searching**

Searching gives a miniature +1 to perception when searching a terrain piece for treasure per level of this skill.

**Stout**

Stout reduces penalties from armour by 1 for each level of this skill.

**Tactics**

Tactics adds +1 to initiative and selecting sides rolls per level of this skill. Use the combined levels of this skill the party possesses when making these rolls.

**Throwing**

Throwing is a weapon skill. When using thrown weapons the miniature adds +1 to perception for each level of this skill. Each level of this skill also increases this miniature’s ranged defence by +1.

**Traits**

**Racial Traits**

In order to select traits in this category the miniature must be hero or character race follower.

*Eternal*

**Prerequisite:** Elf, Hero

When this trait is selected the player may choose any non-weapon skill. That skill starts the game at level 3. The chosen skill is still bound by level limitations (and thus may not be improved until at least level 4). This trait may only be taken at character creation.

*Attuned*

**Prerequisite:** Elf

When this trait is selected and each time this character levels she gains a level of the Alertness skill. This character’s Alertness skill is not subject to skill limits.

*Graceful*

**Prerequisite:** Elf

This character gains strong Agility and Movement.

*Vigilant*

**Prerequisite:** Elf

This character adds +1 Perception.

*Spiritualistic*

**Prerequisite:** Elf

A character with this trait may cast spells with the Life Force power source.

Any actions this character takes that replenish health replenish additional health equal to the Mystical Aura: Lifeforce rating of the terrain she is currently standing on.

*Forge Born*

**Prerequisite:** Dwarf

When this trait is selected and each time the character levels he gains a level of both the Craft and Stout skills. These skills are not subject to skill level limits.
**Chapter 4: Skills and Traits**

**Greedy**

**Prerequisite:** Dwarf

Dwarves have an affinity with the earth. Some even say an ancient artisan built the entire Dwarven race from the stone of the deep earth itself. More likely, Dwarves gather such knowledge from a lifetime of being underground.

A character with this trait receives +2 when rolling on the treasure chart on a terrain piece which has a chance of finding ore. Also Dwarves are unmatched at finding riches in precious metals. Therefore when rolling for the value of ore add +2g to the value for every Dwarf present in the terrain feature when the ore was found.

**Resilient**

**Prerequisite:** Dwarf

When quaffing a potion this character may remove an additional condition, drain, or poison effect. This trait will not affect curses. In addition, this character gains strong natural armour.

**Warrior**

**Prerequisite:** Dwarf

When this trait is selected and each time this character gains a level he gains a level of the Melee skill.

**Fortified**

**Prerequisite:** Dwarf

When this trait is selected and each time this character gains a level his Magic Defence increases by +2. This character may never be given a trait which gives him the ability to cast magic spells.

**Ogre-Blooded**

**Prerequisite:** Orc

In some Orcs the blood of their Ogre ancestors just seems stronger than most. Due to the war-like nature of Orc culture these large Orcs often grow to be the leaders of their tribes.

A character with this trait becomes Sz +1. This trait may only be selected during character creation.

**Furious**

**Prerequisite:** Orc

After the movement portion of a charge action this character is attempting or this character takes health damage and is not downed he may take an intimidate action as a reaction (no additional movement is gained). The target of the Intimidate must be the target of the action or the acting opposing miniature.

**Mighty**

**Prerequisite:** Orc

Once per turn this character may attempt to break a Tangle or lift a large item as a quick action.

**Fearless**

**Prerequisite:** Orc

This character does not take Morale checks for being at 5 Health or less. In addition, this character is immune to the effects of the Disheartened condition.

**Tenacious**

**Prerequisite:** Orc

This character adds her level to Breaks checks or checks to break from base-to-base contact. Any time this character is making a save against a Charisma-based effect she may add her level to the save.
**Chapter 4: Skills and Traits**

**Sneaky**

**Prerequisite:** Goblin

When this trait is selected and each time this character gains a level she gains a level of the Thievery skill. This character’s Thievery skill is not subject to skill level limits.

**Scavenger**

**Prerequisite:** Goblin

This character may use the Searching and Scanning actions while in base-to-base contact.

**Nocturnal**

**Prerequisite:** Goblin

Most often during the daylight hours Goblins can be found hiding and sleeping. During the night however they creep out to steal and murder as they see fit.

A character with this trait gains the darksight trait. Also, character’s spell and melee defences are also increased by his cover bonus during games at night. This trait may only be taken at character creation.

**Hobgoblin**

**Prerequisite:** Goblin

This character is Sz 0. However, this character keeps the Agility, Perception and Piercing bonuses of a Size -1 miniature. This trait may only be taken during character creation.

**Malicious**

**Prerequisite:** Goblin

All sneak attacks by this character have their piercing rating increased by +1 per level of this character.

**Amiable**

**Prerequisite:** Halfling

When this trait is selected and each time this character levels he gains a level of the Charm skill. This character’s charm skill is not subject to skill level limits.

**Resistant**

**Prerequisite:** Halfling

Any time this character is making a save to prevent a condition increase the save by this character’s level.

**Lucky**

**Prerequisite:** Halfling

Anytime this character rolls an entering effect she may increase or decrease the roll by 1.

**Sure-footed**

**Prerequisite:** Halfling

When this trait is selected and each time this character gains a level she gains a level of the Athletics skill. Increase this character’s Movement traits by her Athletics skill.

**Industrious**

**Prerequisite:** Halfling

This character may take actions and out of game actions as though he had the Artisan and Gardener traits.

**Skeletal**

**Prerequisite:** Risen

This character has left his flesh and blood behind him.
when he arose from the sleep of death. Blades and arrows can no longer pierce him. To hurt this character an opponent must break the bone.

This character has structure rather than health. Note: An attack must have the bashing trait in order to damage an object or miniature with structure.

A miniature cannot have the Skeletal trait and Phantasmic trait. This trait may only be taken at character creation.

**PHANTASMIC**

**Prerequisite:** Risen

Like those Risen that are made of Skeletal, this character has left his mortal form in the grave. Now she walks the land in a ghost form, half existing between twilight and world of the living.

A character with this trait gains the Ethereal trait.

Phantasmic cannot be chosen for a character that already has the Skeletal trait.

This trait may only be taken at character creation.

**VAMPIRIC**

**Prerequisite:** Risen

Whether life energy or living blood many Risen may repair their unliving bodies by draining the living.

Whenever this character does damage he may reflexively make a strength + angst Feat Roll as a quick action replenishes an equal amount of life.

**HAUNTING**

**Prerequisite:** Risen

When this character is taking a non-magic, non-attack action that targets an opponent this character may use angst rather than the listed skill.

**GHOULISH**

**Prerequisite:** Risen

A character with this trait gains a the Teeth natural weapon with the Diseased trait. Unlike normal natural weapons this trait does not need to be represented on the miniature.

**GENERAL TRAITS**

Any hero may select traits from this category.

**WELL EQUIPPED**

When this trait is selected add 20g to the party’s gold cache. If this trait is taken at party creation the gold may be spent during party creation.

**FOLLOWER**

When this trait is selected a character gains a basic follower. See Chapter 3: Creating and Advancing Parties for more information.

**ADVANCED FOLLOWER**

**Prerequisite:** Follower

A character with this trait may choose one of her basic followers and change it to an advanced follower. See Chapter 3: Creating and Advancing Parties for more information.

**GREATER FOLLOWER**

**Prerequisite:** Advanced Follower

A character with this trait may choose one of her advanced followers and change to a greater follower. See Chapter 3: Creating and Advancing Parties for more information.
Chapter 4: Skills and Traits

Chosen Hour

When this trait is chosen, the player must select a single game Hour (see the Rules section for more information about game hours). The character gains 1 victory point the first time each round she successfully casts a spell during games played in that Hour.

Combat Style

When this trait is selected the player may name any attribute and one weapon skill. Whenever this character is making an attack using that weapon skill she uses the selected attribute.

The character need not possess the chosen weapon skill in order to take this trait, but must have the skill in order to use this trait in a game.

Resourceful

Prerequisite: Level 2

Once per game when this character is making a Feat Roll he may change the skill normally rolled for the action to any skill of the player’s choice.

If this trait was not used during the game it may be used during out of game actions.

Improved Follower

Prerequisite: Advanced Follower, Level 2

Each time this character gains a level (including the level this trait is selected on) a single follower may gain a trait.

If the follower has the character race or humanoid trait it may learn a level 1 character trait (regardless of the level of its master).

A follower may never take a trait that grants followers. This trait must be purchased once for each follower benefitting from it.

Training Traits

Breaker

This character’s Muscle skill adds +1 to the bashing of her melee attacks each level.

Duellist

When wielding only light or small weapons this character may combine the defence bonuses from all such weapons.

If this character is size 0 or smaller he may flurry when taking the charge action.

Guardian

This trait gives the miniature the ability to protect a friendly miniature from an attack as a reaction. To use this ability the target of the attack must be within 2” of the character with Guardian. Also, a character may not use this ability if she is in base to base contact with any opposing miniature who is not the attacker.

The character using Guardian makes a reflexive Feat Roll of Agility + Alertness skill immediately after the attack is declared. If the Feat Roll is successful the attack now targets the guardian, apply her defence as normal. If a miniature is currently receiving bonus defence from the defend action that bonus is also added to the Feat Roll to activate this ability.

Archon

This character may cast magic spells, in addition this character’s spell power is increased by his level when resolving attack spells.

Jester

When this character is taking the Aid action he may Aid using his Charm skill regardless of what skill would normally provide a bonus.
Chapter 4: Skills and Traits

Footpad

A character with this trait knows how to make the best use of shadow and cover.

Any time this character is receiving a cover bonus increase that bonus by her Thievery skill.

Scout

Scouts spend years in the woods learning how to cross difficult ground at a fast pace.

A character with this trait never suffers movement penalties for terrain. This does not help against blocking terrain, nor does it mean that the character no longer has to climb.

Warden

A character with this trait may cast magic spells.

This character gains a bonus of +2 when casting a spell with the boost or shift trait. These bonuses last until the end of the game.

Martial Arts

A character with the Martial Arts trait may take one additional unarmed attack when taking the Flurry action.

This character’s Brawl skill will increase his damage with unarmed attacks by +1 per level.

However, all of this character’s attacks (even when not taking a flurry action) are subject to armour penalties. This character may not use shields of any kind.

Summoner

A character with this trait may cast magic spells.

In addition, a character with this trait may control groups of summons equal to her level +1.

Acolyte

A character with this trait may cast magic spells. In addition, when this trait is selected the player chooses a power source. Whenever this character is casting a spell with the chosen power source he does not suffer armour penalties to the casting rolls.

Priest

A character with this trait may cast magic spells. In addition, this character gains +2 when casting any spell with the drain or dispel trait.

Bone Breaker

Prerequisite: Breaker, Level 2

If this character is making an attack, but not using the Flurry action, she may add her Bashing total to the attacks damage. If this trait is activated the player may not choose to deal bashing instead of damage this turn. This trait is activated before the attack roll.

Wall of Steel

Prerequisites: Guardian, Level 2

When this character uses a defend action while wielding a shield she adds the higher of her melee or alertness to her set.

Trailblazer

Prerequisite: Scout, Level 2

If a character with this trait successfully searches a piece of difficult terrain it no longer counts as difficult terrain for any members of that character’s party. Cover bonuses are maintained and increase by this character’s level.

Coiling Cobra Stance

Prerequisite: Martial Arts, Level 2
Chapter 4: Skills and Traits

This character’s Brawl skill increases her Set. This character may defend as a quick action.

The Healer’s Way

Prerequisite: Priest or Warden, Level 2

This character adds +2 when casting spells with the replenish trait.

Mighty Voice

Prerequisite: Archon, Muscle, Level 2

This character’s muscle skill also increases his spell power when making an attack spell.

Brutality

Prerequisite: Breaker, Destroyer, Level 4

This character adds her level to attack and damage against miniatures that targeted her with an attack since her last action.

By My Blood

Prerequisite: Guardian, Defender, Level 4

This character may take d6 damage to use the guardian trait when in base to base contact with an opposing miniature that is not the attacker.

Enchanting Song

Prerequisite: Jester, Sheppard, Level 4

A miniature with this trait may cast magic spells. In addition, this character casts spells using Charisma + Charm.

Quicker than the Eye

Prerequisite: Footpad, Looter, Level 4

If a character with this trait has a cover bonus she may commit burglary as a quick action.

Lay of the Land

Prerequisite: Scout, Looter, Level 4

While in natural terrain a miniature with this trait rolls on the following treasure chart after successfully searching, in addition to the regular treasure chart.

| 1-5 | Nothing |
| 6-7 | 2 Supplies |
| 8-9 | 3 Supplies |
| 10  | 3 Supplies, 1 Ore |

Crashing Elephant Technique

Prerequisite: Martial Arts, Destroyer, Level 2

This character’s Brawl skill increases the Bashing of her unarmed attacks by +1 per level.

Necromancer

Prerequisite: Summoner, Conjuror, Level 4

Each group of summons with the Undead trait this character controls at the end of turn 5 add an additional endurance victory point. If this character is not collecting an endurance victory point for any reason no bonus victory points are gained.

Empathy

Prerequisite: Healer’s Way, Sheppard, Level 4

When this character is casting a spell with the replenish or boost traits she may choose one additional target.

Berserker
Chapter 4: Skills and Traits

**Prerequisite:** Brutality, Level 6

Once per game when this character would take a Flurry action he may attack every miniature in his melee range. If he chooses to use this trait he must attack all miniatures (friendly or opposing) and may only make one attack.

**Duty Until Death**

**Prerequisite:** By my Blood, Level 6

During the same round this miniature was downed she may continue to use the Guardian trait. Each time she takes damage or uses the By My Blood Trait she must roll one additional time to check for injury at then end of the game.

**Arch-Mage**

**Prerequisite:** Level 6

In game spell effects may not dispel summons this character creates or remove conditions this character created.

**Master Thief**

**Prerequisite:** Quicker than the Eye, Level 6

This character no longer suffers a penalty when using the scanning action. When using the search action the character may move after the searching roll.

**Fishing Crane Technique**

**Prerequisite:** Martial Arts, Level 2

This character’s Brawl skill increases the reach of his Martial Arts attacks by +1 per level.

**Harmony**

**Prerequisite:** Enchanting Song, Resourceful, Sheppard, Level 6

Any friendly miniature gains the ability to cast magic spells while they are within 6” of this character. These casting rolls use Charisma + Charm.

**Bounty of the Untouched Wilderness**

**Prerequisite:** Lay of the Land, Trailblazer, Level 6

As long as this miniature is the only one to enter a terrain piece with the natural trait this character may continue to search each turn, as a quick action that can be performed once per turn, even if the terrain has already been searched successfully. Any extra search attempts use the Lay of the Land trait treasure chart.

**Monastic**

This character is a member of the clergy.

When taking the Favour from the Temple out of game action this character need not spend gold as long as he is the target. In addition, this character gains +2 Magic Defence.

This character may never be equipped with more than 10 gold worth of non-consumable items.

**Role Traits**

**Defender**

A character with this trait gains 1 victory point the first time she is attacked each round if she suffers no damage.

**Looter**

This character gains 1 victory point each time he adds treasure or supplies or pick pockets successfully.

**Destroyer**

The first time each round this miniature successfully
attacks an opposing miniature he gains 1 victory point. An attack must deal damage in order to considered successful.

**Master Mind**

Once per round when a condition caused by this character or this character forces an opposing miniature to move she gains 1 victory point.

**Shepherd**

The first time each round a character with this trait can successfully replenish the health (or structure) of a friendly miniature, remove a condition on a friendly miniature, or a friendly miniature succeeds a Feat Roll that received a bonus this miniature created she gains 1 victory point.

Only one miniature may claim victory points from shepherd on any given action.

**Conjuror**

**Prerequisite:** Level 2

Actions taken by summoned miniatures this caster creates may trigger the victory points conditions on her role traits.

**Vanguard**

**Prerequisite:** Level 2

If this miniature is the first miniature in his party targeted by a miniature in an opposing party he gains 2 victory points.

**Raider**

**Prerequisite:** Level 2

If this miniature is the first miniature in the game to find treasure she gains 3 victory points.

**War Leader**

**Prerequisite:** Level 2

If this miniature is the first in the game to down an opposing miniature he gains 2 victory points.

**Profession Traits**

**Story Teller**

**Prerequisite:** Jester, Level 2

Each time this character takes the Busking out of game action with at least a 15 difficulty and succeeds the roll she creates a 1 point deed of note.

**Artisan**

When taking the Create Item out of game action this character may create devices or trinkets. A character with this trait may also improve the value of a gem by 5 gold when using the Creat Item out of game action.

**Healer**

Healing is the trait of using herbal remedies to prevent injury. If a miniature takes an injury after a game, then during out of game actions a character with healing may use her out of game action as well as the action of the target to cancel the injury.

This ability requires no roll, but uses a number of supplies equal to the number of injuries the target currently has + 1.

Characters may not prevent their own injuries or death using this trait.

**Gardener**

**Prerequisite:** Artisan, Level 2
Chapter 4: Skills and Traits

Whenever this character uses her out of game action to craft supplies she creates four supplies for every gold spent.

FOLLOWER TRAITS

The traits in this section may only be taken by followers. A major exception to this rule is Beastmen heroes may select certain traits as part of their breed (see Beastmen under the Character Races in chapter 3).

AMPHIBIOUS

Prerequisite: Creature

Creatures with this trait have spent part of their lives under water. Thus it is in their nature to know the ways of swimming and crossing water. Miniatures with this trait do no suffer movement penalties for water terrain and receive +2 cover bonus while on a water terrain piece.

APPRENTICE

Prerequisite: Character Race

Once per game, if this character is within command range, she may substitute her commander’s command skill bonus in place of the regular skill used for a singleFeat Roll.

ARMoured BODY

Prerequisite: Creature, Strong Attribute (Natural Armour)

This creature’s natural armour is increased by +3. A miniature with this trait may not use items with the Outfit trait.

BINDING SPRAY

Prerequisite: Creature

Some creatures spit sticky fluid that traps the target. When taking a thrown attack action this miniature may instead use this ability. This ability requires an opposed Feat Roll using strength or agility (player’s choice) + brawl vs strength save. Binding Spray has a range of 6”. Using this ability is not an attack, but the target does benefit from cover.

BIte

Prerequisite: Creature

A bite is a natural weapon that may not be used during a Flurry action. A bite attack may be used during a grapple by either miniature in the grapple.

Attack: +2
Defence: +2
Damage: +11
Notes: Natural Weapon, Set 2

Breath Weapon

Prerequisite: Creature

This creature can spew forth a massive torrent of flame.

A breath weapon may be used as a missile attack. A breath weapon travels its entire range and targets all miniatures touched by that line.

Range: Strength x2
Attack: +0
Defence: +0
Damage: +11
Notes: Natural Weapon, Deals fire damage

BRAINLESS

Prerequisite: Creature or Risen Followers

A miniature with this trait is immune to disheartened, befuddled, enraged, and confused. This character is also immune to morale checks.
**Chapter 4: Skills and Traits**

However, this miniature automatically fails any non-save Feat Rolls that use Wisdom, Perception or Charisma.

**Camouflage**

**Prerequisite:** Creature

When a miniature with this trait is receiving a cover bonus increase the cover by +2. A miniature may not receive the bonus for this trait while wearing an outfit.

**Celestial**

**Prerequisite:** Creature

A miniature with this trait reduces damage with the infernal and gloom power sources. The damage is reduced by this miniature’s highest of strength, wisdom, agility, perception or charisma.

All damage done by this miniature is considered to have the power source Celestial.

**Character Race**

A follower with this trait is given a character race, this trait replaces the creature trait.

If the follower is an Orc, Elf, Goblin, Dwarf or Halfling the follower gains the strong attribute (not the weak attributes) of its race and one racial trait.

A follower with the Beastman race must select two major and one minor trait from the choices presented in the racial description. Additional trait choices may be spent to gain additional creature traits, however, Beastman followers may not increase their challenge to take further traits.

A Human follower gains any 2 strong attributes.

Risen followers gain the Undead trait and one racial trait from the Risen list.

A follower may not take the Perform a Ritual out of game action.

A follower may not have this trait and creature or humanoid.

**Claws**

**Prerequisite:** Creature

A miniature with claws may add +2 to the damage of their unarmed strikes. This character’s unarmed attacks are all considered to be natural weapons. This entry may also be used to represent talons.

**Construct**

Constructs are beings that are created from other materials and formed into the shape they possess. Most often magic is used to bring these creations to life, some, however are walking machines.

Constructs have structure rather than health, thus an attack must have bashing in order to damage them.

Constructs never take morale checks.

Constructs are immune to any conditions except tangled.

Constructs cannot use magic, even scrolls. Runes may be put on the non-natural weapons of a construct. A Construct may never gain the ability to cast spells of any kind.

Any time a construct rolls a mishap result on a Feat Roll its power source has run out and it becomes incapacitated for the remainder of the game. A friendly miniature may take an identify action to renew a construct who’s power source has run out, if successful, the miniature is no longer incapacitated.

If a miniature’s power source has run out it when the game ends the miniature looses his out of game action.
**Chapter 4: Skills and Traits**

**Darksight**

*Prerequisite: Creature*

Nocturnal creatures are valued as hunters, especially by goblins who have no interest in a hunting partner that cannot see as well as they do.

Miniatures with this trait do not suffer penalties for the darkness terrain rule and its targets do not receive extra cover for games played during night hours.

**Diseased**

*Prerequisite: Creature*

This creature is a carrier of filth.

When this trait is selected choose one natural weapon the creature possesses. As a secondary effect, whenever a target is damaged by that weapon the target must make an additional Strength save or permanently gain the Diseased condition.

**Enhanced Breath Weapon**

*Prerequisite: Breath Weapon, Creature*

This creature can create a breath attack of one pure element.

When this trait is chosen the player must also select one of the following power sources: Dimensional, Celestial, Infernal, Gloom, Lifeforce. This trait adds a power source and a secondary effect to the miniature’s breath weapon.

- **Dimensional**: The targets must make a Wisdom save or become Befuddled.
- **Celestial**: The targets must make a Strength save or become Silenced.
- **Infernal**: The targets must make a Perception save or become Enraged.
- **Gloom**: The targets must make a Wisdom save or become Disheartened.
- **Lifeforce**: The target must make an Agility save or become Poisoned.

**Ethereal**

*Prerequisite: Creature*

Some monsters exist half in the realm of magic and half in our realm. These creatures cannot touch our realm, nor can they be touched.

Creatures with this trait cannot be damaged, or effected in other ways, by a weapon unless it has a Rune active on it. Unless an attack is magical, it cannot effect an ethereal target.

Ethereal creatures cannot open doors and chests, nor can they pick up treasure. Weapons held by Ethereal miniatures cannot effect non-ethereals unless their weapon has a Rune. Ethereals cannot equip items in game. Unless an attack is magical, it cannot effect a non-ethereal target.

Creatures with this trait are not effected by blocking or difficult terrain and may always move through terrain, but may not stop in the middle of blocking terrain. A creature with this trait is not damaged when it is in a terrain piece when it is razed.

Magic can always damage ethereal and non-ethereal creatures alike.

**Extra Parts**

*Prerequisite: Creature*

Not all creatures have two arms and two legs. Some times creatures have extra arms, multiple tentacles, or several heads. For those fighting such a creature it can be difficult to get around the advantage. This trait may be taken multiple times, each time representing a different extra part the miniature possesses.

**Arm**
Chapter 4: Skills and Traits

Each additional arm allows the miniature to take an additional natural weapon or hold standard weapons, if they would normally be able to.

Head

For each additional head a miniature has it may take the aid action once per turn, and may aid itself.

Legs

For each additional set of legs increase the miniature’s movement trait by 2”.

Eye

Each extra eye gives a miniature a re-roll after a failed search action.

Hiss

Prerequisite: Creature

A hiss is a warning noise made by creatures to warn other animals away.

When taking an Intimidate action this miniature may instead choose to hiss. The hiss requires no roll. All creatures, humanoids and Beastmen within 3” must make a command or leadership test. If this test fails they will move 3” directly away from the acting miniature.

Horde

Prerequisite: Creature

This miniature is actually several creatures that act as one. A creature with this trait has the base of a size +2 creature, and on that base should be 4 to 5 version of the creature, at least. Add +10 health or structure to the creature. Please note, the creature is not actually size +2, and does not gain any of the benefits of being that size.

Whenever a creature with this trait takes the Stand and Fight action it may attack all targets in range, once.

A creature with this trait may never Flurry.

Horns

Prerequisite: Creature

While these weapons are the hardest to attack with they are heavy attacks.

These weapons have bashing, and are feared for their ability to damage armour. Horns may only be used during a charge action.

Head plates, ram horns and antlers are examples of the sorts of crushing attacks.

- Attack: +2
- Defence: +2
- Damage: +13
- Notes: Natural Weapon, Bashing: 2

Howl

Prerequisite: Creature

Deep and terrible is the howl of beast. Even the boldest of warriors can be frozen in his tracks when he hears the call of the wild, knowing that something hunts him.

When this character is making an intimidate action the range is increased to 18” and line of sight is not required.

Humanoid

A miniature with this trait may take both humanoid and creature traits, may use any skill he would normally be allowed, and can equip any type of gear except tack. This trait replaces the Creature trait.

This miniature may only take the following out of game actions: Search for Improvised Item, Forced Labour, and Pilfer. However, a humanoid may be taken by its master to
**Chapter 4: Skills and Traits**

preform other out of game actions; for example Donate to a Temple.

A miniature may not have this trait and character race or creature.

**Infernal**

A miniature with this trait is a spawn of the hell pits.

As a reaction to any melee attack a character with this trait may give his attack a temporary Rune. While this effect lasts the damage is considered fire damage with the power source infernal. This effect ends when the action is finished.

**Lashing Attack**

**Prerequisite:** Creature

Some features, tails and tentacles for example, have reach attacks. While weak on damage, tail and tentacle weapons are easy to attack with. These attacks can not be used during a Charge or Flurry action.

- Attack: +2
- Defence: +0
- Damage: +12
- Notes: Natural Weapon, Reach: 2"

**Leaping**

**Prerequisite:** Creature

Some creatures have the natural ability to jump incredible distances. A creature with this trait may jump 6" + 1" per level of the athletics skill.

**Magical Gift**

**Prerequisite:** Creature

The follower has some magical properties, giving it the ability to use a single spell. When this trait is chosen the player selects a single trick (see Magic Spells, Chapter 5). This creature may now cast that trick, using the higher of wisdom, perception or charisma and the charm skill.

**Magical Training**

**Prerequisite:** Character Race or Humanoid

This follower may cast magic spells. See Magic Spells in Chapter 5 for more information. Regardless of having this ability, followers cannot perform rituals.

**Mount**

**Prerequisite:** Creature

Many creatures have the ability to be ridden. The character that is riding the mount need not be fixed to the mount, an acceptable representation is to have the rider sitting on the base of the mount. Any miniatures that are fixed to the mount should also be represented, by another miniature, when not on the mount. A character riding a mount may take an action as though he did not move, regardless of what action the mount took, however to do this the rider must make a successful command check after movement. This is not a control roll, if this fails there is no effect other than the rider not being able to take his action. However, if the mount moved, any movement the rider would normally get is removed from his action.

Riding miniatures gain cover equal to the number of sizes larger the mount is than the rider. For instance, a Dwarf is riding a cave bear. The cave bear is size +1, while the Dwarf is size 0. Therefore the Dwarf gets cover of +1, because the bear is one size larger.

If any miniatures are in base to base contact with the mount the rider is also in base to base contact.

A miniature may get on or off a mount at the beginning or end of the character or mount’s movement as a quick action.

If a player wishes for one of her characters riding a mount
to leave base to base contact the player must make a leadership check for the rider, but not the mount.

A mount has a transport capacity which is based on its size and a miniature has an amount of required transport capacity also based on its size. See the tables below:

<table>
<thead>
<tr>
<th>Size</th>
<th>Transport Capacity</th>
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<tbody>
<tr>
<td>-3</td>
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<table>
<thead>
<tr>
<th>Size</th>
<th>Transport Capacity Required</th>
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<td>+3</td>
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</table>

**PACK**

The creature is part of a group of followers that serve the same hero. This trait may be selected multiple times, each time it is selected one or more duplicates of the original follower are created. The number of duplicates granted by one choice of the Pack trait depends on its size. At sizes larger than 0 a player must spend multiple trait choices in order to gain a single duplicate.

<table>
<thead>
<tr>
<th>Creature’s Size</th>
<th># of Choices</th>
<th># of Duplicates</th>
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</thead>
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<td>+3</td>
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<td>1</td>
</tr>
</tbody>
</table>

If a trait possessed by this follower would grant gear or money (for example Character Race or Humanoid) each member of the pack gains the gear or money.

After design, each member of the pack must be recorded separately. Each miniature in a pack is counted separately for the commander’s challenge. Each selection of the pack trait adds +1 to the party’s challenge rating.

**PACK TACTICS**

**Prerequisite: Pack**

Each member of this pack adds +1 to a Feat Roll made to complete an action for each member of a pack that has already completed the action successfully this turn.

**PATAGIUM**

**Prerequisite: Creature**

Patagium are large flaps of skin that run between two of a creature’s limbs. These skin flaps can be opened up when a creature leaps, allowing it to glide safely to its destination.

This miniature automatically succeeds landing rolls.

**PREHENSILE TAIL**

**Prerequisite: Creature**

A miniature with a prehensile tail adds a bonus of +1 to all Athletics rolls. Alternatively, the miniature may use an additional in-hand item, loosing the Athletics bonus.

**POISONOUS**

**Prerequisite: Creature**

Even more fearsome than a damaging bite attack is the lingering effect of poison. A poison attack must do damage in order for the target to be poisoned. When this trait is selected the player must choose a single natural weapon the creature possesses, that weapon gains the poisonous trait.

As a secondary effect, a target that is damaged by a
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poison attack must make a save equal to strength or become poisoned.

**Reinforced Strike**

*Prerequisite:* Creature

Whether with happens to be bone spikes or hooves or perhaps a body covered in steel or tree bark this miniature’s unarmed strikes cause more damage then soft flesh.

This miniature’s unarmed attacks have this damage and bashing increased by +1.

**Regeneration**

*Prerequisite:* Creature

At the beginning of each round each miniature with this trait (including downed miniatures) has a d6 required quantity roll made for it. The miniature then replenishes the rolled amount in health or structure.

When this trait is selected the player must also select one of the following power sources: Dimensional, Celestial, Infernal, Gloom, Lifeforce. If any damage is suffered by this miniature from that power source it stops this trait from working for the remainder of the game.

**Self Sacrifice**

*Prerequisite:* Character Race

As long as this miniature is in base contact with his hero he may sacrifice himself to negate any amount of health damage being done to his commander from a single attack source. The miniature becomes immediately downed, regardless of the actual amount of damage.

The decision to use this ability is made once damage has been rolled.

**Sergeant**

*Prerequisite:* Character Race or Humanoid, Pack

Select one miniature in the pack when this trait is chosen. If this miniature succeeds his control check for being out of command range he will radiate a 3” command range until the beginning of the player’s next turn.

**Size**

*Prerequisite:* Creature

The player may alter the size of the follower to any size level.

**Squishy**

*Prerequisite:* Creature

This miniature may use entrances as though it were one size level smaller.

**Strong Attribute**

*Prerequisite:* Creature

The miniature gains one strong attribute. This trait may be taken multiple times, selecting a different attribute each time.

**Sturdy**

*Prerequisite:* Mount

Sturdy represents the fact that some creatures are able to bear heavier loads than most creatures their size. Add +2 to the transport capacity of a creature with this trait.

**Lashing Weapon**

*Prerequisite:* Lashing Attack

When this trait is selected the attack or bashing of the miniature’s lashing attack is increased by +2.
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**Thick Fur**

*Prerequisite: Creature*

A thick fur wrap is a heavy, comfortable layer of fur that protects creatures from the elements.

Any health damage a miniature with thick fur has taken is reduced by two if it has an elemental trait.

In addition, a miniature with thick fur adds +1 to any saves to prevent taking conditions.

**Undead**

A miniature with this trait is an unholy animated body which has been removed or clawed his way back from his eternal rest. For the most part these vengeful and evil beings loath the living, seeking to drag as many of them as possible into the cold embrace of death.

An undead miniature which is downed at the end of the game does not take injury rolls or replenish health at the end of a game. Instead, the miniature must attempt to rise from the grave once again. The player controlling the miniature must take an out of game action to make a Feat Roll equal to the miniature’s highest attribute + the angst skill with a mark of 12. If the roll is successful then the miniature rises again at full health with no injuries. Should the roll fail, however, the miniature may not be fielded in the next game.

During the out of game actions segment every downed undead may take this action, even if it was not fielded during the game. This is an exception to the rule that only fielded miniatures may take out of game actions.

**Venom Spit**

*Prerequisite: Creature*

This miniature has the ability to spew it’s venom at distance attempting to blind an opponent. This trait may be used in place of a missile attack when taking an action which involves a missile attack.

Using this ability requires an opposed agility + brawl vs perception save and has a range of 6”. If this ability is not saved against the target suffers a d6 drain effect to it’s perception (see the magic chapter for more information on drain effects). The drain will last until the end of the game, but may be dispelled by any effect which would remove the poisoned condition.

**Wall Crawling**

*Prerequisite: Creature*

Some creatures, such as spiders, for one reason or another have the ability to walk on vertical or even upside down surfaces. Creatures with this trait never need to make climbing rolls. It is considered normal movement for them. These creatures may still take their action to climb, but this is considered an automatic success (no roll is needed).

**Wings**

*Prerequisite: Creature*

The follower may fly equal to it’s regular movement.

As a rule casting a spell is an action or out of game action (depending on the spell). In order to cast magic a miniature must have a trait that specifically allows it to do so.
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Casting

When the miniature has the opportunity to cast a spell it’s player may select any spell from the list. Some spells also have variable traits that must be declared at the time the casting action is declared.

Casting Rolls

Casting a spell is a Feat Roll of Wisdom + Lore. Certain traits may change the skill or attribute used, however, the rules for casting do not change.

Armour Penalty

Casting rolls are subject to armour penalties (see Armour in Chapter 6).

Scrolls

Unlike casting a spell regularly a scroll is written for a specific spell (or multiple spells). However, a miniature need not have a Trait that allows her to cast magic spells to use a scroll. When a miniature is casting a scroll it suffers all regular penalties (for example; spell difficulty).

Once a scroll has been used it is discarded and removed from the miniature’s record sheet.

Spell Difficulty

Each level of spell has a mark that must be met by the casting Feat Roll. Each spell description states the difficulty of the spell, unless it is a trick. All tricks have a difficulty of 10. If a spell reduces the difficulty of a spell to 10 that does not make the spell a trick, it is still cast as a spell.

Saving Against Magic

If a spell is cast successfully the target must make a save against the effect. Each spell has a listed save and the mark of that save.

Target

The target trait of a spell determines what the spell can effect. In addition to any specific targeting rules the target of a spell must be within range and the caster must have a line of sight to it. However, if the spell specifically states it, even the line of sight rule may be ignored.

Opposing

This spell must target a miniature in another player’s party.

Friendly

If a spell’s target is friendly then the caster may target member of his party, other than itself.

Self

A spell with a target of self may only be cast upon the miniature casting the spell.

Inanimate Targets

Some spells may only target things that are not miniatures in a party. Examples of these kinds of targets are chests, doors, buildings and treasure.

Board Point

A board point is a specific inanimate target. A board point may not be targeted unless a spell specifically lists board point as a target.
To choose a target board point the player controlling the caster places a six sided die, penny, or another similar sized marker anywhere, on the game board, within range.

**Range**

The range trait of a spell determines how far away the target of a spell may be. A target may be no further away from the caster than the listed range. A spell and its target must be declared before range is checked.

Each spell will have it’s range listed in inches in the spell’s description. If the target of a spell is self no range is needed.

**Touch**

If a spell’s listed range is touch then the caster must be in base to base contact with the target.

**Duration**

Duration is a trait of a spell that determines how long it will last.

**Action**

A spell with the action duration is completed once it’s effects have taken place. The effects of an action spell are permanent, unless stated otherwise.

**Enchantment**

Some spells have lasting effects. These spells are called enchantments.

When a spell with this trait is successfully cast the player should make a notation that the spell is active. A player can use spell cards (available from Spiral Bridge as a print and play document), jot down the name of the spell on scrap paper, or write it in erasable ink on the character’s card.

Enchantments can be dispelled as a quick action, on any turn, other than the one it was cast on. When a caster is downed all of her enchantments dispel immediately.

A miniature cannot be enchanted with the same effect more than once. The old effect simply dispels immediately. This includes spells that have multiple effects and only one is duplicated. For example: a miniature cannot have more then effect increasing it’s natural save.

During the required rolls segment at the end of each round a player must “check” the enchantments each spell caster has active, except for enchantments cast during the current round.

To check enchantments, a player rolls a number of d6s equal to the number of active enchantments that miniature have to be checked. For each dice that is equal or lower than the number of active enchantments, the player must dispel one of those enchantments.

For example; A caster has used her turn this round to cast a a spell with the enchantment trait, and currently has two other active enchantments from previous rounds.

During required rolls at the end of the round she must check for two enchantments (the two not cast this turn). She rolls 2 d6s, one result is a 5 and one is a 3. Because she has three enchantments currently active and one dice rolled a 3, the player must dispell any one of the active enchantments. The player desides the most recently cast spell is the most unnessesary, so she dispels that effect.

**Game**

Spells with this duration have effects that last until the end of the game.

**Traits**

**Attack**

An attack spell is one that targets an opposing miniature and does health damage or tangle. If a spell has an effect
that does health damage but the damage is not the main
effect the spell is still considered an attack spell.

**REPLENISH**

A spell with this trait refills something used up or lost
during the game. Most often health will be replenished,
but other effects may present themselves. A replenish
may not refill more than the target had to begin with. For
instance: A miniature has been damaged for 6 health and
a friendly caster replenishes 8 with a healing spell. The
target can only heal the 6 health missing, the other two
health points are discarded without effect.

**RUNE**

A Rune is a permanent effect, usually cast as a ritual.
Runes add magical effects to an item and allow weapons
to damage ethereal targets, as well as other effects.

**SUMMON**

A summon spell allows the caster to create creatures
from thin air. Each spell description gives attributes and a
number of how many creatures can be summoned with a
given spell. All miniatures created by the same summon
spell are called a group of summons. A group of summons
are created and dispelled together.

A caster can control a single group of summons.

If a summon is required to take leadership checks they do
so using the casting total of the miniature that cast them.

Any victory points gained by summons are given to the
caster, in the same way as followers.

Summoned creatures must start a round on the board
before they can take actions.

**CHAMPION**

Champions are very powerful beings consisting almost
entirely of the energy of their power source.

Only one champion of each power source may be
summoned during a game.

A champion may cast any spell with the same power
source trait.

**CURSE**

A curse inflicts a permanent condition upon it’s target.

**COMMAND**

When a spell with this trait is invoked the caster uses the
power of her magic to mesmerize another miniature. If
the save fails then the player controlling the caster may
have the target take a single action or quick action they
could normally do. The action the target will take does
not need to be declared before the roll.

A command spell may be used on a member of the
caster’s own party, but the save still must be made, and
the spell will fail if the save is successful.

Whatever action the caster is having the target take the
target must be able to take the action normally, except
that a commanded miniature is considered friendly to
the caster’s party and opposing to any other parties.

**DISPEL**

A dispel ends an effect of some kind. Most often the
effect removed is magical in nature, but not always. The
spell description will state what types of effects can be
removed with a given dispel.

**BOOST**

A spell with the Boost trait increases a character’s
attributes, save, or totals in some way. Most Boosts are
also enchantments, but some are Runes.

**SHIFT**

A shift spell gives a target a trait it did not have before.
Most shift spells are enchantments, but some might be
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permanent.

**ILLUSION**

An illusion spell attempts to fool an opponent into believing magic sensations. Most often illusions are created to deceive the eyes, but any of the other senses could be targeted.

A save against an illusion always uses the target’s Wisdom Save to “disbelieve” the illusion. If a target of an illusion rolls a natural result of 12 on their save, and the save succeeds then they may not be targeted with illusions for the remainder of the game. If the target of an illusion rolls a mishap result on their save then the miniature becomes befuddled.

**DRAIN**

A spell with the drain trait lowers the attributes or totals of the target. Drains are almost always enchantments, but may be permanent. If a drain lowers an attribute to 0 or less then the target is incapacitated (see the Conditions section of Chapter 2 for more information on incapacitation).

**Power Source**

All spells have a power source. Power source traits have no game effect, however, it may play off other effects, traits or game mechanics.

**Dimensional**

The power for spells with this trait comes from the energies separating the other dimensions from our world. Though it is dangerous to toy with these energies many sorcerers will gladly take the risk in exchange for the power they can command.

**Celestial**

Celestial power comes from the heavens and a miniature’s faith in the deities and other beings that reside there.

**Infernal**

The power these spells are drawn from originates in the nine greater hells. The arch-fiends that rule there are more than happy to share their power in exchange for the soul of the caster.

**Gloom**

Gloom is the terrifying, impenetrable shadow that was created by the gods to separate the living from the dead. However, over time the Gloom has been corrupted and now gives unlife to those willing to reach back through the shroud.

**Life Force**

Life Force is energy created by living things. Life Force can be raw and primal, or replenishing.

**Tricks**

All tricks have a mark of 10 to cast them.

**Celestial Illumination**

**Power Source:** Celestial  
**Traits:** Drain  
**Target:** One opposing miniature  
**Save:** Agility + Alterness vs. 5+ Spell Power  
**Range:** 12”  
**Duration:** Enchantment  

**Description:** A brilliant beam light shoots out from the palm of the caster and illuminates its target in the pure light of the morning sun.  

**Primary Effect:** For the remainder of the round the target of this spell looses all cover and size bonuses against ranged attacks.

**Face of my Enemy**

**Power Source:** Dimensional  
**Traits:** Illusion  
**Target:** Self
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**Save:** N/A  
**Range:** None  
**Duration:** Enchantment

**Primary Effect:** When this spell is declared the player must choose one opposing player. While this enchantment holds any members of that player’s party that target the caster must make an illusion save or declare another target.

If a miniature with this enchantment ever targets a miniature of the chosen player’s party this enchantment ends immediately.

**Impenetrable Darkness**

**Power Source:** Gloom  
**Traits:** None  
**Target:** One terrain piece  
**Save:** N/A  
**Range:** Board  
**Duration:** Enchantment

**Primary Effect:** If this spell is successfully cast the target is considered to have the Darkness trait, while the enchantment holds.

**Reclaiming the Wild**

**Power Source:** Lifeforce  
**Traits:** Boost  
**Target:** Terrain Piece  
**Save:** N/A  
**Range:** Touch  
**Duration:** Instant

**Description:** With a simple touch to the ground, the caster calls upon the forces of nature to emerge and rapidly grow upon the target.

**Primary Effect:** Increase the difficult terrain rating of the target by +1.

**Solidify the Shadow**

**Power Source:** Gloom  
**Traits:** Drain

**Target:** One miniature with the Ethereal trait  
**Save:** Strength + Alterness vs. 5+ Spell Power  
**Range:** 12”  
**Duration:** Enchantment

**Description:** The caster takes hold of the half formed gossamer of the ghostly target and gives it true solid mass.

**Primary Effect:** If the save is failed the target looses the Ethereal trait while the enchantment holds.

**Step of the Beast**

**Power Source:** Life Force  
**Traits:** Shift  
**Target:** Self  
**Save:** N/A  
**Range:** None  
**Duration:** Enchantment

If this spell is cast successfully the caster gains one of the following traits while the enchantment holds: Wall Crawling, Flight: 8”, Aquatic, Leaping, Camouflage.

**Summon Imp**

**Power Source:** Infernal  
**Traits:** Summon  
**Target:** None  
**Range:** 3”  
**Duration:** Enchantment

If this spell is cast successfully an Imp is summoned. The Imps must appear within line of sight and range of the caster and in base to base contact with each other.

**Imp**

W: 2, S: 2, A: 2, C: 5, P: 2, H: 7, Mo: 6”, Sv: 2, Sz: -2, Capacity: 0  
**Racial Traits:** Flight: 6”, Infernal  
**Skills:** Charm 2

**Summon Wisp**

**Power Source:** Dimensional  
**Traits:** Summon  
**Target:** None
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Range: None
Duration: Enchantment

If this spell is cast successfully a Wisp is summoned. The Wisps must appear in base to base contact with the caster.

Wisp
W: 2, S: 2, A: 2, C: 2, P: 2, H: 7, Mo: 0”, Sv: 2, Sz: -3, Capacity: 0
Racial Traits: Ethereal, Flight: 6”
A Wisp’s glow removes darkness from any terrain piece it enters and Wisps never receive cover for darkness.

TEST OF FAITH

Power Source: Celestial
Traits: Command
Target: One miniature
Save: Moral eCheck vs. 5+ Spell Power
Range: 12”
Duration: Action

Primary Effect: The target of this spell is required to make a morale check, using the difficulty listed above.

A miniature uses his listed leadership total for this effect (his leadership total does not change due to the command effect). The target reacts as per the morale rules (see Chapter 2: Game Play).

During a single game a miniature may only have its faith tested once. A miniature that succeeds the test adds +1 to their leadership for the remainder of the game.

WEAPON OF THE BEAST

Power Source: Infernal
Traits: Shift
Target: Self
Range: None
Duration: Enchantment

When this spell is declared the player names a natural weapon. If successful the caster gains that natural weapon while this enchantment holds. If the caster currently has a natural weapon this spell may be used to make that weapon poisonous. The weapon created by this spell is not considered magical.

SPELLS

AID THE FLOCK

Difficulty: Basic (12)
Power Source: Celestial
Traits: Boost
Target: Self
Save: N/A
Range: None
Duration: Enchantment

Description: When this spell is cast the caster asks the Celestial powers to aid her allies in their pursuits.

Primary Effect: If this spell is successfully cast all non-combat, non-casting actions members of the caster’s party attempt receive a +1 bonus, while the enchantment holds.

AWAKEN THE WEEPING SOUL

Difficulty: Challenging (15)
Power Source: Gloom
Traits: Summon
Target: Board Point
Save: N/A
Range: 12”
Duration: Enchantment

Description: The cast calls upon a lingering soul that suffered greatly in life, and carries their sorrow with them to the grave. Once awakened, the Weeping Soul will share it’s grief with the caster’s enemies.

Primary Effect: If this spell is cast successfully one Weeping Soul appears on the target.

Weeping Soul
W: 1, S: 1, A: 1, C: 1, P: 1, H: 5, M: 0”, Sv: 1, Sz: 0, Capacity: 0
Racial Traits: Undead, Ethereal
Skills: None
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Sharing Sorrow: The Weeping Soul may not take actions. At the beginning of any player's turn he must make a Wisdom save for every miniature within 3” of the Weeping Soul. Any miniature that fails gains the Disheartened condition.

A miniature must make a leadership check before it can declare the Weeping Soul the target of an attack.

Baleful Aura

Difficulty: Basic (12)
Power Source: Infernal
Traits: Boost
Target: Self
Save: N/A
Range: None
Duration: Enchantment

Primary Effect: While this enchantment holds this character adds his lore skill to his melee defence score while defending against miniature with no trait that allows the casting of magic spells.

Banishing

Difficulty: Basic (12)
Power Source: Dimensional
Traits: Dispel
Target: One summoned miniature
Save: Strength + Stout vs. 7 + Spell Power
Range: 12”
Duration: Action

Primary Effect: If the save is not successful the target is removed from the game.

Secondary Effect: Each other miniature in a group of summons with the primary target must make the save or be removed from the game.

Barkskin

Difficulty: Basic (12)
Power Source: Lifeforce
Traits: Boost
Target: One friendly miniature
Save: N/A

Range: 12”
Duration: Game

Description: The target’s skin begins to transform into tree bark. This toughened and gnarly new layer of skin will protect the target from damage until heavy attacks shake it loose. However, coating that become too thick will begin to slow down the target, as nature attempts to turn it into a tree.

Primary Effect: The target adds d6 to its natural armour rating. If the armour is increased by +5 the target has an additional -1 armour penalty, this increases to -2 if the bonus is 6. If the bonus armour is bashed away the penalties are downgraded as well.

Breaching Rift

Difficulty: Heroic (17)
Power Source: Dimensional
Traits: None
Target: One point on the game board
Save: Agility + Alertness vs. 10 + Spell Power (optional)
Range: 6”
Duration: Game

Primary Effect: Mark a portal centred on the target, as a circle, approximately 2” in diameter.

The portal is placed as though it were a base (not leaning on vertical terrain, not hanging off the edge of a hill, etc.). There is one exception, the portal may be placed under where miniature currently stand. To ensure the placement will meet this requirement a player may select where the portal will go, when the target is declared.

Any miniature caught under or in base to base contact with the portal is removed from the game, unless they succeed the save. If the save succeeds the miniature is moved to the edge of the portal, out of base to base contact (this movement will not trigger the Mastermind trait).

Breaching Step

Difficulty: Basic (12)
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Power Source: Dimensional
Traits: None
Target: One miniature
Save: Wisdom + Alertness vs. 7 + Spell Power (optional)
Range: 3"
Duration: Action

Primary Effect: The target moves up to 10" ignoring all terrain. This miniature may move into buildings using this spell, the target must end the movement on a spot on the game board it could normally occupy. The target may act as normal after this movement.

This spell may not move a miniature off the board.

Command Magic

Difficulty: Challenging (15)
Power Source: Variable
Traits: Command
Target: One summoned miniature
Save: Wisdom + Alertness vs. 7 + Spell Power (optional)
Range: 3"
Duration: Permanent

Declaration: This spell has the same power source as the power source that summoned the target.

Primary Effect: The target is now treated as though the caster of this spell had summoned the target.

Though this effect is permanent the duration of the summon is unchanged.

Command Person

Difficulty: Challenging (15)
Power Source: Celestial
Traits: Command
Target: One Character
Save: Wisdom + Alertness vs. 10 + Spell Power
Range: 12"
Duration: Action

Primary Effect: The player controlling the caster may have the target take one action or quick action, that they could normally perform. The action does not need to be declared before the roll.

Ghostly Step

Difficulty: Basic (12)
Power Source: Gloom
Traits: Shift
Target: Self
Save: N/A
Range: None
Duration: Enchantment

Primary Effect: The caster gains the Ethereal trait while the enchantment holds.

Grasping Vines

Difficulty: Basic (12)
Power Source: Life Force
Traits: Drain
Target: One opposing miniature
Save: Strength + Alertness vs. 7 + Spell Power
Range: 12"
Duration: Action

Description: Unusually strong vines pull themselves from the ground and wrap themselves around the target.

Primary Effect: The target gains the tangled condition.

Haunting Visions

Difficulty: Basic (12)
Power Source: Gloom
Traits: Curse, Illusion
Target: One opposing miniature
Save: Wisdom + Alertness vs. 7 + Spell Power
Range: 12"
Duration: Action

Description: The caster pushes a wave of despair towards her target, causing terrible memories and insecurities to be dredged up.

Primary Effect: The target gains the Disheartened condition.
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**Secondary Effect:** The target makes a morale check against a standard mark.

**Hell Fire Breath**

**Difficulty:** Basic (12)
**Power Source:** Infernal
**Traits:** Attack
**Target:** All miniatures in line equal to range.
**Save:** Armour vs. 7 + Spell Power
**Range:** 12”
**Duration:** Action

**Description:** As the caster inhales his lungs fill with terrible unholy green flame, which is then belched out towards the target, scorching all those in the way.

**Primary Effect:** All miniature in the line that fail their save take damage. This damage is fire damage.

**Hell’s Wake**

**Difficulty:** Legendary (19)
**Power Source:** Infernal
**Traits:** None
**Target:** Board point in base with caster
**Save:** Agility + Alertness vs 10 + Spell Power
**Range:** Caster’s Strength + 2d6”
**Duration:** Game

**Primary Effect:** When this spell is cast successfully mark a line from the target board point forward. Any miniature touching the line must make the above save to avoid damage. After damage has been dealt or avoided place each miniature on a side of the line of its player’s choice.

That line becomes a a strip of blocking terrain that is impassable, including to jumping, but not flight. This terrain cannot be attacked and has no height.

Miniatures touching the line gain a +3 to casting rolls when casting spells with the summon trait and the infernal power source.

**Secondary Effect:** Targets damaged by this spell must make a secondary save using Leadership. Any miniature that fails is cursed with the Disheartend condition.

**Invigorate**

**Difficulty:** Legendary (19)
**Power Source:** Life Force
**Traits:** Command, Replenish
**Target:** One downed miniature on the board
**Save:** None
**Range:** Board
**Duration:** Game

**Primary Effect:** The target has its health replenished, and stands up. The targets of this spell may immediately take actions. All poison and drain effects are removed. The miniature will not need to check for injury at the end of the game.

**Lesser Blessing**

**Difficulty:** Basic (12)
**Power Source:** Celestial
**Traits:** Replenish
**Target:** One friendly miniature
**Save:** None
**Range:** 6”
**Duration:** Action

**Description:** When one has been polluted by the unholy it requires the blessing of the Celestial powers to wipe them clean.

**Primary Effect:** The player may remove one non-permanent condition or drain effect that has been placed on the target.

**Lost Words**

**Difficulty:** Basic (12)
**Power Source:** Gloom
**Traits:** Drain
**Target:** One opposing miniature
**Save:** Strength + Alertness vs. 7 + Spell Power
**Range:** 12”
**Duration:** Enchantment

**Primary Effect:** The target gains the Silenced condition.

**Maddening Balefire Blast**
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**Difficulty:** Heroic (17)

**Power Source:** Infernal

**Traits:** Attack, Curse, Command

**Target:** One opposing miniature

**Save:** Armour vs. 12 + Spell Power

**Range:** 18"

**Duration:** Action

**Description:** The caster becomes surrounded by balefire, which is then released as a demonic torrent toward the unfortunate target. Suffering the searing agony of this blast is enough to destroy the mind and send even hardened warriors screaming away in agony.

**Primary Effect:** If this spell is cast successfully the target must make an armour save or take fire damage.

**Secondary Effect:** If the target takes damage from this attack it is cursed with the confused condition, and must immediately take a morale check.

**Mend the Flesh**

**Difficulty:** Basic (12)

**Power Source:** Celestial

**Traits:** Replenish

**Target:** One friendly miniature with the Health trait

**Save:** N/A

**Range:** 12"

**Duration:** Action

**Description:** The caster calls upon the Celestial power to repair health damage that another miniature has taken this game.

**Primary Effect:** The target replenishes the caster’s spell damage + 7 health.

**Mend the Flock**

**Difficulty:** Challenging (15)

**Power Source:** Celestial

**Traits:** Replenish

**Target:** Up to three friendly miniatures with Health trait

**Save:** N/A

**Range:** 12"

**Duration:** Action

**Primary Effect:** The targets may replenish health equal to the caster’s spell damage + 7. In addition, any miniatures that are targeted by this spell when at less than 5 Health add +1 to Morale checks until the end of the game.

**Mind Fog**

**Difficulty:** Basic (12)

**Power Source:** Gloom

**Traits:** Drain

**Target:** One opposing miniature

**Save:** Wisdom + Alertness vs. 7 + Spell Power

**Range:** 12"

**Duration:** Enchantment

**Primary Effect:** The target looses 2 points off their Wisdom attribute while the enchantment is active. Each turn, after enchantments are checked and this enchantment continues to be active, increase the Wisdom drain by +1.

**Enchant Ground**

**Difficulty:** Basic (12)

**Power Source:** Variable (see Description)

**Traits:** Boost, Dispel

**Target:** One terrain piece

**Save:** N/A

**Range:** Touch

**Duration:** Enchantment

**Declaration:** When this spell is decalred the target must declare a power source.

**Primary Effect:** The target terrain gains the trait Mystical Aura (declared power source: +2) in addition to any mystical aura already present. If the two auras are of the same power source they stack for the duration of this spell.

The Enchant Ground of a higher level caster will dispel any other enchantments currently altering the aura of the target terrain piece.

**Power Source Immunity**
**Chapter 5: Magic**

**Difficulty:** Challenging (15)

**Power Source:** Variable

**Traits:** Shift

**Target:** Self

**Save:** N/A

**Range:** N/A

**Duration:** Enchantment

**Description:**

**Declaration:** When this spell is announced a power source must be declared.

**Primary Effect:** The target gains power source immunity from the declared power source.

**SMITE**

**Difficulty:** Legendary (19)

**Power Source:** Celestial

**Traits:** Attack

**Target:** One opposing miniature (see declaration)

**Save:** Armour vs. 14 + Spell Power

**Range:** 30”

**Duration:** Action

**Description:** Powerful celestial light shoots down from the heavens and imbues the target with the power of ultimate good.

**Declaration:** A miniature with 3 or less challenge may not be the target of this spell, unless it has the Infernal, Undead, or Champion traits.

**Primary Effect:** The target must make an armour save. This attack has bashing equal to the caster’s spell power.

**Secondary Effect:** If the target took damage or bashing, the target and all miniatures friendly to the target within 12” of the target must make a morale check.

**SPECTRAL ARROW**

**Difficulty:** Basic (12)

**Power Source:** Dimensional

**Traits:** Attack

**Target:** One opposing miniature

**Save:** Armour vs. 7 + Spell Power

**Range:** 18”

**Duration:** Action

**Description:** A ghostly dart of dimensional energy appears near the caster and shoots off towards the target. As the dart travels it becomes solid, striking the target with the force of a standard arrow. Powerful casters may summon multiple arrows striking down multiple targets.

**Declaration:** The difficulty of this spell may be increased when it is declared, for each +3 the difficulty is increased one additional target may be declared

**Primary Effect:** The target(s) suffer damage.

**SUMMON ARCHANGEL**

**Difficulty:** Heroic (17)

**Power Source:** Celestial

**Traits:** Summon

**Target:** One point on the game board

**Save:** N/A

**Range:** 6”

**Duration:** Game

**Primary Effect:** The Archangel appears at the point targeted.

**Archangel**


**Capacity:** 0

**Racial Traits:** Celestial, Champion, Flight: 10”, Guardian

**Immunity:** Celestial

**Skills:** Melee 3 or Marksman 3

**Equipment:** Heavy Armour and one of: any One-Handed Melee weapon and Shield or any Two-Handed Melee weapon or Heavy Two-Handed Ranged weapon

The Archangel’s weapons and armour are completely immune to Damage and Bashing.

Unless there is another Champion on the board with the Undead or Infernal trait the rules for night are not used while the Archangel is in the game, and all terrain pieces loose any gloom or infernal aura’s they possessed.

**SUMMON DEATH LORD**
Chapter 5: Magic

**Death Lord**
- **Difficulty:** Heroic (17)
- **Power Source:** Gloom
- **Traits:** Summon
- **Target:** One point on the game board
- **Save:** N/A
- **Range:** 6"
- **Duration:** Game

**Primary Effect:** The Death Lord appears at the point targeted.

**Hell Hound**
- **Difficulty:** Basic (12)
- **Power Source:** Infernal
- **Traits:** Summon
- **Target:** None
- **Save:** N/A
- **Range:** 6"
- **Duration:** Enchantment

**Primary Effect:** The Hell Hound appears in base contact with the caster.

**Infernal Champion**
- **Difficulty:** Heroic (17)
- **Power Source:** Infernal
- **Traits:** Summon
- **Target:** One point on the game board
- **Save:** N/A
- **Range:** 6"
- **Duration:** Game

**Primary Effect:** If this spell is cast successfully the Infernal Champion appears at the point targeted.

**Lord of the Hunt**
- **Difficulty:** Heroic (17)
- **Power Source:** Life Force
- **Traits:** Summon
- **Target:** One point on the game board
- **Save:** N/A
- **Range:** 6"
- **Duration:** Game

**Primary Effect:** The Lord of the Hunt appears at the point targeted. This spell may only be cast once per game.

**Summon Pawns**
- **Target:** One point on the game board
- **Save:** N/A
- **Range:** 6"
- **Duration:** Game

**Primary Effect:** When the Lord of the Hunt is summoned he is joined on the board by d6 Wolves (see Summon hunting pack) that must come onto the board in base contact with the Lord of the Hunt.
Chapter 5: Magic

Difficulty: Basic (12)
Power Source: Gloom
Traits: Summon
Target: None
Save: N/A
Range: Touch
Duration: Enchantment

Primary Effect: An Undead Pawn appears in base contact with the caster.

Undead Pawn
W: 1, S: 2, A: 4, C: 1, P: 1, H: 16, Mo: 6", Sv: 2/6, Sz: 0
Capacity: 3
Racial Traits: Guardian, Structure, Undead, Self Sacrifice
Skills: Alertness 2, Brawl
Equipment: Light 1h, Shield, Medium Armour

Summon Shambling Horde
Difficulty: Basic (12)
Power Source: Gloom
Traits: Summon
Target: None
Save: N/A
Range: 3"
Duration: Enchantment

Primary Effect: A horde of Shamblers must appear within line of sight and range of the caster.

Shambler
W: 2, S: 2, A: 2, C: 2, P: 2, H: 7, Mo: 6", Sv: 2, Sz: 0,
Capacity: 0
Racial Traits: Construct, Undead, Unthinking, Horde
Equipment: None

Summon Hunting Pack
Difficulty: Challenging (15)
Power Source: Life Force
Traits: Summon
Target: Board point, along a board edge
Save: N/A
Range: 18"
Duration: Enchantment

Primary Effect: 1d6 + level Wolves join the party and may act this turn. All wolves summoned enter the board from target point this turn.

Wolf
W: 1, S: 5, A: 5, C: 1, P: 1, H: 10, Mo: 10", Sv: 2, Sz: +1
Capacity: 1
Racial Traits: Bite
Skills: Alertness 2, Brawl 2
Unlike other summons, the wolves of the hunting pack are treated exactly as though they were followers of the caster.

Summon Vermin
Difficulty: Basic (12)
Power Source: Life Force
Traits: Summon
Target: None
Save: N/A
Range: 6"
Duration: Enchantment

Declaration: The difficulty of this spell may be increased by +3, multiple times. For each time the difficulty has been increased an additional vermin appears.

Primary Effect: The summoned Vermin must appear within line of sight and range of the caster.

Vermin
W: 2, S: 2, A: 5, C: 2, P: 2, H: 3, Mo: 6", Sv: 2, Sz: -3,
Capacity: 0
Racial Traits: Creature, Bite, Diseased (Bite),

Telekinetic Lift
Difficulty: Heroic (17)
Power Source: Dimensional
Traits: Movement
Target: Self, all friendly miniatures within range
Save: N/A
Range: 6"
Duration: Action

Primary Effect: The caster is moved up to 12" as though she had Flight. Upon completion of the movement all
other targets must land in base contact with the caster. The other target are not treated as having moved. No role to break contact is made if any of the targets are in contact when this spell is cast.

**TERRIFYING VISAGE**

**Difficulty:** Heroic (17)
**Power Source:** Infernal
**Traits:** Drain, Illusion
**Target:** All opposing miniatures within range.
**Save:** Wisdom + Alertness vs 12 + Spell Power
**Range:** 6"
**Duration:** Action

**Primary Effect:** Each target that fails the save may be given one of the following conditions until the end of the game; Confused, Enraged, or Disheartened.

**THE VANISHING**

**Difficulty:** Basic (12)
**Power Source:** Dimensional
**Traits:** Boost
**Target:** Self, One friendly miniature
**Save:** N/A
**Range:** 12"
**Duration:** Enchantment

**Primary Effect:** The target has +7 to all defences while the enchantment holds. In addition to the defensive bonus an invisible miniature may break from combat with no roll necessary.

If a character enchanted with this spell ever targets an opposing miniature this effect ends immediately.

**VENOM BANISHING PRAYER**

**Difficulty:** Basic (12)
**Power Source:** Lifeforce
**Traits:** Replenish
**Target:** Self, One friendly miniature
**Save:** N/A
**Range:** 6"
**Duration:** Action

**Primary Effect:** The target may remove one poisoned condition or venom effect and replenish any health damage that effect may have caused this turn.

**WIZARD’S KNAPSACK**

**Difficulty:** Basic (12)
**Power Source:** Dimensional
**Traits:** None
**Target:** Terrain piece
**Save:** N/A
**Range:** Touch
**Duration:** Instant

**Primary Effect:** The player may move any amount of treasure from the targeted terrain piece directly to his party’ stores.

**RITUALS**

**CORNUCOPIA**

**Difficulty:** Legendary (19)
**Power Source:** Life Force
**Traits:** Ritual
**Target:** None
**Range:** None
**Duration:** Action

If this ritual is successfully cast the party gains the caster’s level x10 supplies. This spell may only be cast once per campaign by each caster.

**GREATER MENDING**

**Difficulty:** Challenging (15)
**Power Source:** Celestial
**Traits:** Ritual
**Target:** Self, One friendly miniature per level of the caster
**Range:** None
**Duration:** Action

**Declaration:** Performing this ritual takes up the action of both the target(s) and the caster.

**Primary Effect:** The target(s) may remove one injury
**Chapter 5: Magic**

they are currently suffering from.

**Rite of Purity**

**Difficulty:** Basic (12)  
**Power Source:** Celestial  
**Traits:** Ritual  
**Target:** Self, One friendly miniature per level of the caster  
**Range:** None  
**Duration:** Action  

**Declaration:** Performing this ritual takes up the action of both the target(s) and the caster.

**Primary Effect:** The target(s) may remove one curse effect they are currently suffering from.

**Master the Heavens**

**Difficulty:** Legendary (19)  
**Power Source:** Dimensional  
**Traits:** Ritual  
**Target:** None  
**Range:** None  
**Duration:** Permanent  

**Primary Effect:** When this miniature enters the board she may change the hour of the current game. If another miniature with the Master the Heavens trait has already changed the hour, then both spell caster roll 2d6 + Spell Power. The winner may determine the hour, and the looser looses the trait.

This ritual may be cast again to regain the trait.

**Raise Dead**

**Difficulty:** Challenging (15)  
**Power Source:** Gloom  
**Traits:** Summon  
**Target:** A dead party member  
**Range:** N/A  
**Duration:** Action  

**Primary Effect:** The target gains the undead trait and can now re-join the party. Any injuries the target previously had become permanent changes to the party member’s attributes.

**Rite of Harvest**

**Difficulty:** Trick (10)  
**Power Source:** Life Force  
**Traits:** Ritual  
**Target:** None  
**Range:** None  
**Duration:** Instant  

**Primary Effect:** The party gains the caster’s spell power + d6 supplies.

**Rite of Rune Carving**

**Difficulty:** Challenging (15)  
**Power Source:** Variable  
**Traits:** Ritual  
**Target:** One friendly miniature’s weapon  
**Range:** None  
**Duration:** Permanent  

**Declaration:** This spell may not target natural weapons, unless they belong to a construct.

A weapon may not have more than one Rune on it at a time.

The player must declare a power source when this ritual is cast.

**Primary Effect:** The target gains +1 to attack, damage, and defence. In addition. the target may now damage miniatures with the ethereal trait.

All damage dealt with this weapon is considered to have the power source declared when the ritual was announced.

**True Resserection**

**Difficulty:** Legendary (19)  
**Power Source:** Celestial  
**Traits:** Ritual  
**Target:** One miniature that died after the previous game.  
**Range:** None
**Duration:** Permanent

**Primary Effect:** The target re-joins the party.

All previous injuries and curses are removed.

**ITEM TRAITS**

**Attack**

A weapon’s attack score is added to the applicable total when attacking.

**Defence**

A weapon’s defence score is added to the applicable total when attacked. Defence is only added to the melee defence unless the item has the shield trait.

**Damage**

A weapon’s damage is added to the applicable damage total.

**Melee**

A melee weapon is a weapon that is used in hand to hand combat. In Rack and Ruin hand to hand combat usually means base to base contact. However, this is not always the case (see Reach below). Also see Attacking with a Melee Weapon in the Combat section of Chapter 2.

**Missile**

Weapons such as bows or muskets have the missile trait.

**Thrown**

A thrown weapon is a ranged weapon that uses momentum to launch. The range of a thrown weapon is determined by the Strength attribute of the user. This will often be represented by a multiplier.

**DAMAGED AND BROKEN**

Some effects will damage a weapon. A damaged weapon has no additional effects, however, if a damaged weapon becomes damaged again it is broken and may not be used for the remainder of the game.

**Hands**

If a weapon has the one-handed feature (1h) it can be held in one hand and the miniature may be given a selection from the off-hand selection list.

If a weapon is either-handed (E) then the weapon may be used in one or two hands. Every either-handed weapon has two sets of statistics, the lower statistics are for when the weapon is used one-handed, and the higher set of statistics are for when the weapon is being used in two hands. A miniature equipped with an either handed weapon may make an off-hand item selection.

A two-handed weapon (2h) is large and heavy. It requires two hands to hold the weapon. A miniature equipped with a two-handed weapon may not make an off-hand item selection.

**Bashing**

Some weapons can simply destroy armour due to the power they strike with. Bashing only effects natural and armour saves. Some traits or magic effects will increase the bashing of all attacks by the affected miniature, a weapon’s bashing is added to that total.

After the amount of damage an attack will do is determined, but before it is applied, the acting player
may choose not to deal any damage and reduce his opponent’s armour save by an amount equal to the attack’s bashing trait.

Armour replenishes along with health after a game.

No amount of bashing can reduce a miniature below a natural save of 2, unless another trait or effect is in play.

**PIERCING**

If an attack (or possibly other type of offensive action) has piercing then any saves made against the attack suffers a penalty equal to the piercing value.

**TANGLE**

On a successful attack a weapon with this trait creates a tangle condition on the defender.

**REACH**

While most melee combat is done when two or more miniatures are in base to base contact some weapons allow a miniature to attack another miniature from a short distance away. This feature is called reach.

A miniature that has been attacked with a reach weapon is not considered in base to base contact, thus she may be targeted normally. If a miniature has the duelling skill and one of the weapons she is wielding does not have the reach necessary to attack her target then only the statistics of the weapon with reach may be used.

**SET**

The set trait of certain weapons allows the weapon to be placed, thus warding off attacking opponents. Each weapon with this Trait has a set amount, adding to the bonus for the Defend action. See Chapter 2, for rules on using the Defend action.

**SHIELD**

Any item with this trait adds its defence value to ranged and melee defence scores. If a miniature attacks with a shield he looses the defence bonus for the remainder of the turn.

**ARMOUR SAVE**

This trait represents the increased amount of armour save a miniature receives for wearing a specific suit of armour.

**ARMOUR PENALTIES**

A miniature wearing a suit of armour with penalties suffers the stated penalties to movement, casting totals. In addition, armour penalties effect any uses of the thievery and athletics skills.

**OUTFIT AND OTHER GARB TRAITS**

A miniature cannot be equipped with two items that have the same garb trait. Garb traits included; Outfit, Back, Neck, Head, Feet, Belt and Hands.

An item with a garb trait does not take up capacity.

**PASSIVE BONUSES**

Some items do not need to be in hand to grant some of all of its benefits. If an item provides a passive bonus it will be noted.

Automatically, clothing and armour provide passive bonuses.

**CONTAINERS**

Containers increase a miniature’s capacity.

**CASTING ITEM**

In addition to any other effects a specific item may have a casting item adds +1 to the bearer’s spell power. A miniature may only have one casting item of any specific kind equipped at the same time. For Example; a miniature may have a Wizard’s Staff and a Talisman, but not two
**CHAPTER 6: ITEMS**

Talismans.

**TACK**

Only creatures can equip items with this trait. A miniature may not be equipped with two pieces of tack that have the same subtype (For Example: Tack: Saddle)

**TRINKET**

An item with this trait may always be looted as though it were treasure.

**DEVICE**

A device is a rare item using the most cutting edge of technology. Items with this trait cannot be improvised.

**MOUNTED**

Mounted weapons are designed to be used from a riding position. When a miniature that is not mounted is using a weapon with this trait the weapon loses all attack and defence bonuses.

**ITEM DESCRIPTIONS**

Please note that some items may be equipped in multiple slots (for example Fist weapon and Light 1h Melee Weapon) their description is found under the first time they appear on the Gear Selection list.

**WEAPONS**

**LIGHT ONE-HANDED MELEE WEAPON**

This entry represents standard weapons used for fighting. Swords and hand axes both fit into this category; however, these weapons are a main staple of battle and come in many shapes and styles.

**EITHER-HANDED MELEE WEAPON**

Some weapons, such as bastard swords, have been designed so the wielder can hold the weapon in one hand. This allows the user to either use an additional weapon, or use two hands on the weapon for greater control and power.

When an either-handed weapon is chosen during party creation the player still makes an off-hand slot choice, however, when this weapon is used two-handed the wielder suffers a switching penalty unless the off-hand choice offers a capacity bonus (for example: Open hand, buckler, or fist weapon).

**FIST WEAPON**

This category of weapons represents all manner of artificial claw, fist weight or punching dagger. The main benefit of these weapons is that they increase capacity. While its traits are not particularly good, when capacity limitations means leaving good treasure behind, that’s when a fist weapon may become important.

**HEAVY ONE-HANDED MELEE WEAPON**

Maces, clubs, and hammers all fit into this category of hand weapons that crush rather than cut. It is possible that rather large one handed axes may also fit into this category with herald approval. Heavy one-handed weapons have bashing, which other one-handed weapons do not, but are weaker on defence.

**POLE ARM**

Pole arms are long staves with axe or war spear heads attached to them. Although these weapons are two-handed weapons a character wielding one may also use a shield. A pole arm should be longer than 1” tall.

**LIGHT TWO-HANDED MELEE WEAPON**

Light two-handed weapons are something of a compromise. While these weapons offer high damage and bashing it is smaller than most other two-handed weapons. In exchange for these short comings it offers a better defence than heavier hitters and a good attack bonus. Great swords and battle axes will usually fit into
**Chapter 6: Items**

Table 6-1: Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Cost</th>
<th>Att</th>
<th>Def</th>
<th>Dmg</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Small 1h</td>
<td>2</td>
<td>+1</td>
<td>+0</td>
<td>+9</td>
<td>Melee, Piercing: 1</td>
</tr>
<tr>
<td>Light 1h</td>
<td>3</td>
<td>+2</td>
<td>+1</td>
<td>+10</td>
<td>Melee, Piercing: 1</td>
</tr>
<tr>
<td>Heavy 1h</td>
<td>5</td>
<td>+1</td>
<td>+0</td>
<td>+12</td>
<td>Melee, Bashing: 1</td>
</tr>
<tr>
<td>Light 2h</td>
<td>3</td>
<td>+3</td>
<td>+1</td>
<td>+13</td>
<td>Melee, Bashing: 1</td>
</tr>
<tr>
<td>Heavy 2h</td>
<td>5</td>
<td>+2</td>
<td>+0</td>
<td>+14</td>
<td>Melee, Bashing: 3</td>
</tr>
<tr>
<td>Buckler</td>
<td>5</td>
<td>0</td>
<td>+2</td>
<td>+9</td>
<td>Shield, May grant it’s defence as a passive bonus</td>
</tr>
<tr>
<td>Standard Shield</td>
<td>5</td>
<td>0</td>
<td>+3</td>
<td>+9</td>
<td>Shield</td>
</tr>
<tr>
<td>Spiked Shield</td>
<td>9</td>
<td>+1</td>
<td>+3</td>
<td>+11</td>
<td>Shield, Armour Penalty -1</td>
</tr>
<tr>
<td>Heavy Shield</td>
<td>9</td>
<td>-2</td>
<td>+4</td>
<td>+11</td>
<td>Shield, Armour Penalty -2</td>
</tr>
<tr>
<td>Either Handed</td>
<td>5</td>
<td>+1/+3</td>
<td>+1/+1</td>
<td>+11/+12</td>
<td>Light, Melee</td>
</tr>
<tr>
<td>Light 1h Missile</td>
<td>8</td>
<td>+1</td>
<td>+0</td>
<td>+10</td>
<td>Missile, Range: 6”, Piercing: 2</td>
</tr>
<tr>
<td>Light 2h Missile</td>
<td>3</td>
<td>+3</td>
<td>+0</td>
<td>+10</td>
<td>Missile, Range: 12”, Piercing: 1</td>
</tr>
<tr>
<td>Heavy 2h Missile</td>
<td>5</td>
<td>+2</td>
<td>+0</td>
<td>+12</td>
<td>Missile, Range: 18”</td>
</tr>
<tr>
<td>1h Firearm</td>
<td>8</td>
<td>-1</td>
<td>+0</td>
<td>+14</td>
<td>Missile, Bashing: 3, Range: 6”, Mishap, device</td>
</tr>
<tr>
<td>Small Thrown</td>
<td>1</td>
<td>+1</td>
<td>+0</td>
<td>+8</td>
<td>Thrown, Range: Str x2, Piercing: 2</td>
</tr>
<tr>
<td>2h Firearm</td>
<td>10</td>
<td>+0</td>
<td>+0</td>
<td>+16</td>
<td>Missile, Bashing: 3, Range: 12”, Mishap, device</td>
</tr>
<tr>
<td>Light Thrown</td>
<td>3</td>
<td>+1</td>
<td>+0</td>
<td>+9</td>
<td>Thrown, range: Str x2, Piercing: 1</td>
</tr>
<tr>
<td>Heavy Thrown</td>
<td>5</td>
<td>+0</td>
<td>+0</td>
<td>+11</td>
<td>Thrown, Melee, Bashing: 1, Range: Str</td>
</tr>
<tr>
<td>Fist Weapon</td>
<td>3</td>
<td>+1</td>
<td>+1</td>
<td>+12</td>
<td>Melee, Does not take up capacity when equipped</td>
</tr>
<tr>
<td>Pole Arm</td>
<td>7</td>
<td>+0</td>
<td>+0</td>
<td>+12</td>
<td>Melee, 1h, Reach: 1”, Set: 2</td>
</tr>
<tr>
<td>Net</td>
<td>3</td>
<td>+1</td>
<td>+2</td>
<td>--</td>
<td>Thrown, Melee, Tangle</td>
</tr>
<tr>
<td>Whip</td>
<td>3</td>
<td>+1</td>
<td>+2</td>
<td>--</td>
<td>Melee, 1h, Reach: 1”, +2 Command Checks</td>
</tr>
<tr>
<td>Mounted 1h</td>
<td>9</td>
<td>+0</td>
<td>+0</td>
<td>+14</td>
<td>Melee, 1h, Bashing: 3, Reach: 1”</td>
</tr>
<tr>
<td>Mounted 2h Missile</td>
<td>7</td>
<td>+2</td>
<td>+0</td>
<td>+12</td>
<td>Missile, 2h, Range: 24”, Bashing: 1</td>
</tr>
<tr>
<td>Wizard Staff</td>
<td>6</td>
<td>+0/+1</td>
<td>+1/+2</td>
<td>+9/+10</td>
<td>Casting Item, Eh</td>
</tr>
<tr>
<td>Chain Weapon</td>
<td>10</td>
<td>+1</td>
<td>+1</td>
<td>+12</td>
<td>Reach: 1, Set: 2, Bashing: 1, may inflict condition</td>
</tr>
<tr>
<td>Wand</td>
<td>5</td>
<td>+1</td>
<td>+0</td>
<td>+12</td>
<td>Light, Casting Item, +1 spell power</td>
</tr>
<tr>
<td>Lit Torch</td>
<td>0</td>
<td>+1</td>
<td>+1</td>
<td>+10</td>
<td>Flame Damage</td>
</tr>
</tbody>
</table>

This category.

**Whip**

Whips are long leather straps entwined together. While they are not particularly good weapons they are useful for keeping unruly animals and beasts in line.

A whip also adds +2 to command check rolls.

**Heavy Two-Handed Melee Weapon**

There is nothing subtle about these weapons. They offer no style, grace or defence but make up for it with huge damage and the possibility of crushing heavily armoured foes. Examples of heavy two-handed weapons are war hammers or large clubs.

**Light Two-Handed Missile Weapon**

While light missile weapons suffer from short range and poor damage, they are more accurate then heavier versions.
Examples of light two-handed missile weapons are short bows and light crossbows.

**Light One-Handed Missile Weapon**

In exchange for the accuracy of two hands a miniature may wield certain missile weapons in one hand.

Examples of light one-handed missile weapons are one handed crossbows, blow guns, and slings.

**Heavy Two-Handed Missile Weapon**

While having better damage, range, and armour piercing trait than the light missile weapon, a heavy missile weapon is more difficult to use due to pull or kick back. Any character wishing to use a heavy missile weapon must possess enough strength. Long bows (about 1” or longer), and heavy cross bows fit into this category.

**One-Handed Firearm**

While it has neither good range nor accuracy this category offers bashing and decent damage. If a player rolls a mishap while attacking with this weapon the weapon becomes damaged.

**Two-Handed Firearm**

Firearms are very new technology in the Empire and those using them are risking much. This category is for muskets or similar weapons. If a player rolls a mishap when attacking with this weapon it becomes damaged.

**Mounted One-Handed Melee Weapon**

Weapons in this category are long thrusting weapons, balanced to be used while in the saddle. While they offer massive damage and bashing, they add nothing in the way of defence.

This weapon entry represents lances and heavy spears.

**Mounted Missile Weapon**

This weapon entry represents massive bows or saddle mounted rifles that are too large to be used on foot.

**Wizard Staff**

A wizard staff is an either-handed enchanted item. Although these staves are not balanced enough to be effective weapons they do offer some measure of defence. In addition, a Wizard Staff is a casting item.

**Two-Handed Chain Weapon**

Though they are tricky and hard for most to use, chain weapons can be deadly. A chain weapon possesses the set and reach of a pole arm, but has the ability to cause afflictions upon its targets.

If an attack using a chain weapon is successful and the number rolled on the hit dice was equal to or less than the attacker's melee weapon skill bonus the player may choose to inflict confusion, enraged, or disheartened on the target until the end of its controller’s next turn.

**Wand**

A wand focuses a mage’s power, increasing the chances of successfully casting a spell and often the damage as well. When a wand is first purchased the player must choose a power source. Whenever a miniature with a wand attempts to cast a spell with the chosen power source it acts as a casting item. The attack and damage bonuses of a wand add to attack spells.

**Buckler**

Bucklers are very small shields attached to the wrist. Because it does not need to be held a buckler provides its defence bonus when not in-hand. However, in order to attack with a buckler it must be declared in-hand.

**Standard Shield**

A standard shield offers excellent protection against both melee and missile attacks.
**Chapter 6: Items**

**Net**

Used for fishing and in gladiator pits alike, nets are strange weapons which must have their own category of description. These weapons consist of many strands twined across each other. Nets offer good defence and can be used to tangle an opponent, but unfortunately are poor for attacking, and deal no damage.

**Spiked Shield**

A spiked shield is much like a standard shield but in addition to excellent defence a spiked shield offers the opportunity to deal damage. The trade-off for this benefit is a heavier and less balanced item.

**Heavy Shield**

A heavy shield offers the best defence in the game. Great defence combined with the ability to defend missile attacks means good protection.

Unfortunately this protection is balanced by the heavy shield weighing down its wielder.

This item should be able to cover at least more than half of the miniature, any less and it is a normal shield.

**Heavy Thrown Weapon**

With better damage and bashing heavy thrown weapons are excellent for high strength users. Throwing axes and throwing hammers are examples of this type of weapon. Unlike other thrown weapons these items can be used for defence in melee combat in a pinch. The drawback is, of course, that the weight of the weapon limits its range.

**Light Thrown Weapon**

This entry represents javelins and throwing knives. These weapons are more dangerous in combat than small thrown weapons and compensate for the extra capacity with better attack and damage.

**Small Thrown Weapon**

Darts and shuriken both fit into this category of thrown weapons with the ability to be hidden, and thus do not have to be shown on a model. While they do very little damage, due to the small trait a character may equip many more of these weapons than other, more powerful thrown weapons. Items of this type are also easier to slip by armour.

**Small Melee Weapon**

Small one-handed weapons are easily concealable blades, such as daggers. These weapons may be hidden from view until needed. This means a miniature may be armed with a small one-handed weapon even if there is no such item shown on the model.

**Armour**

Armour provides a passive bonus to saves against damage.

*Table 6-2: Armour*

<table>
<thead>
<tr>
<th>Armour</th>
<th>Cost</th>
<th>Sv</th>
<th>Pen</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Natural Save</td>
<td>0</td>
<td>*</td>
<td>0</td>
<td>Cannot go below 2</td>
</tr>
<tr>
<td>Scant Armour</td>
<td>2</td>
<td>+1</td>
<td>0</td>
<td>1vp if unharmed at end of game, Outfit</td>
</tr>
<tr>
<td>Piece Mail</td>
<td>5</td>
<td>+2</td>
<td>0</td>
<td>See Description</td>
</tr>
<tr>
<td>Light Armour</td>
<td>7</td>
<td>+3</td>
<td>-1</td>
<td>Outfit</td>
</tr>
<tr>
<td>Medium Armour</td>
<td>9</td>
<td>+4</td>
<td>-2</td>
<td>Outfit</td>
</tr>
<tr>
<td>Heavy Armour</td>
<td>12</td>
<td>+7</td>
<td>-3</td>
<td>Outfit</td>
</tr>
<tr>
<td>Full Heavy Armour</td>
<td>15</td>
<td>+8</td>
<td>-4</td>
<td>Outfit</td>
</tr>
</tbody>
</table>
**Chapter 6: Items**

**Natural Save**

All characters have a base save of 2. This is a default save in case the character’s armour is removed or negated in some way. No matter the effect, under no circumstances can a character’s natural save be reduced below 2. However, if a miniature has weak natural armour due to trait then that miniature’s armour cannot drop below 1.

Other armour adds to a character’s natural save. For example a character with medium armour will save on a 6 (2 for natural save + 4 for the medium armour save bonus).

**Scant Armour**

A miniature in scant armour is wearing one or two random plates (or the infamous chain mail bikini) and no other armour.

If at the end of the game a miniature with scant armour is unharmed and on the game board she gains 1 personal victory point.

**Piece Mail**

Piece mail armour represents a miniature wearing a few random pieces of plate armour. The standard for piece mail rather than scant is three plates, but this may be altered depending on the miniature.

Piece mail armour is not an outfit, and thus may be combined with Light or Medium armour as well as any non-armour outfit. Save bonuses and armour penalties from both are combined.

**Light Armour**

A miniature with a full suit of studded leather or hauberk should be given this suit of armour. If the miniature has a suit of armour and plates then the character should be assigned medium.

**Medium Armour**

A medium armoured character is one that has some plates, but not enough to make a suit, and a suit of leather or padding underneath. Miniatures wearing scale mail may also be given this level of armour. At medium armour a character begins to receive some serious penalties, so players should be careful about using miniatures with this level of armour.

**Heavy Armour**

If a miniature is more than half covered in chain mail or plates then it is considered to be in heavy armour. While the penalties are very high the protection this armour offers its wearer out ways the negative effects.

**Full Heavy Armour**

If a miniature is entirely covered in chain and heavy plate then the character may be given full heavy armour. This level of armour must include a helmet and most likely a face plate.

The armour penalties for this armour are deducted from perception Feat Rolls in addition to the regular penalties.

**Equipment**

**Icon/Banner**

An icon or banner gives a party something to rally behind. If a member of the party has a Banner all members of the party increase their Leadership Total by +1. This item also adds +1 to rolls made during the Recruit action.

**Lantern**

While torches might be effective to light up a terrain piece, they are not as dependable as most adventurers would like. While Lanterns are expensive they are more dependable and can be turned on and off as a quick action. A lantern will remove non-magical darkness from a terrain piece as a torch. See Lighting a Torch in the Quick Actions section of Chapter 2.

**Crystal Ball/Seer’s Chalice**
**Chapter 6: Items**

These items are casting items.

In addition, a miniature that is equipped with a crystal ball or seer’s chalice may, once per game, force a re-roll of the game end roll.

**Talisman**

Although they are generally worn around the neck, talismans are often clasped in hand to focus magic and for protection against harm.

A talisman is a casting item.

A miniature equipped with a talisman adds his level to his spell defence. A talisman may be held in hand or given the Clothing: Neck trait. If given the Clothing: Neck trait the defence bonus becomes passive, but the casting bonus does not.

**Empty Tome**

An empty tome is required before a party member can write a book. If an empty tome is being purchased during character creation it may become a spell book.

If this item is being purchased as a spell book a player may select up to three spells and pay extra gold based on the levels of the spells (see below).

When in-hand a magical tome will act as a casting item for a spell written within and provide a +2 bonus rather than the usual +1.

Possessing powerful magical tomes will increase a party’s legacy. A tome with 10 spells scribed into it is worth 1 legacy, each spell over 10 increases legacy by +1. Additional spells may be added from scrolls or found spell book using the scribe out of game action.

Adding a trick costs 2g, Basic spells are 5g, Challenging are 7g, Heroic are 9g, and Legendary are 11g.

**Snack**

Table 6-3: Equipment

<table>
<thead>
<tr>
<th>Equipment</th>
<th>Cost</th>
<th>Primary Effect</th>
<th>Secondary Effect</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pouch</td>
<td>1</td>
<td>+1 Cap</td>
<td>None</td>
<td>Container, Small</td>
</tr>
<tr>
<td>Satchel</td>
<td>2</td>
<td>+2 Cap</td>
<td>None</td>
<td>Container</td>
</tr>
<tr>
<td>Back Pack</td>
<td>4</td>
<td>+3 Cap</td>
<td>None</td>
<td>Container</td>
</tr>
<tr>
<td>Banner / Icon</td>
<td>2</td>
<td>+1 Leadership Checks</td>
<td>+1 Recruiting rolls</td>
<td>Ranged attacks targeting this miniature gain +1</td>
</tr>
<tr>
<td>Seer’s Tools</td>
<td>10</td>
<td>Casting Item</td>
<td>Re-roll end of game roll</td>
<td>See description</td>
</tr>
<tr>
<td>Talisman</td>
<td>10</td>
<td>Casting Item</td>
<td>+ level Magic Defence</td>
<td>May be used as Garb: Neck</td>
</tr>
<tr>
<td>Snack</td>
<td>1</td>
<td>Replenishes 3 health</td>
<td>Removes a condition</td>
<td>1 use, See description</td>
</tr>
<tr>
<td>Thief’s Tools</td>
<td>2</td>
<td>+2 Pick lock attempts</td>
<td>None</td>
<td>Small</td>
</tr>
<tr>
<td>Empty Tome</td>
<td>3</td>
<td>See description</td>
<td>See description</td>
<td>See description</td>
</tr>
<tr>
<td>Rope and Hook</td>
<td>2</td>
<td>+1 Climbing</td>
<td>None</td>
<td>See description</td>
</tr>
<tr>
<td>Supplies</td>
<td>1</td>
<td>See Description</td>
<td>None</td>
<td>Not Equipped</td>
</tr>
<tr>
<td>Lantern</td>
<td>6</td>
<td>Removes Darkness</td>
<td>None</td>
<td>See description, Device</td>
</tr>
<tr>
<td>Quality Saddle</td>
<td>2</td>
<td>+1 Command Checks</td>
<td>None</td>
<td>Tack: Saddle</td>
</tr>
<tr>
<td>War Saddle</td>
<td>5</td>
<td>+1 Command Checks</td>
<td>+1 Melee Defence</td>
<td>Tack: Saddle</td>
</tr>
<tr>
<td>Gruesome Trophy</td>
<td>*</td>
<td>-1 Penalty to opposing miniature’s moral checks within 6”</td>
<td>-1 Penalty to saves to resist conditions within 6”</td>
<td>Cannot be purchased, may be given the Garb: Neck or Garb: Belt trait</td>
</tr>
<tr>
<td>Instrument / Prop</td>
<td>5</td>
<td>+2 to Feat Rolls using the charm skill</td>
<td>Additional -1 when using the jester trait</td>
<td>See description</td>
</tr>
</tbody>
</table>
A miniature with a snack never fails to bring along some rations she can eat during battle.

As an action a miniature with a snack can consume it. Consuming a snack removes one temporary condition and replenishes 3 health. A snack is a one use item.

A snack may be crafted by using 1 supplies.

**Rope and Hook**

Miniatures equipped with a rope and hook add +1 to climbing rolls.

**Gruesome Trophy**

Any enemy units within 6” of a miniature equipped with a gruesome trophy suffer a -1 penalty to morale checks and saves to resist conditions.

This item cannot be purchased, as an out of game action this character may create this item (no skill necessary) after killing an opposing miniature.

This miniature may be given a garb: Neck or Belt trait, if it does it’s bonuses become passive.

**Thief’s Tools**

A set of thief’s tools allow a would-be burglar easier access to locked doors and chests.

A character need not have the thievery skill to use thief’s tools.

The tools add +2 to any lock picking rolls.

**Pouch**

A pouch is a small sack often attached to a belt. A pouch is the smallest of containers, increasing a model’s capacity by +1.

**Back Pack**

A back pack is the largest of containers that characters can use to increase their capacity. A back pack adds +3 to capacity. A back pack must be shown on a miniature.

**Supplies**

Supplies are a general term for food, salves, item repair, medicinal herbs and potion ingredients.

**Clothing**

**Revealing Outfit**

While they offer no protection, a miniature in a revealing outfit can gain other advantages.

A miniature in a revealing outfit can add her charm skill to melee defence.

If at the end of the game a miniature with a revealing outfit is unharmed she gains 1 personal victory point.

Any out of game actions a miniature with a revealing outfit takes that rely on the charm skill receive a bonus of +1.

**Robe**

Whether holy or mystical, robes are free flowing and allow a caster to move freely. Robes may hold up to 5 scrolls without taking up any capacity of the miniature they are equipped to. In addition, robes count as a casting item.

**Adventurer’s Outfit**

An adventurer’s outfit can take the form of just about any comfortable fitting clothing that covers the body and legs. Although these outfits offer no magical traits or protection a good outfit is preferable when a hero is in danger.

An adventurer’s outfit adds +1 to athletics rolls.

Miniatures equipped with an adventurer’s outfit add +2 capacity.
When a miniature has been damaged and has 5 or less health his adventurer’s outfit adds +1 to all save Feat Rolls he makes.

**ROYAL CAPE**

These fine and grandiose capes are often given as a display of rank to those that have leadership and command duties.

A royal cape effectively increases a miniature’s leadership skill or command skill by one rank.

**PRIZED JEWELS**

Some heroes delight in bringing beautiful charms of precious metals and gem stones to the battlefield in order to taunt opponents and display their wealth.

When purchased player can determine the value of prized jewels. Prized Jewels found during a game are rolled randomly for their value. The minimum value for Prized Jewels is 5g.

Prized jewels are Trinkets.

At the end of the game a miniature carrying prized jewels gains 1 personal victory point. If the Jewels are worth 20g or more the award is 2vp, and the value increases by +1vp for each 10g of the items value.

Prized jewels may be carried, or may be given the Garb: Head or Garb: Neck trait.

**THIEF’S CLOAK**

Created especially for those who make a living by being sneaky, a thief’s cloak has many uses.

First of all, a miniature equipped with a thieves cloak increases her capacity by +1 for every level in the thievery skill she possesses.

Second, a thief’s cloak adds +1 to the cover gained by the Footpad ability.

Finally, any miniature attempting to search a character in a thief’s cloak receives -4 to the search roll.

**HUNTER’S CLOAK**

While it may have originally been created to hide while hunting, this cloak works just as well on the battlefield to ambush enemies.
Chapter 6: Items

A miniature in a hunter’s cloak adds +2 to his cover while in difficult terrain.

Thick Fur Wrap

A thick fur wrap is a heavy, comfortable blanket of hide draped over the shoulders. Wearing such a garment is reassuring, and protects one from the elements.

Any health damage a miniature with a thick fur wrap equipped has taken is reduced by two if it has an elemental trait.

In addition, a miniature with a thick fur wrap adds +1 to any saves to prevent taking conditions.

Duelling Cape

Strong thread and flashy colours can be used for more than simple pretty battlefield attire. Duelling capes are used by warriors to distract opponents who are attacking them.

A character equipped with a duelling cape adds +1 to her melee defence total. If the character has the Duellist trait then he also gains +1 to his melee attack total.

Potions

Potion vials contain one dose, after they have been used they are removed from the character’s inventory. These items are all considered to have the small trait.

All potions cost 5g.

Essence of Air

A miniature who consumes the essence of air gains the flight trait. The essence of air counts as an enchantment.

Elixir of Health

A miniature who consumes this potion replenishes d6 + 5 health.

Spider Drink

When this potion is drunk the miniature who used it gains the Walk Crawling trait. Mark this potion as an enchantment. Vertical movement must be counted as part of a miniature’s movement total. A miniature may also end movement and stay on a wall as long as the enchantment holds. For these cases, it’s helpful to employ some sticky poster putty or a token to mark the miniature’s position.

Potion of Speed

This potion doubles the drinker normal movement. The potion of speed counts as an enchantment.

Anti-toxin

Anti-toxin neutralizes a poison. If the character who is drinking the anti-toxin has been poisoned more than once she may make a save equal to strength to remove each additional poison effect.

Elixir of Invisibility

This potion makes its user invisible. The user of the potion gains +7 to cover. Treat this potion as an enchantment. If the miniature using this potion ever attacks the effect is dispelled immediately.

Brew of Ogre Strength

The brew of ogre strength is a potion made from the essence of earth. It gives the drinker amazing physical power and resilience. When this potion is used it gives the drinker +4 strength. Treat the brew of ogre strength as an enchantment.

Wine of Charm

Any character who consumes the wine of charm gains a bonus of +4 charisma as long as the effect lasts. Mark this effect as an enchantment. A wine of charm may also be consumed before a character takes an out of game
**Chapter 6: Items**

**Essence of Crystal**

Essence of Crystal increases a character’s natural save by +2. Mark this potion as an enchantment.

**Poison**

Rather than quaff poison a miniature may apply this effect to a weapon. The next miniature that takes damage from a poisoned weapon must make a Strength save or become poisoned. See Poisoned under Conditions in Chapter 2. If a miniature does quaff poison it must make the above save or become poison.

**Scroll**

A character may purchase a scroll of any spell she chooses. Once a scroll has been used they are removed from inventory.

A miniature need not have a trait that allows it to cast spells in order to cast a spell from a scroll.

The scroll of a trick costs 2g. Basic spells are 5g, Challenging are 7g, Heroic are 9g.

**Books**

Books are very rare and precious. Books can never be bought at market, nor can they be sold. Some books have no in game effect, except to expand the party’s library.

If a party ever reaches 10 books in its stores it gains a 1pt deed of note. Every book after 10 increases the value of the deed of note. If the book leaves the party’s stores the deed of note is reduced appropriately.

History Book, Religious texts, Forbidden Texts, Cook Book, Book of Folk Lore, and Book of the Dead have no game effect beyond the library deed of note above.

**Training Manuals**

Training manuals are special books that may increase the skill of a miniature. The book is not equipped, it must be in a party’s stores in order to take the training action. Each training manual in a party’s stores adds one challenge to the party’s challenge rating.

Only one level of a skill may be learned from training manuals. However, training may take a miniature above the skill level limit. For example; a character that is level 1 has the muscle skill. He trains with a manual and receives a second level of the skill. At level 3 he may add an additional level of the muscle skill (bringing him up to 3) although he is only level 2, since he has trained in the muscle skill.
SCENARIOS

TREASURE HUNT

A treasure hunt is the basic scenario for Rack and Ruin. There are no special rules for a treasure hunt game and it is recommended that this is the first game a new player tries.

Set Up Rules: Each player may set up 5 points worth of searchable terrain and 1 piece of blocking terrain. Once terrain has been completed the player that was last in the turn order may choose to place a single ladder or bridge on the board.

Special Rules: None

Victory Points: A party gains victory points equal to the terrain value of each piece of terrain a member successfully searches. Downing an opposing miniature is also worth 1vp.

THE MESSENGER

A messenger has come to bring important information to the captain of one of the player’s parties. The Captains must now do battle to see if he can be rescued and the message retrieved, or destroyed along with the information he carries.

Set Up Rules: The players should roll off to see who will be the player to receive the messenger (see special rules, below). Choose a marker to represent the messenger, and place the marker in the centre of the table.

Each player may set up 4 points worth of searchable terrain and 1 piece of blocking terrain. The player who is to receive the messenger may then set up 2 more pieces of blocking terrain. No terrain may be placed on the same spot as the messenger, but terrain may be placed touching the messenger.

Roll for sides as normal.

Special Rules: The messenger has the following profile and is treated as though he were a follower of the captain of the party that is to receive him. This means that he is an additional party member for the duration of this game (he leaves after turning his treasure after the game).

Messenger

W: 2, S: 2, A: 2, C: 2, P: 2, H: 10, Mo: 8”, Sv: 2, Sz: 0, Capacity: 0
Traits: Scout
Skills: Tactics x2
Equipment: Satchel

To get the information from the messenger the captain of the party who was to receive the messenger must take an action to “converse” with the messenger. This is a full action itself, and may only be done by the captain of the party.

If the captain took the converse action, at the beginning of the player’s next turn he may roll on the chart below as long as the messenger was not removed from contact before this time.

Receiving the Messages (2d6):

2-3 Gifts: Roll for a random item for each hero in the party
4-6 Aid: Roll 4d6 gold, comes in a satchel
7-8 Mission: The party may take any quest
9-10 Advanced Training: The party captain may learn a new trait, requirements must still be met. All party members gain 1xp
Guidance: The captain of the party gains 6 experience points and each other party member gains 4 experience points.

Award of Recognition: +1 legacy deed of note (see the Legacy in Chapter 3), roll again twice. Any additional results of Award of Recognition increase the value of the deed of note, but the result is re-rolled.

**Victory Points:** If the messenger is downed before having given his message by an opposing party then all opposing parties gain 2vp.

If the messenger delivers his message the party who was supposed to receive it gains 4vp.

If a captain of a party who was not supposed to receive the messenger is in base contact with the messenger at the end of the game the captain may choose to “send the messenger on his way”. This means that the captain who was to meet the messenger still may roll on the chart below, but gains no extra victory points. A party whose captain sent the messenger on his way gains 2 party victory points. This may only be done if the messenger did not deliver his message during game play.

The party who was supposed to receive the message may not attack the messenger.

Successfully searching terrain is worth 1vp and downing an opposing miniature is worth 1vp.

**Clash of Swords**

This scenario is about the parties going toe to toe and scrapping. While not every party will be suited to this kind of scenario, some parties will revel in it.

**Set Up Rules:** There should be two pieces of blocking terrain set up by each player. Searchable terrain is scarce and each player may place 2 points worth.

**Special Rules:** None

**Victory Points:** Miniatures gain 1vp for each point of challenge each hero they down is worth. Downing a follower is worth 1vp, regardless of any specifics about the follower (for example, Size: +1, part of a pack, etc.). A miniature also gains 1vp for each time it makes a moral check and passes. Successfully searching a piece of terrain is also worth 1vp.

**Scorched Earth**

Scorched Earth is a scenario designed for large creatures. It lets them rampage through the board, razing buildings and collecting victory points for it.

**Set Up Rules:** Each player may place 5 points worth of searchable terrain. The table should also have 2 pieces of blocking terrain for each player.

**Special Rules:** None

**Victory Points:** Each miniature gains 1 victory point for searching a piece of terrain successfully. Any miniature that razes a piece of terrain that has been searched gains 1 victory point. Any miniature that razes a piece of blocking terrain gains 1 victory point. Destroying terrain that has not been successfully searched is worth 3 victory points. Downing an opposing miniature is worth 1 victory point.

**A Moment of Power**

Something magical is about to happen. The portents and fortunes cannot be wrong. Wizards and priests of all sorts have come to this place at this time, but only the most worthy can claim the prize; a step towards enlightenment.

**Set Up Rules:** All players may roll off, the winner may choose any open terrain piece. The chosen terrain piece is then placed so that it’s centre point is directly over the centre point of the table.

In addition, each player may set up 3 points of searchable terrain and one piece of blocking terrain.
Special Rules: At the end of turn 5 count up the total personal victory points earned for each hero on the centre terrain piece. The character with the highest total is the one chosen to receive the power. In the case of a tie between players one of the characters from each party that is eligible to receive the power does.

The chosen one immediately gains 5 experience points, 4vp, and a 1 legacy deed of note. In addition the player may select any quest for the party.

Victory Points: Characters gain 1vp for successfully searching a terrain piece and 1vp for downing an opposing miniature.

Gathering the Lost

With the crumbling of the empire many villages and hamlets have been left to their own devices. Now the player’s parties descend on on of these sights, seeking out those that have been left behind for their own purposes. Blocking terrain poses a greater challenge than normal and

Set Up Rules: Each player has 5 points worth of searchable terrain. Each time a player places a building she may also place a piece of blocking terrain that must touch the building at one point. After searchable terrain is completed each player may set up a ladder or bridge in terrain placing order.

Special Rules: Walls and fences are unmended or trapped. If a piece of blocking terrain would be difficult terrain or require climbing feat count it as impassible instead.

Victory Points: Successfully searching a piece of terrain is also worth 1vp as is downing an opposing miniature. Each time a player rolls Huddled Peasants, Lost Noble, or Travelling Merchant as an entering effect the party gains 2vp.

Terrain Traits

Open

A terrain piece with the open trait is not enclosed. Miniatures can fly into and out of open terrain pieces. On an open piece of terrain miniatures use the space represented. Open terrain pieces use normal movement rules to get on and off of.

An attack can never target a miniature on the opposite side of a terrain piece, unless that attack has some special trait. Terrain may be shot out of and into.

Enclosed

Enclosed terrain pieces have walls and a roof, that keeps out the elements. Miniatures cannot fly into or out of terrain pieces with this trait. Enclosed terrain pieces are most often buildings. To get inside, a miniature must have climbed through a window, picked, forced, or destroyed the door, or used magic.

All miniatures inside an enclosed piece of terrain are considered to be in base to base contact. Normal movement is not used inside a enclosed piece of terrain. Movement inside is not measured, and a miniature leaving an enclosed terrain piece measures from the opening it wishes to leave from.

If a miniature is directly in front of an open door or a window then any miniature on the inside may be targeted by a ranged attack. A miniature on the outside of a building may not reach inside to attack. Miniatures on the inside of a building receive +3 cover.

Doors

All enclosed terrain pieces have doors. Doors are always considered to be locked. Doors have 10 structure. Once 10 damage has been dealt to the door it is broken open. A door opened in this way cannot be closed or re-locked.

After a door is opened in any way the miniature that opened it may enter the building as a quick action.
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A miniature must be size 0 or smaller to enter a door.

Windows

Most enclosed terrain pieces will have windows. Windows offer the easier way in to some. Windows can be entered using a normal agility + climbing Feat Roll. Leaving through a window also requires an agility + climbing feat. A miniature must be size -1 or smaller to enter a window.

Chimney

Some terrain features will have a chimney. The chimney can be climbed into using an agility + climbing roll. A miniature must be size -2 or smaller in order to climb through a chimney.

Arrow Slits

Heavily defended terrain pieces, such as keeps, will not have windows. Instead they will have arrow slits. Arrow slits may not be climbed through unless the miniature wishing to enter is size -3.

Trap Door

Some terrain pieces will have a door on the roof. These may be climbed out of, but going in is treated as a normal door. Trap doors are not locked, but they can be locked by miniatures on the inside. A miniature must be size 0 or smaller in order to use a trap door.

Reinforced Door

Reinforced doors are treated exactly like normal doors except they have more structure. A reinforced door will be accompanied by a structure amount, that will be the structure for that door. A miniature must be size +1 or smaller in order to use a reinforced door. A reinforced Door has an armour value of 6 to resist damage.

Difficult Ground

Some terrain is hard to move in. Terrain with this trait will give any miniatures that move within it or off of it a penalty to movement. Any miniatures flying onto difficult ground must make an agility + athletics roll or take d6 damage. The damage may be saved normally.

Difficult ground also offers cover to any miniatures inside it. Any time a miniature within difficult ground is targeted with a ranged attack the attacker must subtract the difficult terrain value from the attack roll.

Dark

If a terrain piece is dark then miniatures inside receive -4 to any rolls made inside it. Miniatures inside a dark piece of terrain also gain a cover bonus of +4, in addition to the normal cover they would receive.

Mystical Aura

Some terrain pieces have auras that ease the casting of magic. Accompanying this trait will be a positive modifier that will add to any magic rolls by any miniatures inside of it. Mystical aura is only good for the power source that is noted with this trait. A razed terrain piece that had a mystical aura looses that aura when it is razed.

Whenever a player is placing a terrain piece with a mystical aura that is not accompanied by a power source she must select which power source the mystical aura adds a bonus to.

Structure

A terrain piece’s structure represents how much damage the terrain can take before it is destroyed. Unless stated otherwise terrain and terrain features have an armour value of 4 when resisting damage.

Razed

If a terrain piece has all of its structure removed then it is razed. Each terrain chart has its own rules about what happens if it becomes razed. A terrain piece that becomes destroyed and replaced with another terrain piece may be searched if the original terrain was not yet successfully
searched. If the original terrain was successfully searched no replacement terrain may be searched.

Any miniature on a terrain piece when it is razed must make an Agility + Athletics save against a damage mark of 20. This damage will effect creatures with structure.

**Placing Miniatures After Replacing Razed Terrain**

Once a razed terrain piece has been replaced each player, starting with the lowest initiative and moving up must place any miniatures (including downed miniatures) that were previously on the terrain piece on the new terrain piece.

**Terrain Types**

**Searchable Entering Effects**

The first time each game that a terrain piece is entered roll to see if there are any entering effects.

**It's a Trap**

Someone that came before set up a trap. A miniature that rolls this result must succeed a perception save or suffer 2d6 damage.

**Animal Attack**

A creature in this terrain piece is not happy about this miniature’s presence. This miniature is considered in base to base contact until one of the following happens: the miniature leaves the terrain piece, the miniature takes a successful attack action against the animal (mark or 11), the miniature makes a successful charisma + the command skill Feat Roll.

**In Bloom**

The character finds 2d6 supplies, this does not count as finding treasure.

**Aura Flare**

Roll d6, this terrain piece’s aura increases by that amount.

**Crumbling**

If no miniature in this terrain piece can make a wisdom + the craft skill quick action Feat Roll by the end of the turn the terrain becomes razed. See Structure above for the rules on razed terrain. For victory purposes the first miniature entering the terrain is considered to have razed it.

**Huddled Peasants**

A miniature that finds huddled peasants may choose one of the following: the party gains a Feed the Starving quest, the party gains an Escort to Safety quest, or the party gains d6 thralls.

**Stash**

This party may choose one of the following effects; add +2 to any searching rolls and treasure chart rolls made in this terrain piece or the party gains an Attending the Amber Ships or Challenge the Council quest.

**Preserves**

The miniature finds 2+d6 supplies that count as small items. This does not count as finding treasure.

**Rift to the Void**

Until the rift is sealed any party that has a miniature enter this terrain may gain a Scribing the Litanies quest. A rift may be sealed with a Wisdom + the lore skill Feat Roll as an action. Sealing a rift is worth 2vp. Each party may only gain the quest from this entering effect once per instance of this entering effect.

**Lost Noble**

Choose one of the following effects: the party gains an Escort to Safety, Challenge the Council or Voice in the Council quest, the party gains 1 thrall, the noble may be ransomed. If the noble is ransomed he counts as large
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treasure worth 10+d6g.

Travelling Merchant

Choose one of the following effects, the party gains an Attending the Amber Ships quest, the party gains 1 thrall, the party may extort 10+d6g from the merchant in exchange for leaving him along or during out of game actions the party may succeed one roll to sell items automatically.

Premonitions

The party gains any quest of the player's choice.

Searchable Terrain

COPSE

Features:

Terrain Value: 3
Structure: 35
Razed copses become rubble.
Natural, Open
Difficult ground (-3)
Mystic Aura (Life Force +1)

Entering Effect:

2 It’s a Trap
3-4 Animal Attack
5-7 Nothing
8-9 In Bloom
10 Aura Flare
11-12 Stash

Treasure Chart:

2-5 Nothing
6-9 d6 supplies
10-11 2d6 supplies
12 2d6 supplies, 1 item
13-14 2d6 supplies, 1 item, 1 chest

Greater Ruins

Features:

Terrain Value: 3
Structure: 30
Building, Open
Greater ruins that have been razed become ruins.
Mystic Aura (Gloom +1)

Entering Effect:

2 Crumbling
3-4 It’s a Trap
5-8 Nothing
9 Huddled Peasants
10-11 Lost Noble
12 Stash

Treasure Chart:

2-4 Nothing
5-8 1 item
9-11 2 items
12 2 items, d6g
13-14 3 items, 1 chest

Hill

Features:

Terrain Value: 1
Structure: 45
Natural, Open
Razed hills become rock piles.
Difficult ground (-1)

Entering Effect:

2 It’s a Trap
3-9 Nothing
10-12 In Bloom

Treasure Chart:

2-7 Nothing
8-9 1 ore
10-11 2 ore
12 2 ore, d6 supplies
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Hut

Features:

Terrain Value: 1
Structure: 15
Building, Enclosed
Razed huts become rubble

Entering Effect:

2-7 Nothing
8-10 Preserves
11-12 Huddled Peasants

Treasure Chart:

2-7 Nothing
8-10 d6 supplies
11-12 1 items, d6 supplies

Keep

Features:

Terrain Value: 5
Structure: 55
Building, Enclosed
Razed keeps become greater ruins.
Arrow slits, reinforced doors (15 structure), trap door

Entering Effect:

2-3 It’s a Trap
4-7 Nothing
8-9 Preserves
10-11 Lost Noble
12 Stash

Treasure Chart:

2-5 Nothing
6-7 1 item, d6g
8-10 3 items, d6g
11-12 3 items, 1 chest
13-14 5 items, 1 chest

Mine Tunnel

Features:

Terrain Value: 3
Structure: 45
Enclosed, Dark, Building
Razed mine tunnels become rock piles

Entering Effect:

2 Crumbling
3-6 Nothing
7 Huddled Peasants
8-10 Travelling Merchant
11-12 Stash

Treasure Chart:

2-6 Nothing
7-8 1 ore
9-10 2 ore, 1 item
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Shrine

Features:

Terrain Value: 4
Structure: 35
Open
Razed shrines become ruins
Mystic Aura (+3)

Entering Effect:

2-6 Nothing
7-8 Aura Flare
9-10 Rift to the Void
11-12 Premonition

Treasure Chart:

2-5 Nothing
6-8 1 item
9-11 2 items, d6g
12 2 items, 1 chest

River

Features:

Terrain Value: 2
Structure: 65
Natural, Open
Razed rivers are removed from the board.
Difficult ground (-3)

Entering Effect:

2-3 Animal Attack
4-7 Nothing
8-11 In Bloom
12 Stash

Treasure Chart:

2-6 Nothing
7 1 ore
8-9 1 ore, d6 supplies
10-11 2 ore, d6 supplies
12-13 3 ore, d6 supplies
14 3 ore, 2d6 supplies

House

Features:

Terrain Value: 3
Structure: 25
Building, Enclosed
Razed houses become ruins.
Chimney, Windows, and Door

Entering Effect:

2-3 It’s a Trap
4-7 Nothing
8-9 Preserves
10-11 Huddled Peasants
12 Lost Noble

Treasure Chart:

2-6 Nothing
7 1 ore
8-9 1 ore, d6 supplies
10-11 2 ore, d6 supplies
12-13 3 ore, d6 supplies
14 3 ore, 2d6 supplies

Rock Pile

Features:

Terrain Value: 1
Structure: 45
Open
Razed rock piles become rubble
Difficult ground (-2)

Entering Effect:

2 Crumbling
3-4 It’s a Trap
5-10 Nothing
11-12 Premonition
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#### Treasure Chart:

<table>
<thead>
<tr>
<th>Range</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>2-5</td>
<td>Nothing</td>
</tr>
<tr>
<td>6-8</td>
<td>1 ore</td>
</tr>
<tr>
<td>9-10</td>
<td>2 ore</td>
</tr>
<tr>
<td>11-12</td>
<td>2 ore, 1 item</td>
</tr>
</tbody>
</table>

**Rubble**

#### Features:

- **Terrain Value:** 1
- **Structure:** 30
- **Open**

Razed rubble is removed from the board.

**Entering Effect:**

<table>
<thead>
<tr>
<th>Range</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>2-4</td>
<td>Crumbling</td>
</tr>
<tr>
<td>5-10</td>
<td>Nothing</td>
</tr>
<tr>
<td>11-12</td>
<td>Stash</td>
</tr>
</tbody>
</table>

**Treasure Chart:**

<table>
<thead>
<tr>
<th>Range</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>2-6</td>
<td>Nothing</td>
</tr>
<tr>
<td>7-8</td>
<td>1 item</td>
</tr>
<tr>
<td>9-11</td>
<td>2 items</td>
</tr>
<tr>
<td>12-14</td>
<td>2 items, d6g</td>
</tr>
</tbody>
</table>

**Ruined Temple**

#### Features:

- **Terrain Value:** 3
- **Structure:** 25
- **Building, Open**

Ruined temples that have been razed become ruins.

**Mystic Aura (+1)**

**Entering Effect:**

<table>
<thead>
<tr>
<th>Range</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>Crumbling</td>
</tr>
<tr>
<td>3-4</td>
<td>It’s a Trap</td>
</tr>
<tr>
<td>5-9</td>
<td>Nothing</td>
</tr>
<tr>
<td>10-11</td>
<td>Huddled Peasants</td>
</tr>
<tr>
<td>12</td>
<td>Stash</td>
</tr>
</tbody>
</table>

**Treasure Chart:**

<table>
<thead>
<tr>
<th>Range</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>2-6</td>
<td>Nothing</td>
</tr>
<tr>
<td>7-9</td>
<td>1 item</td>
</tr>
<tr>
<td>10-11</td>
<td>2 items</td>
</tr>
<tr>
<td>12-13</td>
<td>3 items</td>
</tr>
<tr>
<td>14</td>
<td>3 items, 1 chest</td>
</tr>
</tbody>
</table>

**Pond**

#### Features:

- **Terrain Value:** 3
- **Structure:** 65
- **Open, Difficult Ground (-3)**

Razed ponds are removed from the board.

**Entering Effect:**

<table>
<thead>
<tr>
<th>Range</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>2-4</td>
<td>Animal Attack</td>
</tr>
<tr>
<td>5-7</td>
<td>Nothing</td>
</tr>
<tr>
<td>8-11</td>
<td>In Bloom</td>
</tr>
<tr>
<td>12</td>
<td>Premonition</td>
</tr>
</tbody>
</table>
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Treasure Chart:

2-5  Nothing
6-7  1 ore, d6 supplies
8-9  2 ore, d6 supplies
10-11 3 ore, d6 supplies
12  3 ore, 2 items, d6 supplies

TEMPLE

Features:

Terrain Value: 5
Structure: 35
Building, Enclosed
Razed temples become ruined temples of the Day
Mystic Aura (+2)

Entering Effect:

2-5  Nothing
6-7  Lost Noble
8-9  HUddles Peasants
10-11 Aura Flare
12  Premonition

Treasure Chart:

2-5  Nothing
6-7  2 items
8-9  3 items
10-11 3 items, 1 chest
12  5 items, 1 chest

Blocking Terrain

Blocking terrain are things like walls and very sharp rocks that prevent miniatures from crossing them, or at least slow the miniatures down. There is no limit to the different variations of blocking terrain that a player may have but here is a list of common types. There is no treasure on blocking terrain.

Low Wall

A low wall should be around ½” tall and about 5” long.
Structure: 15

Fence

A fence should be around 1” tall and about 5” long.
Structure: 10

Wall

A wall should be around 1” tall and about 5” long.
Structure: 20

High Wall

A high wall should be around 1 ½” tall and about 5” long.
Structure: 25

Spike Rocks

Spike rocks should stand anywhere between 1 ½” tall to 4” tall. The length of a spike rock terrain piece depends on how many spike rocks are on the terrain piece.
Structure: 30

Hedges
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This blocking terrain may provide the cover of a wall, but not for long. Miniatures gaining cover from a hedge add +1 to the cover if they are wearing hunter’s cloaks. A hedge should stand less than 1” tall and be 3” to 5” long. **Structure:** 10

Ladders and Bridges

Some terrain will have ladders and bridges permanently placed on them. Use any fixed versions of these terrain features as though they were a normal version of the feature (see below).

A ladder is placed on, or touching a higher level of a building. Climbing a ladder is automatically successful, and does not require a climbing check.

A bridge may be placed spanning a terrain piece, or spanning a gap between two terrain pieces. Bridges may be crossed using normal movement.

Treasure Rules

Ore

Each ore is worth 2d6g. Ore requires 1 capacity per unit. Ore must be sold to receive its gold value.

Chests

Unlike other treasure, when a chest is found it is placed on the appropriate terrain piece, by the acting player.

A chest contains 2d10 worth of gold coins. Gold coins require 1 capacity for every 20 coins a character is carrying. At the end of a game the gold remaining in unopened chests is rolled and added directly to the party's gold.

Chests are large, see the Picking up Large Items action in the Actions section of Chapter 2.

There are three ways of opening chests. A chest may be lock picked, forced open or broken open.

A miniature may take the Burglary action to open a chest. Chests opened in this way may be locked again.

A miniature may take the force open action to open a chest. A forced chest may be carried, but may not be locked again.

Finally, a chest may be attack using the Flurry or Charge action. This will break open the chest and any miniatures in base contact and access the gold. A broken chest is destroyed, and may not be closed or carried. A chest has 15 structure.

Items

To determine the type of item found roll 2d6.

<table>
<thead>
<tr>
<th>Roll</th>
<th>Item</th>
</tr>
</thead>
<tbody>
<tr>
<td>2-4</td>
<td>Potion</td>
</tr>
<tr>
<td>5</td>
<td>Clothing</td>
</tr>
<tr>
<td>6</td>
<td>Weapon</td>
</tr>
<tr>
<td>7-8</td>
<td>Equipment</td>
</tr>
<tr>
<td>9</td>
<td>Armour</td>
</tr>
<tr>
<td>10-11</td>
<td>Scroll</td>
</tr>
<tr>
<td>12</td>
<td>Gem</td>
</tr>
</tbody>
</table>

Potions

All potions are found in small vials containing one dose. These items are all considered to have the small trait. For the description of each potion see Potions in Chapter 6.

Scrolls

When rolling to determine a scroll first roll a d6 to determine the level of the spell on the scroll. The random treasure charts have d66 charts which will reveal what specific scroll the player found.

Some scrolls will have two (sometimes more) spells of the same type on them. A player may choose which of the spells he wishes to use. The scroll is still discarded after one use.

Gems
The value of a gem is not rolled when determining items. A gem must be appraised. See the Appraise or Hiring a Jeweller out of game action. Once a gem is appraised the player may roll on the chart below.

**Magic Tomes**

If a character rolls a magic tome use the scroll chart to determine what spells are currently written in the spell book.
## Table 7-1: Weapons

<table>
<thead>
<tr>
<th>D66</th>
<th>Weapon</th>
</tr>
</thead>
<tbody>
<tr>
<td>11-13</td>
<td>Small 1h</td>
</tr>
<tr>
<td>14-16</td>
<td>Small Thrown</td>
</tr>
<tr>
<td>21-26</td>
<td>Light 1h</td>
</tr>
<tr>
<td>31</td>
<td>Light Thrown</td>
</tr>
<tr>
<td>32</td>
<td>Light 1h Missile</td>
</tr>
<tr>
<td>33</td>
<td>Buckler</td>
</tr>
<tr>
<td>34</td>
<td>Whip</td>
</tr>
<tr>
<td>35</td>
<td>Light 2h</td>
</tr>
<tr>
<td>36</td>
<td>Heavy 1h</td>
</tr>
<tr>
<td>41</td>
<td>Either Handed</td>
</tr>
<tr>
<td>42</td>
<td>1h Firearm</td>
</tr>
<tr>
<td>43</td>
<td>Wizard Staff</td>
</tr>
<tr>
<td>44</td>
<td>Wand</td>
</tr>
<tr>
<td>45</td>
<td>Heavy Thrown</td>
</tr>
<tr>
<td>46</td>
<td>Net</td>
</tr>
<tr>
<td>51</td>
<td>Heavy 2h</td>
</tr>
<tr>
<td>52</td>
<td>Mounted Missile</td>
</tr>
<tr>
<td>53</td>
<td>Standard Shield</td>
</tr>
<tr>
<td>54</td>
<td>Heavy 2h Missile</td>
</tr>
<tr>
<td>55</td>
<td>Pole Arm</td>
</tr>
<tr>
<td>56</td>
<td>Heavy Shield</td>
</tr>
<tr>
<td>61</td>
<td>Spiked Shield</td>
</tr>
<tr>
<td>62-64</td>
<td>Light 2h Missile</td>
</tr>
<tr>
<td>65</td>
<td>Fist Weapon</td>
</tr>
<tr>
<td>66</td>
<td>Chain Weapon</td>
</tr>
</tbody>
</table>

## Table 7-2: Armour

<table>
<thead>
<tr>
<th>2D6</th>
<th>Armour</th>
</tr>
</thead>
<tbody>
<tr>
<td>2-4</td>
<td>Scant</td>
</tr>
<tr>
<td>5</td>
<td>Piece Mail</td>
</tr>
<tr>
<td>6-7</td>
<td>Light</td>
</tr>
<tr>
<td>8-9</td>
<td>Medium</td>
</tr>
<tr>
<td>10-11</td>
<td>Heavy</td>
</tr>
<tr>
<td>12</td>
<td>Full Heavy</td>
</tr>
</tbody>
</table>

## Table 7-3: Clothing

<table>
<thead>
<tr>
<th>D66</th>
<th>Clothing</th>
</tr>
</thead>
<tbody>
<tr>
<td>11-13</td>
<td>Duelist’s Cape</td>
</tr>
<tr>
<td>14-16</td>
<td>Hunter’s Cloak</td>
</tr>
<tr>
<td>21-24</td>
<td>Thick Fur Wrap</td>
</tr>
<tr>
<td>25-26</td>
<td>Royal Cape</td>
</tr>
<tr>
<td>31-33</td>
<td>Revealing Outfit</td>
</tr>
<tr>
<td>34-51</td>
<td>Adventurer’s Outfit</td>
</tr>
<tr>
<td>52-53</td>
<td>Robes</td>
</tr>
<tr>
<td>54-62</td>
<td>Livery</td>
</tr>
<tr>
<td>63-65</td>
<td>Thief’s Cloak</td>
</tr>
<tr>
<td>66</td>
<td>Prized Jewels</td>
</tr>
</tbody>
</table>

## Table 7-4: Equipment

<table>
<thead>
<tr>
<th>D66</th>
<th>Equipment</th>
</tr>
</thead>
<tbody>
<tr>
<td>11-16</td>
<td>Book</td>
</tr>
<tr>
<td>21-23</td>
<td>Pouch</td>
</tr>
<tr>
<td>24-26</td>
<td>Snack</td>
</tr>
<tr>
<td>31</td>
<td>Satchel</td>
</tr>
<tr>
<td>32</td>
<td>Quality Saddle</td>
</tr>
<tr>
<td>33-36</td>
<td>Rope and Hook</td>
</tr>
<tr>
<td>41</td>
<td>Thief’s Tools</td>
</tr>
<tr>
<td>42</td>
<td>Lantern</td>
</tr>
<tr>
<td>43</td>
<td>Seer’s Tools</td>
</tr>
<tr>
<td>44</td>
<td>Back Pack</td>
</tr>
<tr>
<td>45</td>
<td>Banner / Icon</td>
</tr>
<tr>
<td>46</td>
<td>Holy Symbol</td>
</tr>
<tr>
<td>51</td>
<td>Talisman</td>
</tr>
<tr>
<td>52-53</td>
<td>War Saddle</td>
</tr>
<tr>
<td>54-64</td>
<td>Empty Tome</td>
</tr>
<tr>
<td>65</td>
<td>Pouch with Item</td>
</tr>
<tr>
<td>66</td>
<td>Back Pack with Item</td>
</tr>
</tbody>
</table>
**Table 7-5: Gem Value**

<table>
<thead>
<tr>
<th>2D6</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>5 gold</td>
</tr>
<tr>
<td>3-4</td>
<td>10 gold</td>
</tr>
<tr>
<td>5-6</td>
<td>15 gold</td>
</tr>
<tr>
<td>7-8</td>
<td>25 gold</td>
</tr>
<tr>
<td>9-10</td>
<td>30 gold</td>
</tr>
<tr>
<td>11</td>
<td>35 gold</td>
</tr>
<tr>
<td>12</td>
<td>40 gold</td>
</tr>
</tbody>
</table>

**Table 7-6: Potions**

<table>
<thead>
<tr>
<th>D66</th>
<th>Potion</th>
</tr>
</thead>
<tbody>
<tr>
<td>11-12</td>
<td>Essence of Air</td>
</tr>
<tr>
<td>13-16</td>
<td>Spider Drink</td>
</tr>
<tr>
<td>21-26</td>
<td>Elixir of Health</td>
</tr>
<tr>
<td>31-33</td>
<td>Potion of Speed</td>
</tr>
<tr>
<td>34-36</td>
<td>Anti-Toxin</td>
</tr>
<tr>
<td>41-43</td>
<td>Elixir of Invisibility</td>
</tr>
<tr>
<td>44-46</td>
<td>Brew of Ogre Strength</td>
</tr>
<tr>
<td>51-53</td>
<td>Wine of Charm</td>
</tr>
<tr>
<td>54-61</td>
<td>Essence of Crystal</td>
</tr>
<tr>
<td>62-66</td>
<td>Poison</td>
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</table>

**Table 7-7: Scrolls**

<table>
<thead>
<tr>
<th>D6</th>
<th>Spell</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Trick</td>
</tr>
<tr>
<td>2-3</td>
<td>Basic Spell</td>
</tr>
<tr>
<td>4-5</td>
<td>Heroic Spell</td>
</tr>
<tr>
<td>6</td>
<td>Challenging Spell</td>
</tr>
</tbody>
</table>

**Table 7-8: Books**

<table>
<thead>
<tr>
<th>D6</th>
<th>Book</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-3</td>
<td>Standard Tome</td>
</tr>
<tr>
<td>4-5</td>
<td>Training Manual</td>
</tr>
<tr>
<td>6</td>
<td>Spell Book</td>
</tr>
</tbody>
</table>

**Table 7-9: Training Manuals**

<table>
<thead>
<tr>
<th>D66</th>
<th>Manual</th>
</tr>
</thead>
<tbody>
<tr>
<td>11-12</td>
<td>Tactics</td>
</tr>
<tr>
<td>13-14</td>
<td>Muscle</td>
</tr>
<tr>
<td>15-21</td>
<td>Alertness</td>
</tr>
<tr>
<td>22-23</td>
<td>Searching</td>
</tr>
<tr>
<td>24-26</td>
<td>Craft</td>
</tr>
<tr>
<td>31</td>
<td>Leadership</td>
</tr>
<tr>
<td>32-33</td>
<td>Thievery</td>
</tr>
<tr>
<td>34-35</td>
<td>Marksman</td>
</tr>
<tr>
<td>36-41</td>
<td>Charm</td>
</tr>
<tr>
<td>42</td>
<td>Angst</td>
</tr>
<tr>
<td>43-45</td>
<td>Athletics</td>
</tr>
<tr>
<td>46-51</td>
<td>Brawl</td>
</tr>
<tr>
<td>52-53</td>
<td>Walking Like a Dwarf</td>
</tr>
<tr>
<td>54-55</td>
<td>Melee</td>
</tr>
<tr>
<td>56-61</td>
<td>Command</td>
</tr>
<tr>
<td>62-63</td>
<td>Thrown</td>
</tr>
<tr>
<td>64-65</td>
<td>Lore</td>
</tr>
<tr>
<td>66</td>
<td>2 Skill Manual</td>
</tr>
</tbody>
</table>

**Table 7-10: Spell Books**

<table>
<thead>
<tr>
<th>D6</th>
<th>Spell Book</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-3</td>
<td>Spell Book with 2 Spells</td>
</tr>
<tr>
<td>4-5</td>
<td>Spell Book with 3 Spells</td>
</tr>
<tr>
<td>6</td>
<td>Spell Book with 4 Spells</td>
</tr>
</tbody>
</table>

**Treasure Charts (con’t)**
## Spell Charts

### Table 7-11: Tricks

<table>
<thead>
<tr>
<th>D66</th>
<th>Spell</th>
</tr>
</thead>
<tbody>
<tr>
<td>11-16</td>
<td>Celestial Illumination</td>
</tr>
<tr>
<td>21-22</td>
<td>Face of My Enemy</td>
</tr>
<tr>
<td>23-24</td>
<td>Impenetrable Darkness</td>
</tr>
<tr>
<td>25-26</td>
<td>Reclaiming the Wild</td>
</tr>
<tr>
<td>31-33</td>
<td>Solidify the Shadow</td>
</tr>
<tr>
<td>34-36</td>
<td>Step of the Beast</td>
</tr>
<tr>
<td>41-43</td>
<td>Summon Imp</td>
</tr>
<tr>
<td>44-46</td>
<td>Test of Faith</td>
</tr>
<tr>
<td>51-56</td>
<td>Summon Wisp</td>
</tr>
<tr>
<td>61-65</td>
<td>Weapon of the Beast</td>
</tr>
<tr>
<td>66</td>
<td>2 Spell Scroll</td>
</tr>
</tbody>
</table>

### Table 7-12: Basic Spells

<table>
<thead>
<tr>
<th>D66</th>
<th>Spell</th>
</tr>
</thead>
<tbody>
<tr>
<td>11-13</td>
<td>Barkskin</td>
</tr>
<tr>
<td>14</td>
<td>Baleful Aura</td>
</tr>
<tr>
<td>15-16</td>
<td>Aid the Flock</td>
</tr>
<tr>
<td>21-23</td>
<td>Enchant Ground</td>
</tr>
<tr>
<td>24</td>
<td>Banishing</td>
</tr>
<tr>
<td>25-26</td>
<td>Lesser Blessing</td>
</tr>
<tr>
<td>31</td>
<td>Sumon Vermin</td>
</tr>
<tr>
<td>32</td>
<td>Hell Fire Breath</td>
</tr>
<tr>
<td>33</td>
<td>Haunting Visions</td>
</tr>
<tr>
<td>34</td>
<td>Grasping Vines</td>
</tr>
<tr>
<td>35</td>
<td>Sumon Shambling Horde</td>
</tr>
<tr>
<td>36</td>
<td>Sumon Pawn</td>
</tr>
<tr>
<td>41</td>
<td>Ghostly Step</td>
</tr>
<tr>
<td>42</td>
<td>Sumon Hell Hound</td>
</tr>
<tr>
<td>43</td>
<td>Spectral Arrow</td>
</tr>
<tr>
<td>44-46</td>
<td>The Vanishing</td>
</tr>
<tr>
<td>51-53</td>
<td>Mend the Flesh</td>
</tr>
<tr>
<td>54</td>
<td>Mind Fog</td>
</tr>
<tr>
<td>55-56</td>
<td>Lost Words</td>
</tr>
<tr>
<td>61-63</td>
<td>Venom Baishing Prayer</td>
</tr>
<tr>
<td>64-65</td>
<td>Wizard's Knapsack</td>
</tr>
<tr>
<td>66</td>
<td>2 Spell Scroll</td>
</tr>
</tbody>
</table>
### Table 7-13: Challenging Spells

<table>
<thead>
<tr>
<th>2D6</th>
<th>Spell</th>
</tr>
</thead>
<tbody>
<tr>
<td>2-4</td>
<td>Command Magic</td>
</tr>
<tr>
<td>5-6</td>
<td>Mend the Flock</td>
</tr>
<tr>
<td>7-8</td>
<td>Power Source Immunity</td>
</tr>
<tr>
<td>9</td>
<td>Awaken the Weeping Soul</td>
</tr>
<tr>
<td>10</td>
<td>Command Person</td>
</tr>
<tr>
<td>11</td>
<td>Summon Hunting Pack</td>
</tr>
<tr>
<td>12</td>
<td>2 Spell Scroll</td>
</tr>
</tbody>
</table>

### Table 7-14: Heroic Spells

<table>
<thead>
<tr>
<th>2D6</th>
<th>Spell</th>
</tr>
</thead>
<tbody>
<tr>
<td>2-3</td>
<td>Telekinetic Lift</td>
</tr>
<tr>
<td>4</td>
<td>Summon Infernal Champion</td>
</tr>
<tr>
<td>5</td>
<td>Summon Archangel</td>
</tr>
<tr>
<td>6</td>
<td>Summon Lord of the Hunt</td>
</tr>
<tr>
<td>7</td>
<td>Breaching Rift</td>
</tr>
<tr>
<td>8</td>
<td>Terrifying Visage</td>
</tr>
<tr>
<td>9</td>
<td>Maddening Balefire Blast</td>
</tr>
<tr>
<td>10-11</td>
<td>Summon Death Lord</td>
</tr>
<tr>
<td>12</td>
<td>2 Spell Scroll</td>
</tr>
</tbody>
</table>