

FIVE LEAGUES

FROM THE BORDERLANDS

♦ 3RD EDITION ♦

SOLO AND CO-OP
ADVENTURE WARGAMING



MODIPHIUS®
ENTERTAINMENT





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FIVE LEAGUES

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♦ INTRODUCTION ♦

Welcome to *Five Leagues from the Borderlands*. May the footprints of those who came before you guide your path.

Third Edition

The third edition of *Five Leagues* is the result of multiple factors: Years of fan feedback, reporting thousands of games played, what they loved, what they wished worked differently, and what they would like to see. Secondly, the release of *Five Parsecs from Home* through Modiphius exposed us to a whole new wave of fans, many of whom came from board game or RPG backgrounds, adding new perspectives. Finally, Modiphius's commitment to producing a beautiful, glossy edition of the rules gave me the framework to make this the best, most fun, most *everything* game it possibly could be.

If you are a returning player, conversion rules are provided in the appendices, though I think you will be hard-pressed to resist rolling up a new warband once you read the depth and options in this new edition.

Sister Games

Five Leagues is the sister game of *Five Parsecs from Home*, also available from Modiphius, and shares many of the same concepts and mechanics. Both games use a similar campaign structure, character profiles and game rules, making it easy to move from one game to the other. However, there are many changes, both big and small, and players of *Five Parsecs* are encouraged to read through the rules carefully.

What Does the Campaign Look Like?

Five Leagues from the Borderlands

is a miniatures game featuring procedurally generated battles against a variety of foes. The core of the game is the **warband**, a miniatures gaming counterpart to the adventuring party in a fantasy roleplaying campaign or Tolkien's 'Fellowship of the Ring'. Rather than playing a single character, as you might in a roleplaying game, the player controls the warband as a whole.

In the campaign, your warband will travel between towns and farmsteads, dealing with random encounters and trying to maintain the peace. The game is encounter- and combat-based: The focus of each campaign turn is a tabletop battle against an enemy group. Think of each battle as an episode in a television series: One week the heroes battle an outlaw gang, the next week they delve into an old ruin, full of the walking dead. Often, events will lead to unexpected discoveries or consequences.

As you play, some of your characters will gain in experience, skill, and equipment, while others may be seriously hurt or even killed. Heroes will come and go during your adventures.

There's no pre-determined end to the campaign, though the system does offer Milestones where you may choose to declare victory. Some players enjoy continuing with the same warband indefinitely, while others set themselves a goal to achieve before starting over.

Some warbands may be forced to disband due to dismal luck, while others become renowned across the lands.



The game is intended for solo play, but friends can easily play together by splitting the characters between you. Alternatively, one player can take charge of the bad guys, or you can have one player act as gamemaster, building the scenario and setting cunning traps for the adventurers.

Remember that this is ultimately a miniatures battle game: The reason we play the game is to have a fun fight using miniature figures... though you may be surprised just how attached you get to your characters when you've survived several battles together!

Terminology

The rules assume that the player (or players) are fighting opponents controlled by the game system. We refer to these opponents as “enemies”.

We use the terms “model”, “figure” and “character” interchangeably in the game to refer to a single miniature on the table.

Each such figure represents a single soldier, brigand, character, beast, or other individual. When the rules refer to a “figure” or “character” making a roll or deciding something, we of course mean that you, the player, will be doing the activity in question.

In general, if the rules say you “may” or “can” do something, you have the option not to.

If the rules say you “will” or “must” do something, you are required to do so.

We don't use an exact ground scale, as distances were selected to play well on the tabletop. In general, players assume the gaming table to represent a few hundred yards across, with distance weapon ranges condensed to reflect fighting that is commonly frantic and close-quarters.

All tabletop distances are given in inches. Multiply by 2.5 if you prefer using centimeters.

What You Need to Play

You will need **miniatures** (or suitable markers to replace them). The game can be used with any scale of miniatures. During the original design, the game was tested with both 15mm and 28mm miniatures, and adjusting measurements isn't recommended unless you are using figures much smaller or larger than that.

Additionally, you will need a **measuring tape**, a copy of the **warband roster sheet** (see p.229), a **pencil** and **eraser**, and some **scrap paper** or a stack of **index cards** always comes in handy to keep track of injuries, successes, and rewards.

You will also need some way to mark interesting features on the table, such as **terrain**. You can easily play on game mats and floor tiles intended for roleplaying games if you like.

Dice Rolling

Your final tools for playing the game are the dice. Six-sided dice ("**D6**") are used for all combat purposes, while campaign play

and character creation require ten-sided dice ("**D10**"), normally used to generate percentile rolls ("**D100**"). You will also need a twenty-sided die ("**D20**").

Some additional conventions: "**D3**" means a D6 result halved and rounded up, and the number of dice rolled is indicated before the "**D**" (so "**2D6**" means two six-sided dice added together). If multiple dice are rolled simultaneously but are *not* intended to be added together, the number of dice is written out in full; for example, "**two D6**". If a roll does not specify a number of dice, just roll one.

The rules will sometimes state that something happens on a "**natural**" roll of a number, such as "if a **natural 6** is rolled, then...". This means the effect happens if the die roll is the number in question, before any modifiers.

Example:

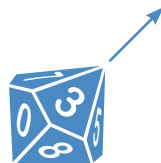
*If something happens on a **natural 6**, it happens if rolling a 6 on the die, even if a -1 penalty were to be applied to the roll. Rolling a 5 with a +1 bonus would not cause the event to happen.*

QUICK PLAY >>

*The detail in **Five Leagues** is designed to enrich the narrative as you play, but sometimes you may feel like playing a more streamlined version with less to keep track of.*

*Throughout the rules, you will see a number of options labelled "**Quick Play**." If you wish to play the game with fewer random factors, or you simply want to set up a battle quickly, you can use these options. You can choose to use Quick Play for some parts of the rules and not others. Likewise, you can also use it during some campaign turns and not others.*

To determine a random direction, roll a **D10**. The raised tip points in the needed direction. You can also find custom "direction" dice with arrows on them online.



If the rules require you to randomly pick from a number of characters, terrain features, or similar, simply count the total number and roll the closest die type, rolling again if you get a number you

didn't reach in your count. For example, if randomly selecting from 5 characters, roll a **D6** and reroll on a 6.

Rerolling Dice

If the rules allow you to **reroll** something, ignore the original result and use the new result, unless the rules expressly state otherwise. This includes any special result that would normally be triggered by a specific die roll. Once rerolled, a die cannot be rerolled again unless a rule clearly states it may.

Time in the Campaign

We use three measures of time in *Five Leagues*:

A **campaign turn** represents about a week of in-world time and is how the campaign is paced. During each campaign turn you will roll for random events, take campaign activities, and travel around the map.

A **battle round** (or simply '**round**') lasts about 30 seconds to a minute in-world, and is how tabletop battles are paced. Each battle round allows every character on the table to Move and attempt one further Action.

An **exchange** lasts a second or two in-world, and is how melee combat is paced. When two characters fight hand-to-hand, that action is broken down into three exchanges, as they strike and block.

Customizing the Game

Throughout the book, you will find a number of optional rules. These usually offer ways to add more detail to the game. Evaluate these options carefully. You may prefer playing for a while before using any of them, or you may want to dive straight in.

Narrative Gaming

Five Leagues is designed to be fully playable 'out of the box', meaning if you follow the steps in the rules, and roll when asked, the game will create encounters for you without additional tasks.

However, many players prefer a more story-oriented approach. Often this means filling in the missing pieces with your own narration about why something happened or what should happen next. You may be inspired to create a special scenario or battle, and we strongly encourage this. Later in the book, you will find the **Story Points** system, intended specifically for this approach.

Random Event Tables

There are many tables in the game to generate random factors, such as events or meetings. In some cases, the random result may make little sense, or may be inapplicable in full. In such cases, apply as much of the result as possible, then ignore the rest. If it is totally inapplicable, try to keep the rules effect, but feel free to tweak or change the story-reason for the event happening, or create an alternate event that fits better for your situation.

Example:

If you are told someone steals 3 Gold Marks but you only have 2 available, they just steal those 2. If you had no money at all, nothing happens. The thief might even feel rather bad for such a destitute warband!

One Step at a Time

The game is written so that you can learn as you go. Most processes have been broken down into step-by-step sequences, to make it easier to learn and reference.

This can take a little longer the first time you play, but you will quickly learn to breeze through them.

There are many activities a warband can undertake in play, and they vary in complexity. Don't hesitate to spend some time riding patrols and just traveling around the map before you decide to brave a dungeon delve or raid a monster lair.

The World of Five Leagues

Five Leagues is not bound by a specific setting, but reflects a certain atmosphere or theme: a "low fantasy" with a gritty, horror-tinged feel.

It imagines a medieval world of hierarchies, priests, knights, commoners and merchants. It's a world where life can be short and grim, with warfare between feuding nobles, bandit raids, rampaging mercenaries, and foreign raiders.

Those threats are at least expected, something that can be faced in daylight with steel and courage. But when the evening fog creeps across the land, clouds obscure the moon, or the shadows in the woods move of their own accord, the peasants huddle and the powerful stay behind their ramparts.

Things lurk in the shadows. Monstrosities that should not live. Ancient enemies rising to reclaim domains long lost. The swirling mists of the deep forest hide fey legions, while the insane scream at the whispers of dark gods.

Can sword, torch, and iron will drive back the darkness, or are the shadows destined to drown us all?

Surviving in Five Leagues

The world of *Five Leagues* can be an unforgiving place at times, and for every warband that finds glory and fame, another finds misery and death. We've designed the game to offer difficult battles as well as easier encounters. **Stars of the Story** (below) and the **Story Points** chapter (p.56) allow you to tailor the experience to your liking. When you begin a campaign, take a moment to study these options.

Here's some more advice:

- ◆ Combat is brutal, and getting overwhelmed is often fatal. Develop a habit of always having your characters move in groups of 2 or 3 so they can help each other out, and don't underestimate the value of good armor.
- ◆ You will encounter enemies that are tough and heavily armored. To stand a fighting chance in the long term, your warband will need heavy weapons such as bastard swords and warhammers.
- ◆ The campaign rules assume that, at times, you will face enemies that are too difficult for your current warband to face. Balancing the loss of rewards from retreating against the risk of losing experienced characters is part of the campaign game. Read the **Running Away** chapter carefully (p.51). Only fanatics and madmen fight to the death, and they usually have short careers.
- ◆ As your warband acquires more options, don't be afraid to have characters swap weapons and equipment to be more effective.
- ◆ A quick archer with a keen eye is worth their weight in silver!



The Stars of the Story

You're playing a somewhat unusual game, one using procedural (random) generation of content, with the risk of a crazy streak of luck – whether good or bad. Sometimes, your adventuring career turns out to be a complete walk in the park, while other times you may get obliterated on the spot.

Each player will differ in their approach: Some prefer to let the dice fall, relishing a near-impossible challenge. Others want to see their characters prosper, and feel discouraged if they lost just because of the dice. Most of the time, things should be fine, but we offer the options below to soften the blow of fate a little.

Each of these options below can be used **once** during a campaign. We suggest writing each of them on an index card and ripping it up when you've used the option. No, I mean it: Tear it to shreds. It's gone!

Better part of valor

The **entire** warband immediately escapes from the battle and does not have to roll on the **Flight in the Dark** table.

A lucky break!

A character may ignore a roll they just made on the post-game **Injury Table** or **Flight in the Dark Table**.

What about old friends?

At the beginning of a battle round, roll up a new Hero character and place them within **6"** of any battlefield edge. They join your warband in the battle, and may act immediately. After the game, the character will remain as part of your warband, if desired.

I don't think that's how the story went...

When rolling on any type of random events table, roll twice and pick the result you like best. If you dislike both results, you may choose to have nothing happen.

Did I ever tell you how I learned to do this?

Automatically succeed at a proficiency test, and if a skill is applicable, add the skill to the character permanently.

Trackable Resources

As you create your warband and play the game, you will accumulate a number of different resources. These are:

Story points: A meta-game resource that both helps you tweak the game world a little in your favor, as well as guide the story. These are tracked for the warband as a whole.

Adventure points: These represent the efforts of your warband in exploring and uncovering the secrets of the land and will help you progress in various ways. These are tracked for the warband as a whole.

Experience points: As your heroes adventure they will become more capable. We represent this through the use of Experience points. These are tracked for each individual character.

Gold marks: The currency used in the borderlands. Money can't buy happiness but it can buy a new sword. These are tracked for the warband as a whole.

Inspirations

A huge array of influences inspired the vision this game emerged from. The selection below is just a fraction of those.

The mood and feel are heavily based on fantasy media that has been meaningful to me, with the two most foundational sources being David Eddings "Elenium" series of novels and the *Lone Wolf* gamebook series by Joe Dever. *The Black*

"I just don't know," Alene said.

"What? You think the villagers were lying? This is the place, no question."

"But doesn't it seem like an obvious trap? Why would a group of fanatics have a hideout with only one entrance? An unguarded one, at that"

Siyon shrugged, then gripped his sword tighter.

"How would I know? They're fanatics, right? All that praying must have messed up their faculties"

Jorn stretched and yawned loudly.

"If there is another entrance, I'm sure your blathering will have caused half these loons to run away already"

He hefted his axe, and looked towards the wooden door.

"Way I see it, if it's an ambush, it just means we won't have to go searching for them, right?"

Alene sighed and pressed a shoulder against the door.

It budged slightly, but the old, worn entrance would not be breached without making a racket.

"Here we go..."

Company series by Glen Cook helped solidify this vision further, as did the video game *Demon's Souls* (From Software).

The campaign game is the latest evolution of my own campaign approach but has been influenced by earlier campaign games like *Necromunda* (Games Workshop), *5150* (2 Hour Wargames) and *Platoon Forward* (Too Fat Lardies).

While the combat rules are derived primarily from those developed for *Five Parsecs from Home*, the melee combat system takes additional influence from two particular sources to create a more dynamic and exciting experience: The Swedish roleplaying game *Eon* (Helmgast) and the narrative miniatures game *Inquisitor* (Games Workshop), now sadly out of print. It's also hard to imagine that my fantasy gaming is not influenced by untold hours spent with the venerable board game *Hero Quest* (Milton Bradley) from all those years ago.

No Nordic Weasel Games title would be complete without a musical play list to get you in the mood. My recommendations to appreciate the bleak, snow-covered landscapes haunted by evil is:

Summoning	<i>Minas Morgul</i>
Stormruler	<i>Under the Burning Eclipse</i>
Ereb Altor	<i>Nattramn</i>
Manilla Road	<i>Open the Gates</i>
Isole	<i>Silent Ruins</i>
Battlelore	<i>Last Alliance</i>
Emyn Muil	<i>Afar Angathfark</i>
Eldamar	<i>The Force of the Ancient Land</i>
Falconer	<i>Chapters from a Vale Forlorn</i>
Gnoll	<i>Lone Wolf ep 1. Flight from the Dark</i>

– Ivan Sorensen

CHARACTERS

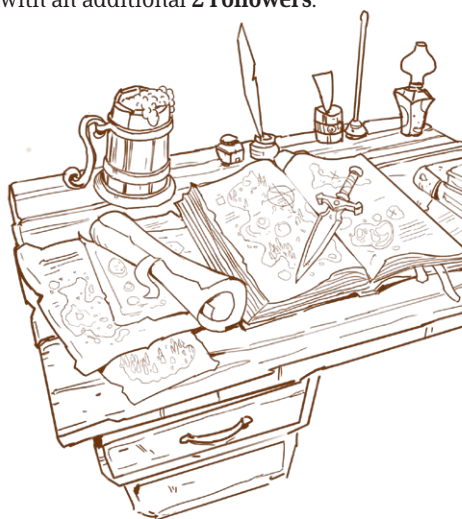


◆ CHARACTER CREATION ◆

To play the game, you need a group of characters, forming your warband of **6 figures**.

The typical warband consists of **4 Heroes**, with an additional **2 Followers**.

If playing cooperatively with friends, simply assign characters to each player. During battle, you each control your own figures.



Larger Games

If you prefer a bigger warband, you may opt to start with a size of 7 or 8 figures. You can also increase the size of the warband during the campaign, if you wish. Simply generate 1 or 2 additional Followers when you create your warband.

If you opt for a larger game, enemy encounters are adjusted to compensate.

♦ CHARACTER TYPES ♦

Broadly speaking, characters you interact with fall into the following groups:

Heroes

Heroes are the cornerstone of your warband. They have increased survival chances, can use any weapons you find, and will improve their abilities quickly as you play the campaign game. As the name suggests, they are your heroes (though they may well be rogues and scoundrels).

The Avatar

The **Avatar** is a stand-in for you as a player. This figure acts as a Hero, but with additional benefits applied.

Mystics

A **Mystic** is a spell-casting character. They are always Heroes.

Followers

Assorted hired hands, henchmen, and minions, **Followers** can fight bravely and can progress in the game, but they are assumed to have less initiative and less skill. As such, they tend to be less permanent, coming and going as you play.

Friends

Friends do not take the battlefield except in rare circumstances, depending on scenario instructions. Instead, they are people you have come to know, and who can occasionally be called upon for aid. Friends are sometimes described as being of a particular type, such as a 'merchant friend' or 'noble friend'. In some circumstances the type of friend may be relevant to a specific situation, but is mainly included for flavor.

Enemies

If they are out to kill you, they are an enemy. Enemies are always controlled by the game system, and obey specific rules for movement and combat. Enemy leaders are given ranks for simplicity, even though they may well be animals or mindless monsters. These ranks are **Sergeant**, **Lieutenant**, and **Captain**.

To help you track the progress of your warband, Heroes, Mystics, and Followers, use the sheets found at the back of this book.

FIVE LEAGUES

FROM THE BORDERLANDS

♦ WARBAND ROSTER SHEET ♦

Warband Name	Region	Gold Mark
Current Location	Story Points	

Name	Origin
Agility	Speed
Tough	Combat
Proficiencies & Spells	Will
Equipment	Casting
XP	Level

Name	Origin
Agility	Speed
Tough	Combat
Proficiencies & Spells	Will
Equipment	Casting
XP	Level

Name	Origin
Agility	Speed
Tough	Combat
Proficiencies & Spells	Will
Equipment	Casting
XP	Level

Name	Origin
Agility	Speed
Tough	Combat
Proficiencies & Spells	Will
Equipment	Casting
XP	Level

Name	Origin
Agility	Speed
Tough	Combat
Proficiencies & Spells	Will
Equipment	Casting
XP	Level

Name	Origin
Agility	Speed
Tough	Combat
Proficiencies & Spells	Will
Equipment	Casting
XP	Level

♦ CAMPAIGN TRACKING SHEET ♦

Hidden Locations

Equipment Stash

Friends Known

Quest and Contract Notes

Delve Notes

Backpack

Ability Scores

Each figure in your warband is rated in the following abilities:

Agility determines when the character acts during the round.

Speed has two values: The first is their base movement (in tabletop inches). The second is the additional distance that can be gained using the *Dash* Non-Combat Action. Modifiers to movement are expressed in the same way. Simply add them together.

Combat Skill is the character's fighting ability. It is added to a D6 roll.

Toughness is the character's resilience to harm. When struck in combat, rolling *greater than Toughness* indicates an incapacitating injury.

A typical character has the following profile:

Ability Score	Score
Agility	1
Speed	4" / +3"
Combat Skill	+0
Toughness	3

Players of *Five Parsecs from Home* may note that Agility serves the same purpose as Reactions does in that game.

The enemies you fight do not have an Agility score, but will have an **Armor** rating that determines how well-protected they are from weapon strikes.

Mystics

If you wish to have a spell-caster in your warband, select one of your Heroes to be a **Mystic**. They will have the same base profile as above, but with an additional ability score, **Casting**, starting at +0.

Skills

Characters start out with skills based on their character origin and background (explained below), but can pick up an array of **skills** as they adventure. Various activities and events in the game will require making a **proficiency test** (see p.52). Having the correct skill will grant a +2 **bonus** to such a roll.

Character Origins

A Hero may be of Human origin or they may have non-Human origins: Fey-blood, Dusklings, Feral, Halflings, or Preen. They will also have a character background (see p.19), the options for which are limited by their origin.

You may choose any origin you like for your characters, in any combination, whether to suit the miniatures you would like to use or an idea you have for a particular warband (all-Preen war-flock, Halfling expedition, etc.)

There is no origin restriction to Mystic characters, as all origins have some tradition of mystical arts, though varying in nature. A Dusklings priest will go about their craft in a different way to a Human alchemist, for example.

If you prefer randomizing a character's origin, you can use the table below:

Character Origin Table

D100 result	Character Origin
01-40	Human
41-50	Fey-blood
51-60	Dusklings
61-75	Preen
76-90	Halflings
91-100	Feral



Human

Humans are the default population of much of the world, though adventurers tend to be anything but average. Human fiefdoms, settlements, and petty kingdoms extend everywhere livable, and a few places that are not.

Background options

Human Heroes may select from the Townsfolk, Noble, Frontier, or Zealot backgrounds (see pp.21-23)..

Skill expertise

Humans add +1 to all [Speech] tests.

Driven

As a rule, Humans are fiercely motivated to attain great things. Humans are the only characters that can ever attain more than one point of **Will** (see p.53). Will represents the determination and grit of the character, allowing them to push past common limits in battle. Additionally, if a Human Hero obtains a Will increase when earning an Advancement, they immediately gain **2 experience points** (see p.193).

Fey-blood

The faeries and elves that make up the Ice-heart Court occasionally venture among Humanity. Making a deal with the fey can grant wishes, but the price is often a child with an eerie ancestry.

Background options

Fey-blood Heroes must select the Outsider background (see p.22).

Skill expertise

Fey-blood add +1 to all [Wits] tests.

Foresight

All Fey-blood have a bit of “the Sight”, letting them guess the future with some precision. If you assign a Fey-blood an initiative die that is above their Agility, you may reroll the die. The new roll must remain assigned to that character.

Aura of Winter

All Fey-blood are children of the Unending Winter and, when angered, this ancestry manifests. Melee opponents cannot gain a Combat Bonus for allies.

Cursed

The Fey-blood are burdened by fate to lead short, unhappy lives. Fey-blood cannot ever attain Luck points. Treat any Luck increase as a skill instead.





Dusklings

Creatures of the shadows, rather than creatures of the sun, Dusklings are stalwart warriors who place great emphasis on individual glory. They are commonly seen in human lands as invaders, raiders, or adventurers.

Background options

Dusklings Heroes must select the Outsider background (see p.22).

Skill expertise

Dusklings add +1 to all [Traveling] tests.

Brute charge

A popular Dusklings tactic is to charge, hitting the enemy with built-up rage. When moving into melee combat, the following rules apply to Dusklings characters:

- ◆ They cannot Parry.
- ◆ They may choose to reroll their die in the first exchange.

Oath of life

Despite, or perhaps because of, their warlike ways, the Dusklings are infused with a furious hatred of all things that will not stay dead. In melee against undead opponents, Dusklings receive the Counter Attack ability.

Distrust

Dusklings have an intense distrust of anything mystical. Dusklings cannot have spells cast on them by other members of the warband, as they will never allow it. Additionally, they may carry only a single magical item at any given time. If they find an item during a tabletop battle, they may pick it up normally, but must reorganize their equipment after the encounter.

Preen

A species of bird-like humanoids, the Preen seem to lack a homeland of their own. Instead, they tend to live scattered around the world, pursuing lives in remote villages. While given to a life of trade and craft, they are also possessed by infamously foul tempers.

Background options

Preen Heroes must select the Townsfolk background (see p.23)..

Skill expertise

Preen add +1 to all [Crafting] tests.

Outburst

Whether due to some inherent quirk of their creation, perhaps the same that gifted them their ungainly stature,



Preen are prone to loud and angry outbursts in stressful situations. Preen become **Angry** if any of the following happen:

- ◆ An ally within 6" becomes a casualty due to enemy actions.
- ◆ They are Hit by a ranged attack or targeted by a spell (even if friendly).

If a Preen is **Angry** when selected to act, they must move at their **full Speed + Dash bonus** directly towards the nearest enemy, and engage in melee combat if they make contact. This is an exception to the normal restriction on Dashing into melee. If their normal weapon is -1 / +0 or +0 / +0 damage, treat it as +0 / +1 for the duration of the melee.

The Preen ceases being **Angry** at the end of their activation.

Swift-footed

Despite their occasionally awkward gait, Preen can run quickly when pressed. Preen increase **Speed** by +0" / +1".

Slight

Their limited stature prevents them from taking advantage of many combat positions. Preen cannot use higher ground to **Counter Attack**.

Halfling

Short and stout, Halflings have lived among or near Humanity as long as either can remember, and are often among the most stubborn protectors of its institutions and domains.

Background options

Halfling Heroes must select the Frontier background (see p.21).

Skill expertise

Halflings add +1 to all **[Wilderness]** tests.



Lucky shot

Whether because of Halflings' good eyesight or the general petty luck that seems to bless them, their foes learn to fear Halfling archers and slingers. When shooting, Halflings Hit a target that is concealed or in Cover on a 5+.

Slip away

Halflings are especially well-suited to escape a battle that has gone poorly. Halflings never have to roll on the **Flight in the Dark Table** after a battle.

Lacking strength

Some heavy weapons are simply too unwieldy for a Halfling to use in battle. They cannot use warhammers, bastard swords, or long bows.

Feral

Whether from ancient curses or experiments of the old gods, Feral resemble hybrids of animals and Humans, typically with the characteristics of a wolf or great cat. They are often valued by both military forces and adventuring parties for their talents.

Background options

Feral Heroes must select the Outsider background (see p.22)..

Skill expertise

Feral add +1 to all [Scouting] tests.

Hunting instincts

Feral have keen senses that make them popular as both scouts and sentries. During the Enemy Infiltration step of a Defensive Battle, you may add +1 to the roll. During the Sneak Up step of a Raid, you may **subtract -1** from roll for the enemy spotting the character Sneaking Up, if the character is Feral.

Loping run

When running, Feral can drop down to all fours to get a burst of increased speed. Feral may move up to a full move and still make ranged attacks (half move if the weapon would normally prohibit movement, such as a crossbow).

Alien

While Feral can interact with regular society, they don't quite understand how it works. When making proficiency tests, Feral receive only a +1 **bonus** from the **Leadership**, **Speech**, and **Scholar** skills.

Generating Heroes

We define a **Hero** character as someone with some experience already under their belt, whether from ability score improvements, skills, or other resources.

Backgrounds

To create a Human Hero, select one of the allowed background options, then roll **D20** for each of the relevant subtables (pp.21-23), applying the results as you go.

Non-Human characters must select a specific background, as listed in their description, above.

Mystics must select the Mystic background regardless of origins. For example, a Preen Mystic would take the Mystic background, even though Preen are normally Townsfolk.

The entries on the tables grant additional items or benefits as explained below.

Capabilities

These are increases to the base character profile, exactly as if the character had leveled up through experience. Raise the ability score by +1 for **Combat Skill**, **Agility**, **Toughness**, or **Casting**, or +2 / +0 to **Speed**, as indicated.

Mentality

A result here grants the character points in the Will or Luck characteristics. Note that some characters have not had the life experiences (or the favor of the gods) to begin with increases. They will instead begin with a bonus Experience Point.

Non-humans and Will

If a non human character would receive 2 Will, count as 1 Will and 3 XP.





Possessions

Any Gold Marks generated for your characters are added into a single pool. Items and weapons rolled can be given to any character you like. You do not have to give them to the Hero that rolled them.

Quality weapon: Select one from bastard sword, crossbow*, fencing sword, longbow*, throwing knives*, warhammer, war spear.

Selecting Items

All weapon rules begin on p.60.

All armor rules begin on p.62.

All items, mystic or otherwise, begin on p.63.

Basic weapon: Select one from self bow*, sling*, standard weapon, staff.

Fine basic weapon: Select one from staff, standard weapon, self bow*, sling*. This weapon will have the *Fine* weapon trait.

Full armor: A set of full armor.

Item: Select one from bandages (3), rangers cloak, silvertree leaf (2), tonics (2), torches (3). The number in parentheses is the number of individual uses.

* *Ranged weapons.*

Mystic Item

Select one from Congealed Strands (2) or Mystic trinket (3). The number in parentheses is the number of individual uses. (See page 64.)

Frontier background

This background is available to Human characters and must be selected by Halflings. They tend to be resourceful and skilled.

Frontier Background Tables

D20	Capabilities
1-4	Agility increase
5-8	Combat Skill increase
9-12	Speed increase
13-16	Toughness increase
17-18	Agility and Combat Skill increase
19-20	Combat Skill and Toughness increase

D20	Mentality
1	+2 Will
2-3	+1 Will
4-16	+1 XP
17-18	+1 Luck
19-20	+1 Will and +1 Luck

D20	Possessions
1-4	1 Gold Mark
5-8	2 Gold Marks
9-11	Quality weapon
12-15	<i>Fine</i> basic weapon
16-20	Item

D20	Training
1-12	1 skill
13-15	2 skills
16-20	+1 XP

Mystic background

This background must be selected by Mystic characters, regardless of origin. They are determined, but hampered by the intense focus on magic.

Mystic Background Tables

D20	Capabilities
01-05	Agility increase
06-13	Casting increase
14-17	Speed increase
18-20	Toughness increase

D20	Mentality
01-05	+2 Will
06-09	+1 Will
10-20	+1 XP

D20	Possessions
01-04	1 Gold Mark
05-14	Mystic Item
15-20	Item

D20	Training
01-05	Alchemy skill
06-11	1 skill
12-20	+1 XP

Life is Hard

Not every character will have had the opportunity to develop valuable talents. Life is hard and unfair, after all.

Noble background

This background is only available to Human characters. They often come well-equipped.

Noble Background Tables

D20	Capabilities
1-4	Agility increase
5-9	Combat Skill increase
10-13	Speed increase
14-16	Toughness increase
17-18	Agility and Combat Skill increase
19-20	Speed and Combat Skill increase

D20	Mentality
1	+2 Will
2	+1 Will
3-16	+1 XP
17-18	+1 Luck
19	+2 Luck
20	+1 Will & +1 Luck

D20	Possessions
1-4	2 Gold Marks
5-6	3 Gold Marks
7-11	Quality weapon
12-14	<i>Fine</i> basic weapon
15-17	Full Armor
18-20	Item

D20	Training
1-6	1 skill
7	2 skills
8-20	+1 XP

Outsider background

This background must be selected by Feral, Duskling, and Fey-blood characters. They tend to be survivors, relying on their own talents over any advantages of birth.

Outsider Background Tables

D20	Capabilities
1-4	Agility increase
5-9	Combat Skill increase
10-13	Speed increase
14-16	Toughness increase
17-18	Agility and Combat Skill increase
19-20	Speed and Combat Skill increase

D20	Mentality
1-2	+1 Will
3-16	+1 XP
17-18	+1 Luck
19	+2 Luck
20	+1 Will & +1 Luck

D20	Possessions
1-6	1 Gold Mark
7-8	2 Gold Marks
9-11	Quality weapon
12-15	<i>Fine</i> basic weapon
16-20	Item

D20	Training
1-6	1 skill
7	2 skills
8-20	+1 XP

Townsfolk background

This background is available to Human characters and must be selected by Preen. They tend to have deep pockets.

Townsfolk Background Tables

D20	Capabilities
1-3	Agility increase
4-7	Combat Skill increase
8-11	Speed increase
12-14	Toughness increase
15-17	Speed and Combat Skill increase
18-20	Agility and Speed increase

D20	Mentality
1	+2 Will
2-3	+1 Will
4-16	+1 XP
17-18	+1 Luck
19	+2 Luck
20	+1 Will & +1 Luck

D20	Possessions
1-5	2 Gold Marks
6-11	3 Gold Marks
12-14	Quality weapon
15-17	<i>Fine</i> basic weapon
18-20	Item

D20	Training
1-7	1 skill
8-10	2 skills
11-20	+1 XP

Zealot background

This background is only available to Human characters. They are often lucky, as if someone is watching over them.

Zealot Background Tables

D20	Capabilities
1-4	Agility increase
5-7	Combat Skill increase
8-11	Speed increase
12-16	Toughness increase
17-18	Combat Skill and Toughness increase
19-20	Speed and Toughness increase

D20	Mentality
1-2	+2 Will
3-4	+1 Will
5-12	+1 XP
13-16	+1 Luck
17-18	+2 Luck
19-20	+1 Will & +1 Luck

D20	Possessions
1-6	1 Gold Mark
7-10	Basic weapon
11-12	Quality weapon
13-20	Item

D20	Training
1-10	1 skill
11-12	2 skills
13-20	+1 XP

Skills Table

D100 result	Skill	Uses
01-07	Battlewise	Achieving some battlefield objectives; Seizing the Initiative.
08-16	Crafting	Repairs, manual labor, and related haggling.
17-23	Devotion	Obtaining blessings; enacting rituals; resisting hostile spells.
24-33	Expertise	Dexterity and discretion while avoiding hazards.
34-41	Leadership	Inspiring action and trust; recruiting warband members.
42-49	Pathwise	Navigate and avoid obstacles, especially while traveling.
50-56	Scholar	Valuable in situations requiring obscure knowledge.
57-65	Scouting	Awareness of enemy attackers and the surrounding terrain.
66-75	Speech	Negotiation, persuasion, and understanding motivations.
76-85	Traveling	Overcoming hazards and challenges in the wilderness.
86-94	Wilderness	Hunting and foraging for useful herbs.
95-100	Wits	Deception and guile, risk-taking, and some trap evasion.

Selecting Skills

For each skill acquired in the Training roll on the character's background table, roll once on the **Skills Table** above. Rolling a skill you already possess allows you to choose any skill of choice from the table.

Skills grant a +2 **bonus** when taking a relevant **proficiency test** (see p.52).

Not all new characters have had a chance to receive valuable training. They will instead begin with a bonus Experience Point, as indicated by the relevant background table. This doesn't prevent them from acquiring skills later on, as Experience Points can lead to character advancements, including new skills.

Selecting Hero Equipment

In addition to any equipment generated by the tables above, the warband receives the following items (described in more detail on pages 60-62).

Note: There are no equipment restrictions for Mystics, and many appreciate a bit of armor in a hostile world.

Weapons

Select **two quality weapons** and **two basic weapons**, and assign them to your **Heroes**.

Quality weapons: Bastard sword, crossbow*, fencing sword, longbow*, throwing knives*, warhammer, war spear.

Basic weapons: Self bow*, sling*, standard weapon, staff.

No more than two Heroes may be given a **ranged weapon** (marked with * above). A Hero with a ranged weapon automatically receives a *Light Weapon* as well.

If the character creation tables already gave you two or more ranged weapons, you may keep them, but cannot select any more at this stage. This restriction only applies during character creation.

Armor

Distribute the following among your Heroes:

- ◆ 2 suits of partial armor
- ◆ 2 suits of light armor
- ◆ 1 helmet
- ◆ 1 shield.

Optionally, you may take 1 full armor, 1 partial armor, 1 light armor instead.

Generating Followers

Your warband is accompanied by **2 Followers** – generic soldiers, scoundrels or mercenaries, that agreed to help you out of loyalty, ambition, or the promise of coin.

Followers have the same basic profile as Heroes, but do not begin the campaign with any ability score improvements. It is possible for a Follower to eventually become a fully-fledged Hero. Initial Followers must be Human.

To determine the nature of your Followers, roll on the **Follower Table**, below. You may opt to roll once for both of your Followers or generate each individually.

Follower Table

D100 result	Follower
01-05	Aspiring scholar
06-13	Brave villager
14-18	Deranged wretch
19-25	Faithful servant
26-33	Former soldier
34-40	Hired guide
41-45	Hopeful youth
46-51	Militia man
52-58	Outcast drifter
59-64	Quiet forester
65-71	Roving traveler
72-77	Stout yeoman
78-81	Street urchin
82-87	Studious apprentice
88-93	Wandering monk
94-100	Wily rogue

Follower Equipment

Weapons:

Each Follower may be armed with either a standard weapon or staff.

If you do not have 2 ranged weapon-equipped Heroes, one Follower may opt to take a self bow and *Light Weapon* instead.

Armor:

One **Follower** will wear light armor. The rest will wear no armor.

Warband Resources

You begin the campaign with **3 Gold Marks** plus any money generated by rolling on the character creation tables.

You have **two doses of silvertree leaf** in addition to anything provided by the character creation process.

Spell Selection

If you opted to take a Mystic character, you may **select any 2 spells** from the main spell list. Then **roll 3 times** on the spell list to see what other spells are known. Reroll any duplicates.

Spells and their effects are listed on pages 47-50.

Finishing Touches

Write down that you have **3 Story Points**.

Then select one of your existing Heroes to be your **Avatar**. The Avatar gains **1 point each of Will and Luck**, added to any they may already have. See the “*The Avatar in the Campaign*” (p.27) for more details.

Roll **D100** on the **Avatar History Table** (see next page). This details an event or note from your Avatar’s past, as well as the game effect it will have.

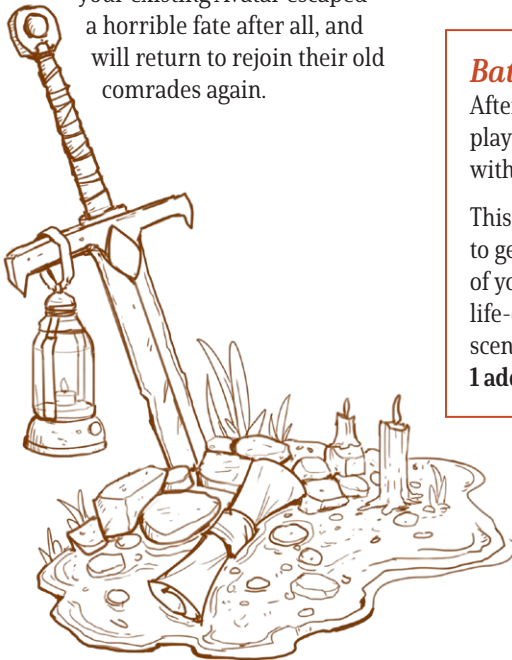
Avatar History Table

D100 result	Event	Effect
01-08	You've always had a feeling you were meant for something greater.	Add 1 Story Point to your starting total.
09-17	Old war tales... and the scars to remind you.	Begin the campaign with +3 XP .
18-22	At your side hangs a fine sword, passed down by your family.	Begin the game with your choice of a Fine standard weapon .
23-28	It's just a strange ring that you found in a blood-filled puddle of rainwater. You've kept it around for some reason.	Begin the game with a mystical ring .
29-34	A life of exploring sounds like a nice change from all the blood and misery, actually.	Begin the game with a map making kit .
35-40	The only reminder of your time as a mercenary is an old, tattered cloak.	Begin the game with a scout's cloak .
41-49	It's a grim world. Having made a friend during an old quest makes the struggle a little easier to bear.	Add an adventurer Friend to your warband roster sheet.
50-58	A person of some import asked you to deliver a letter. You are to be paid handsomely by the recipient.	When you create your campaign map, randomly select a settlement. When you first arrive there, receive 3 Gold Marks .
59-66	An organization you used to belong to is willing to help you one last time.	The first time you receive a Quest, you may immediately roll for a Quest Find on the Quest Finds Table .
67-71	A lengthy hunt for an old foe feels like it will reach a conclusion soon.	Begin the campaign with 3 Adventure Points .
72-78	Your companion has traveled with you for quite some time.	Select one of your Followers and note that they are <i>Loyal</i> .
79-85	You came across an old map, but you have still to decipher it.	When creating the campaign map, add a Delve to the campaign. It begins the game <i>Hidden</i> .
86-89	As a reward, you were given a small flask said to bring good fortunes in dark times.	Begin the game with a Potion of Fortune .
90-95	An old drunkard told you to travel here and visit the strange rock.	Add an Unexplored Location to the Wilderness of the regional map.
96-100	This odd little trinket has always brought you luck.	Begin the game with a Talisman .

The Avatar in the Campaign

Your **Avatar** represents 'you' in the campaign – equivalent to a point-of-view character within the narrative. This has a number of implications, though you may opt to ignore these while you are still learning the ropes or if you prefer a more challenging game experience.

- ◆ When creating the character, you may begin with **1 point each of Luck and Will** in addition to any points you rolled on the character creation tables.
- ◆ Since the Avatar represents your point-of-view character, there is never any chance of the character leaving the warband involuntarily. If a random event would dictate so, ignore it.
- ◆ In the event your Avatar dies, you are not able to create a new Avatar until you begin a new campaign. At that time, **roll 2D6**: On a score of **9+**, your existing Avatar escaped a horrible fate after all, and will return to rejoin their old comrades again.



New Recruits

When new characters are recruited into the warband during the campaign, the following rules are used. The event that adds the character will specify whether they bring any equipment.

If nothing is listed, they will come with a *light weapon* and no other items.

When recruiting, you may always select a Human. Alternatively, you may select any non-Human origin that you do not currently have in the warband. If you prefer to roll randomly, use the table in the character creation chapter.

Adding Heroes

New Heroes enter the campaign with only the base profile and any origin adjustments. Do not roll on the background table for them.

Adding Followers

Followers should roll on the **Follower Table** as normal.

Battle Practice

After creating your warband, consider playing through the **Starter Scenario** (p.54) with them.

This is optional, but it will give you a chance to get used to the equipment and abilities of your character before facing your first life-or-death encounter. Completing the scenario with your warband grants you **1 additional Story Point**.

Creativity and Your Miniatures

Sometimes the story and your miniatures don't quite match. It may be an individual miniature that just doesn't quite seem to fit, or perhaps your view of fantasy differs from what the book offers. Either way, you have some options:

Weapons and Items

When it comes to weaponry on your figures, what matters is the game effect rather than the specific visuals. For example, we don't have a rule for a chain-type weapon like a flail.

In such a case, find whatever weapon type you feel is closest in game-terms, and use that.

You can use the style the character fights with as a guide, too. If your character has a big sword, the obvious choice might be to use the bastard sword option, but what if your character fights in a style based around lunges and long strikes? If so, the war spear might fit better, regardless of the miniature representing them.

Likewise, you should feel welcome to change the type of weapon when you acquire items. If you find an enchanted bastard sword but the miniature for your hero has a hammer, it might be a particularly damaging hammer instead, using the rules for a bastard sword.

Cosmetic Characters

Players are likely to have (or want to acquire) all manner of cool miniatures that don't perfectly fit the game rules, whether for a hero or villain. What matter within this game system are the ability scores and rules that apply to a particular *character type*. Feel free to use any miniature you like, simply adapting flavor text to fit as required. Want to fight ninjas? Orcs? Tiny war-hamsters? There's no reason you can't. Just use the encounter that has the most appropriate scores.

That can go for leaders as well. Roleplayers tend to collect all manner of unique villain and monster figures: A bandit gang led by a knight might turn into a pack of kobolds led by a tiny dragon. Be creative!





GAME RULES

◆ THE BATTLE ROUND ◆

In *Five Leagues*, you play battles as a series of **battle rounds**, each of which consists of the five following **phases**:

1. **The Initiative Roll**
2. **Quick Actions Phase**
3. **Enemy Actions Phase**
4. **Slow Actions Phase**
5. **Tracking Phase**

The Initiative Roll

To begin each battle round, roll for **Initiative**. You only do this for the warband and its allies, not the AI-controlled enemies.

Count the number of warband characters and allies on the table and roll that many **D6**, then assign each die result to a

different character. The result determines which phase the character will act in:

- ◆ Any character assigned a die result *equal or below* their Agility will act in the **Quick Actions Phase**.
- ◆ All enemies will act in the **Enemy Actions Phase**.
- ◆ Any character assigned a die result *above* their Agility will act in the **Slow Actions Phase**.

Note that every character gets to act in every round. The roll simply determines which phase they act in.

You can put the dice next to the miniature or next to their entry on the warband roster sheet. To avoid confusion, we recommend turning the dice to show a **1** for characters acting in the **Quick Actions Phase** and a **6** for characters acting in the

Slow Actions Phase. It may also help to have separately sized or colored dice that are used only for initiative.

Round Sequence Example

*I am facing 5 Skeletons. At the start of the battle round, I have 4 warband figures on the table with Agility scores of 1, 2, 2, and 3. I roll four D6 – one for each of my warband characters – and get results of 1, 2, 4, and 6. Since the 4 and 6 are higher than any Agility score, any character I assign those to will go in the **Slow Actions Phase**. I really need the character with **Agility 1** to reach Cover, so I assign the dice result of 1 to that character; because that is equal to their Agility, they will activate in the **Quick Actions Phase**, before the **Enemy Actions Phase**. I can then assign the die result of 2 to any remaining character, who will also activate in the **Quick Actions Phase**.*

Actions

During a given phase, player characters activate in any order the player desires. During the Enemy Actions Phase, the enemy will always activate figures with ranged attacks first, before activating melee troops.

When you activate a figure, it may take a **Move Action**, and then perform either a **Combat Action** or a **Non-Combat Action**.

Combat Actions include:

- ◆ engaging an enemy in **melee combat**, or
- ◆ making a **ranged attack**.

There is a wide array of Non-Combat Actions, and these are discussed on page 38. **Enemies** typically do not have Non-Combat Actions, the notable exception being **Dash** (see p.31).

A figure can skip a Move Action, Combat Action, or Non-Combat Action, but cannot change the sequence to take their Move last.

Tracking Phase

During this part of the battle round, any “end of round” activities take place, including enemy **Morale** checks. Many scenarios will require a roll to be made at this point to determine reinforcements or other factors. If multiple activities take place at the end of the battle round, resolve effects in the following steps:

1. All features caused by or affecting warband members
2. All features caused by or affecting enemies
3. All features caused by scenario or event rules
4. Anything else.

Within each step, things can be done in any order the player prefers.

Timing

All things happen as they are rolled up. When you proceed to resolve the next game mechanic, action, or activity, the last one resolved has already taken place, and is in effect on the table.

Example:

I have three things happening during a Tracking Phase: A Morale check for the enemy, the Regeneration ability of an enemy figure, and reinforcements that are scheduled to arrive. The Morale check and regeneration are both resolved in Step 2 (since they are enemy-related). I can do them in either order, depending on my preference. Afterwards, in Step 3, the reinforcements arrive.



♦ MOVEMENT ♦

Figures have a movement allowance equal to their **Speed** (in tabletop inches).

When moving within terrain features marked as **Difficult**, each inch moved consumes two inches of your movement allowance (see "Terrain Types", p.35).

Opening a door or window costs **1"** of movement. Climbing through a window or opening is the same as climbing an obstacle of equal height.

Figures can never move through another figure at any time, unless a rule or ability explicitly permits it.

Moving and Shooting

Characters intending to make any ranged attack cannot move above **half** their movement **Speed**, because they need time to aim their shot and reload. Characters intending to shoot a crossbow must remain stationary.

Dash

A character may **Dash** as a Non-Combat Action. This allows moving an additional distance equal to the Dash portion of their Speed. Note that a figure **cannot** enter melee combat by **Dashing**.

Enemy figures will **Dash** if they are in the open and attempting to reach Cover, or advancing on a foe. **Undead**, **Monster**, and **Aberration** enemy types cannot **Dash**.

Movement Modifiers

Modifiers to movement rates are expressed in the same manner as the base ability score. For example **+2" / +0"** would be a **+2"** increase to base movement only, while **+0" / -1"** would be a **1"** reduction in **Dash** movement.

Example:

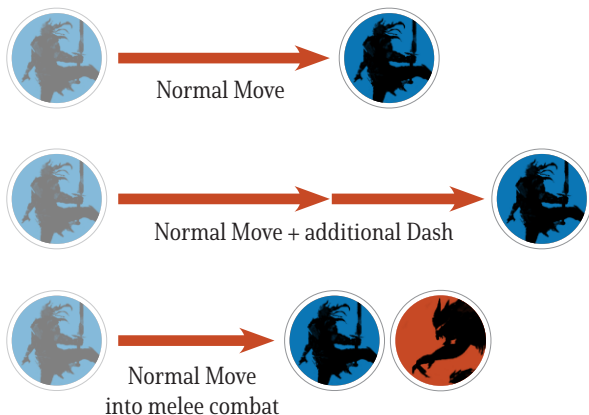
A figure with **Speed 4" / +3"** will move **4"** normally, and can move a total of **7"** when Dashing.

Moving into Base Contact

If a figure moves into **base contact** with an opposing figure, they engage in **melee combat**. Resolve the combat immediately.

Typically, figures are considered to be in contact when their bases are touching, though if you have figures that are in very dramatic poses, this may be impossible. If so, they are considered in contact when they are within half an inch of each other.

Figures that **Dash** have their guard down and cannot enter melee.



Moving Vertically

Vertical obstacles, such as a wall, can be traversed by simply paying the vertical height in inches. For example, crossing a wall that is 2" high would use up 2" of movement allowance. Figures cannot end a move part-way up (or down) a surface or wall.

A drop of 1" or less can be performed for free. Any drop longer than this requires the figure to either climb down (as described above) or jump.

A character jumping or falling down **more than 1"** cannot take any more Actions this round and may take damage as indicated below:

Distance Fallen Table

Distance Fallen	Damage of Hit Suffered
Up to 3"	+1 / +0
Up to 5"	+2 / +1
Up to 8"	+3 / +2
Over 8"	Automatic casualty

Characters can leap a gap **up to 2"** wide, counting it as part of their standard movement.

Scale Note

Jumping, climbing, and leaping can look a little dramatic if you are playing with 6mm or even 10mm figures. Feel free to halve the horizontal distances given if you find these more reasonable. Alternatively, leave the rules as they are and chalk up the outrageous moves to timely use of ropes or using a spear for a bit of pole vaulting!

Using Dungeon Floor Tiles

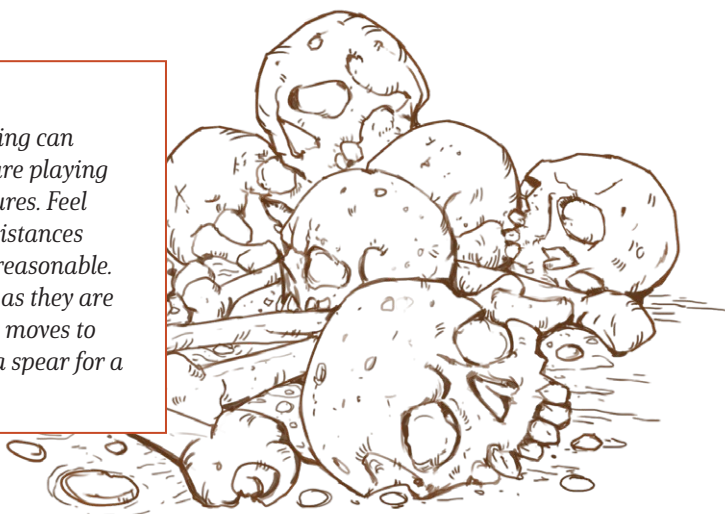
If playing on dungeon floor tiles, gameplay works as normal. Any individual dungeon debris (such as sacks, crates, etc.), even if only printed on a tile, will cost 1" of movement to cross. Fields of rubble or water are *Difficult* terrain.

Any height difference on the tiles costs 1" to climb up but no cost or damage to drop down.

Note that when playing on tiles, you should still measure out movements normally. Ignore any grid for gameplay.

Taking Damage while Moving

It is possible for a character to take damage while moving, for example when falling down or when triggering a trap in some scenarios. The rules for resolving damage are explained on pages 43-44.



♦ ENEMY MOVEMENTS ♦

The way the enemy moves on the field requires the player to inject a modest amount of “artificial intelligence” into proceedings. Many solo gamers are used to simply taking whichever actions make the most sense for a given figure. This is a completely valid way to play, but the following guidelines form a series of conditions the AI will attempt to satisfy, including making the move that satisfies these as well as possible.

Order of Activation

The enemy will always act with **ranged troops before melee troops**. Within each type, start with the figure closest to the player’s battlefield edge and then work your way backwards until every enemy figure has acted (see diagram, below).

Ranged Troops

Enemies with ranged weapons will try to move to a position of Cover (see p.36) where they can shoot at their opposition. They will only advance if they must keep

targets within range and sight, doing so to the least extent required to re-establish a good shot.

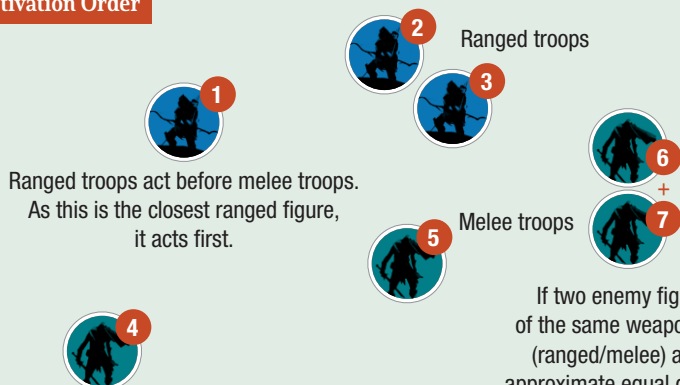
Ranged troops will not leave Cover if that would put them in sight of opposing ranged troops, and will not willingly move into a position that would prevent them from shooting, such as into a water terrain feature.

Ranged troops that run out of ammunition are considered to be melee troops from that point onwards.

Sensible Foes

There is a fair amount of judgement involved in enemy movements. In particular, the player should bear in mind that enemies, while often short-sighted and aggressive, are not keen to die. Obviously suicidal moves, such as moving into sight of three crossbow-armed sharpshooters, should not be taken.

Enemy Activation Order



Melee Troops

Any enemy equipped only for melee will advance towards the nearest opponents, attempting to remain in Cover from any ranged attacks as they do so. Note that the best route that provides Cover may not be the most direct.

If they are unable to advance further without leaving Cover, they will do so with the fastest and most direct path possible.

Note that in complex terrain (for example, when playing on dungeon floor tiles) an enemy may be unable to move towards the nearest opponents at all. If so, they should attempt to target the closest opponent that is reachable, based on the route they would have to take.

Leaders

If given a choice, an opposing **Leader** (Sergeant, Lieutenant, Captain, or Unique Foe) will always opt to attack a Hero over a Follower.

Monsters and Undead

The horrors of the night will ignore any tactical concerns and simply advance as quickly as possible towards the closest opponent to them. Note that this may be a figure they cannot see at the beginning of the move. If there is dangerous terrain on the table, like a toxic pool, they will not move into it.

Game Mastering

If a player is acting as the GM, rather than the AI controlling enemy figures, the GM may move enemy figures as they see fit. They cannot take Actions not normally permitted to enemies, but do not have to obey the AI rules above.

Unknown Enemy Markers

In some battles, an **Unknown Enemy Marker** must be placed on the table to represent an approaching enemy group of unknown strength. Any token or marker you like can be used for this, as long as it is roughly the size of a figure base.

Unknown Enemy Markers move in the Enemy Actions Phase at a rate of **5" per round** and will move towards the center point of the battlefield. Upon reaching the center, they will then move in a random direction every battle round.

The enemy group represented by the Unknown Enemy Marker is spotted immediately the moment a warband figure is within the distance listed below (i.e. even mid-move):

Position of marker	Spotting distance
In sight but partially obscured by terrain	6"
In unobscured Line of Sight	9"

When the group is spotted, roll **D6** and consult the table below to determine the number of foes encountered. Revealed enemies are always melee troops.

Unknown Enemy Numbers Table

D6 result	Number of enemies
1	1
2	2
3-4	3
5	4
6	5

Place one enemy figure on the marker itself, and place the rest **within 1"** of the first figure placed, if possible. Figures should be placed in or behind Cover, if at all possible.



♦ TERRAIN ♦

Terrain Types

Gaming terrain can take several forms, each of which affects the actions of your figures in different ways. A quick glance at any terrain piece in your collection should tell you how it fits into the rules definitions below.

You are of course encouraged to create unusual or imaginative terrain types for your specific gaming situation.

Linear

Any long feature that a miniature cannot generally be placed on top of.

Examples: Hedgerows, fences, walls, and similar.

Area

Features that cover a space on the table and can have miniatures placed within them.

Area features may be designated as *Difficult* (see p.31).

Examples: Forest, bushes, and rubble.

Field

Similar to an Area feature, but at ground level.

Field features may be designated as *Difficult* or *Impassable*.

Examples: Mud, water, or lava pools.

Individual

A single piece of terrain that a figure cannot climb.

Examples: Barrels, individual trees, and statues.

Block

A terrain piece that can be climbed or otherwise interacted with, but which figures cannot enter into.

Examples: Large boulders or locked-up buildings.

Interior

An enclosed terrain piece that figures can enter into.

Examples: Buildings, tunnels, and caves.

Interaction

Block, Linear, and Interior features can typically be climbed.

Area and Field features can typically be entered.

The Movement rules chapter discusses how this influences movement.

Lines of Sight

The rules generally use true Line of Sight: **If a line can be drawn** between two figures without crossing a Block or Individual feature that would prevent spotting, a **Line of Sight** exists. If it is unclear, a piece of string or laser tool can be used. Alternatively, you can lean down to get a look from behind the spotting miniature.

In some cases, Line of Sight can be broken by a game rule, even if the target is otherwise visible:

Line of Sight and Cover

NOT TO SCALE

Enemy A is hiding in a forest within 3" of the edge of the Area terrain. The red archer and Enemy A *share* Line of Sight. Enemy A also has **Cover** because they are within an Area feature, but the red archer does not.

Enemy B is more than 3" from the edge, so is not visible. Enemy B and the red archer share no Line of Sight.

Low wall
(Linear terrain)



3"

1"

3"

----- Line of Sight
----- No Line of Sight

Forest (Area terrain)



Enemy C and the red archer are **both** beyond 3" of a low wall that lies between them. No Line of Sight exists unless one of them moves **within 1"** of the wall.

Enemy D is within 1" of the wall, and so *share* Line of Sight with the red archer. Enemy D has **Cover** because this Line of Sight crosses the terrain feature.

Area Features

Line of Sight can pass through **up to 3"** of **Area terrain** only, whether shooting into, out of, or through such terrain.

Linear Features

Line of Sight is blocked **3" beyond** any Linear feature, *unless* either the shooter or target is **within 1"** of the point where Line of Sight crosses the feature.

Cover

A figure is considered to be in **Cover** for combat purposes if any of the following are true:

- ◆ Line of sight crosses any terrain feature **more than 1"** from the shooter
- ◆ The target is positioned within an Area feature
- ◆ The target is in contact with the corner of Block terrain.

When in Doubt about Line of Sight and Cover

Often it can be tricky to determine if a figure is visible or whether they are in Cover or not. Here are two guidelines to assist in resolving Cover issues:

- ◆ If in doubt about visibility, allow the shot to be taken.
- ◆ If in doubt about Cover, count the shot as being in Cover.

As we assume some mobility and survival instinct on behalf of our characters, a figure meeting these conditions is in Cover, even if the figure can otherwise be seen clearly.

Location and Item Markers

During scenarios, a number of things may be represented on the table using markers. These can represent captives waiting to be rescued, locations to be investigated, and more. Regardless of what they represent, markers are subject to the following rules unless clearly stated otherwise:

- ◆ Markers do not block Line of Sight, provide Cover, or interfere with ranged attacks.
- ◆ Enemies do not interact with markers, target them, or prioritize them in any way.
- ◆ Markers cannot be the target of spells, items, effects, or similar.

Optional Terrain Notes

You may prefer more detailed rules for particular forms of scenery, in which case this section offers additional notes.

Fences

- ◆ Fences are Linear obstacles, and are climbed like any other obstacle. The height of the fence is the cost in inches to climb it.
- ◆ Fences provide Cover to figures behind it.
- ◆ Rail fences and other open fences *do not* block Line of Sight.

Wet ground

- ◆ Wet, marshy, or swampy ground prevents characters from Dashing if they entered, moved through, or exited such a feature at any point of their move.
- ◆ Many wet ground features will be *Difficult* terrain.

Water features

- ◆ During a battle round where a figure entered, moved through, or exited a water feature, they cannot *Dash*, make ranged attacks, or claim any bonus movement from equipment.
- ◆ Enemy archers will not enter water features willingly, instead moving around the feature if possible.
- ◆ Figures wading through water are considered in *Difficult* terrain.

Thorns

Thorny bushes and hedgerows are *Difficult* terrain, and cannot be entered or crossed by a character with an **Armor rating of 0**.

Ruined interiors

A character attempting to *Dash* within a ruined building must roll **D6**. The total distance moved cannot exceed the die roll in inches, due to the difficulty in moving around.





◆ NON-COMBAT ACTIONS ◆

After performing any desired movement, a character that does not perform a Combat Action may perform a **Non-Combat Action**. The most common Non-Combat Actions are listed below. Each Action lists the maximum movement

allowed by the character in the same battle round.

Note: Enemies do not take Non-Combat Actions unless specifically stated by a game rule.

Non-Combat Actions Table

Action	Movement	Description and Notes
<i>Dash</i>	Full move	The character moves an additional distance equal to the Dash portion of their Speed ability score. Note: Enemies may use this option.
<i>Use</i>	Full move	Many items you find will require an Action to use. Only one such item can be used per Action.
<i>Ready Weapon</i>	Full move	This action can be used to retrieve a Backpack item such as a weapon so it can be used, or to return an item to the Backpack.
<i>Casting</i>	Full move	Allows a Mystic to cast a spell. See p.45 for details.
<i>Interact</i>	Half move	A special scenario may have Actions tied to scenario objectives, terrain features, or similar. Typically one Action is enough, but a complex situation could require multiple Actions. This might be used to cut a rope, pick a lock, search a bookshelf or anything else a custom scenario might present you.
<i>Keep Down!</i>	1"	The character receives Cover from all ranged attacks originating over 6" away. This lasts until the character activates next.
<i>Anticipate</i>	1"	Put a marker next to the character. Next battle round, roll one die less when determining which character acts in which phase. This character will automatically act in the Quick Actions Phase, without having a die assigned to them.



♦ COMBAT ♦

Characters engage in two types of combat: **Ranged attack** and **melee combat**. To perform either type of combat requires a **Combat Action**, meaning the character cannot perform a Non-Combat Action (including *Dash*) this round.

Ranged attack: This represents a few bolts or arrows shot towards the target, and requires a single **D6** per shot (typically one per figure). If the attacker did not move, add **Combat Skill**. To perform a ranged attack, the character must have a ranged weapon and must not have run out of ammunition.

Melee combat is a series of **3 exchanges** – representing the cut-and-thrust of close combat – each of which is an opposed roll between the two combatants. Each side rolls a die and adds their **Combat Skill**. The side with the higher result wins and strikes their opponent. On a draw, the combat ends with the defender retreating.

Both of these are described in greater detail below.

Ranged Attacks

To begin, select the target to shoot at. The target must be visible, and within range of the weapon. See “**Weapons**” (pp.60-61) for the tabletop range in inches for each weapon. Player-controlled figures may select any target, unless visible opponents are **within 3"**, in which case they must shoot at the nearest visible opponent.

Enemies use the following ranged targeting priorities:

1. The enemy will shoot at the closest target **within 8"** of the shooter.
2. If no targets are **within 8"**, they target the nearest opponent with a ranged weapon.
3. If no ranged weapon-equipped opponents are visible, they will select the closest target.

To score a Hit:

Roll **D6**, and try to reach the target number or higher:

Within 6" and in the open	3+
Within weapon range and in the open	5+
Within weapon range and concealed or behind Cover	6+

- ◆ If the shooter is stationary, add their **Combat Skill** to the roll.
- ◆ A roll of **natural 1** is always a miss.
- ◆ A missed shot goes nowhere, and has no effect on the game.

Movement restrictions

Characters intending to make any ranged attack cannot move above **half** their movement **Speed**, because they need time to aim and reload. Characters intending to shoot a *crossbow* must remain stationary.

Limited Ammunition

If a weapon is indicated as having *Limited Ammunition*, a roll to Hit of a **natural 1** means that it is out of ammunition, unless this is the first shot with it in the current battle. (Note: some ranged weapons only receive a single shot per game.)

Melee Combat

Melee combat takes place as a series of **exchanges**, as the combatants try to get the upper hand.

When two characters enter melee range of each other (base contact or as close as the pose of the miniatures will allow), the character who initiates the combat has the **initiative**, and takes the role of the **attacker** in the opening exchange, while their opponent takes the role of the **defender**. Depending on the outcome of this initial exchange, the initiative can change between the characters and reverse their roles.

There are commonly **3 exchanges** fought during a melee round, though some outcomes may end the melee earlier. If both characters are still up and about at that point, the melee ends. Characters never remain stuck in melee combat over multiple rounds (although one of them can initiate a new melee combat the next round if they move back into base contact).

Each exchange has 5 steps:

1. Select weapon
2. Select tactic (optional)
3. Resolve exchange
4. The push
5. Next exchange

Step 1: Select Weapon (1st exchange only)

The player-controlled character must select one available melee weapon they carry, and use it for all exchanges during this melee.

Step 2: Select Tactic (optional)

If desired, the player-controlled character may select one of the three tactics below, which is then used for all exchanges during this melee. The default is to simply fight. The enemy will not use tactics.

Fight defensively:

The character **rolls twice** and picks the best roll. If they win, they inflict **no Hits**. This tactic negates all possible sources of the *Counter Attack* ability (see below).

Fight evasively:

The character rolls normally. If they win, they inflict **no Hits** but may move **2"**, ending the melee. This tactic negates all possible sources of the *Counter Attack* ability.

Fight furiously (attacker only):

The character rolls normally. If they win, they may add **+1** to either the **Overcome Toughness** OR **Overcome Armor** rolls (this is the player's choice when selecting the tactic, and is cumulative with any weapon bonus). If they lose, they suffer a **Hit**.

This tactic is not selectable if the enemy can *Counter Attack*.





Step 3: Resolve Exchange

Roll **D6** for each character, adding their **Combat Skill** to the roll.

- ◆ If the **Attacker** has the *higher* score, they will strike a blow and remain as the Attacker in the following exchange. Note, whether this blow counts as a Hit may depend on which tactic was chosen in Step 2.
- ◆ If the **Defender** has the *higher* score, they avoid harm and become the **Attacker** in the following exchange.
- ◆ On a **draw**, the Defender retreats **1"** backwards, with the Attacker remaining in place, and the melee ends.

Example:

Jorn moves to attack a bandit.

*Each combatant rolls a **D6** and adds their **Combat Skill**: +0 for Jorn, +1 for the bandit.*

Jorn rolls a 4, +0, for a total of 4. The bandit rolls a 5, +1, for a total of 6.

The bandit avoids the furious swings and will become the Attacker in the second exchange.

Counter Attack

Sometimes, the terrain across which figures are fighting is so uneven or restricting that both combatants may find it difficult to make a lunge for the other without opening themselves to a counter attack. In this game, “Counter Attack” is a combat benefit triggered by a number of such conditions (listed below). Note that it is also the name of a trait that bestows this benefit, regardless of terrain.

A character with the *Counter Attack* ability may strike a **Hit** (see pp.43-44) if they win an exchange, even if they are the Defender.

Characters may use the *Counter Attack* benefit if:

- ◆ They are on higher ground than their opponent, including stairs, or raised terrain on a dungeon tile.
- ◆ They are fighting across an obstacle, such as a wall or fence.
- ◆ Their opponent is standing in *Difficult* ground or water.
- ◆ They have a weapon, ability, or trait that grants the *Counter Attack* benefit.

Parry

Sometime, a figure has just the right item and training to deflect blows. *Parrying* is a combat benefit only available to characters with a weapon, item, or ability that grants it. Note that it is also the name of a trait that bestows this benefit.

If such a character rolls a **natural 1** when defending in melee combat, they deflect the blow, avoiding all effects of being Hit, such as damage, *Stun*, or other effects such as *Poison*.

Multiple *Parry* sources have no additional effect.

Combat Bonus

A character with a **Combat Bonus** adds +1 to their **Combat Skill**. Combat Bonus is awarded if either:

- ◆ The opponent is *Stunned* (see p.44).
- ◆ The character has an ally within 1". If a character is in a confined space, such as a narrow corridor, or defending a doorway, neither side can receive a **Combat Bonus** from allies.

Only a single **Combat Bonus** can be earned by a character.

Step 4: The Push

If the Defender lost the exchange, they must now retreat 1" backwards, if possible. The Attacker may opt to remain in place, ending the melee, or they may choose to step up 1" to remain in melee. Enemies will always step up.

Back to the Wall

If the defender is unable to retreat, they remain in place, become *Stunned*, and another exchange is fought, even if it extends the number of exchanges this melee round beyond three.

Step 5: Next Exchange

The winner of the **Combat Skill** exchange during Step 3 will have the Initiative in the next exchange, making them the Attacker. If this was the third exchange in a row, the melee ends, and each combatant moves 1" backwards to separate them.

Melee Combat Example

*Ygtryg the Mostly Ready springs into combat against a brigand. Ygtryg has **Combat Skill +1**, and is using a bastard sword. Ygtryg initiated the melee and is on higher ground (uphill).*

*The brigand has a **Combat Skill +0**. They both have **Toughness 4** and **Armor 1**.*

As Ygtryg only has one weapon, they must use it in every exchange of this melee. If they had a spare, they'd have to choose now which to use. No optional tactics will be used this time.

Exchange 1:

Since Ygtryg started the melee, they are also the Attacker in the first exchange.

*Ygtryg rolls **D6**, rolling a **4** and adding their Combat Skill (+1) for a total of 5.*

*The brigand rolls a **6**, adding their Combat Skill (+0) for a total of 6.*

The brigand wins, gaining the initiative and becoming the Attacker.

Exchange 2:

*The brigand rolls a 3. Ygtryg rolls another 4 for a total of 5. Ygtryg will become the Attacker in the next exchange, but as they are on higher ground, they also have the **Counter Attack** benefit, allowing them to strike a **Hit** with their success this exchange.*

*To resolve the Hit, the player rolls **D6** to **Overcome Armor**. A roll of 3 is better than the brigand's **Armor Rating** of 1, so the blow penetrates. Next, Ygtryg has to **Overcome Toughness**. A **D6** roll of 2, with a +1 for the bastard sword means a total of 3.*

*This is below the Toughness of the brigand, so they are **Wounded** and **Stunned** (see p.44).*

Exchange 3:

Having won the last exchange, Ygtryg is now the Attacker again, and can claim a Combat Bonus since their enemy is Stunned. The die rolls a 4, +1 for Combat Skill, and +1 for Combat Bonus, for a total of 6. The staggered brigand rolls a 2. No hope.

*The roll to Overcome Armor – a 4 – succeeds, but the roll to Overcome Toughness – 2 +1 = 3 – results in another Wound. However, as a character Wounded **twice** is removed as a casualty, the brigand falls, and Ygtryg stands victorious!*

Hits

Characters can suffer potential damage from a number of sources: combat, traps, falls, and more. Regardless of where it came from, we refer to it as a **Hit** in game terms.

Hits are always resolved in the same way:

Step 1: Roll to overcome the **Armor** of the target.

If successful, then

Step 2: Roll to overcome the **Toughness** of the target.

Some sources of harm are more dangerous or better able to penetrate armor.

A Hit or attack is always written as **+x / +y**.

+x This is the bonus to **Overcome Armor**.

+y This is the bonus to **Overcome Toughness**.

A **Hit** is **+0 / +0** unless clearly listed otherwise. This bonus can be a negative score, in which case subtract it from the roll instead.

Example:

*An attack listed as **+0 / +1** would add +0 to the **Armor** roll and +1 to the **Toughness** roll.*

Step 1: Roll to Overcome Armor

If the target has an **Armor** rating of 0, you can skip this step, even if the bonus to **Overcome Armor** is -1.

Roll **D6** and add any **Overcome Armor** bonus the attack has.

If the total is **higher than** the **Armor** rating of the target, proceed to Step 2.

If the total is **equal to** the **Armor** rating of the target, they are **Stunned** (see p.44), and the attack fails.

If the total is *lower than* the **Armor** rating of the target, the attack fails.

Step 2: Roll to Overcome Toughness

Roll D6.

If the roll is a **natural 1**, the target is **Stunned**.

If the roll is 2-6, add any **Overcome Toughness** bonus the attack has.

If the total is *higher than* the **Toughness** rating of the target, they become a casualty and are removed from the table.

If the total is *equal or below* **Toughness**, they are Wounded and Stunned.

Less Brutal Wounds (optional rule)

If you find the regular system too brutal, you can adopt the following rule:

A character can be *Wounded* multiple times. Place a token each time it happens. All strikes on a character that is *Wounded* increases the damage by +0 / +1 for every Wound token (cumulative with normal attack damage).

Any effect that removes *Wounded* status will remove a single token.

Note that this rule can result in battles taking slightly longer to resolve. If you use this rule and find that time limits to Achieve Objectives are too tight, consider raising time limits by 1-2 battle rounds.

Stunned

A **Stunned** combatant has been knocked senseless or lost their balance.

If a *Stunned* character must fight a melee exchange, they automatically become the Defender and their opponent gains a +1 **Combat Bonus**.

They recover from the *Stun* after the exchange is fought, unless they are *Stunned* again. A character that is *Stunned* recovers automatically at the end of the phase..

Example:

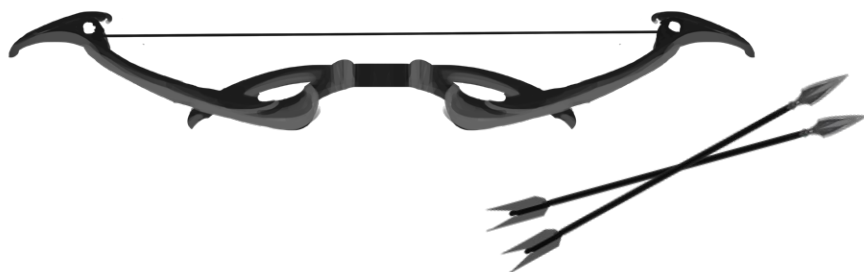
A character is Stunned by a bow shot in the Enemy Actions Phase. At the end of that phase, if they are still Stunned, they recover.

Wounded

A **Wounded** character may continue to act normally, but if they are *Wounded* a second time remove them from play as a casualty.

Usually, a casualty will mean that the character will need to roll on the **Injury Table** during the Resolution Stage of the campaign turn. However, some items and abilities can remove a Wound, in which case, the Wound heals completely.

Wounds never carry over to future battles, and unless the figure was removed as a casualty, they do not have to roll for post-battle injuries.



◆ SPELL CASTING ◆

Mystics are those characters who have mastered the art of spell-casting. While their powers may derive from all manner of arcane paths, techniques, and sources, the same rules are used for all of them.

Spell Nature

All spells are designed for use during battle encounters only.

Every spell has an **Incantation** score. The higher this number, the more difficult it is to cast. A high score may indicate a spell that is difficult to remember, is written in an alien (or extinct) language, or requires precise hand movements.

Strands

Casting spells requires energy to fuel them. While followers of the dark entities can obtain this energy from a patron,

Enemy Spellcasters

While many foes can wield magic of their own, they always use the rules in their individual profile description, and are not subject to casting rolls or other mechanics from this chapter. The rules in this section *only* apply to player-controlled spellcasters.

the method employed by Mystics is to use **Strands** of magical energy.

Strands can be woven out of a variety of energy sources, depending on the spell in question: Slivers of sunlight, congealed shadow, the essence of a river, or the ghost of an animal. Strands can be prepared in advance but, once collected, they are only usable for a few days. Most Mystics busy themselves collecting Strands whenever they have some time to themselves.



A Mystic always begins each battle with **3 Strands**. Any unused Strands evaporate at the end of the battle. Mystics may also find or acquire **Congeaed Strands** (see p.64), which can be saved until you use them.

Casting Spells

Casting a spell requires the *Casting* Non-Combat Action to be taken. Even if a character is permitted to take multiple Actions during a battle round, they can only attempt to cast a single spell each round. Unless the description for a spell says otherwise, the target must be in sight of the Mystic.

Roll **2D6**, and add the **Casting** ability score of the Mystic.

- ◆ If the roll is a **natural 2**, the spell fails. **1 Strand** is expended.
- ◆ If the result is below the Incantation score for the spell, it fails. **No Strands** are expended.
- ◆ If the result is *equal to or above* the **Incantation** score for the spell, the spell succeeds. **1 Strand** is expended unless the spell is listed as “**Simple**”.
- ◆ If the roll is a **natural 12**, the spell succeeds. **No Strands** are expended.

Desperation Casting

If a casting roll fails, the Mystic may spend **1 point of Will** to bolster the spell. If this is used, a +2 is added to the roll retroactively.

Ether Burn

If a Mystic is required to spend a Strand, and has none available, the Mystic is *Wounded* instead.

Spell List

A list of spells, their conditions and effects is contained in the **Spell Table**.

Unless stated otherwise, spells may be cast at any eligible target in Line of Sight of the Mystic, subject to any scenario limitations on visibility. A Mystic may always target themselves with a spell.

Target Types

Ally: Any warband figure or ally. Can be the Mystic themselves.

Personal: Affects only the Mystic themselves.

Enemy: Any enemy figure

Ground: Any point on the ground.

None: No target is selected.

Spell Durations

Immediate: The spell takes effect when it is cast, but lacks a lasting effect.

Activation: Lasts until the spell-caster has finished their next activation

Full Round: Lasts until the Tracking Phase of the *following* battle round.

Battle: Lasts for the rest of the battle.

Some spells may have unique target or duration factors.

Simple and Taxing spells

Additionally, some spells have special conditions noted after the spell name:

* **Simple:** The spell does not cost Strands to cast, though a **natural 2** will still expend **1 Strand**.

† **Taxing:** This spell is particularly draining to cast, and can only be cast once per battle.



Spell Table

D100 result	Spell	Incant.	Target	Effects	Duration
01-03	<i>Antidote</i>	7+	1 ally	Target is unaffected by <i>Poison</i> or <i>Venom</i> traits.	Battle
04-06	<i>Barrier</i>	6+	Ground	Place a line of fire 4" long and 0.5" wide without touching any characters. This spell prevents all movement across it, except by figures with the <i>Flying</i> trait. It may be shot across, but provides Cover.	Full round
07-09	<i>Bind</i>	8+	Up to 3 enemies within 1" of each other	Each targeted figure rolls D6, adding any Monster Point total to the roll, breaking free on a roll of a 6+. If failing to break free, the figure cannot move, but may fight and shoot normally.	Activation
10-12	<i>Bleed</i>	8+	1 enemy	The target loses the Regeneration trait if they have it. If Wounded, roll D6 in each Tracking Phase. On a 6, they die.	Battle
13-15	<i>Compel*</i>	7+	1 enemy	When the target next activates, they must move directly towards the Mystic as fast as possible. They will not move in any way that would risk taking damage from dangerous terrain.	Activation
16-18	<i>Confuse</i>	7+	1 enemy	Target loses the <i>Parry</i> and <i>Counter Attack</i> traits.	Full round
19-21	<i>Darts†</i>	6+	1 ally	Target a character that is out of ranged weapon ammunition. They immediately restock their ammunition. This does not work on single-use weapons.	Immediate
22-24	<i>Distract</i>	7+	1 enemy Ranged Trooper	The target will remain in place and will not shoot.	Activation
25-27	<i>Escape</i>	6+	1 ally	Remove the target character from the battle. No roll for "Flight in the Dark" is needed.	Immediate

D100 result	Spell	Incant.	Target	Effects	Duration
28-30	<i>Explore †</i>	7+	1 marker	Select an Unknown Enemy Marker , Exploration Marker , Unusual Location Marker , or similar marker, and roll to resolve what it is. This spell does not require Line of Sight.	Immediate
31-33	<i>Fog</i>	6+	Ground	Place a fog cloud circle 3" across . Figures can move into, out of, and through it, but it blocks all Lines of Sight.	Full round
34-36	<i>Foresee †</i>	7+	-	If a time limit applies to Achieving the Objective, increase the limit by 1 battle round .	Immediate
37-39	<i>Fortune*</i>	5+	Personal	The Mystic may choose to reroll all of the following if they occur: A ranged roll to Hit, melee roll to Hit, a proficiency test, and may force an enemy to reroll a successful Overcome Armor roll against them.	Full round
40-42	<i>Frighten</i>	7+	-	If the enemy took any casualties this turn, they must roll 1 additional Morale die. No Line of Sight is required.	Next Tracking Phase
43-45	<i>Guidance</i>	7+	1 ally	The Ally may select one of the following rolls to reroll and may do so after the dice have been rolled: a single shooting roll to Hit, melee roll to Hit, proficiency test, or force an enemy to reroll a successful Overcome Armor roll. No Line of Sight is required and, once cast, the reroll may be used by any ally at any point.	Full round
46-48	<i>Heal †</i>	6+	1 ally	Remove a Wound.	Immediate
49-51	<i>Illuminate*</i>	6+	Personal	All characters, features, and items within 12" of the Mystic are visible from any distance.	Battle
52-54	<i>Infuse</i>	6+	1 ally that is not Wounded	As long as the target remains un-Wounded, they receive the <i>Counter Attack</i> ability.	Until Wounded



D100 result	Spell	Incant.	Target	Effects	Duration
55-57	<i>Manipulate*</i>	6+	1 item	An item on the ground, in the Mystic's possession, or in the possession of an ally may be moved up to 8". If moved into contact with a character, they may pick up the item immediately without requiring an Action or roll. The entire move must happen within Line of Sight.	Immediate
58-60	<i>Mark</i>	7+	1 enemy	All ranged attacks on the selected target receives a +1 bonus to Hit.	Full round
61-63	<i>Meekness</i>	7+	1 enemy	Enemy melee attacks do +0 / +0 damage.	Full round
64-66	<i>Mobility</i>	7+	1 ally	The character ignores all movement reductions due to <i>Difficult</i> terrain.	Battle
67-69	<i>Premonition</i>	7+	-	When rolling for Initiative , 2 dice may rerolled.	Next Initiative Roll
70-72	<i>Repel</i>	7+	1 enemy	The enemy is pushed directly away D6+1" . Aberrations subtract their current Monster Points from the roll. Can be used to push a figure into danger.	Immediate
73-75	<i>Shadows</i>	6+	1 ally	Target may immediately move to any location within 4" of their current position. Can be used to move through <i>Impassable</i> obstacles or walls, but both the original and new positions must be visible to the Mystic.	Immediate
76-78	<i>Shield</i>	6+	1 ally	All ranged attacks aimed at the spell's target or a character within 3" of them will Hit only on a natural 6 .	Full round
79-81	<i>Slow</i>	8+	Up to 3 enemies within 1" of each other.	Reduce the enemy Speed by -2" and <i>Dashing</i> becomes impossible for them. Negates <i>Flying</i> and <i>Slippery</i> traits.	Full round
82-84	<i>Spellbreak †</i>	7+	1 enemy	The enemy is unable to cast any spells.	Full round

D100 result	Spell	Incant.	Target	Effects	Duration
85-87	<i>Steelbreak †</i>	7+	1 enemy	Enemy counts as Armor 0 .	Full round
88-90	<i>Summon †</i>	7+	Ground	<p>A magical creature or construct of choice is summoned in base contact with the Mystic. The animal has:</p> <p>Agility 2 Speed 6" / +0" Combat +0 Toughness 4 Armor 0</p> <p>It attacks for +0 / +0 damage and cannot use any equipment.</p> <p>The creature can act immediately in the phase in which it is summoned</p> <p>This spell is only usable if you have less than 6 warband members and allies on the table.</p>	Battle
91-93	<i>Tinker</i>	6+	1 ally	Add +2 to any proficiency test.	Full round
94-96	<i>Torment</i>	8+	1 enemy	If the enemy is engaged in melee while <i>Wounded</i> , their opponent receives a Combat Bonus.	Battle
97-98	<i>Waylay</i>	8+	1 enemy patrol (see Site Battle scenario, p.142)	<p>The patrol does not move this round. When next activated, they will begin moving towards a random Exploration Marker.</p> <p>The spell has no effect on <i>Aware</i> figures.</p>	Full round
99-100	<i>Weaken</i>	8+	1 enemy	Negates the <i>Tough</i> trait.	Battle



♦ RUNNING AWAY ♦

Our groups of adventurers are brave, heroic individuals (or have nothing to lose), but the scoundrels and vermin they fight often are not. Even so, if a situation is getting out of hand, it may be time for your warband to head for the hills!

Character Morale

Player-controlled forces do not test to see if they run away. We assume your characters will stick it out for the sake of fame, glory, or loyalty to their brothers.

If a moving character comes within **1"** of the battlefield edge, they may opt to retreat from the battle as part of their move. Remove the figure from the table; it cannot return to the battle in progress. Note that depending on the scenario played, you may have to roll on the **Flight in the Dark Table** after the battle when doing this, to see what consequence may arise.

If a fight is going against you, consider retreating before every figure becomes a casualty, even if it means giving up on Achieving the Objective (see p.130).



Enemy Morale

In the Tracking Phase, tally up the number of enemy figures that were removed as casualties this battle round.

Roll **D6** per figure removed, and tally up the number of **natural 1s** and **natural 2s**. These are **Morale Failures**.

For every Morale Failure, removed one enemy figure from play. Remove the figures closest to the enemy edge of the battlefield first.

Enemy Leaders will not run unless there are **fewer than 4** enemy figures remaining.

Aberrations and Undead are generally too dumb or too alien to register fear, and will fight to the death.

Unknown Enemy markers in any scenario and any *Unaware* enemies in a Site Battle scenario are not affected by Morale.

Realism and Morale

Realistically, we might expect that the death of leader figures or big critters affect morale more severely than the death of a grunt. However, as players can focus attacks to a degree their opponents cannot, this tends to lead to enemy morale crumbling too quickly after soaking up every arrow, throwing knife, and potted plant the heroes hurl at them. Rather than adding rules for targeting priorities, assume that, in the hurly-burly of battle, the enemy is more aware of dwindling numbers around them than the status of individual comrades.

♦ PROFICIENCY TESTS ♦

Various situations in the game will require a **2D6 proficiency test**. This serves as a simple, consistent way to resolve situations in the game world, and can account for luck, raw talent, or training in a particular topic.

Proficiency tests are always indicated by a **target number** preceding the **skill** name, which is shown within brackets. If an eligible character has that skill, add +2 to the dice roll. A result *equal to or above* the target number is a success.

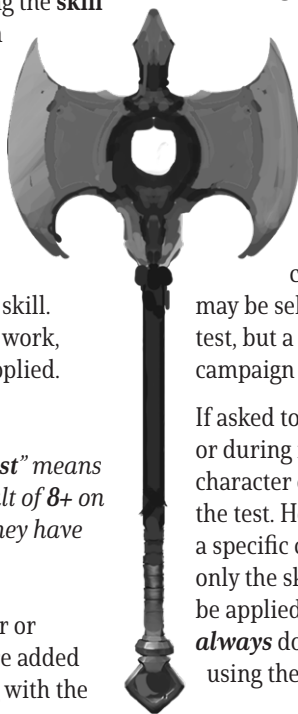
In some cases, a proficiency test could list more than one skill. In that case, any of them will work, but only one bonus can be applied.

Example:

“Make an 8+ [Crafting] test” means the character needs a result of 8+ on 2D6. They may add +2 if they have the Crafting skill.

You may have other character or situational bonuses. These are added to the roll normally, stacking with the skill bonus.

Some equipment can benefit particular types of proficiency test, either by allowing a reroll or a bonus to the roll. A test can only benefit from one equipment bonus. If the equipment is single-use, you must decide whether it will be used before rolling, and it is used up by doing so.



Who, How, and When

When choosing campaign activities during the Preparation Stage of the campaign turn, any character in the warband

may be selected to perform a given test, but a character can only assist one campaign activity per campaign turn.

If asked to take a test while traveling or during random events, any character can be selected to perform the test. However, if the rules state a specific character must take a test, only the skills of that character can be applied. During combat, tests are **always** done by a specific character using their own skills.

Example:

During a battle, my warband finds a trap that needs to be disarmed using the Expertise skill. To get the skill bonus, the character attempting the task must be the one with the skill. If we'd found a trap during a campaign event, I could nominate any character to attempt the task.

Lack of Training

Dedication to the magical arts is complex and time consuming, and even former expertise wanes by comparison. When taking a proficiency test, except for Alchemy, Mystics only add +1 when possessing a requisite skill, instead of the normal +2 bonus.

Game Mastering

If you are creating a custom scenario, or acting as the gamemaster for an adventure, players may provoke all manner of proficiency tests, from lock-picking to fast-talking town guards to researching ancient spells. You can design a proficiency test easily as follows:

Step 1: Decide on a target number. You can assign this as you see fit, but try keeping the range from **5+** at the easiest to **10+** at the most difficult. If in doubt, start with an **8+** test.

Step 2: Decide which skill is applicable, if any. Remember to factor the typical bonus into the target number above. An **8+** task will generally succeed with a +2 skill

bonus and is pretty achievable without one, while a 10+ task without any bonuses is unlikely to result in success.

Listing more than one skill will tend to make the test easier, because there's a bigger chance any given warband will have access to it.

Step 3: Determine the consequences of failure. Typically, you do tests either to avoid a bad thing happening (such as rolling to jump over a chasm), or to achieve something the character wants (such as finding a secret room). Consequences should be reasonable: Try to avoid permanent destruction of equipment or loss of ability scores.

◆ WILL POINTS ◆

A strong mind can change the world. On our tiny battlefields, it won't do quite that much, but those with uncommon determination can still make a mark.

Some Hero characters may have a **Will** score. A Human character may have 1 or more points of Will. Non-humans can have only 1 point of Will.

Will can only be used during tabletop battles, and is regained at the conclusion of an encounter. You may spend 1 point of Will to do any of the following at the specified times:

- ◆ To **move an additional 4"** after making a normal move.
- ◆ To **activate in the Quick Actions Phase** regardless of the die assigned during the Initiative roll.

- ◆ To **remove a *Stunned* status** and **gain the initiative** at the end of a melee exchange.
- ◆ To **add +2 to a proficiency test** (declare this use before you roll the dice). This is cumulative with all other bonuses to the test a character may have.

Luck

If things have gone badly for a character during battle (even if you used Will points to try and change your fortune), you've another option to avoid injury in the aftermath. Characters with **Luck** points apply these when rolling for post-game injuries. Each Luck point will save you from a grim fate... once! See p.188.

♦ STARTER SCENARIO ♦

Before you throw yourself and your newly-created warband into a full-scale campaign, you may wish to practice with the combat rules a little. You can also play this with the warband below, if you want to get right to the action.

First, familiarize yourself with how the **battle round** sequence works (pp.29-30), and how your figures **move** (pp.31-32). Make sure you have glanced over the **combat system** (pp.39-44), although you can cover that in-depth once you get to that point of the scenario.

Your Forces

Pick out four suitably cool-looking miniatures. One should have a bow or similar ranged weapon, and the other three should have melee combat weapons. If you are not using a newly-created warband, use the character profiles and armaments in the table below.

No special character rules apply to anybody.

The Enemy

Pick out four enemies to fight – any figures that you like (or have on hand) will do. Again, one should have a bow and the rest should have hand-to-hand weapons. Use the following profiles for the enemies:

Pre-generated Characters

Character	Agility	Speed	Combat Skill	Toughness	Equipment
Blixt	2	4" / +3	+0	3	Self bow, light weapon, light armor.
Perrin	2	4" / +3	+1	3	Standard weapon, light armor.
Stafford	2	4" / +3	+0	4	Standard weapon, light armor.
Sundelin	2	4" / +3	+0	3	Standard weapon, partial armor.

Pre-generated Enemies

Character	Speed	Combat Skill	Damage	Toughness	Armor	Notes
Grokk	4" / +3	+0	+0 / +0	4	0	Self bow
Grub	4" / +3	+0	+0 / +0	4	0	-
Grig	4" / +3	+0	+0 / +0	4	1	-
Gryn	4" / +3	+0	+0 / +1	4	1	-



Setting Up

You will need a few pieces of terrain for your first outing. If you are still building your collection, you can cut out paper or card to put on the table.

- ◆ Use a table that is 2 x 2 feet.
- ◆ Place a hill, ruin, forest, or other piece of terrain 4–6" across near the center of the table, then scatter some single trees, big rocks, statues, or other such items around the table.
- ◆ Next, place the villains in a rough line with 2" between each figure, making sure each figure is in or behind a piece of terrain for Cover.
- ◆ Then set up your warband, placing them at least 12" from the enemy.

You are now ready to begin the first battle round.

Victory

The battle is fought to the bitter end. Once only one side has figures remaining, it is the winner. For your first battle, do not make Morale checks for the enemy.

Coming Back

When you have rolled up your first warband, go ahead and play through this battle again with the following changes:

- ◆ Use the warband you rolled instead of the one provided.
- ◆ The Morale rules are in use.
- ◆ Add three additional foes: Grodd (identical to Grokk, above), Grun and Grug (identical to Grub, above).

This training battle does not affect your warband: You earn no experience points, nobody gets hurt, and no special activities are needed. However, if you complete the training battle, you may add **1 Story Point** to your starting total.

• STORY POINTS •

Five Leagues from the Borderlands

is a story-driven experience. We use **Story Points** to help players improve the narrative or just smooth over the vagaries of fate. While they are primarily a campaign resource, they can also be used to tip the balance in combat. You will begin with some Story Points and can earn more as the game progresses.

Typically, these are used in two different ways – narrative and mechanical – and you may find that you like one way more than another, or you may take advantage of both.

Narrative Use: Making Something Happen

You can pay **1 Story Point** to make something happen in the campaign, if it fits with your ongoing story. This might mean fighting a specific type of enemy because that'd make the most sense right now, having an old friend show up to help with a tough battle, or adding a specific type of location to the game map.

While these options are usually applied during the campaign and not during battle, some battlefield uses could include an enemy leader agreeing to fight one of your characters in single combat, or something similar.

These types of changes can be open-ended, and it is up to the player to decide what they consider to be “too much”. As a general rule, a Story Point should not outright award magical items.

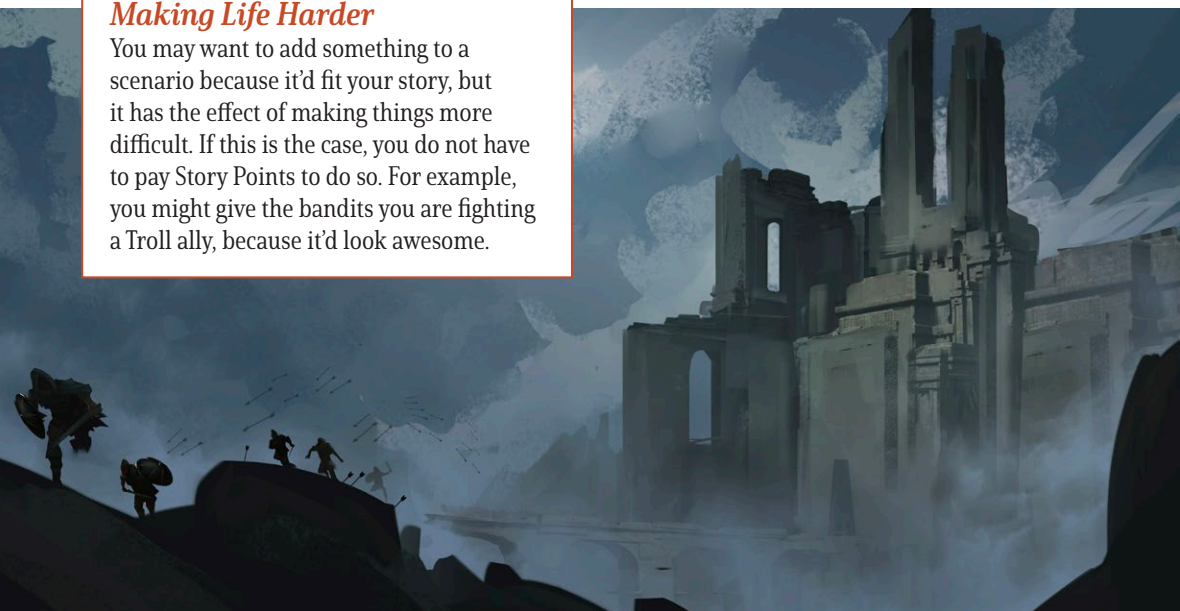
Mechanical Use: Specific Effects

If you prefer a more mechanical approach where the game is less malleable, Story Points can be used as a source of good fortune instead. Simply pick one of the options below:

- ◆ If a character was just struck by any attack or spell in combat, they avoid it.
- ◆ Roll again for any die roll you just made. You can use *either of the two results but cannot roll a third time*.

Making Life Harder

You may want to add something to a scenario because it'd fit your story, but it has the effect of making things more difficult. If this is the case, you do not have to pay Story Points to do so. For example, you might give the bandits you are fighting a Troll ally, because it'd look awesome.





◆ UNUSUAL SITUATIONS ◆

Sometimes, all the variables of a game can produce oddball situations. You can often solve such situations on your own, but this chapter provides some suggestions for handling this.

Interpreting Rules

In most cases, the game rules are written to be interpreted in a literal manner. If a rule says you *may* do something, it is optional, while if the rules say you *must* or *will* do something, it cannot be avoided. If a case simply does not make sense, pick the answer that seems to make for the most reasonable (or fun) outcome.

Contradictory Rules

If two rule effects seem to contradict each other, use the following hierarchy:

- Event table result >
- Scenario rule >
- Magic item rule >
- Character ability >
- Standard game rule

Bonus Overlap

In some cases, multiple items of equipment may grant a bonus to the same roll. Unless specifically stated to be compatible by the rules, only one equipment benefit (bonus to the roll, reroll, or otherwise) may be applied to a specific die roll.

Bonuses from other sources are generally cumulative.

Finding Items

In some scenarios, it may be possible to find an item or treasure on the battlefield. Armor, Backpack, and Worn items are placed in the Backpack automatically. Found weapons may be stored in a Backpack or can immediately be equipped to the character finding them; if this would exceed the normal carrying limit, another weapon must be added to the Backpack. Add campaign items and gold to the warband roster sheet as normal.

Note that backpack limits can be exceeded during the battle, as experienced adventurers always leave an empty satchel for any Loot acquired.

Campaign items and the 'Backpack' are discussed fully on pages 63 and 59 respectively.

Crashing into Things

Some events can force a character to move (or be moved) randomly. If a character is forced to move in this way until they reach a terrain feature they cannot pass through, they will halt upon reaching it. If they move into contact with another character, they will halt **0.5"** before making contact.

If an **Aberration** moves randomly, any character it collides with is pushed **2"** in a random direction, and the creature continues moving.

Arriving in Melee

Characters arriving on the battlefield after an encounter has started should always be placed so they are no closer than **1"** from an enemy figure. If the indicated location is occupied, place them **1"** away.

Equal Distance

If you need to know which of two equally distant objects or characters are closest, simply pick at random: A D6 result of 1-3 represents one possibility, 4-6 the other.

Cover is Made of People!

Characters may not attempt a shot if the Line of Sight is obscured by a friendly character.

If a foe is partially obscured by another foe, the shot must be taken against the obscuring figure unless the more distant figure is an **Aberration**, in which case it can be targeted normally.

Saving Throws

Many functions in the rules permit a “saving throw” of sorts: Rolling to prevent something from happening. If a character has multiple such saves available, they should be combined into a single save instead of rolling individually. Use the most favorable individual save and add +1 to the roll (regardless of how many additional saves would have been permitted).

Example:

A character with two magical items, granting them a 6+ and a 5+ saving throws against spells would not roll twice. Instead, they would receive a single 4+ saving throw.”

Timing Questions

Resolve each Action in turn, applying all outcomes **before** moving on to the next Action: This is the chronological sequence in which events occur. This can result, for example, in the Actions of one figure making a planned Action more difficult or impossible (such as attacks forcing an enemy out of range).

Whenever a rule, Action, or effect is carried out, assume all figures are in the exact position they occupy at that specific moment. For example, there is no ability to shoot at a moving figure in a position it occupied during its move, because when the next figure becomes active to shoot, the moving figure is considered to have reached their final position.

Any exceptions to these conditions will be clearly stated.

Rational Actors

Characters controlled by a player will never take an intentional Action to harm members of their own warband. For example, you cannot attack your own characters, even if some strange advantage could be obtained by doing so. If a character is under some sort of mental control, they may be attacked freely, of course.

When forced to make a roll for anything, a character will always do their best, including using all applicable skills and bonuses they are entitled to.

The use of consumable, disposable, or otherwise limited-use items are always up to the player to decide.

Mind Control

If a scenario dictates that a character falls under enemy control (for example, through a hypnosis spell), they will attempt to act as effectively as possible as per the “Rational Actors” guideline above.

Characters who are under enemy control cannot access Backpack items, and cannot use any single-use or limited-use items they would otherwise have had available. They will use ranged weapons normally unless they are out of ammunition.

♦ EQUIPMENT ♦

Equipment Storage

In addition to the weapons, armor, and some other equipment that your characters wear, your warband has a pool of items that they are either carrying with them collectively, or that they have in reserve back at the settlements they frequent. The additional items they choose to bring with them when they leave their settlement is referred to as the '**Backpack**', while the reserve store is referred to as the warband's '**Stash**'.

The Backpack

The '**Backpack**' is a term for the store of items not specifically strapped to a character and ready to use. However, it represents items kept with the warband *as a whole*, rather than that carried by a specific character. At any given time, any character in the warband can access the Backpack through the *Use or Ready* Non-Combat Actions, as appropriate.

The Backpack can hold **8 items** in total.

As your warband would always have a few pouches empty for loot, items found during or after a battle can exceed the Backpack's carry limits, but you must reorganize things after you get back to town.

Note that characters fighting alongside the warband temporarily, through a random event or scenario rule, *cannot* use any Backpack items.

The Stash

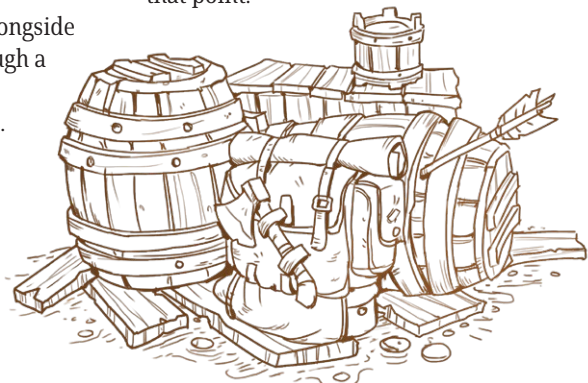
The warband may well own more than is in their Backpack. Settlements on the map can house the warband's permanent **Stash**. This is a collection of any items and equipment you decide to leave there. You can move items between your Stash and your Backpack when you are outfitting your warband.

There is no limit to how many items can be kept in your Stash. For simplicity, track a single Stash, which is reachable in any settlement, but if you want a more realistic experience, keep a separate Stash for each location.

Equipment Damage

Weapons, armor, and equipment may be **Damaged** or broken during play. While *Damaged*, an item cannot be used. If you possess a repair kit, it may be used to repair an item. Alternatively, *Damaged* weapons and armor can be repaired by a blacksmith in town, and the rules for this can be found on page 82.

Weapons and armor of *Fine* quality are resilient, and ignore the first time they would become *Damaged*. However, they are no longer considered to be *Fine* after that point.



Weapons

Weapons are divided into **basic** and **quality** weapons for game purposes.

Encumbrance Limits

A character may carry the following: **Two weapons** of any type, plus either a **shield** or a third **light weapon**.

A character may wear **one suit of armor** as well as a **helmet**.

Weapons and armor pieces that are not currently wielded or Worn by a character can be carried as Backpack items.

A character with a ranged weapon may have special ammunition types available. Each time a character shoots, they may select one such type to use. Once a ranged weapon runs out of ammunition, it is out of *all* available ammunition types for the rest of the battle.

Common Weapon Traits

Common Weapon Traits Table

Trait	Effect
<i>Parry</i>	The item allows the use of the Parry rule (p.42).
<i>Ranged X"</i>	A character with this weapon can make ranged attacks up to the distance indicated.
<i>Bulky</i>	The character cannot use a shield.
<i>Limited Ammunition</i>	The weapon is subject to the Limited Ammunition rule (p.39).

Weapon Types

Each weapon listed below details the **Type** (melee or ranged), **Range** (if ranged), and its **Overcome Armor / Overcome Toughness** scores.

Improvised Weapons

Nobody wants to be in this situation.

Unarmed	Melee	-1 / -1
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Use this for characters using an improvised weapon such as a rock, stick, chair leg, saucepan, or simply kicking and punching.

Basic Weapons

Basic weapons encompass the majority of fighting implements.

They are the only weapons a Follower can utilize properly.

Light weapon	Melee	-1 / +0
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A dagger, cudgel, working tool, or similar.

Self bow	Ranged 18"	+0 / +0
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A light bow often used for hunting.

Notes: *Bulky; Limited Ammunition*

Sling	Ranged 10"	-1 / +0
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A cheap weapon popular with rebels and skirmish infantry, slings can be deadly, but are not very effective against armor.

Notes: As slings can use simple rocks, characters do not run out of ammunition.

Staff	Melee	-1 / +0
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A walking stick that doubles as a defensive implement.

Notes: *Parry*

Standard weapon	Melee	+0 / +0
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A typical short sword, mace, hunting spear, or hatchet, easily wielded with one hand and requiring only modest skill.

Quality Weapons

Quality weapons require additional training to be used effectively in battle. Only Hero characters can benefit from the quality weapon rules given below. If a game situation results in a Follower ending up with a quality weapon for some reason, they can swing it around enough to count as a standard weapon (+0 / +0) in melee but cannot use a ranged weapon.

Bastard sword Melee +0 / +1

A heavy sword suitable for use single- or double-handed. This profile can also be used for large war axes.

Crossbow Ranged 24" +1 / +0

A mechanical weapon capable of launching a bolt at great velocity.

Notes: *Bulky; Limited Ammunition*. The character cannot move and shoot in the same Action.

Fencing sword Melee +0 / +0

A quick blade typically intended for single-handed thrusting attacks.

Notes: *Parry*

Longbow Ranged 24" +0 / +0

A powerful bow, requiring a great deal of strength and training to use.

Notes: *Bulky; Limited Ammunition*

Throwing knives Ranged 9" -1 / +0

Specially-balanced knives for throwing.

Notes: Characters may add their Combat Skill, even if they moved.

Single-use, but recovered after the battle if you *Hold the Field*.

Warhammer Melee +1 / +0

A spiked hammer, capable of punching through steel plate. This profile can also be used for heavy, thrusting swords.

War spear Melee +0 / +0

A long spear or other pole arm or long-hafted weapon, often suitable for slashing as well as stabbing.

Notes: The wielder may always *Counter Attack* in melee combat.

Superior Weapons

Weapons can often be of superior build or material. A weapon can have only one of the improvement traits below.

Fine Any weapon

Notes: If the weapon would be *Damaged*, ignore the damage, but the weapon is no longer *Fine*.

Balanced Melee only

Notes: The enemy cannot gain a *Counter Attack* for any reason.

Quick Melee only

Notes: The enemy cannot use the *Parry* ability.

Fey Steel Standard weapon, fencing sword, or bastard sword only.

Notes: This weapon cannot be *Damaged* or broken.

Realism and Weaponry

While these rules were compiled with respect for the realism of how these weapons perform in real life players with a keen interest in the accurate portrayal of medieval weaponry may find the rules fall short. These rules are first and foremost written with game-function and available miniatures in mind. As such, we hope military historians will forgive us!

Armor

A character can only wear one type of body armor. If a character would have more than one source of **Armor** rating due to magic, special rules, or character abilities, they receive the benefit of the single highest Armor rating +1.

Body Armor

Unarmored

The character has an **Armor rating** of 0.

Light armor

The character receives an **Armor rating** of 1.

Partial armor

The character receives an **Armor rating** of 2.

Movement is reduced by -0" / -1".

Full armor

The character receives an **Armor rating** of 3.

Movement is reduced by -0" / -2".

Knight armor

The character receives an **Armor rating** of 3, but cannot *Dash*.

Enemies cannot benefit from any bonus to the **Overcome Armor** roll.

Additional Armor

These items may be worn in addition to any regular type of armor.

Helmet

If a character wearing a helmet rolls a double on the post-game **Injury Table** (11, 22, 33, etc.), they are simply knocked out. The Injury does not take effect, but the helmet is *Damaged* (see p.59). This applies even if the Injury roll would have resulted in no negative effects.



Shield

Characters with a shield receive +1 to **Armor** against ranged attacks, and may *Parry* against melee strikes.

Improved Armor

Armor may have any of the following improvements:

Fine Any

If *Damaged*, ignore the damage, but the armor is no longer *Fine*.

Fey Steel Partial or full armor only.

The armor cannot be *Damaged*.

Enemy Armaments

To speed up play, enemy armaments are not usually detailed. If nothing else is stated, enemies are armed with **standard weapons**, while archers carry a **self bow** and **light weapon**. An enemy may be listed as carrying a specific type of weapon, in which case they receive the normal bonuses associated with it. Some foes may also receive inherent bonuses in combat that are not weapon-specific.

Enemies with an Armor rating are assumed to have any armor (or natural protections such as scales or fur) that fits your miniature. They always move according to the normal rules, with no adjustments for armor worn (or not).

Assorted Items

Characters have restrictions about where assorted items can be stored:

Items marked with a **B** must be stowed in your **Backpack** to be used.

Items marked with a **C** are **Campaign items**. Campaign items may be used even if they are Stashed.

Items marked with a **W** are **Worn**, but must be assigned to a specific character, who cannot wear two of the same general type (i.e. two cloaks).

Discard **Single-use** items (S) after use.

Bandages (S, B)

An assortment of bandages, ointments, and other medical supplies.

Take a **Use** Action during battle to negate the effects of **1 Wound**.

If you have to fight two battles in one campaign turn, using bandages will allow a character to take the field even if they have to recover from injuries. If they are injured in the second battle, add the recovery times together. (This rule cannot be used under any other circumstances.)

Brave mule (C)

A loyal animal, strong and stout, if slightly stubborn.

The warband can carry **1 additional backpack item** for a total of **9 items** (you cannot use multiple mules – you are an adventuring warband, not a caravan!)

Bottle of Red Duck (S, B)

Potent booze of foreign make.

Gives the drinker **1 point of Will**, usable any time during a battle. If the character already has Will, add it to their current pool. When the battle ends, the extra point is lost.

Camp gear (B)

The well-prepared traveler frequently finds themselves grateful for such preparations. When in camp, add **+1** to all proficiency tests required by campaign activities or camp events.

Coil of rope (S, B)

You never know when a good length of rope ends up coming in handy.

When making a **[Wilderness]** test, you may use the rope to reroll one or both dice.

Crafting materials (S, C)

Fine oils and fragments of black iron to improve the quality of a weapon. A skilled smith treats some of these materials as semi-mystical.

Give any one weapon or armor piece the *Fine* quality.

Delvers kit (S, B)

A supply of odd pieces of kit such as wooden poles, marbles, and small mirrors. Experienced delvers insist you'll find a use for all this stuff.

Automatically pass a failed **[Wits]** or **[Expertise]** test during a Site Battle.

Fine wine (S, C)

The difference between this and the local swill is that this won't make you wish you had died the next morning. Also the price.

Give to a *Disgruntled* character to remove the status, or sell for **D3 Gold Marks**.

Fine Arrows/Bolts (W)

Paying special attention to the ammunition can make all the difference for a sharpshooter.

The carrier may increase the range of a self bow, longbow, or crossbow by **+3"**.

Congeaed Strands (S, C)

The spell flinger says it is a chunk of “cosmic vibration under considerable static entropy, allowing its facilitation in dweomer and arcana”. Whatever.

Used to cast spells, a Congeaed Strand can be used in place of a normal Strand at any time, but does not expire until used.

Holy water (S, B)

Both the old gods and the new abhor those that transgress against reality.

Requires a *Use Action*. Only usable against Fey or Undead. The user may select a target within 6" to be struck by the vial of holy water. The attack Hits automatically with +3 / +1 to Overcome Armor/Toughness.

Icon (W)

An engraved icon of one of the gods. A sign of devotion and dedication.

Add +1 to [Devotion] tests.

Large quiver (W)

Nobody ever ended a battle wishing they'd carried fewer arrows.

A character who would have run out of ranged weapon ammunition may make one additional shot during the battle if they have a large quiver.

Map-making kit (S, C)

As few maps exist (let alone reliable ones), travelers often draw their own.

After traveling from one Map Area to another, use the kit to chart a secure route between them. When traveling between those two locations in either direction, you may opt not to make a Travel roll.

Misty water-flower (S, C)

The petal of the misty water-flower can be boiled into a remedial tea.

A character that became a casualty due to a *Poison* attack or similar recovers without needing to roll on the post-battle **Injury Table**. The Herb has no effect mid-battle.

Mystic trinket (S, B)

Mystics tend to be loaded down with all manner of talismans, bones, potions, and other miscellanea.

A Mystic may use this to cast a second spell in the same battle round.

Mystical ring (W)

Some old rings were made by the gods, and only show their true nature to the worthy. Others are just old rings.

The ring must be worn by a Hero to have any effect. Each time the Hero gains an experience advancement roll, roll 2D6. On a roll of 11 or 12, you receive a vision granting you a Quest. On any other score, nothing happens.

Once worn by a Hero, the ring will have no effect if given away, traded or otherwise used by another character.

Potion of fortune (S, B)

A bubbling, purple brew that smells a little bit like berries.

The first time the character suffers any ill effect from a combat Hit, trap, fall, or other source of harm (Stun, Wound, or casualty), ignore it completely. The potion has no effect on magical attacks, only physical damage.

Ironshield root (S, C)

A slightly bitter root that dulls the ability to feel pain and weariness.

Use before an encounter to give a character a +1 **Toughness** bonus (to a maximum of 6) for the duration of the battle.

Old dusty manual (S, C)

Scholars often feel compelled to leave behind their expertise in written form.

This manual describes the finer details of a particular skill (selected randomly from the table on p.24). If a character studies the manual, they receive a **+1** bonus to any proficiency test using that skill. The character does not need to have the skill to benefit, but the bonus is cumulative with the normal **+2** skill bonus. The bonus is permanent. The book falls apart after someone reads it.

Ranger's cloak (W)

A sturdy green cloak originally worn by an old military order from the North.

Grants a **+1** bonus to **[Wilderness]** and **[Scouting]** tests. If the character has either or both skills, the bonus is *not* cumulative, and only the skill bonus applies.

Rations (S, C)

Reserve nutrition for uncertain moments.

When rolling for Upkeep Costs (p.81), you may consume rations to reduce the cost by **3 Gold marks**. Only one set of rations can be eaten each time.

Repair kit (S, C)

Basic tools and spare bits of wood, metal, and leather.

Us this to fix any one *Damaged* item.

Scout's cloak (W)

A dark, hooded cloak for clandestine work.

When moving during the Sneak Up step of a Raid scenario, rolls to spot this character are at a **-2** modifier.

Set of alarm traps (S, B)

Nothing says professional assassin like stepping on a string attached to a jar full of rocks.

When playing a Defensive Battle, you may add **+1** to every spotting roll made during the Enemy Infiltration step.

Silvertree leaf (S, C)

Warriors always keep a few leaves from the silvertree on hand.

One dose allows you to reroll the result of post-game Injuries. If the character would originally have died, increase recovery time by **+D3** campaign turns.

They have no effect on rolls on the **Flight in the Dark Tables**.

Spell-breaker herb (S, C)

An acrid-smelling herb. Crushing it will dilute magical energies in the vicinity.

When targeted by a spell, you may use these herbs to nullify the effect. The character avoids all effects of the spell. If a spell would affect multiple characters, other targets are affected normally.

Springwind berries (S, C)

While they are usually used for baked goods, consuming a handful of these berries raw boosts vitality and energy.

Use before an encounter. The character increases **Speed** by **+1"** / **+1"** for the duration of the encounter.

Strange map (S, B)

It's not clear who drew this, but it marks an area you have missed in your travels.

Add an **Unexplored Location** to the Wilderness of your campaign map.

Talisman (S, W)

"Good luck is guaranteed with this," said the merchant.

If a roll on the post-battle **Injury** or **Flight in the Dark Table** would result in the character dying, roll **D6**. On a **5-6**, they miraculously survive by the grace of the

old gods. On any other roll, they perish as normal. In either case, the talisman is lost.

Thief tools (W)

A belt loaded with various long pieces of metal, tiny blades and other clandestine implements.

Grants +1 bonus to all **[Expertise]** tests. This is cumulative with a skill bonus.

Tonic (S, C)

A surprisingly pleasant-tasting mixture of herbs, designed to improve recovery and prevent infections.

Use this at any time to reduce the recovery time of a character by **1 campaign turn**, though a character can only benefit from one tonic per campaign turn.

Torch (S, B)

It's really just a stick with cloth soaked in sticky, flammable material. But why overcomplicate something like this?

During battle, a warband member who is not using a shield or a *Bulky* weapon may carry a torch. This creates visibility within **6"**, allowing shots to be taken at illuminated figures despite visibility

limitations (from darkness, fog, or during site battles).

Vital information (S, C)

You have found a cache of documents that may prove of considerable help. Roll **D6**:

D6 Result	Outcome
1	You may immediately reveal and place a single Hidden location .
2	Add D6+1 Adventure Points .
3	The next time you undertake a Quest, you may roll on the Quest Find Table immediately. This may be used immediately, if acquired while on a Quest.
4	You may negate the next Enemy Plans Table result in the campaign.
5	Add a Map Area with a Delve to the Wilderness.
6	The information may be sold off. Treat it as a valuable from the Loot Table worth D6+1 Gold Marks .

... 27, 28, 29..."

G'hen counted off the silver coins, occasionally stopping to wipe one off.

Sal grimaced as Jorn treated the wound to her arm. It had gone deep, but better in pain than in the grave, as her father had always said.

From beside the camp fire, Krarl broke his near-perpetual silence: "Did any of you see where the big guy went?"

Jorn shook his head with a frown.

"I was going after him, but the one with

the spear got in the way. By the time I'd gutted him, there was no sign of the boss."

"30, 31... 32. Plus 3 rusty swords and some plants. Not exactly the haul of a lifetime." The tall Easterner finished the tally of their goods.

Jorn spit on the ground.

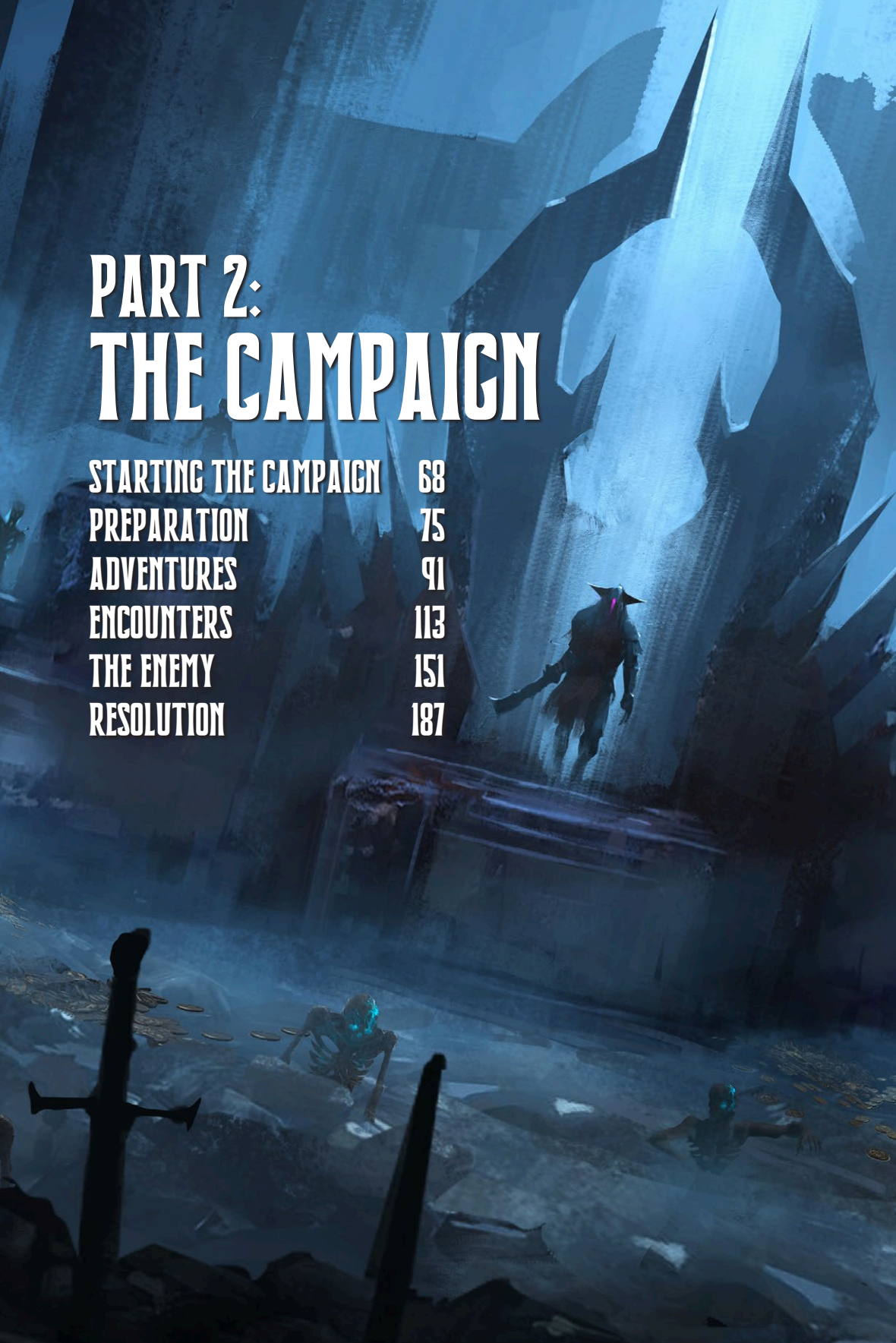
"Guess it's a good thing we killed these guys for a good cause then, huh?"

Krarl laughed, the hacking, rasping sound echoing through the ruins.

"Yeah, a good cause."

PART 2: THE CAMPAIGN

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♦ STARTING THE CAMPAIGN ♦

This chapter will walk you through setting up a campaign. Think of the campaign as a framework for your gaming experience: The same characters might participate in multiple campaigns over time, with each campaign acting as a chapter in their story.

Step 1: Set Up the Region

The first step is to create the region of the world you will be playing in. As there's not much adventure to be had in a safe and civilized lands (usually!), we can assume that it's some distance into the backwater.

Pick a suitable name for the region you are going to adventure in. It is tempting to use stereotypically ominous, "dark" sounding fantasy names like Fellwater or The Grim Mountains (or worse), but bear in mind that the place could have been named by people wanting to live there.

Step 2: Establish Settlements

The next step is to determine how many **settlements** are in the area, and how large they are. Roll **D100**, and consult the **Settlement Population Table**, below. This will give you the number of settlements of each size: **hamlet**, **village**, and **town**.

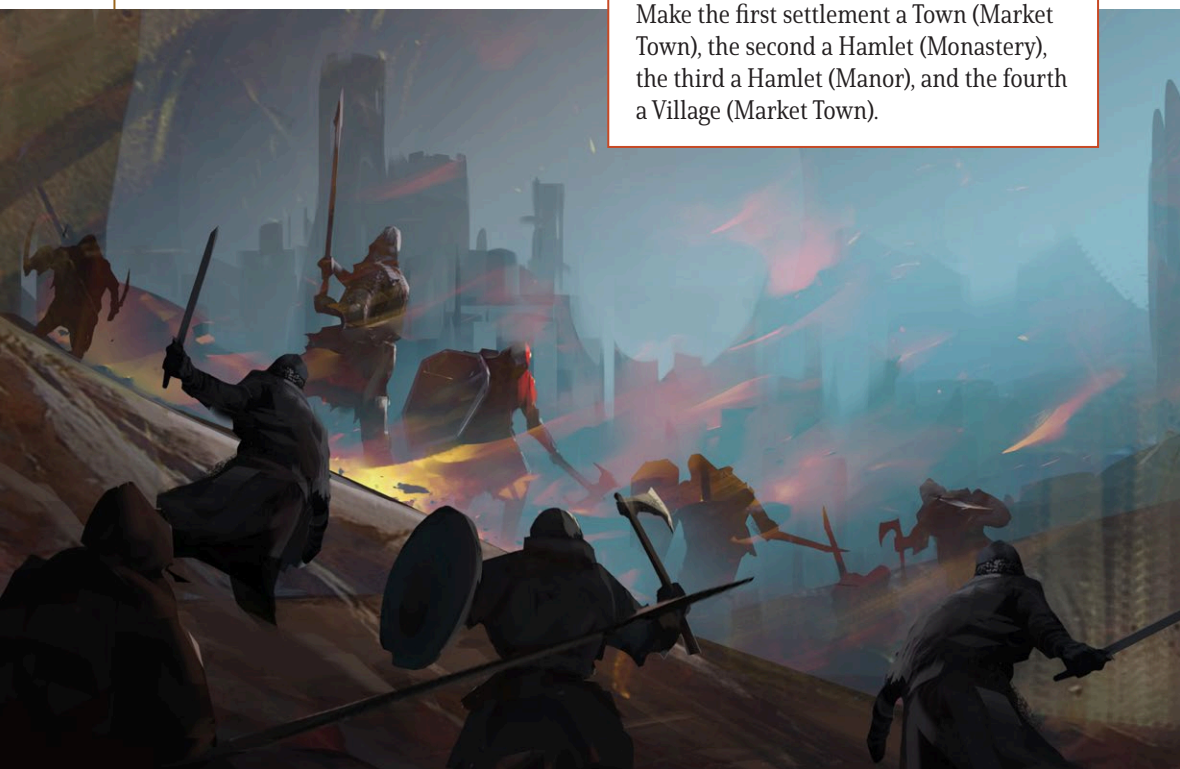
The game is more immersive with named settlements. If you are short on ideas, adapt placenames from where you live, giving them a fantasy-sounding twist.

Settlements

Next, roll on the **Settlement Type Table** for each settlement, adjusting the roll by **-10 for a hamlet**, and **+10 for a town**. The result tells you about the nature of the settlement, which could be a noble's

QUICK PLAY >>

Make the first settlement a Town (Market Town), the second a Hamlet (Monastery), the third a Hamlet (Manor), and the fourth a Village (Market Town).





manor house and surrounding cottages, a monastery and adjoining lands, tribal camp grounds, or anything else you find appropriate to your game world.

While some combinations may seem counter-intuitive, let your imagination connect the dots: For example, a 'village' may be a 'Market Town' on market day, yet have a meager resident population the rest of the time, while a seasonal 'town' may gather itself around a 'Nomadic Camp' celebrated for its music and fare.

Settlement Population Table

D100 result	Hamlet	Village	Town
01-10	0	1	1
11-30	1	1	1
31-45	2	0	1
46-60	0	2	1
61-75	1	2	1
76-90	2	1	1
91-100	2	2	1

Settlement Type Table

D100 result	Location is	Effects
10 or lower	Scattered Farming Community <i>Less of a village proper, and more of an extended network of closely linked farms.</i>	Upkeep Costs will not exceed 2 Gold Marks per campaign turn while you are here.
11-20	Military Outpost <i>There are too few troops here to mount any concerted action, but living behind a sturdy palisade does feel reassuring.</i>	Add +1 to the roll when choosing the <i>Recruit</i> campaign activity.
21-30	Nomadic Camp <i>One of many roaming cultures has set up a long-term camp here. They will be gone by the next season, but for now, they are happy to welcome you.</i>	You can choose the <i>Hunting Expedition</i> campaign activity here.
31-40	Monastery <i>A settlement has grown up around this place of prayer and contemplation.</i>	Add +1 to the roll when choosing the <i>Study</i> campaign activity.
41-55	Manor <i>The community has gathered at the gates to the extensive manor of a local noble.</i>	If you visit the blacksmith here, you may pay to repair 2 items .
56-80	Market Town <i>A established community of common folk, trying to live a peaceful existence in a world that is anything but.</i>	The first time you visit here during the campaign, add +1 Adventure Point .
81 or above	Trading Hub <i>The town is built along an important road or river, making it a natural pause for merchants.</i>	You may pay 1 Gold Mark to receive one additional Rare Goods roll once per campaign turn.

Step 3: Create Your Map

You play the campaign on a map of the region your warband is in. You can borrow a map from an existing fantasy world or create your own. The exact scale of the map isn't important, and can be as simple or as elaborate as you like. You could use a notepad to keep track of locations, but exploring a cool map will make the game far more appealing and exciting.

For now, mark each settlement on the map, placing them some distance apart, and leaving plenty of empty space for Wilderness exploration later.

Then fill in 4-5 place names on the map, such as rivers, forests, mountain passes, swamps, etc. This is just for flavor, but it will make building the story much easier when you begin playing.

This is all you need to do with your map until the campaign begins. As you play, you will fill in the map with things you find in the game world.

Map Areas

The map is divided up into **Map Areas**. These are not a fixed size but large enough that it'd take your warband several days to travel through on horseback. Map Areas can be any shape you like. If using a hex map or similar, just treat each hex as a Map Area. If you are using a free hand map, or drawing on a pre-existing one that does not have hexes, you do not need to divide the whole map into Map Areas in advance.

Wilderness

The part of the world that has not yet been explored is known as **Wilderness**. Wilderness does not take up specific space on the map – there is as much Wilderness as there needs to be.

Locations

Everything on the map that can be interacted with is a **Location**. Except when Traveling, the warband is always at a Location, which might be a village to rest in, an old ruin to explore, a cultist hide-out, or any number of other things.

When new Locations are added to the game, the rules will tell you if they are added to an existing Map Area. If the rules do not clarify, then the Location exists in the Wilderness, and a new Map Area is created for the new Location.

Example:

While traveling to a Location, I find a new Unexplored Location which I add to the Wilderness. When I draw it in on my regional map, I can technically put it anywhere that isn't a Map Area already, but it'll make the most sense to put it along the path I would have been traveling.

Hidden Locations

Some Locations may be **Hidden**. Hidden Locations are not placed on the campaign map. During the campaign turn sequence, you will have a chance to track them down.

Once you locate a **Hidden** Location, place it on the campaign map. In some cases, a location may become **Hidden**. If so, remove it from the map. When the location is rediscovered, roll for the location again, using the normal mechanics for **Hidden** Locations (see p. 86).

Unexplored Locations

These are places of interest that you have been told about, but have not investigated. They remain mysterious until you choose to travel to them.

The campaign can generate quite a few of these. If you find you are getting overwhelmed or prefer a tidier map, you

can cap their number at four. If you are at the cap, you may opt to ignore any new Unexplored Location unless it is tied to the completion of a Contract or Quest.

Marking Your Position

You will need to mark your current position in some way, such as placing a token on your map or writing down your current location. A painted miniature on horseback is a visually pleasing way to go above and beyond.

Moving Around the Map

Moving to another Map Area always requires a **Travel** roll, which can result in additional drama (see p.111). Once you arrive in the Map Area, you may arrive at any Location of choice within the area. Moving between Locations within the same Map Area does not require Travel.

If you fight an encounter, and there is a settlement in your current Map Area, your warband may go there immediately afterwards without a Travel roll.

Maps and the Battlefield

If your map has terrain on it, you should use that to inform your tabletop terrain in battle: If you are fighting in a forested region, set up the table with lots of trees and dense brush, and if you are in the mountains, place plenty of rocks, and so forth. This is not a requirement, but it does greatly enhance the immersion.

Step 4: Determine Threats

Each region is under attack from dangers, seeking to overthrow and corrupt the land for their own ends. We refer to these as **Threats**. The Threats you select are the main foes of your campaign, and you will do battle against these foes many times. One of the goals of the campaign is to eliminate these from the region, to make it safe for people to live and prosper there.

There are two categories of Threats:

Foes Within and **Foes Without**. Random **D100** rolls can be used to determine these, if desired, but you are free to pick the foe to fit a particular story idea, or match your miniatures collection or which figures you would like to paint up next.

Foes Within

These are Threats that lurk everywhere in the Human realms, undermining the fabric of civilization and Humanity. Select **two** of the following:

Foes Within Table

01-25	The Ruin Within
<i>Criminals and murderers, compelled by a dark power.</i>	
Choose this to fight bandits and brigands.	
26-50	The Whispers from Beyond
<i>A sickness lies upon the land, bringing the stench of unnatural sorceries.</i>	
Choose this to fight undead and cultists.	
51-75	The Gnawling Horde
<i>Beast-like hordes that emerge from underground to reclaim the world.</i>	
Choose this to fight animal-people.	
76-100	The Ice-heart Court
<i>Cruel elf-kind leading the armies of the old forest.</i>	
Choose this to fight tree-folk and fey.	

Foes Without

These are Threats that creep in from the border regions, whether to infiltrate or to invade. Select **one** of the following or, if you prefer, roll **D100** to randomize the Threat:

Foes Without Table

01-25	Dusklings Warbands
<i>Ruthless warlord-driven raiders.</i>	
Choose this to fight fierce warriors.	
26-50	The Oldest Kin
<i>Venerable reptilian armies from another time or world.</i>	
Choose this to fight lizard folk.	
51-75	The Curse of War
<i>A brutal war becomes a curse upon the land.</i>	
Choose this to fight ghouls and war cultists.	
76-100	The Faceless Kingdom
<i>An invading army, advancing under cruel beast-totems.</i>	
Choose this to fight disciplined military forces.	

Step 5: Establish Threat Levels

You should now have three types of Threat. Select one as the primary enemy and give it a **Threat Level of 6**. Give the other two Threats a **Threat Level of 5**.

Threat Levels are a measure of the power the enemy wields in the area. The aim of your campaign is to reduce all Threats to Threat Level 0 in the region.

If that happens, you have pacified the area and the campaign comes to a close.

See the **Victory and Defeat** chapter (p.211) for what to do when that happens.

Step 6: Place Additional Points of Interest

Pick a spot on the map that is away from settlements, and add a **Delve** to it. This is an old ruin, underground complex, or similar place to explore.

Pick a second spot and add an **Unexplored Location**. To find out what it is, you will need to search it out.

Finally, for each of the three Threats, place a **Camp** for every Threat. Place them anywhere you like in the Wilderness. These are areas the enemy uses as temporary headquarters.

These locations all exist in their own Map Area and require travel to get there.

Step 7: Note Down Hideouts

Note on your warband roster sheet that each Threat has a **Hideout** somewhere in the region. These are *Hidden*, and must be discovered before you can attack them. As such, do not place them on the map.

Hideouts represent rallying points for the enemy, where their leaders supervise their actions, and gather weapons.

Step 8: Select a Start Point

Finally, select a spot on the edge of the map. This is where you start, and you will need to make a **Travel** roll (see p.111) to reach a location to begin adventuring.

How Difficult Do You Want It?

You may want a campaign experience that is easier, or has an increased level of challenge to make the game more tense. As these options are best employed with some experience under your belt, they are provided in the **Appendices** (see p.219). If you want to adjust the difficulty, apply these changes now.



◆ THE CAMPAIGN STRUCTURE ◆

You play the campaign as a series of **campaign turns**, each of which consists of **four stages**: A **Preparation Stage** where you can undertake various activities in town, the more dangerous **Adventuring Stage** and **Encounter Stage** when patrolling, exploring, and clearing of local Threats often results in battle, and a **Resolution Stage** where you determine the outcomes, such as injuries and experience.

Adventure Points

As you adventure and explore the world, you will become better prepared to face the evils that lurk in the shadows. This may be reflected in experience, weapons, magical items, and more.

It is also represented by the accumulation of **Adventure Points**.

Each expedition or battle brings you closer to unveiling the locations of your enemies, improves the support you can draw upon, and helps bring safety back to the people of the villages and valleys. You can think of Adventure Points as being your campaign progression. Most of the things you will need to accomplish will have a cost to be paid, usually in Adventure Points. Adventuring and exploring allows you to earn Adventure Points.

You always begin the campaign with **0 Adventure Points** unless you were given any points at character creation. During the campaign, whenever Adventure Points are awarded, add them to a common pool, and track them on your warband roster sheet. Adventure Points are always specific to the campaign's region. Once you leave that region, the Adventure Point pool resets to **0**.



Earning Adventure Points

You earn Adventure Points by doing any of the following activities:

Adventure Points Awards Table

Activity	Adventure Points Gained
Victorious Enemy Threat Encounter or Raid	D6
Victorious Ride Patrol	1
Defeat an Aberration	1 per Aberration
Defeat a Unique Foe	2
Defeat a Lieutenant or Captain	1
Finish a Contract	1

The mace crashed against Jorn's shield, scattering sparks in every direction. He staggered under the impact, waves of pain echoing through his arm and shoulder. Taking a half-step backwards, he feinted, aiming a blow at the side of the hulking fiend. Any normal enemy would have taken the bait, but not this behemoth.

The sword sliced open flesh and leathery skin, but the only response was a repetition of the mad, whistling howl the outcast always made. Another blow struck the shield, and a chunk of it clattered along the stone floor.

"Krarl, if you still have that holy water, this would be a fantastic time to make yourself useful!"

Example:

While fighting against a Threat, we defeat a Captain as well. We roll a D6 for defeating the Threat, being awarded 3 points. The Captain adds an additional point as well, for a total of 4 Adventure Points. If we had lost, we would not get the D6 points (as we were not victorious), but we'd still claim 1 point for defeating the Captain.

Adventure Milestones

There are several opportunities during a campaign to spend Adventure Points in an attempt to achieve an **Adventure Milestone**. These Milestones are detailed where the opportunities arise, but include:

- ◆ Locating a *Hidden Location*.
- ◆ Gaining additional money.
- ◆ Upgrading the local settlement.
- ◆ Reducing the Threat Level after a victorious battle.
- ◆ Promoting a Follower to become a Hero.

You can attempt multiple Milestones in one campaign turn, but each specific type can only be attempted once per turn.

To attempt an Adventure Milestone, spend **1 to 6 Adventure Points** from your pool.

Next, roll **D6**: If the roll is *equal to or below* the points spent, the Milestone is achieved. Otherwise, it fails. Regardless of the outcome, the points are lost.



PREPARATION

◆ THE PREPARATION STAGE ◆

The focal point of each **campaign turn** is usually a tabletop battle encounter, though some turns may be more peaceful.

While a campaign turn doesn't have specific in-world duration, around a week can be seen as typical. Beginning a turn with the **Preparation Stage**, the warband will be either '**In Town**' or '**In Camp**':

- ◆ You are "**In Town**" if you are currently in the same Map Area as **any** settlement, whether hamlet, village, or actual town (see pp.68-69).
- ◆ You are "**In Camp**" if you are in a Map Area that has no settlement, or you are in the Wilderness.

East step of the campaign turn allows a number of **campaign activities**, each

associated with a location where it can be performed. These are shown in the campaign activity descriptions over the following pages, and are usually either **Town only**, **Camp only**, or **Town/Camp** (where the activity can be performed in either). Again, note that in this context, 'Town only' can mean in **any** settlement.

Your First Campaign Turn

In the first turn of the campaign, you are arriving in the region and therefore do not begin the game In Camp or In Town. Skip all of the Preparation Stage and go to the Adventuring Stage to make a **Travel** roll (p.111). Usually you will want to head to a town in the first turn.

Step 1: Local Events

Roll **D100** on the **Town Events Table** (if 'In Town'), or **Camp Events Table** (if 'In Camp'), and apply the result immediately.

QUICK PLAY >>

For **Quick Play**, ignore this step.

Town Events Table

1-7	And so the story went
<p><i>The warband spends an evening musing on their travels so far, and where they might end up.</i></p> <p>Add +1 Story Point to your total.</p>	
8-13	Supportive locals
<p><i>You meet some friendly townsfolk who offer you a helping hand.</i></p> <p>You may take one additional campaign activity this campaign turn.</p>	
14-17	Useful tales
<p><i>One of the town elders tells you a tale of old times. Something about it stands out to you.</i></p> <p>Add +1 Adventure Point.</p>	
18-22	Offerings of food and shelter
<p><i>Friendly townsfolk give you a place to sleep and a bit to eat.</i></p> <p>You do not have to pay Upkeep this campaign turn.</p>	
23-26	The law cracks down
<p><i>Some of the town elders have been speaking out against the rampant gambling going on.</i></p> <p>No <i>Gambling</i> campaign activities can be taken this campaign turn.</p>	

27-31	Damaged equipment
<p><i>While working with your gear, an item broke.</i></p> <p>Select a random warband member. A random item they are carrying or wearing becomes <i>Damaged</i>.</p>	
32-34	Just drunks and yokels
<p><i>It's slim pickings for potential recruits.</i></p> <p>If this is a hamlet or village, you cannot <i>Recruit</i> this campaign turn. If it is a town, you can only recruit Followers, not Heroes.</p>	
35-39	Wandering healer
<p><i>A medical doctor is traveling through town and offers his services.</i></p> <p>Select an injured character, and mark one turn off their recovery time. If this heals them completely, they can act normally this campaign turn, including joining you in battle.</p>	
40-42	Villagers aid you in patrolling
<p><i>Rumors of enemies nearby motivate the townsfolk to form a militia.</i></p> <p>You will receive 1 extra Adventure point if <i>Patrolling</i> this campaign turn, during the Adventuring Stage.</p>	
43-46	Town crier
<p><i>At the town square, a messenger tells of a potential job.</i></p> <p>Generate a Contract this campaign turn. If you opt to take the job, it pays +1 Gold Mark.</p>	
47-50	Renowned scholar
<p><i>A scholar is passing through town with his retinue.</i></p> <p>If you take a <i>Study</i> campaign activity this campaign turn, you may add +2 to the roll.</p>	



51-54	Gambling craze
<i>Everyone has decided to pick up games of chance, and a lot of money is changing hands.</i>	
If you take a <i>Gamble</i> campaign activity this campaign turn, after rolling, you may choose to make a second roll. If you do, apply both results.	
55-60	Field work needs doing
<i>A community like this always has much that needs doing.</i>	
You may spend any of your campaign activities helping with the fields. You receive 1 Gold Mark for the first activity, and 2 more for the second. In a hamlet, if you spend two activities doing this, they will also pay your Upkeep Costs for the campaign turn.	
61-64	Got in a fight
<i>Someone in the warband got in a fight with one of the locals. They flattened the yokel, but now the family wants recompense.</i>	
If you have a Friend, you can call on them to speak for you. Roll D6 : A result of 5-6 means they are available and can convince the locals. Otherwise, you must either pay D3 Gold Marks or forfeit all campaign activities this campaign turn.	
65-67	Youthful volunteer
<i>A promising young person offers to join you on your adventures.</i>	
You may add a Follower to your warband, and immediately roll on the Flash of Insight Table (p.195). If you turn them down, you may claim 1 Adventure Point instead.	

68-71	Market day
<i>All sorts of goods are being traded today, many of them of little interest but you never know.</i>	
If this is a village or town, you may generate one additional Rare Goods item this campaign turn.	
If you are in a hamlet, you spend the day talking to the locals as they peddle various trivial goods. Roll D6 , and add a merchant Friend on a 5-6 .	
72-75	Pickpockets!
<i>Someone with long fingers helped themselves to your money.</i>	
If you have any coin, you now have a bit less. Lose -1 Gold Mark in a hamlet, -2 in a village and -3 in a town. If you don't have enough, they take what you had.	
76-79	The tavern owner shows off
<i>One of the locals feels that being seen giving you free food and shelter will help his business. You are happy to oblige them.</i>	
You do not have to pay normal Upkeep this campaign turn, and if this is a village or town, you can choose to stay for another campaign turn without having to pay the normal upkeep.	
80-83	A gift
<i>The town smith has been working on something for you.</i>	
The local smith gives you a Fine Standard Weapon .	

84-87 Weapons shortage

Lack of raw materials has made it hard to find what you need.

You cannot purchase any weapons or armor this campaign turn if you are in a hamlet or village. Treat any result on the **Rare Goods Table** indicating weapons or armor as no item. Towns keep stockpiles around. You cannot purchase any non-rare items, but if you roll a weapon or armor item on the **Rare Goods Table**, it can be purchased if you pay **+2 Gold Marks**.

All **Blacksmith** repair costs are increased by **+1 Gold Mark** this turn.

88-92 Something for the road

A kindly old person packs you lunch.

The locals give you **one pack of rations**.

93-95 Aggravated wounds

A wound is taking longer to heal than expected.

A random injured character does not recover naturally this campaign turn, and must increase their recovery by 1 turn instead. Items and activities that reduce recovery time are still effective normally. If nobody is injured, a random character wakes up with a sore shoulder and moans about it all day long.

96-100 Swindled

The scoundrels!

Roll **D6**. If you roll a 1-5, you lose **-2 Gold marks**. If you roll a 6, you lose **-6 Gold Marks** (or all your money if you don't have that much). You may add a revealed **Enemy Camp** to the same Map Area you are in. The enemy will automatically be **Sneaky Thieves** from the **Ruin Within Enemy Table**. You do not gain any Adventure Points for attacking them, but will get your money back if you Hold the Field.

Camp Events Table

1-7 And so the story went

The warband spends an evening musing on their travels so far and where they might end up.

Add **+1 Story Point** to your total.

8-13 Camped in a good location

The area you are in seems to be particularly bountiful.

Add **+2** to any *Hunting Expedition* or *Forage for Herbs* campaign activity this campaign turn.

14-17 The lay of the land

You have time to do a bit of scouting from some high ground.

Add **+2 Adventure Points**.

18-22 Roots and berries

You're able to find a supply of simple, edible things easily.

You only pay **1 Gold Mark** in Upkeep Costs this campaign turn.

23-26 Poor hunting grounds

The forest is strangely quiet. No sign of anything larger than a mole.

You cannot choose the *Hunting Expedition* campaign activity this turn.

27-31 Damaged equipment

While working with your gear, an item broke.

Select a random warband member. A random item they are carrying or wearing becomes **Damaged**.

32-34 Stormy weather

It is all you can do to set up your tents, let alone do anything in the driving rain.

You receive **one less campaign activity** this turn.

35-39	Wandering healer
<p><i>A wandering healer sees your campfire. In return for a bit of food, they offer to have a look.</i></p> <p>Select an injured character who can mark one turn off their recovery time. If this heals them completely, they can act normally this campaign turn.</p>	
40-42	We should give this a look tomorrow
<p>While collecting firewood, you see something that draws your attention.</p> <p>Add an Unexplored Location to the current Map Area.</p>	
43-46	Planning for tomorrow
<p><i>You are able to get the lay of the land, which should make the next day's journey much faster.</i></p> <p>You may select a location that you can reach in the Adventuring Stage without making a Travel roll.</p>	

47-50	Friendly ranger
<p><i>One of the tough folk that patrol the forests shares your camp fire.</i></p> <p>Add a ranger Friend.</p>	
51-54	Rust and wear
<p><i>Constant exposure to the elements is doing a number on your gear.</i></p> <p>Select a random warband member wearing any items of armor. A random armor piece becomes <i>Damaged</i>.</p>	
55-60	Saw a choice animal
<p><i>One of the warband members can't stop talking about the beast they spotted.</i></p> <p>If you choose the <i>Hunting Expedition</i> campaign activity and succeed, you may roll twice on the Rewards Table and keep both results.</p>	



61-64 Injured while foraging

While looking for firewood, a member of the warband got hurt.

A random uninjured warband member becomes injured and must recover for 1 campaign turn.

65-67 Hard going out here

Your food supplies are almost depleted and there's little to be found here.

If you have any rations, you can eat them now. If not, you are going to go hungry. You'll be fine now, but the first time you are in town and have money, you must spend **2 Gold Marks** restocking your supplies.

68-71 A star-lit night where the faeries sing

They say on nights like these, the faerie folk select who they will protect.

A random character receives the benefits of being *Blessed* (see 'Pray', p.84) next time they engage in battle.

72-75 Attacked!

A wild beast attacks you in the night. You fight it off, but not before it causes considerable damage.

Select a random warband member and make an **8+ [Wits] test**. If they fail, they are injured for 1 turn, and a random item they carry is *Damaged*.

76-79 Rain gets into everything

The constant damp has damaged some of your sensitive equipment.

Select a random character with a bow or crossbow (any type). It becomes *Damaged*.

80-83 Time on your own

Occasionally, it's nice to have time to think.

A random Hero gains **+1 XP**.

84-87 This life is wearing on you

Sleeping in the wilderness is making you feel your age.

A random injured character does not recover naturally this campaign turn. Items and actions that reduce recovery time are still effective normally. If nobody is injured, this has no effect, but the oldest character gripes all day.

88-92 A roaming visitor

While you are sitting around, you have a visitor.

Conduct a normal **Traveler Encounter** to see what they are up to (see p.114). If the result suggests a battle encounter, your warband is merely involved in a tense standoff instead. Whatever the result, the warband must complete their Preparation Stage steps.

93-95 Infected wounds

A wound has become infected.

A random injured character becomes ill. You can expend a dose of misty water-flower to cure the infection. Otherwise, make a **9+ [Scholar] test** for the character selected to help them. If it fails, and they are a Follower, they die. If it fails and they are a Hero, **add 3 turns** to their recovery time and they cannot recover from any source, natural or otherwise, this campaign turn.

If no characters are injured, a random character has the sniffles and spends a few days feeling sorry for themselves.

96-100 The enemy is tracking you

You feel like you are being observed all night long.

You are unable to attempt any Adventure Milestones this campaign turn. However, if you fight a Threat battle this turn, you receive **+2 Adventuring Points**.

Step 2: Hard Times

During this step, you manage the finances of your warband as well as track the recovery of those injured in battle. Both the **Upkeep Costs** and **Healing** campaign activities **must** be performed.

Upkeep Costs (Town / Camp)

A warband has many associated costs to keep functioning: Food, ale, replenishing arrows, ale, paying for accommodation, repairing clothes, and ale.

Unless this is the first turn of the campaign, you must pay **Gold Marks** to cover your upkeep costs. The costs are based on the number of members in the warband. Temporary allies, captives, and similar characters traveling with you *do not* count towards Upkeep Costs.

Upkeep Costs Table

Warband size	Upkeep
1-6	D3
7-8	D3+1
9-10	D6
11+	D6+1

If you do not have enough coin to pay, randomly select a warband member.

- ◆ If the selected character is *Loyal*, they lose the status.
- ◆ If the selected character is *Disgruntled*, they abandon the warband.
- ◆ If the character has neither status, they become *Disgruntled*.

You may use the *Help the Town Guard* / *Live off the Land* campaign activities to avoid paying this cost (see pp.83, 84). If so, you pay nothing but must choose the appropriate activity this campaign turn. You will count as having paid your costs.

Healing

If any characters are Injured, they will need to recover for a certain number of campaign turns before they can adventure and fight again. While recovering, the character cannot use any skills.

If you paid your Upkeep Costs, all recovering characters may reduce their recovery time by **1 campaign turn**. If you did not pay, only a single character can reduce their recovery time.

If you have any tonics available, you can have a character drink it to cut **1 campaign turn** off their healing time.

Step 3: Campaign Activities

In addition to the Upkeep Costs and Healing campaign activities in Step 2, the warband can take **2 campaign activities** from the following during Step 3:

Blacksmith	Settlement only
Forage for Herbs	Camp only
Gamble	Settlement only
Hard Work	Settlement only
Help the Town Guard	Settlement only
Hunting Expedition	Camp only
Live off the Land	Camp only
Meet the Locals	Settlement only
Mystic Expedition	Camp only
Pray	Settlement/Camp
Recruit	Settlement only
Scout	Camp only
Study	Settlement/Camp
Train	Settlement/Camp
Visit the Town Healer	Settlement only

Some activities require a proficiency test. A character can only contribute to one campaign activity proficiency test per campaign turn.

Blacksmith Table

Item is	Hamlet cost	Village cost	Town cost
Light Armor	1	1	1
Partial Armor	3	3	2
Full or Knight's Armor	Unavailable	Unavailable	3
Any other armor pieces	1	1	1
Basic Weapon	1	1	1
Quality Weapon	3	2	2
Any other item	1	1	1

Blacksmith (Settlement only)

Adventuring is rough on your equipment, even before you factor in someone trying to kill you with a mace yesterday.

If you have *Damaged* items, you may visit the blacksmith to have them repaired. The smithy can repair one item per campaign turn. The cost is shown on the table above.

If a character passes a **9+ [Crafting] test**, you can repair a second item during the same activity. The cost must be paid for both repairs normally, but you only need pay if the roll succeeds.

Forage for Herbs (Settlement only)

The treasures of nature are there for the taking, if you know where to look.

Make an **8+ [Wilderness] test**. Success locates **1 dose of herbs**. A final result of **11+** finds **2 doses**. Roll **D6** on the table below for each dose. See pp.64 and 65 for details on each type.

Foraging for Herbs Table

D6 roll	Herbs
1-2	Springwind berries
3-4	Silvertree leaf
5-6	Ironshield root

Gamble (Settlement only)

Surely these yokels can't be that good at playing cards.

Wager **2, 4 or 6 Marks** (but no more than you have available), and roll **D6**.

Gambling Table

D6 result	Gambling Result
1	Make a 10+ [Wits] test . If you pass, you lose half your wager, if you fail, you lose the entire wager.
2	You lose half your wager.
3-4	You do not win or lose any money.
5-6	You win 1 Mark for every 2 that you wagered.

Hard Work (Settlement only)

There's always things that need to be done. Carrying sacks of turnips and repairing fences isn't much work, but it pays the odd coin.

Earn **1 Gold Mark** in pay. Take an **8+ [Crafting] test** to receive **1 additional Gold Mark**.



Help the Town Guard (Settlement only)

A night of breaking up drunken brawls and watching for wolves trying to take a chicken, but it's honest work.

This option is not available in a Hamlet. Your Upkeep Costs are offset this campaign turn, in return for patrolling the streets at night.

Hunting Expedition (Camp only)

You set your sights on a particularly fine beast.

Make an **8+ [Wilderness]** test. If you succeed, roll on the table below to see what you got out of it.

Hunting Expedition Table

D6 result	Hunting result
1-2	You obtain food equal to D3+1 rations .
3-4	You obtain animal pelts worth D3+1 Gold Marks .
5	You have no luck, but you find something that warrants further investigation. Add an Unexplored Location to the same Map Area you are in.
6	You find suspicious tracks that suggest enemy activity. Add +1 Adventure Point .

Meet the Locals Table

Hamlet	Village	Town	Motives	Notes
01-20	01-35	01-45	A brief chat	You talk for a little while before you each move on.
21-55	36-55	46-55	Establish useful contacts	The locals are on your side. Add +1 Adventure Point .
56-85	56-75	56-65	Spend time having a drink	It is nice to take a moment to relax. Add +1 Story Point .
86-100	76-100	66-100	Contract offer	You discover the town has a problem. Roll up a Contract (p.100) and decide if you want to take it or not.

Live off the Land (Camp only)

Subsistence level hunting and foraging isn't glamorous, but it is free.

As you hunt for food and some pelts to barter for new bow strings, your Upkeep Costs are off-set this turn.

Meet the Locals (Settlement only)

You spend time talking to the good folk.

Roll **D100** on the **Meet the Locals Table** above to see how it goes. Make sure to use the right column for the settlement size.

Mystic Expedition (Camp only)

You set out to find natural sources of magical energy to harness and preserve.

Make a **9+ [Alchemy]** test. If you succeed, you find **1 Congealed Strand**.

Choices, choices

Once your warband has begun play, new recruits don't have to be Human. Human remains an option, but you can choose an origin that you do not currently have in your warband. Similarly, a recruited Hero may be a Mystic if you warband does not currently have one (costing a total of **5 Gold Marks**: 1 for recruiting, +2 for a Hero, and an additional +2 for a Mystic).

Pray (Settlement / Camp)

Whether you venerate the old gods or the new, putting in a good word can't hurt.

Select a character. They are **Blessed**: If they are injured during this campaign turn, you may add **+5** to the **D100** roll on the post-battle **Injury Table** or **Flight in the Dark Tables**.

The character may make a **9+ [Devotion]** test to have the blessing last until they need to roll on either table. If the test fails, the blessing only lasts this campaign turn.

Recruit (Settlement only)

There are always travelers and mercenaries looking for a job.

Cost: 1 Gold Mark

Make a **7+ [Leadership]** test. The roll is **-1** in a hamlet, **+1** in a town. If you succeed, you may add a new warband character.

- ◆ If you currently have three or more Heroes, the new recruit is a Follower.
- ◆ If you currently have only one or two Heroes, you may recruit a Follower, or pay **2 additional Gold Marks** to recruit a Hero.

A failed roll means the money is lost on buying drinks for the local townsfolk.



Scout (Camp only)

Spending time preparing for a journey is never time wasted.

Make a **9+ [Scouting] test**. If you succeed, you may select a location that you can reach in the Adventuring Stage, and make it there without making a Travel roll.

Study (Settlement / Camp)

Time reflecting on your experiences can lead to unexpected developments.

Make a **9+ [Scholar] test**. If you succeed, roll up a random skill on the **Skills Table** (see p.24). You may assign it to any character that does not have any skill currently.

Train (Settlement / Camp)

If you have time to sit around, you have time to practice.

Select a Hero. They receive **1 Experience Point**.

Visit the Town Healer (Settlement only)

Healing poultices and some herbal tea is just what is needed when you have a broken rib and multiple stab wounds.

Cost: **1 Gold Mark**

Select a single injured character and reduce their recovery time by **1 turn**. You may select a character that just had their final turn of recovery time. If so, they can join you in battle this campaign turn.

Step 4: Trade (Settlement only)

During this step you can buy and sell equipment in any order you like. You can buy anything listed on the **Common Goods Table** (see p.88), but only one of each item can be bought per campaign turn.

Additionally, if you are in a village, you may **roll once** on the **Rare Goods Table** (see p.89). If you are in a town, you may **roll twice**. If you like, you can buy either or both items for the cost listed. Hamlets do not receive Rare Goods unless an event grants extra rolls, in which case they can be taken as normal.

Items can be sold for **1 Gold Mark** per item. If in a Town (only) enchanted items can be sold for **1D6 Gold Marks**. This may be far below their actual value, but between wear-and-tear and no average peasant needing a two-handed fire demon-sword of slaying, it's the best you can do.

If you have found valuables as Loot, you may sell them for their Gold Marks value. In a hamlet or village, you can sell one per campaign turn, while in a Town you can sell any number.

You can also attempt two Adventure Milestones during this step (see below).

ADVENTURE MILESTONES

Gather Money

You may attempt to call in extra resources from the community. Make an Adventure Milestone roll (see p.74). If it is achieved, earn **Gold Marks equal to the die roll**.

Invest in the Community

If you are in a hamlet, you may attempt to encourage more people to move in. Make an Adventure Milestone roll (see p.74). If it is achieved, upgrade the hamlet to a village for the rest of the campaign.

Step 5: Research

You may wish to do some preparatory work for the adventures ahead. During this step, you may carry out a roll for connections, or you may attempt to track down a Camp or Hideout.

Roll for connections (Settlement / Camp)

Every character has contacts: People they have met, people they used to travel with, old war buddies, and so forth. You may roll **D100** to see if you hear from one of these contacts. The roll is optional if your plate is already full of things to do.

ADVENTURE MILESTONE

Discover Hidden Location

Specify which location you are searching for, and then attempt an Adventure Milestone (see p.74). If it is achieved, you have identified the location in question: Roll **D6** to determine the placement of the location, and mark it on your map.

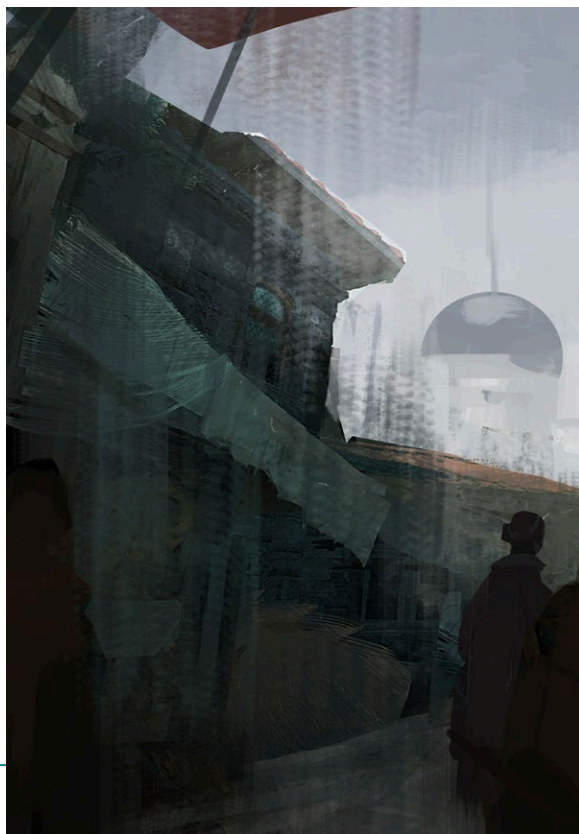
Hidden Location Table

D6 result	Placement
1-3	Same Map Area as a random settlement
4-5	In the Wilderness.
6	If there is an Unexplored Location on your map, randomly pick one, and place the Camp or Hideout in the same Map Area. If not, place it in the Wilderness.

Once a location has been found, you may visit it at any time using the normal rules, without seeking its location. Some events can cause a location to become *Hidden* again. If so, it must be located anew, and a new roll for placement is required.

Connections Table

D100 result	Connection
01-40	No result
41-55	If you have a Friend on your warband roster sheet, one of them decides to send you aid. Roll D6 : 1-2: +1 Adventure Point . 3-4: +2 Gold Marks . 5-6: +1 Story Point .
56-65	If you are in the same Map Area as a Town, you may take the offer of a Contract (see p.100). Otherwise, treat this as no result.
66-90	You may take the offer of a Contract (see p.100).
91-100	You may undertake a Quest (see p.105).



Discover hidden locations (Settlement / Camp)

Some locations in the region – such as most enemy Hideouts – will be *Hidden*, and must be tracked down before you can travel there. This is accomplished through use of the Adventure Milestone on the previous page.

Step 6: Decide Your Adventure

Choose what you would like to do this campaign turn. The following options (detailed fully in the **Adventures** section, p.91) include:

- ◆ Explore a location
- ◆ Battle an enemy Threat
- ◆ Ride Patrol
- ◆ Carry out a Contract
- ◆ Rest up
- ◆ Quest (if applicable)

When you have decided which of these options to pursue, complete Step 7, below, before proceeding with the **Adventuring Stage**.

Step 7: Outfit for Adventure

Once you know where you are going, select which equipment you will need going on your belts and in your packs.

The warband may bring up to **8 items** in their collective **Backpack**. These are the items you can utilize during an Encounter this campaign turn. Note that, for simplicity, Backpack items are not carried by a specific character. Anyone can use them if the need arises.

Anything not packed is **Stashed** somewhere safely in town or on your draft horse, and can be retrieved when you return.



Each character can carry their weapons and armor without counting them as an item. Any spare weapons must be in the Backpack if you want access to them.

After Step 7 of the Preparation Stage, you are ready to progress to the Adventuring Stage.

Trade Tables

Common Goods

Any item on this list can be purchased for **Gold Marks**. Due to limited stocks, you can only buy one of any given item during a campaign turn, but you may buy multiple different items.

Some items can only be purchased in a settlement of a certain size or above: Where availability is shown in the **Common Goods Table** below as “Any”, that item can be purchased in any size of settlement. “Village/Town” means the item can be purchased only in a village or town. “Town” means it can only be purchased in an actual town.

Item Types

Any character can use weapons from the basic weapon list (standard weapon, sling, light weapon, staff, self bow), while only Heroes can use quality weapons. Armor and equipment are not restricted.

Realism and Costs

Costs and availability are based entirely around keeping the game interesting and challenging. They should not be taken as indicative of a pre-industrial economic system might work, and closer scrutiny would soon yield the relative costs as unrealistic. However, remember that this is a game of adventure, not economics!

Common Goods Table

Common Goods	Cost	Availability
Standard weapon	1	Any
Standard weapon (<i>Fine</i>)	3	Village/Town
Light weapon	1	Any
Staff	2	Any
Sling	2	Any
Self bow	5	Any
Bastard sword	8	Village/Town
Warhammer	8	Village/Town
War spear	8	Village/Town
Fencing sword	6	Village/Town
Longbow	10	Town
Crossbow	10	Town
Light armor	2	Any
Light armor (<i>Fine</i>)	4	Village/Town
Partial armor	6	Village/Town
Partial armor (<i>Fine</i>)	10	Town
Helmet	3	Any
Shield	4	Any
Bandages*	2	Any
Brave mule	12	Any
Camp gear	5	Any
Coil of rope*	4	Any
Congeaed Strand*	6	Town
Misty water-flower*	6	Any
Rations*	3	Any
Silvertree leaf*	6	Any
Tonic*	4	Any
Torch*	1	Any

* Single-use

Rare Goods

When rolling for Rare Goods items, roll **D100** on the table below. Items are only available in the campaign turn they were rolled, and only one of each item can be purchased. Unlike common items, there is no settlement-size requirement. All single-use items remain single-use, even when of a more rare variety.

Rare Goods Table

D100 result	Rare Goods	Cost
01-05	Weapon of choice (<i>Fine</i>) Select any weapon on the Common Goods list. Add +5 to the cost. It has the <i>Fine</i> trait.	+5
06-09	Throwing knife	5
10-13	Full armor	15
14-15	Full armor (<i>Fine</i>)	25
16-19	Shield (<i>Fine</i>)	8
20-22	Bottle of Red Duck	5
23-26	Ironshield root	4
27-31	Repair kit	6
32-35	Springwind berries	4
36-39	Crafting materials	8
40-44	Delver's kit	5
45-49	Fine wine	4
50-52	Fletched arrows / bolts (<i>Fine</i>)	8
53-56	Holy water	5
57-60	Icon	8
61-63	Large quiver	10
64-67	Map-making kit	5
68-69	Mystic trinket D3 available. Pay for each.	4

D100 result	Rare Goods	Cost
70-71	Ranger's cloak	6
72-74	Scout's cloak	6
75-78	Set of alarm traps	4
79-82	Spell-breaker herb	4
83-88	Strange map	5
89-93	Talisman	5
94-97	Thief's tools	8
98-100	Item of choice Select any item from the Rare Goods Table , but pay the normal cost +2 .	+2

This looked like trouble.

From outside it might seem like any other heap of old rubble, but if you knew what to look for, it looked like trouble.

Gresh sniffed in disdain. If the letter had been right, the cult used this place as a meeting ground. There were signs of burnt material scattered in the bushes nearby. Odd stains in the sand. Things you shouldn't look at too closely.

Where did all these people come from anyway? They could be at home, minding their farms and herding sheep. Instead they spent their evenings chanting to forbidden gods.

Gresh scoffed, and drew the long knife at his belt. Tonight, the chants of the cult would be rewarded, but not exactly in the manner they had expected.

Hopefully, they'd have some silver in their pockets, at least.

• MANY ROADS TO ADVENTURE •

PREPARATION STAGE p.75

- Step 1: Local Events
- Step 2: Hard Times
- Step 3: Campaign Activities
- Step 4: Trade (Town only)
- Step 5: Research
- Step 6: Decide your Adventure
- Step 7: Outfit for Adventure

ADVENTURING STAGE p.91

Step 6 of the Adventuring Stage offered 4 options (or 5-6, if your warband has accepted a Quest or Contract): see related paths.

While choices and results during this stage can define the **scenario type** and **foe** for the **Encounter Stage**, some choices and results require ***Travel**, which may tempt or distract the warband away from their intended destination.

Rest Up p.75

Ride Patrol p.99

- Depending on roll:
- **Traveler Encounter**
 - **Meeting Engagement**
 - **Enemy Plans**
 - **Unexplored Location**

Explore a Location* p.92

Choose between:

- **Settlement or other location***
- **Enemy Camp***
- **Enemy Hideouts***
- **Delve***
- **Monster Lair***
- **Unexplored Location***

Each of these will define a scenario type and foe for the main **Battle Encounter**.

Enemy Threat* p.97

- Choose Threat
- Roll for Location, Activity, and End Goal

Contract* p.100 / Quest* p.105

If Quest, roll for Location, Task, and Foe

Travel (If applicable) p.111

Possible Travel Events outcomes include:

- **Traveler Encounter**
- **Defensive Battle**
- **Unexplored Location** (which may be investigated immediately)

n.b. Some outcomes may force the warband to **Camp** without reaching their intended destination.

RESOLUTION STAGE p.187

- Step 1. Collect Adventure Points
- Step 2. Check for Injuries
- Step 3. Check for Advancement
- Step 4. Roll for Loot
- Step 5. Roll for Unusual Finds
- Step 6. Settle In
- Step 7. News Travels

ENCOUNTER STAGE p.113

It is possible for two **Battle Encounters** to occur in the same campaign turn.

Traveler Encounters are resolved first, including any **Battle Encounter** that arises from the **Traveler Encounter**.

Any **Battle Encounter** resulting from the choices made during **Step 6** of the **Preparation Stage** is then resolved. Enemy numbers are now determined... and battle joined!



ADVENTURES

◆ THE ADVENTURING STAGE ◆

The second stage of the campaign turn is the **Adventuring Stage**. During this stage, you embark on the adventure you chose for this campaign turn during the Decide Your Adventure step of the Preparation Stage (see p.87). This will have been one of the following:

Explore a Location

You explore or deal with anything that has been added to your map.

Select a location on your region map that you wish to visit. This can be a Delve, Settlement, Hideout, Camp, Monster Lair, Unexplored Location, or anything else you have marked. These locations and how to explore them are detailed on pages 93-96.

This option requires **Travel** first if you are not in the same Map Area (see p.111).

Note that locations that are still *Hidden* cannot be traveled to, as they are not yet placed on the region map.

Rest Up

The safe option if you have multiple injured characters and need to recover.

You must be in a settlement to use this option. No Travel is required. Proceed to the **Resting Up** chapter (see p.96).

Battle the Enemy Threat

You focus on earning Adventure Points.

Tracking and facing down the enemies that lurk is the primary duty of an adventurer.

Select the Threat you would like to fight, and proceed to the **Enemy Threat** chapter of this section (see p.97) first. Facing a Threat may then require **Travel** (see p.111).

Ride Patrol

Your option for a lower-risk mission.

This involves patrolling the local area and looking out for bandits and trouble.

Proceed to the **Patrol** chapter of this section (see p.99) without a Travel roll.

Carry Out a Contract

Select this option if you want to get paid.

This option is only available if a Contract has been offered to you. Proceed to the **Contracts** chapter of this section (see p.100). This may require **Travel** (see p.111).

Two Battles in One Turn

If you have a battle while traveling, you may find yourself facing two combat encounters in the same campaign turn. If this is the case, the following rules apply:

- ◆ Complete the Resolution Stage normally to determine injuries, experience points, etc. You may issue any found items to your characters.
- ◆ You may use any relevant healing items you have available before engaging in the second battle.
- ◆ You may select 1 injured character, and reduce their recovery time by 1 turn. If this reduces their recovery time to 0, they may join you in the second battle.
- ◆ You must complete all encounters for this turn before proceeding to the next campaign turn.
- ◆ When rolling up the enemy force, reduce the enemy numbers by 1 figure for the second battle.

If an unusual sequence of rolls suggests a second battle during a turn *while still traveling*, ignore the second encounter.

Encounter Locations

Enemy Camps

You have tracked an encampment of your foes. As you sneak closer, it is time to destroy them.

The enemy uses Camps as staging grounds for launching attacks, as well as rallying points. Every Camp is part of a specific enemy Threat.

Most Camps are known, but random events can cause them to become *Hidden*. Do not place a *Hidden* Camp on the map or explore it until you achieve a Adventure Milestone to reveal it. If a known Camp becomes *Hidden*, remove it from the map; it may show up in a new location, once you have detected it again.

When exploring a detected Camp, proceed to the **Encounters** section (see p.113), and set up **Scenario C: Camp Raid** (p.137).

Enemy Hideouts

You have located a Hideout used by your foes. You must eliminate their leadership to drive them from the region.

Hideouts are used by the enemy to coordinate their efforts, store supplies, and conduct nefarious deeds. Every Hideout is part of a specific enemy Threat.

Hideouts may be *Hidden* or known. Place known camps on the region map. Do not place a *Hidden* Hideouts on the map or explore it until you achieve an Adventure Milestone to reveal it. If a known Hideout becomes *Hidden* again, remove it from the map; it may show up in a new location, once you have detected it again.

When exploring a detected Hideout, proceed to the **Encounter** section (see p.113) and set up **Scenario D: Hideout Raid** (see p.139).



Delves

You have discovered an old ruin or underground complex filled with dangers and the promise of treasure.

A Delve requires multiple battles to be fully explored. Each time you visit a Delve, set up a battle using **Scenario E: Site Battle** (see p.142). Unless the event that placed the Delve on the map stated otherwise, you will use the **Lurking Foes Enemy Table** (p.180) to determine your foes.

Delves consist of multiple areas, each of which will require a tabletop battle to explore. We refer to these as **Depths**, though they may be levels of a dungeon or cave complex, areas of a ruined keep, or anything else you can think of. Number the Depths: The first Depth is always 1, the second is 2, and so forth.

Depth Completion

Each time you complete a Depth, roll a **D6**. If the roll is *below* the Depth number you just completed, you have reached the end of the Delve and completely cleared it out. If the roll is *equal to or above* the current Depth number completed, there is another Depth to explore.

Depth Danger

Delves get more dangerous the deeper they go. As you play, make adjustments to the Site Battle according to the **Delve Depth Table**, below:

Delve Depth Table

Current Depth	Enemy adjustments	Leader adjustments	Exploration Markers	Loot rolls
1-2	-	-	-	-
3-4	+1	-	+1	-
5	+2	+1 Captain	+1	+1
6-7	+3	+1 Unique Foe	+2	+1

- ◆ Apply **Enemy adjustments** to the number of enemy figures generated. All additional forces are Melee Troopers.
- ◆ **Leader adjustments** are leadership figures *in addition* to those that would normally be present.
- ◆ **Exploration Markers** indicates how many extra markers should be placed on the table.
- ◆ **Loot rolls** indicates how many additional rolls you may make *if* you Hold the Field.

Progressing in a Delve

You always begin a Delve at Depth 1. When you complete the objective, you have finished a Depth. You cannot explore a previously cleared Depth a second time, but you may return to a new Depth of the same Delve. You cannot undertake two Depths in the same campaign turn as your warband will be too exhausted.

Retreating from a Depth before Achieving your Objective causes it to be generated from scratch the next time. You may choose to use the same map layout, or a brand new one as you prefer.

Once you have finished every Depth in the Delve, it is fully explored; it can be removed from your map, although you may prefer marking it with a little flag or similar, to celebrate your triumph. It has no further function in game play.



Monster Lairs

You have discovered the lair of a dangerous monster, and must prepare an assault to destroy it. No doubt the fact that such lairs are usually full of treasure never crossed your mind.

Lairs are often difficult to find a way into. When the warband arrives at a Lair, the entrance must be located. Take an **8+ [Scouting] test** to breach the Lair. If you are here because of a Quest, Contract, or other mission, add **+1** to the roll.

If the attempt succeeds, you can assault the Lair immediately or during any future turn. Mark the Lair with an asterisk on your map. Once breached, it remains so for the rest of the campaign. If the attempt fails, you must Camp, and try again in a future campaign turn. You receive a **+1** bonus (non-cumulative) to any future attempts.

Once the assault is made, proceed to play **Scenario F: Monster Lair** (see p.148).

Unexplored Locations

At various points in the game, you will be instructed to add an **Unexplored Location** to your map. If the text specifies that it is near a known location (typically a settlement), add it to the same Map Area. Otherwise, place it in its own Map Area, out in the Wilderness. If the rules do not dictate the location is near an existing point, always place it in the Wilderness.

When reaching the location, roll **D100** on the following table to determine what you find. The reveal may result in a map feature being added. If so, place it where the Unexplored Location was on your map.

If the reveal leads to a location that can result in a battle (such as a Delve) you may explore it immediately, or choose to wait. If a battle takes place, proceed to the **Encounters** section (see p.113).

Make sure to update your map with any revelations and finds.



Unexplored Locations Table

D100 result	Location	Notes
01-05	Trouble brewing	You find clear signs of enemy troop movements. Make an Enemy Plans roll immediately (see p.207). There is nothing else of note here.
06-15	Old ruin	A wanderer tells you of an old ruin, crawling with fiends. Resolve a Traveler Encounter (see p.114), and add a Delve to your map.
16-25	Wilderness	Just untamed wilderness. Nothing to do here... but it's very inspiring.
26-35	Suspected monster haunt	Something left tracks here. Make an 8+ [Pathwise] test to follow them. If you succeed, mark a Monster Lair on your map.
36-43	Tunnel complex	Deep underground vaults untouched by the light. Add a Delve to your map.
44-50	Small community	Add a hamlet to your map.
51-58	Monster lair	Mark a Monster Lair on your map.
59-63	Enemy camp	Add an Enemy Camp to the current Map Area. Randomly select which Threat it represents. This Camp is not <i>Hidden</i> .
64-70	Natural resources	You find natural resources that the folks back in town can collect and put to use. +3 Gold Marks .
71-75	Fey woods	Nobody knows what they might find within the faerie-haunted woodlands. If you want to investigate, fight a Site Battle against an enemy from the Ice-heart Court Threat Table (even if this Threat is not present in your campaign region). This battle does not award any Adventure Points. If you Hold the Field, claim an additional Loot roll (p.196), and roll on the Unexplored Locations Table again immediately to see what you find in the woods. If you roll 'Fey woods' again, treat the result as 'Old ruin'.
76-83	Tracks leading to a lair	You have found signs of something dangerous. If you want to follow them, fight a Site Battle against an enemy from the Roadside Enemy Table (p.177). If you Hold the Field, gain +2 Adventure Points .

D100 result	Location	Notes
84-89	Haunted site	You find an old crumbling heap with an air of evil hanging over it. If you opt to investigate, fight a Site Battle against an enemy chosen from the Whispers from Beyond Enemy Table (p.157), even if they are not otherwise present in your campaign. If you Hold the Field, claim 1 Story Point as the restless spirits find peace. You also uncover something in the rubble: receive one additional Loot roll. This battle does not award any Adventure Points.
90-94	Isolated community	Add a hamlet to the Map Area. They offer you a place to stay. Begin the next campaign turn In Town. You may roll up a Contract to see what they need help with. If you complete this job, add a villager Friend .
95-100	Treasure site	You have found signs of treasure. If you want to search for it, fight a Site Battle rolled from the Lurking Foes Enemy Table (p.180). If you Hold the Field, you gain three additional rolls on the Loot Table afterwards.

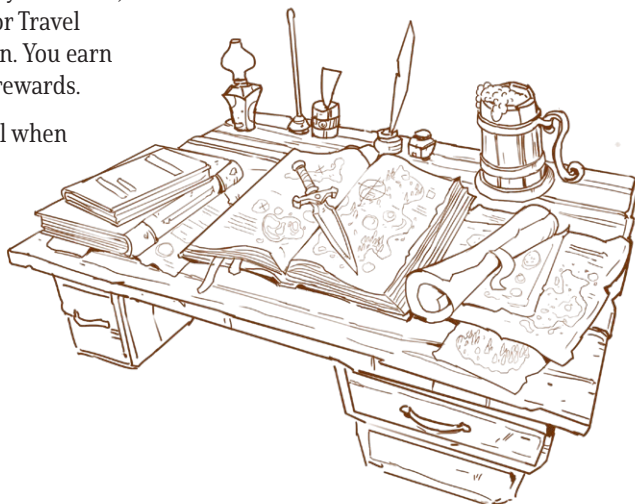
♦ RESTING UP ♦

Every hero needs a bit of time to rest and recuperate.

If you begin the campaign turn in a settlement, you may opt to *Rest Up* instead of adventuring. If you do this, you do not fight a battle or Travel during this campaign turn. You earn no Experience Points or rewards.

This option is most useful when multiple characters are injured and need to recover.

Note: If your warband *Rests Up* during a campaign turn, don't forget to count this non-adventuring turn against any countdown during a Contract or when Enemy Plans are already in motion.





◆ ENEMY THREAT ◆

News has reached you of enemy schemes being carried out, and you must race to block them.

To fight a battle against a Threat, you will need to **establish the context** around the battle: Where the Threat is, what they are doing, and what their end goal is. This is done by rolling on the three Enemy Threat tables below. To speed things up, you can simply roll **three D6** simultaneously, and assign the die that fell furthest to the left to the first table, the middle die to the second table, and the die furthest to the right to the third table.

Note that some results will modify the encounter. If a roll would add a trait to an enemy that already has it, no additional changes occur.

After rolling on all three tables, proceed to the **Battle Encounter** section of the rules (see p.120) to build your encounter, applying any modifiers and adjustments from the **Enemy Threat Activity Table**.

Enemy Threat Location Table

This table determines where on the campaign map the threat is located.

If the enemy is not in the same Map Area as you, you must **Travel** before you can fight them.

QUICK PLAY »

For **Quick Play**, use only the Enemy Threat Location Table. Unless an event has informed you otherwise, you will play **Scenario A: Meeting engagement**.

Enemies won't wait forever

You will fight normally if you reach the enemy *this* campaign turn. If it takes you a further turn to reach them (next turn), you must increase the enemy encounter size by **+1 figure**. If you are unable to reach them during the following turn, their ploy succeeds, and you are treated as having lost the mission.

Enemy Threat Location Table

D6 result	Location of the enemy	Notes
1-3	Current Map Area	The enemy is in the same Map Area you are currently in.
4	Near the largest settlement in the region	The enemy is in the same Area as the largest settlement in the region. If two are of equal size, determine randomly.
5	Near a randomly selected settlement	Randomly select a settlement. The enemy is in that Map Area.
6	Wilderness location	Add a new location to the map in the Wilderness. The enemy will be in this location, and you must make a Travel roll to reach them (see p.111).

Enemy Threat Activity Table

This table determines what the enemies are currently doing.

D6 result	The enemy is..	Notes
1	...preparing to attack villagers	Add +1 Adventure Point , if you Hold the Field.
2	...waiting in ambush	All enemies gain the Awareness trait (see p.152).
3	...returning from a raid	If the scenario allows a roll to Seize the Initiative, the warband adds +1 to the roll.
4	...passing through	The enemy will use the Unknown Enemy rule when you play the encounter (see p.122).
5	...counting their pillage	Add +1 Gold Mark , if you Hold the Field.
6	...hunting your warband	All enemy Ranged Troopers receive the Poison trait if they do not have it already.

Enemy Threat End Goal Table

This provides an insight into the long term goals of the enemy forces and how that will affect you in the overall story. The specific Objectives to be achieved during the tabletop battle are determined by the scenario played.

Objective Failure

If you fail to Achieve your Objective in the battle (see p.130), or you fail to reach the Threat in the following campaign turn, remove them from the map, and the consequence listed in the **Enemy Threat End Goal Table** is applied.

D6 result	Overarching goal is to...	If you fail to Achieve your Objective in the battle...
1	...establish a larger presence in the region	Roll D6 : On a 4-6, they will construct a Camp in the Map Area where they were located. If a Camp is already present in the Map Area, they will upgrade it to a Hideout. The location is not <i>Hidden</i> .
2	...undermine your progress	Next campaign turn, you are unable to attempt any Adventure Milestones.
3	...cause chaos and carnage	Lose -3 Adventure Points .
4	...carry out part of the overall enemy scheme	Roll on the Enemy Plans Table (see p.207).
5	...gather information	Next time you fight this Enemy Threat, add +1 to the number of enemies encountered.
6	...entrench themselves further	Roll D6 . If the roll is higher than the level of the Threat you faced, increase it by 1 point.



◆ RIDE PATROL ◆

You mount a quick patrol around the area, looking for troublemakers and signs of banditry.

When undertaking a Patrol for the town watch, you are on the look-out for anything you might run into along the

way. Patrols are often less risk and can be a good option for a weaker party or a party that is recovering from injuries.

Roll **D100** on the **Patrol Encounter Table** below to see what you find.

Patrol Encounter Table

D100 result	You encounter	Notes
01-15	A traveler	Roll up a Traveler Encounter (see p.114).
16-65	Unsavory types	Set up a Meeting Engagement battle (see p.130) using the Roadside Enemies Table (see p.177). They will use the Unknown Enemy rule in the encounter.
66-80	All kinds of folk	Roll up a Traveler Encounter (see p.114). If this encounter does not result in a battle, Contract, or Quest, set up a Meeting Engagement battle using the Roadside Enemies Table (see p.177)
81-90	Signs of danger	Randomly select a Threat that remains in the region. You may choose to fight a Meeting Engagement battle against them. They will use the Unknown Enemy rule in the encounter. If you opt not to fight, roll on the Enemy Plans Table (see p.207). If no Threats remain, enjoy the day off!
91-100	A wanderer who says they have seen something odd	Add an Unexplored Location to the current Map Area. You may explore it immediately, if you wish.

• CONTRACTS •

Someone needs a job done and is willing to pay you in coin, gratitude, or both.

If a **Contract** is offered to you, generate the details using the tables below. You can generate all details of each Contract before deciding if you want to accept one. If multiple Contracts are offered at the same time, you can accept only one, however you may have multiple Contracts you are working on if they were offered at different times, or from different sources.

You need to roll **D100 twice**. The first roll determines the **source** of the Contract. You can roll up any rewards in advance to see the exact amount. All rewards are paid out if you complete the job successfully. Failing a Contract has no consequences unless it was given by a Friend. If so, the Friend becomes unavailable for the remainder of the campaign, as they are forced to deal with the issue themselves.

The second **D100** roll is made on the **Contract Type Table** below to determines what the job in question actually is. Each contract type is detailed hereafter.

Some events require knowing the “closest settlement”. Determine this simply by looking at your map. If needed, make a die roll to randomly select a settlement.

Contract Type Table

D100 result	Contract Type
01-09	Chase off group
10-19	Locate item
20-28	Deliver goods
29-38	Retrieve item
39-46	Aid community
47-56	Rescue individual
57-65	Escort individual
66-75	Negotiate deal
76-83	Gather information
84-92	Explore area
93-100	Slay beast

Contract Source Table

D100 result	Source of the Contract	Reward for completion
01-14	Individual	1 Gold Mark and add a villager Friend to your warband roster sheet.
15-25	Friend or Individual	D3 Gold Marks . If you have any Friends on your warband roster sheet, the request comes from one of them, and you add +1 Story Point for completion.
26-45	Townsfolk	D3+1 Gold Marks .
46-70	Town council	D6 Gold Marks .
71-80	Secretive group	+3 Adventure Points .
81-90	Local noble	D6+2 Gold Marks .
91-100	Local clergy	D6 Gold Marks. +1 Adventure Point .

Contract Types

Chase Off Group

Your job is to confront a dangerous group, and drive them off.

Location: The group is in the current Map Area. Add a Camp to the region map, populated by enemies from the **Roadside Enemies Table** (see p.177).

Activity: Drive them off during a normal **Camp Raid** scenario (see p.137).

Success condition: To complete the job you must **Hold the Field** (see p.150).

Time limit: You must complete the job within **3 campaign turns**.

Locate Item

A trinket of great sentimental value has gone missing. It could have been taken anywhere now.

Location: Various (see below)

Activity: Various (see below)

Success condition: Every time you complete one of the activities below, you may roll **D6** to see if you have located the item:

Location is	Item found on
Achieve your Objective at a Delve Depth	4+
Raid a Camp or Hideout and complete your objective	5+
Defeat a Unique Foe in melee combat	5+
Arrive at an Unexplored Location	6+

Once the item has been located, return to the location where you received the Contract to get your reward.

Time limit: None.

Secondary Characters

Some contracts may result in a temporary character joining the warband. They are always Followers, and come with no equipment, though they may be outfitted with any of the warband's spare items you like. If they are slain, or the job is over (whether it was a success or failure), you may reclaim your items. Temporary characters do not count towards Upkeep, but are considered part of the warband for all other purposes, and must be deployed in battle.

They have a profile of **Agility 1, Speed 4" / +2, Combat Skill +0, Toughness 3**.

Deliver Goods

An item must be picked up and then delivered safely to a recipient.

Location: Randomly determine two different settlements on the map.

Activity: You must travel to the first settlement (which may be the current one) to pick up the item, then travel to the second to deliver it.

Success condition: Goods delivered.

Time limit: The package must be delivered within **4 campaign turns**.

Retrieve Item

A trinket was lost out in the middle of nowhere, and needs to be brought back safely.

Location: Add an **Unexplored Location** in the Wilderness.

Activity: Explore the location. If a battle or potential encounter results, the item will be placed in the center of the battlefield and must be retrieved by Holding the Field, or moving a character into contact with the item during the fight, and taking an *Interact* Action.

If the location is a Delve, the item is always found on Depth 1.

Success condition: The item must then be brought to the location where you obtained the Contract. If you do not retrieve the item during the first battle, it is lost, and the Contract cannot be completed. If the location does not present a battle, the item is permanently lost, and the Contract cannot be completed.

Time limit: You must travel to the location within **3 campaign turns**. Once the item is in your possession it must be returned to the location where you obtained the Contract within **2 further campaign turns**.

Aid Community

The community is increasingly worried about dangers prowling the fields and valleys nearby.

Location: The nearest settlement.

Activity: The settlement requires **3 Ride Patrols** to be carried out.

Time limit: You have **5 campaign turns** to finish the job.

Rescue Individual

Someone has gone missing. Whether they were lost or captured, you need to get them back.

Location: Add an **Unexplored Location** to the same Map Area as the closest settlement.

Activity: When you visit the location, determine what you find normally. If you find a battle or a location that would create a battle (such as a Delve), you will have to rescue the person during the battle. During a Delve, they are always found at Depth 1.

Place the captive in the center of the table. Until they are freed, they can take no Actions and are ignored by the enemy. A warband member in contact may free the captive as an *Interact* Action. From the following battle round onwards, the captive acts according to the **Secondary Character** rules (see p.101). During this rescue scenario, they can be retreated off the battlefield safely, and no characters will have to roll on the **Flight in the Dark Tables**. They will test normally if forced to retreat from future battles. If you Hold the Field, you may rescue them at your





leisure. If you are forced to retreat from the battle without freeing the captive, the Contract fails.

Success condition: Once rescued, you must return to the location where you obtained the Contract. If no opportunity for battle presents itself, then there is no trace of the missing person, and all you can do is bring back the sad news, and the Contract cannot be completed.

Time limit: You must visit the location within **2 campaign turns**, or the Contract fails.

Escort Individual

Someone needs to carry out a vital errand, and needs armed protection while doing so.

Location: Randomly select a settlement you are not currently in.

Activity: You must travel to the settlement to pick up the “cargo”, then travel to a different randomly selected settlement. The character follows the **Secondary Character** rules (see p.101).

Success condition: If the character you are protecting is killed or suffers an injury requiring 3+ turns of recovery time, the Contract expires. Otherwise, you complete the job when you deliver them to the second settlement selected above.

Time limit: You must pick up the cargo within **3 campaign turns**. Once they are with your warband, no time limit applies.

Negotiate Deal

A complex local situation requires a bit of smooth talking.

Location: Randomly select three settlements on the map. The same can be selected more than once and the current settlement can be selected.

Activity: You must attempt to negotiate a deal with a local representative in each location (treat each randomly generated location as a separate negotiation, even if they are in the same geographical location). This is done at the same time as your campaign activities but does not count against your campaign activity limit. The character undertaking the *Negotiation* cannot add their skills to any other campaign activity that turn. Make an **8+ [Speech]** test. If you have a Friend in the region, you may draw on them to help. They will add a **+1**, but on a failed test, they become unavailable for the rest of the campaign, as they are bogged down in social conflicts.

Success condition: If you succeed at **least two** of the negotiations, you complete the job. Otherwise, it fails.

Time limit: You have **5 campaign turns** to complete all negotiations.

Gather Information

You are needed to gather some suspicious information from around town.

Location: The closest settlement to your current position.

Activity: While carrying out your normal campaign activities, you can attempt each of the tasks below. They do not count against your campaign activity limit, but each task must be carried out by a different warband member, and those warband members cannot contribute their skills to any campaign activities.

Three proficiency tests are needed:

7+ [Expertise] to acquire important documents.

8+ [Wits] to shadow a suspect.

8+ [Speech] to gain information from people.



Success condition: To complete the job, you must succeed **at least two** of the tests. If two tests fail, the Contract cannot be fulfilled.

Time limit: You must complete the job within the next **2 campaign turns**.

Explore Area

An interested party wants their maps of the region to be upgraded.

Location: Add an **Unexplored Location** to the Wilderness, then randomly select any existing Map Area that you are not currently in.

Activity: Travel to and determine what is at the new Unexplored Location, then travel to any location in the randomly selected Map Area, and, finally, return to the location where you received the Contract. You must take a set of Maps with you, which take up one Backpack slot and must be carried to each of the above locations. As this is a mapping exercise, you are not required to undertake any other activities at each location.

Success condition: Travel to the three locations, finding out what is at the Unexplored Location.

Time limit: You have **5 campaign turns** within which to travel to all the locations.

Slay Beast

Rumors of a fierce monster have made people worried, as well as ready to own the coin purse.

Location: see below

Activity: Roll on the **Aberration Table** (see p.184) to determine what type of beast is upsetting the locals. If you decide to take the job, place a **Monster Lair**. If you are in, or by a settlement, place it in the same Map Area; otherwise place it in the same Map Area as a random settlement. When investigated, it will always feature the monster you rolled above.

If you opt not to take the Contract, don't put the Monster Lair on the map. Some righteous knight will slay the monster soon enough.

Success condition: Slay the beast!

Time limit: You have **5 campaign turns** to complete the job before a righteous knight does so instead (in which case, removed the Monster Lair from your map).

• QUESTS •

Occasionally, your warband will meet the opportunity to begin a **Quest**. Pursuing a Quest will send you all over the map, carrying out the tasks that complete the adventure, before obtaining unique rewards at the end of it all. While most encounters you will face are stand-alone battles, resolved within one campaign turn, a Quest consists of multiple encounters that are connected.

Quest Structure

The Quest consists of a series of tasks that must be accomplished, each of which represents a step in the ongoing story. These are generated randomly, and you may need to complete the same type of task more than once.

Each task is an obstacle that must be overcome for the Quest to be successful. As your warband completes the tasks, it is assumed to be gathering resources, information, and items needed to progress. This may include information on how to access an ancient temple, circumvent magical wards, or simply how to find where you need to go.

Quests are not time sensitive. You may complete one task, then carry out different activities for several campaign turns, before returning to the next Quest task.

After completing each step of a Quest, roll **D6**: If the roll is *below* the number of tasks you have completed successfully, you are ready to move to the **Quest Finale** (see below).

When beginning a new Quest, simply generate the first task using the following steps.

Step 1: Generate a Quest Task

To generate a task to be completed, including the first one, roll on each of the tables below in turn.

Quest Location

The quest location will never be in the Map Area you are currently located in. The first **D100** roll is to determine where you will have to go to complete the task:

Quest (Location) Table

D100 result	Quest location
01-20	Randomly select an existing Map Area. The Quest location is at a random location in that Map Area.
21-40	Place a new location in a random existing Map Area.
41-70	Place a new location in the Wilderness.
71-100	Place an Unexplored Location in the Wilderness. Once you have explored it, add the Quest location to the same Map Area. If you find a Delve, you only need to clear one Depth to progress.

Everyone Needs Something!

You cannot undertake two Quests at the same time. If you are offered a Quest while currently undertaking one, the second would-be Quest-giver recognizes your existing quest as the higher calling, and assists you in some way: Make a roll on the **Quest Find Table** (p.108).

Quest Task

The second roll determines the type of task you will be completing. Note that each task still carries the normal objectives for the scenario type, and completing these will award you with Loot as normal.

Make sure to track each type of task that you complete. If you have completed a given task twice already, you may select any other task instead.

QUICK PLAY >>

For **Quick Play**, take the first task on this table that you've not yet attempted.

D100 result	Quest task
01-20	<p>Locate an artifact.</p> <p>At the location, fight a Site Battle scenario. Every time you uncover an Exploration Marker, roll 1D6. If the roll is equal to or below the number of markers you have uncovered so far, you have located the artifact. If the last marker on the table does not reveal the artifact, randomly select an enemy Leader that carries it. If all enemy Leaders are already slain, select any remaining enemy. A fleeing enemy will drop the artifact.</p> <p>Once you have acquired the artifact, you may retreat safely at any time.</p>
21-35	<p>Rescue the prisoner.</p> <p>Someone who is key to solving the Quest has been captured. At the location, fight a Raid (Camp) scenario. Place the individual in the center of the table. Moving into contact frees the prisoner. The enemy will ignore the prisoner until they take an Action, at which point they are considered part of the warband and can be attacked normally. Rescuing the prisoner gives you the information you need to complete the Quest task. They will fight alongside you as a Follower with a base profile and no weapons. If they do not become a casualty, they will offer to join your warband and will be <i>Loyal</i>.</p> <p>Once you have the information, you may retreat safely at any time.</p>
36-55	<p>Decipher ancient writing.</p> <p>You need to explore the area to find the ancient writings you need. At the location, fight a Site Battle scenario. Put 6 additional markers around the table, spread evenly, to represent the ancient writings. When moving into contact with a marker, roll D6. If the roll is equal or below the number of markers you have uncovered so far, you have located the writings. To decipher them requires an Action and a 9+ [Scholar] test. Alternatively, if you Hold the Field, you can decipher them at your leisure.</p> <p>Once the writings are deciphered, you may retreat safely at any time.</p>
56-65	<p>Vanquish the foe.</p> <p>An enemy holds an important Quest item. At the location, fight a Meeting Engagement scenario. The enemy is automatically led by a Captain. You can obtain the item by either slaying the Captain in melee combat, or by slaying them by other means and then moving to the location where they fell.</p> <p>Once you have acquired the item, you may retreat safely at any time.</p>



D100 result	Quest task
66-75	<p>Ingredient hunt.</p> <p>You must hunt and destroy a fierce monster to obtain a rare magical ingredient. At the location, fight a Monster Lair scenario.</p> <p>Once the beast is slain, you have completed the task successfully.</p>
76-85	<p>Perform the ritual.</p> <p>A mystical ritual that must be conducted in the right location to proceed. At the location, fight a Meeting Engagement scenario. The enemy will receive one additional Melee Trooper from a random battlefield edge point during the Tracking Phase of every even-numbered battle round (2, 4, 6, etc.) To complete the ritual, one character must be in the center of the table and pass a 9+ [Devotion] test. Only one attempt per battle round is possible.</p> <p>Once completed, you may retreat safely at any time.</p>
86-100	<p>Information costs.</p> <p>You need to get help from a wise individual who has the information you need. But nothing is free. At the location, you must generate and carry out a Contract. You receive no pay for this.</p> <p>Once the Contract has been completed, you may then return to the location to complete the task.</p>

Step 2: Quest Foes

Once you arrive at the location, you roll to determine what foe awaits you.

Quest enemies are always chosen from the Threat tables unused by the campaign region. Write down the five Threats that were *not* selected when setting up your campaign, and randomly select one that you have not yet faced during the Quest. If you have already encountered each Threat once, the remaining Tasks will be against foes from the **Site Battle Table**.

Note that Quest scenarios cannot also be counted as Threat scenarios for the purpose of earning Adventure Points. You do not generate Threat-specific goals, and do not receive the normal award of D6 Adventure Points for fighting them as part of a Quest.

The Foes Gather

As a Quest progresses, the foes will intensify. Consult the table below to determine any increases in opposition.

Quest task number	Additional Opposition
1-2	No changes
3	Add 1 additional Ranged Trooper to the enemy count. If the type of foe does not normally have ranged weapons, add 1 Melee Trooper instead.
4	As 3 above, plus 1 Melee Trooper and 1 Sergeant .
5	As 4 above, plus 1 Melee Trooper and 1 Lieutenant .
6+	As 5 above, plus 1 Unique Foe



Step 3: Failures

If a battle ends in a failure, you can still progress the Quest but must tally down a **Quest Failure**. Roll up a new task which may be of the same type you just attempted, though it will take place in a new location. If you accumulate **3 Quest Failures**, the Quest comes to an end.

Step 4: Quest Finds

After successfully completing tasks 2, 4, and 6 (if the Quest goes on that long), you may roll on the **Quest Find Table** below to determine what you have obtained.

D100 result	Quest Find
01-20	You feel emboldened by your progress. Select one of your Heroes and increase either their Will or Luck by +1 . This bonus only lasts for the duration of this Quest and only applies during Quest battles.
21-35	You have gained an item of great value during this task. Roll up an Enchanted Item on the Loot subtables . The item is usable only during this Quest and cannot be used in any non-Quest related encounters.
36-60	An ally offers to aid your quest. They are a Hero with the starting profile, and they carry a Quality weapon of your choice, plus Partial Armor. Roll twice for their Experience advances. They will accompany you for the duration of your Quest, and will then take their leave but become a Friend on your warband roster sheet.
61-75	An ally that is sympathetic to your cause offers you a token of support. Roll twice on the Loot Table , and claim both items.
76-100	An ally who wishes to see your Quest find success offers you a respite, sheltered from the troubles of the world. All injured warband members may rest, removing 2 turns of recovery time. All Heroes may add +1 XP to their total. You may add 5 Gold Marks to your inventory.



Step 5: The Quest Finale

When you are ready to tackle the Quest Finale, it will always be located in the Wilderness. Set this up as a **Site Battle** scenario. The enemy is selected randomly from among the Threats currently present in the campaign. You do not roll for the number of foes; instead the number encountered is always **6 + the number indicated in the Enemy Tables** (see p.151), plus **one of each Leader type** (Sergeant, Lieutenant, Captain, Unique Foe). Do not apply any modifications to this.

To **Achieve the Objective**, you must do one of the following (replacing the normal objective in a Site Battle):

Defeat both the Captain and Unique Foe.

OR

Reach the center of the table and carry out a ritual. This takes an Action and a **9+ [Devotion] test**.

Once either has been achieved, you may retreat safely.

You can attempt this encounter twice. If the first attempt fails, all enemies are recovered or replaced when you try again. A second failure results in the Quest being a failure.

Step 6: Quest Rewards

Once the Quest has been completed successfully, you may claim the following rewards:

Loot

Roll three times on the **Loot Table**. This is in addition to any rolls acquired in the Quest Finale (and as part of the Quest so far).

Experience Points

All Heroes in the warband receive **+2 XP**.

Boon of the gods

The gods may smile upon your warband. Roll **D6**:

On a **1-3**, the Old Gods took notice. Select a Hero and give them **+1 Luck**.

On a **4-6**, the New Gods took notice. Select a Hero and give them **+1 Will**.

This increase is subject to all normal limits.

Quest Talent

Finally, roll **D100** on the table below. The indicated talent may be granted to any member of your warband.



D100 result	Talent	Effects
01-10	Experienced fighter	The character has <i>Counter Attack</i> in all melee exchanges.
11-20	Seasoned adventurer	The character adds +1 to all proficiency tests.
21-30	Rugged survivor	When injured, reduce initial recovery time by 1 turn.
31-40	Mobile archer	The character can take a full move and still shoot. If using a crossbow, the character can take a half move and still shoot.
41-50	Capable leader	When rolling for initiative, if this character is on the table, roll one additional D6 and then discard one die of your choice.
51-60	Agile runner	All ranged attacks against the character require a natural 6 to Hit.
61-70	Dedicated expert	Gain a skill of choice. Then choose any one skill at which to become an expert. When using the expert skill, add +4 to proficiency tests instead of the usual +2.
71-80	Fast sprinter	The character's <i>Dash</i> move bonus is always equal to their base speed.
81-90	Cautious scout	The character never has to roll on the Flight in the Dark Tables.
91-100	Skilled haggler	Once per campaign turn, you may reduce the cost of any one item you buy by -1 Gold Mark (but not below 2 Marks).





♦ TRAVEL ♦

When you want to go somewhere in the campaign world, you will need to Travel to get there. This might mean tagging along with a trade caravan, following winding paths through the countryside, or trying to find your destination with only an old, worn map, lodestone, and your adventurers' intuition.

The game world exists as a series of **Map Areas** (see p.70). For the sake of playability, specific distances are not tracked. If the location you wish to go to is not in the Map Area where you are currently located, you must **Travel** there: Roll on the **Travel Events Table**, below. This will always be the case in your first campaign turn.

Note: A single Travel roll *always* allows you to reach any location on the map. When playing on a hex map, you do not have to move hex by hex.

After resolving the Travel roll, if you have arrived at your destination, you may then proceed to investigate any one location you choose in the Map Area. Proceed to the relevant part of the Encounter section.

If you are arriving in a Map Area with a settlement, you may opt to just lay low. If so, you do not go through the normal post-battle sequence for Injuries, Experience Points, Loot, etc. Roll for “**News Travels**” (p.191), and then begin the next campaign turn.

Travel Events Table

D100 result	Event	Notes
01-30	Uneventful travels	Absolutely nothing happens.
31-50	Meet someone	Roll up a Traveler Encounter (see p.114) to see who you met.
51-65	See something in the distance	Add an Unexplored Location to your regional map. You may opt to go there now, or continue to your original destination.
66-75	Waylaid by foes	You are attacked while traveling. Generate a Defensive Battle (see p.135) using the Roadside Enemies Table (see p.177). Afterwards, you may continue to your destination, or set up Camp.
76-85	Miserable weather	The weather is terrible and slows your travels. Make a 9+ [Traveling] test . If you pass, you arrive at your destination as expected. If you fail, you cannot travel any further this campaign turn and are forced to Camp; next campaign turn, you must make a new Travel roll.
86-95	An obstacle bars your way	Roll on the Obstacle Table (see p.112).
96-100	Was it left at the second tree??	You are completely lost, but have a Traveler Encounter (see p.114). Set up Camp, and then roll to Travel again next campaign turn.

Local Trips

If the Map Area you are in has multiple locations, you may visit any one of them in a campaign turn without requiring a Travel roll.

If you explore a location in a Map Area with a settlement, your warband may return to the settlement after exploring, or they may opt to Camp.

If you explore a location in a Map Area without a settlement, you will Camp afterwards.

Travel Events

To Travel anywhere, roll **D100** on the **Travel Table** above and apply the results. If an event directs you to Camp, the campaign turn ends, and you will be In Camp when you begin the next turn.

Arriving in Town with Nothing to Do

If you arrive at a settlement without having fought a tabletop battle that campaign turn, you may carry out the Trade step, if desired (see p.85), before ending the campaign turn.

Obstacle Table

D100 result	Obstacle	Notes
01-20	River crossing	As you cross, you must make an 8+ [Traveling] test. If failed, the warband loses a random Backpack item to the river.
21-35	Marsh lands	As you wade through, you must make a 9+ [Scouting] test. If you fail, a random character is almost sucked under: List all non-magic weapons and shields specifically carried by the character, then select one at random that is lost.
36-50	Broken ground	Striding through difficult terrain is exhausting. You arrive in the Map Area you were traveling to, but cannot take any further actions this campaign turn. If a settlement is in the Map Area you arrive in, make an 8+ [Traveling] test to reach it this turn. Otherwise, you must Camp.
51-65	Toll post	You must either pass a 9+ [Speech] test, pay 2 Gold Marks , or make another roll on the Travel Table as you try to go around.
66-90	Deep woods	The deeper you get, the more it feels like the woods will swallow you whole. Make an 8+ [Pathwise] test. If you fail, you are hopelessly lost, in which case, you must Camp, and then roll to Travel again in the following campaign turn.
91-100	Unnatural terrain	While traversing ancient lands, you are attacked by those that lurk there. Fight a Meeting Engagement battle using the Lurking Foes Enemy Table (see p.180). The foe will use the Unknown Enemy rule in the battle. You do not earn any Loot or Adventure Points for this battle. Afterwards, you will arrive in the Map Area you were traveling to but must Camp, even if a settlement is present. You cannot take any other actions this campaign turn.



ENCOUNTERS

◆ THE ENCOUNTER STAGE ◆

An **encounter** is anyone you meet in your travels and explorations. They may be foes requiring battle, or they may be simple travelers who, like you, are headed somewhere important to them. This section will discuss how to set up encounters, and provide everything needed to build your tabletop battle scenario if a battle is about to take place.

An encounter means you have met someone you must interact with, either in a Traveler encounter or a Battle. Battle encounters mean a fight with enemy forces which can take place in a number of different scenarios, while

Traveler encounters offer chances to make Friends, earn Story Points or receive new tasks such as Contracts or even Quests.

It is not unusual to have both types of encounter happen in the same campaign turn.

This section provides all the tools needed to set up each type of encounter as well as the rules for each of the relevant scenarios. As you adventure, your encounters will help build up a rich story that expands the game world at every step.

♦ TRAVELER ENCOUNTERS ♦

During your travels, you may meet somebody of interest. Whenever the rules indicate a **Traveler Encounter**, roll **D100** on the table below to determine who you met. Encounters marked with * are **general meetings**, while those without it are **unique meetings**.

Unique meetings do not roll for reactions. Instead, read the appropriate entry, and apply any results and decisions now.

Encounter Variation (optional rule)

If you prefer to have as much variety as possible, you may keep note of unique meetings. If you roll one you've had before, simply take the prior encounter instead, moving up the table until you find one you have not yet had.

Traveler Encounter Table

D100 result	Encounter	D100 result	Encounter	D100 result	Encounter
01-04	Beggar*	67	Chatty herder	84	Military patrol
05-08	Crafter*	68	Confusing trickster	85	Mirthful traveler
09-12	Entertainer*	69	Despairing villager	86	Mysterious roamer
13-15	Herder*	70	Destitute merchant	87	Old friend
16-18	Hunter*	71	Eager merchant	88	Outcast wretch
19-21	Knight*	72	Elderly nun	89	Secret agent
22-25	Merchant*	73	Elfin scouts	90	Sneaky thief
26-29	Messenger*	74	Forgetful scholar	91	Strange old fellow
30-33	Monk*	75	Generous noble	92	Suspicious patrolman
34-36	Noble*	76-77	Grouchy farmer	93	Traveling bard
37-40	Peasant*	78	Hopeful champion	94	Treasure hunter
41-43	Physician*	79	Humble priest	95-96	Unfriendly locals
44-47	Pilgrim*	80	Jolly monk	97	Venerable huntsman
48-51	Priest*	81	Keen-eyed shepherd	98-99	Well-traveled peddler
52-54	Scholar*	82-83	Loud drunkard	100	Young runaway
55-58	Soldier*				
59-62	Traveler*				
63-66	Villager*				



General Meetings

To determine how the encounter goes, roll **D100** on the table below, rerolling on the appropriate subtable where indicated.

D100 result	Interaction
01-15	Unfriendly: Roll on subtable
16-30	Disinterested
31-70	Sociable: Roll on subtable
71-85	Friendly
86-100	Special: Roll on subtable

Unfriendly

There may be a reason why they are behaving that way. Roll **D100** again on the **Unfriendly Meeting Subtable** below.

Disinterested

They are not interested in having a conversation. You nod to each other and move on.

Sociable

You exchange a few words of pleasantries. Roll **D100** again on the **Sociable Meeting Subtable** below to see if anything more comes of it:

Unfriendly Meeting Subtable

D100 result	Motives	Notes
01-45	Just some fool	Send them on their way and move along.
46-60	Loose lips	They can't stop running their mouth to anyone they meet. Next time you have a battle against a Threat, add 1 to the number of enemies you encounter.
61-70	You are being set up	They seemed like a decent enough sort, but shortly after they leave, attackers descend on your camp. Fight a Defensive Battle using the Roadside Enemies Table .
71-85	Conspirator	They are a secret agent for your foes. Take a 9+ [Wits] test to avoid unwittingly giving away secrets. If you fail, roll on the Enemy Plans Table (see p.207) immediately.
86-100	Thieving git	Turns out they had long fingers. You lose -D3 Gold Marks .

Sociable Meeting Subtable

D100 result	Motives	Notes
01-55	A brief chat	You talk for a little, and then you each move on.
56-70	Make a friend	They seem like a decent sort. You can add the character as a Friend .
71-85	Profound life advice	You never really thought about it that way. Add +1 Story Point .
86-100	Contract offer	They have an urgent task they need help with. Roll up a Contract offer (see p.100). You may opt to pursue it immediately.

Friendly

You get along well. Add the character as a **Friend**.

Special

It turns out you have met someone particularly interesting. Roll **D100** on the table below to see what they have in mind.

Special Meeting Subtable

D100 result	Event	Notes
01-15	Generosity	Add the character as a Friend . They give you some food (add one ration)
16-25	Clue	They point you in the direction of a strange site that catches your interest. Add an Unexplored Location to the current Map Area. You may explore it this campaign turn, if desired.
26-35	Useful information	They have a good grasp on what is happening in the world. Add +2 Adventure Points .
36-55	Request for aid	They report that they were being chased by a group of wrong-doers. To set the matter straight, generate a Meeting Engagement using the Roadside Enemies Table . If you Hold the Field, you may add +1 Adventure Point and a Friend . You may opt to ignore the encounter.
56-65	Comrade	The character offers to join you. If you currently have less than 3 Heroes, they are a Hero. Otherwise, they are a Follower. They will have the basic profile, and are armed with a standard weapon and light armor.
66-85	Favor	The character offers you a Quest to pursue. You may undertake this at any time.
86-100	Warning	They warn you of dire portents for the future. Add the character as a Friend and add +2 Adventure Points .





Unique Meetings

Chatty herder

You suppose it gets pretty lonely out there.

If you take your time and talk to them, add them as a **Friend**. If you'd prefer to just move on, roll for a new **Traveler Encounter**, as this is an oft-traveled area.

Confusing trickster

They said they were a fortune teller, but you feel like something is awry.

Raise every Threat that has a value of **1** or **2** by one point.

Reduced every Threat that has a value of **6** or **more** by one point.

Despairing villager

Someone is bothering the poor townfolk.

If you want to help, fight a **Meeting Engagement** battle using the **Roadside Enemies Table**.

If you win, claim **+2 Adventure Points**, and a sack of turnips that you can sell for **1 Gold Mark** later.

Destitute merchant

Down on their luck and struggling to make it.

You can choose to lend them up to **6 Gold Marks**. Next time you visit the largest settlement in the region, make a **10+ [Crafting] test**, adding the amount you gave them. If you succeed, they have made it big, and will pay you back the money you lent them, **plus D6 Gold Marks** extra (if the roll would exceed the amount of the loan, treat it as equal to the loan). If the roll fails, the investment didn't pay off.

Eager merchant

What do they have in that mystery sack?

Pay **5 Gold Marks**, and roll on the **Loot Table** (p.196). If the result is not worth that, the merchant is long gone by the time you find out.

Elderly nun

A kind old soul.

If any warband member is injured, strike **1** turn off their Recovery time.

Elfin scouts

The fey folk fill the night with mystic tales.

Add **+2 Story Points** to your total. If you have a battle this campaign turn, you automatically Seize the Initiative.

Forgetful scholar

They had something important to say. If only they had written it down.

Still, you manage to make some sense of what they are trying to tell you. Add **D3+1 Adventure Points**.

Generous noble

Once in a great while, one of the high and mighty finds that they have an obligation to their charges.

Add a *Fine* quality fencing sword.

Grouchy farmers

Quick to opine on how lazy and shabbily dressed adventurers are these days, they still insist on giving you packed lunches.

Add a ration, and hurry up out of earshot.

Hopeful champion

A strapping warrior eager to prove themselves, they have sought you out.

If desired, add a Hero to your warband. They are *Loyal*, and come equipped with a standard weapon and light armor.



Humble priest

A man of the people, willing to put in a good word for you

Add them as a **Friend**, and in your next battle you may select two characters that are *Blessed*, as if they had taken the *Pray* campaign activity (see p.84). You may take a **10+ [Devotion] test** to also receive **+1 Adventure Point**.

Jolly monk

Very friendly, but smells suspiciously like wine.

Add a **Friend**. Next time you are going into battle with less than a full warband (6 members, normally), you may ask them to help. They are a Follower armed with a staff and **1 point of Luck**. They only join you for the duration of this battle. If they are slain, or suffer 4+ turns of recovery time, they are removed as a Friend.

Keen-eyed shepherd

These young folk tend to have a good idea of any suspicious goings-on.

If there are any *Hidden* locations in the region, pick one that is now revealed, or locate the entrance to a **Monster Lair**.

Loud drunkard

Rather obnoxious, really. How did they manage to wander this far?

If you want, you can escort them back home. Randomly determine what settlement they live in and Travel there if needed. When you arrive, a grateful family offers you a bit to eat. You may skip Upkeep Costs next campaign turn.

Military patrol

Local gendarmery on the prowl for bandits.

Select a *Hidden* Camp or Hideout location, which is now revealed.

**Mirthful traveler**

Thoroughly good company, really.

Claim them as a **Friend**.

Mysterious roamer

A strange figure speaks what sounds like a spell, but before you can interfere, they have vanished in the sudden mist.

Roll on the **Enemy Plans Table**, (see p.207) and apply the result immediately.

Old friend

An acquaintance from the old days.

Add a **Friend**. They have an urgent request for you. Begin a **Quest**.

Outcast wretch

They are said to be cursed and were cast out by their community.

The wretch offers to join you. If you accept, add a **Loyal Follower**. They bring no equipment with them, but you may roll on the **Skills Table** once (see p.24). If they die while in your service, they must have been cursed after all: Lose **-1 Story Point**. If the wretch becomes a Hero, the curse is lost, and **+1 Story Point** is gained instead.

Secret agent

A sinister minion of the forces that oppose you.

Make a **7+ [Wits] test** to see through their ploy. If you succeed, you will have to fight their minions. Fight a **Defensive Battle** using the **Roadside Enemies Table** (p.177). Do not roll for Leadership, as they are automatically accompanied by an Agent from the **Unique Foe Table** (p.124). If you defeat the Agent in the battle, you may roll once on the **Loot Table** afterwards. If you fail to defeat the Agent or fail to detect them, roll on the **Enemy Plans Table** immediately.

Well-met, Old Friend!

If you meet a character of the same type as an existing Friend, read that as your old friend seeking out your help. Roll up a **Contract** offer which you may accept or decline (see p.100). If you accept and complete it successfully, you receive **1 additional Story Point** for completing it. If you refuse to help, your Friend will be disillusioned, and must be removed from your warband roster sheet.

If you have Friends that are not of a specific type, you may choose any type you like from the table above.

Sneaky thief

The scoundrel attempts to pilfer your pockets while smooth-talking you.

Make a **9+ [Wits] test**. If you fail, you lose **-D3+1 Gold Marks**.

Strange old fellow

An odd sort, smelling of pipe tobacco, and talking incessantly about esoteric things.

Roll **D6**. On a **1-4**, it all amounts to a fine story and little else. Add **+1 Story Point** as you spend a pleasant lunch speaking of the good old days. On a **5-6**, there's something they say that catches your attention. Add a **Quest** immediately.

Suspicious Patrol

A zealous enforcer of the law who thinks there are entirely too many suspicious, heavily armed groups on the roads these days.

To convince them, you can either namedrop any clergy, noble, or knightly Friend, pay **1 Gold Mark**, or make an **8+ [Speech] test**. If you attempt the test and fail, you get dragged in for further questioning (to the largest town in the

region, if you are in the Wilderness). You are unable to take any campaign activities next campaign turn, but you don't have to pay for Upkeep.

Traveling bard

Maybe one day they will sing of your exploits too.

Claim **+1 Story Point**. If you make an **8+ [Speech] test**, the Bard becomes a **Friend**.

Treasure hunter

They say they know the way to an old buried hoard.

If you allow them to join you, begin a **Quest** immediately. The treasure hunter is a Hero, and may roll once for an experience advance. They are equipped with a standard weapon and light armor. The treasure hunter is *Loyal* during any campaign turn where you pursue their Quest.

If you complete the Quest while they are still alive and in the warband, you receive a bonus of **+D6 Gold Marks**, and a roll on the **Loot Table** (see p.196).

The treasure hunter rolls normally for injuries and experience, but will leave you once the Quest ends, or if you do not pursue the Quest for three consecutive campaign turns.

Unfriendly locals

Sneering ingrates. Nothing to be gained here.

Venerable huntsman

The hunter is too old to fight alongside you, but wants to aid your brave journey.

Gain a set of **Fine Arrows**.

Well-traveled peddler

They have a few interesting trinkets you would like to take a look at.

Roll once on the **Rare Goods Table** (see p.89). You may buy the item, if you like.

Young runaway

They're too young to be out here alone.

You have four choices:

1. You can wish them the best of luck and send them on their way. If so, keep a note that you did. Next time you attack an enemy Camp, roll **D6**. On a **1-2**, add an Agent from the Unique Foe list to the encounter as the enemy took the kid in and raised them.
2. You can give them either **one ration** of food or **2 Gold Marks** to help them out. This has no further effect, but you did the right thing.
3. If you have a Friend that would be powerful, rich, or religious (such as a merchant, priest, or noble) in your estimation, you may send the youth there. Add **+1 Story Point**.
4. You can let them travel with you. When you eliminate a Threat next, they will join you as a Follower. They will be *Loyal* and may roll on the **Flash of Insight Table** immediately (p.195).



◆ BATTLE ENCOUNTERS ◆

If you are going to fight a battle this campaign turn, start with **Battle Encounters 1: The Foe** to determine who and how many enemies you will fight.

There are six scenario types:

Meeting Engagement: The most common scenario type. You fight a group of enemies for control of the area.

Defensive Battle: This type of battle takes place when a foe attacks you. Fight to repel the attack.

Raid: There are two types of Raid, depending whether you are attacking a **Camp** or **Hideout**.

Site Battle: If you are exploring a Delve, you play a Site Battle.

Monster Lair: Into the belly of the beast (hopefully not literally) – a Raid where the enemy roams.

Battle Encounters 1: The Foe

It is time to determine the composition of the enemy. Simply work through each step, in order.

Step 1: Determine the Foe

The circumstances of the battle should inform you which enemy table to use. Each of the ten enemy tables features different kinds of opposition, all with their own quirks and abilities.

The foe can be determined in two ways depending on how you like to play:

- ◆ If you prefer a campaign where the difficulty escalates with time, select the first entry from the encounter table that you have not yet faced in battle. They are listed roughly in order of power and danger and,



by doing this, the enemies will get tougher and stronger as you play.

- ◆ If you prefer a campaign that is more random and unpredictable, roll **D100** and select the enemy indicated by the die roll. Each enemy table features a number array for this purpose. Also use this method if you have faced every entry already.

Step 2: Determine Enemy Numbers

Roll **two D6** and pick the **highest die**. Add the “**Numbers**” modifier from the enemy tables. The result is the number of foes you will be fighting against. *For example, if the enemy Number is +2 and you roll a 3 and a 5, you would face a total of $5 + 2 = 7$ enemies.*

If you have opted to play with 7 or 8 figures in your warband, add **+1 additional enemy** to the number.

If any campaign events or similar factors would modify the number, apply these changes now.

If you are fighting a **Defensive Battle**, increase the enemy number by **+1**.

If you are conducting a **Raid** on a **Camp**, increase the enemy number by **+1**.

If you are conducting a **Raid** on a **Hideout**, increase the enemy number by **+2**.

QUICK PLAY >>

The enemy always brings **5 figures + any modifiers** + the **Numbers** column of their profile.

They are always led by a **Lieutenant**.

Comparable Enemy Numbers

If, after all adjustments, you would outnumber the enemy by *more than one*, increase their number until you only outnumber them *by one*. This is always based on the actual number of combatants you are bringing to the fight, not counting any who are in town, healing up.

***Example:** If you have 6 characters in the battle and the enemy would have 4, you will face 5 enemies.*

The enemy profile will indicate how many **Ranged Troopers** they will have. Determine this now, and note down the number. The remaining enemies are all **Melee Troopers**.

Unknown Enemy

When facing an **Unknown Enemy**, you might be in for an easier or much tougher fight than you initially expected. **Remove 3 figures** from the enemy count and **add 1 Unknown Enemy marker** (see p.34). If the enemy has 3 or more Ranged Troopers, one of the removed figures should be a Ranged Trooper. Otherwise, all removed figures should be Melee Troopers.

Step 3: Enemy Armaments

Ranged troops carry the listed weapon and a light weapon, if armed with any bow or crossbow. They carry a standard weapon, if armed with a throwing weapon. Melee enemies carry a standard weapon. If a specific entry lists different equipment, apply the rules as normal.

Note that enemies do not wear specific types of armor in the same way as warband members do. Their **Armor** rating is an average factor accounting for their general resilience whether from armor worn, natural durability, etc. Enemy figures never modify their movement abilities based on armor.



Enemy Leadership Table

Leader	Profile modifications	Special rules
Sergeant	+1 Toughness (max 5)	<i>Parry</i>
Lieutenant	+1 Combat Skill +1 Toughness (max 5)	<i>Parry, Tough</i>
Captain	+1 Combat Skill +1 Toughness (max 6) +1 Armor (max 4)	<i>Parry, Tough, Regeneration. Counter Attack</i>

Step 4: Determine Enemy Leadership

An enemy force is typically led by more powerful individuals who direct their activities and bolster the ranks. In battle, they can be formidable foes.

Roll **D100** on the **Leadership Type Table** to determine the type of leadership is present. If any is present, such Leaders are always **additional** enemy figures, on top of the normal amount.

- ◆ If you are playing with a **warband size of 8 figures**, add a **Sergeant**, in addition to the roll below.
- ◆ If you are playing a **Defensive Battle**, add a **Sergeant**, in addition to the roll below.
- ◆ If you are playing a **Raid** scenario against an enemy **Camp**, add a **Lieutenant**, in addition to the roll below.
- ◆ If you are playing a **Raid** scenario against an enemy **Hideout**, add a **Captain**, in addition to the roll below.

For non-intelligent foes like animals or undead, ranks are meaningless, but they may still have individuals with superior strength and prowess among them, created using the same rules.

Enemy Leadership Type Table

D100 result	Leadership
01-25	No leadership
26-45	Sergeant
46-60	Lieutenant
61-75	Captain
76-100	Unique Foe

QUICK PLAY >>

For **Quick Play**, treat results of Unique Foe as a Captain.

Profile modifications for leader types are detailed in the **Leader Profile Table** at the top of the page.

Step 5: Unique Foes

These represent special or noteworthy individuals encountered as part of the enemy force. Roll **D100** on the **Unique Foes Table** below to determine their identity and then a second **D100** roll on the **Motivation Table** to determine why they are here. You can roll both at the same time to speed things up.

All listed traits are found under '**Universal Enemy Traits**' (see p.152).

Unique Foe Table

D100 result	Unique Foe	Speed	Combat Skill	Damage	Toughness	Armor
01-05	Grim Knight	5" / +0"	+2	+1 / +0	4	3
	<p><i>A heavily armored champion of ruin.</i></p> <p>Melee opponents cannot gain a combat bonus for allies.</p> <p>Traits: <i>Parry.</i></p>					
06-11	Corrupt Sorcerer	5" / +3"	+1	+0 / +0	4	1
	<p><i>A student of the night arts, the sorcerer throws enchanted bones on the ground, and skeletal warriors spring to life.</i></p> <p>When the sorcerer is selected to act, if the warband currently equals or outnumbers the enemy force, roll 1D6. If the roll is <i>equal to or below</i> the battle round number, the Sorcerer conjures a Skeleton, which is placed between the sorcerer and the nearest warband member, its base touching the sorcerer.</p> <p>Traits: <i>Awareness, Hang Back.</i></p> <p>(Skeletons: Speed 4" / +0", Combat Skill +0, Toughness 4, Armor 1, <i>Undead</i>.)</p>					
12-17	Cunning Infiltrator	6" / +3"	+1	+0 / +0	4	1
	<p><i>An enemy agent trained in spying and infiltration, to cause chaos and disruption.</i></p> <p>If the battle ends without the infiltrator being slain, you must roll on the Enemy Plans Table after the battle. If playing a Defensive Battle scenario, all spotting rolls are at -1 against all foes. If you slay an Infiltrator in melee, gain +1 Adventure Point.</p> <p>Traits: <i>Counter Attack, Slippery.</i></p>					
18-23	Unreasoning Brute	5" / +3"	+2	+0 / +1	5	2
	<p><i>A hulking beast of a foe, relying on excessive force to overcome any problem.</i></p> <p>On a melee draw, both characters inflict a strike on each other. This overrides any other ability that applies to or modifies a melee draw.</p> <p>Traits: <i>Tough, Regeneration, Relentless.</i></p>					
24-30	Charismatic Leader	5" / +3"	+1	+0 / +0	4	2
	<p><i>A foe with a talent for organization and command. You will have to be careful or you will get overwhelmed.</i></p> <p>In each Tracking Phase, roll 2D6. If the roll is <i>equal to or below</i> the round number just played, a new enemy Melee Trooper arrives at the center of the enemy battlefield edge. If the roll is an 11 or 12, no more reinforcements can arrive in this battle.</p> <p>Traits: <i>Parry, Tough.</i></p>					



D100 result	Unique Foe	Speed	Combat Skill	Damage	Toughness	Armor
31-37	Ruthless Killer	5" / +4"	+2	+0 / +1	5	2
	<p><i>A vile murderer fighting with a brutal efficiency.</i></p> <p>Traits: <i>Gruesome, Tough.</i></p>					
38-44	Mighty Warrior	5" / +3"	+2	+1 / +0	5	2
	<p><i>Warriors of great skill wander the land seeking a cause for which to fight, even if that cause is simply coin.</i></p> <p>Traits: <i>Tough, Counter Attack.</i></p>					
45-50	Deranged Cultist	5" / +3"	+1	+0 / +0	4	1
	<p><i>A madman with a spell book rarely bodes well for anyone around them.</i></p> <p>In each Tracking Phase, roll three D6. Note down any 6s rolled. When a cumulative total of three 6s have been rolled, a randomly selected Aberration will arrive at the start of the following battle round. It arrives from a random point on the edge of the battlefield. Upon arrival, choose a character and make a 11+ [Devotion] test. If the testing character has Line of Sight to the Cultist, add +1 to the roll. On a success, you disrupt the ritual, and the Aberration will treat both sides as foes, moving towards and attacking the closest target each battle round. If the test fails, treat the Aberration as part of the enemy force.</p> <p>Traits: <i>Hang back, Tough.</i></p>					
51-56	Scheming Heretic	5" / +3"	+1	+0 / +0	4	1
	<p><i>Forbidden books can teach ways to enthrall your foes, at least for a short while.</i></p> <p>When activated, the closest warband member in sight must make a 7+ [Devotion] test. If failed, the warband member becomes <i>Charmed</i> and will immediately act as if they were a member of the enemy. If they have not acted this battle round, they lose their ability to do so later. The charm lasts only for the current phase. A <i>Charmed</i> character will not use any single-use items available to them. Grant <i>Brave</i> to all enemies unless already <i>Fearless</i>.</p> <p>Traits: <i>Tough.</i></p>					
57-61	Ravens Beast-form	6" / +4"	+2	+1 / +1	5	1
	<p><i>Some say that when a life-prolonging spell goes wrong, this is the outcome: A snarling horror driven mad by bloodlust and agony.</i></p> <p>If a melee opponent of the beast-form is removed as a casualty, the beast-form immediately takes an additional activation, moving and attacking again.</p> <p>Traits: <i>Gruesome, Regenerate, Counter Attack.</i></p>					

D100 result	Unique Foe	Speed	Combat Skill	Damage	Toughness	Armor
62-65	Infernal Spawn	6" / +3"	+3	+1 / +1	4	2
	<p><i>Occasionally, the barriers between worlds break down and something that should not exist slithers in. Such crawling terrors can lurk a long while, but when animated by the blood of its foes, it will quickly expire in a frenzy of destruction.</i></p> <p>Each Tracking Phase, the Spawn rolls D6. If the roll is <i>equal to or below</i> the battle round just completed, it mutates. Heal any Wound, then add +1" / +0" to Speed, and +1 to Toughness. If Toughness exceeds 6, the Spawn will act twice in the next battle round (once when activated normally, and once at the end of the Enemy Actions Phase), and then die.</p>					
66-71	Feral Mercenary	6" / +4"	+2	+0 / +0	5	2
	<p><i>The beast-folk often hire out as mercenaries and sell-swords, earning coin for fighting. Many see no problem taking the coin of unsavory factions.</i></p> <p>Traits: <i>Tough, Relentless.</i></p>					
72-77	Duskling Champion	5" / +3"	+2	+0 / +1	6	2
	<p><i>Covered in scars and gruesome trophies, a lone Duskling fighter is often a match for multiple lesser combatants.</i></p> <p>Receives a Combat Bonus against Mystics, and any character wielding an enchanted weapon.</p> <p>Traits: <i>Counter Attack, Tough.</i></p>					
78-82	Fey Reaver	7" / +3"	+2	+3 / +0	4	3
	<p><i>Rogues among the fey folk, these outcasts wander the land pursuing their whims.</i></p> <p>The Reaver is cloaked in winter mist and cannot be targeted from beyond 6" range.</p> <p>Traits: <i>Counter Attack, Parry.</i></p>					
83-89	Enemy Marshall	5" / +3"	+1	+0 / +1	4	2
	<p><i>A war leader of great skill can be the difference between victory and defeat.</i></p> <p>All foes within 4" of the Marshall receive a Combat Bonus.</p> <p>Traits: <i>Parry, Tough.</i></p>					
90-95	Master Thief	5" / +4"	+1	+0 / +0	4	1
	<p><i>A sly scoundrel with no morality except what can be seized and taken.</i></p> <p>Grants Outflank to the enemy force, if the scenario permits the use. Carries an unlimited supply of throwing knives.</p> <p>Traits: <i>Counter Attack, Slippery.</i></p>					



D100 result	Unique Foe	Speed	Combat Skill	Damage	Toughness	Armor
96-100	Craven Hex-chanter	5" / +3"	+0	+0 / +0	5	1
<p><i>The art of cursing chants brings ill luck to those it targets. Hex-chanters slowly lose their Human form, changing shape into something altogether more grotesque, though few practitioners will survive the conclusion of their transformation.</i></p> <p>When activated, the closest non-<i>Hexed</i> warband member within 15" is targeted, even if they are not in Line of Sight of the Hex-chanter. They must succeed on a 10+ [Devotion] test, or become <i>Hexed</i>. On a roll of a natural 12, the Hex-chanter is immediately transformed to Ravening Beast-form (from this encounter table), and recovers from any Wounds suffered.</p> <p>While <i>Hexed</i>, all attacks against the character are counted as +1 / +1 damage, in place of their normal damage value. Attacks from Aberrations are not affected.</p> <p>The hex lasts until the end of the battle or until the Hex-chanter is slain. A <i>Blessed</i> character does not become <i>Hexed</i>, but the effect of the blessing is canceled.</p> <p>Traits: <i>Parry, Tough.</i></p>						

Unique Foe (Motivation) Table

D100 result	Motivation
01-20	They are the leader of the warband. While they are present, the enemy has the <i>Brave</i> trait, unless they are already <i>Fearless</i> .
21-40	They were hired, recruited, or summoned as additional muscle. No special rules.
41-55	They are an agent of the dark powers that lurk at the edges of reality. If they are defeated, add +2 Adventure Points .
56-70	The goals of the individual and the group coincide, and they are traveling with them for as long as it takes. If they are slain in melee, you can search the body for information, and add an Unexplored Location to your map.
71-85	They are a regular member of the group, whether naturally, or because they are bound by some curse or magical geas. No special rules.
86-100	They are here specifically to hunt your warband. You will be unable to Seize the Initiative during encounter set-up, and their attacks have <i>Poison</i> .

To determine the scenario being fought, proceed through the steps of **Battle Encounters 2: The Scenario**.

Battle Encounters 2: Terrain and Set-up

Once you know who you are fighting and why, it is time to create your encounter. Think of this as building the scenario you will be playing. While the process looks complicated, simply go through each step, in order.

Make sure to use the right scenario type from pages 130-150.

Optional Rule: Terrain Theme

If you are not sure what you would like the battlefield to look like, you can use the table below to create a theme: It will give you a keyword to be interpreted as you see fit. Often, rolling twice and picking the most fitting result will work the best.

D100 result	Terrain theme
01-06	Along the river
07-17	Along the road
18-22	Cave complex
23-26	Deep forest
27-35	Edge of the woods
36-40	Foothills
41-44	Graveyard
45-50	Marshlands
51-62	Meadows and fields
63-72	Near a farmhouse
73-76	Old church
77-86	Overgrown ruins
87-93	Ruined tower
94-100	Settlement outskirts

Step 1: Setting Up Terrain

Dungeons

Site Battle scenarios lend themselves well to a dungeon environment. If you have suitable floor tiles or board game pieces, you can use them to play on. If so, assemble a big dungeon with as many rooms as possible. Dungeon rooms will look better if you add scatter terrain inside them, such as furniture, pebbles, sacks of stuff, and other debris.

Dungeon floors will need **entry points** marked. If using floor tiles, these must be corridors that connect to the edge of the battlefield. If not using floor tiles, any edge of the battlefield that isn't blocked by a wall or similar is an entry point. Your particular terrain may suggest an entry point in the middle of the table, for example on a set of stairs, or similar. This is fine as well.

If using a dungeon set, try to apply the following guidelines, if possible:

- ◆ Consider playing on at least a **3x3 foot gaming area** for a dungeon.
- ◆ There should be **at least 6 rooms** in the dungeon.
- ◆ Include **at least two entry points** along the edge of the table. Ideally, exits will lead off some of the other battlefield edges as well.
- ◆ Avoid having too many rooms with only one entrance. One or two such dead-end rooms are usually plenty.

Terrain Features

You can set up terrain any way you like, but the following system will help ensure a balanced table that both looks good, and is fun to play on. There is a tendency for fantasy miniature games tables to be sparse and flat. Resist this!



Depending on your table size, we recommend the following terrain pieces. If your table does not match one of the sizes below exactly, use the closest.

Type	2x2 feet	3x3 feet
Large features	3	4
Small features	5	10
Linear features	3	5

Large features: These might be hills, farm houses, forested areas, or a cluster of items such as standing stones, bushes, a small orchard, etc. A large feature should be big enough to interfere with the game in some fashion: Figures might climb it, fight around it, or enter it. Typically a large feature will be **4-8" across**.

Small features: These might be boulders, statues, rubble, a small hut, etc. A small feature is mainly useful for Cover from archery. Typically, a small feature will be **2-4" across**.

Linear features: Might be fences, stone walls, hedgerows, etc. These tend to provide Cover from archery, and to obstruct movement in some fashion. Typically, a linear feature will be **4-8" long**. It may consist of two pieces forming an L-shaped section.

Selecting Your Features

When you are just starting out, you will often make do with what you have, but as your collection grows, try to establish a theme to your gaming tables. A few houses surrounded by fencing will resemble a farm, while a table full of boulders and trees will feel like being deep in the wilds.

When selecting features, try to have:

- ◆ At least one feature that a figure could climb on top of, such as a big rock or a roof top.

- ◆ At least one feature that is natural but raised ground, such as a hill.
- ◆ At least one feature that can be entered such as forests or a cluster of rubble.

Placing Your Features

Start by spreading your large and small features fairly evenly around the table. Any particularly cool features should be placed towards the center of the table, where the action is likely to take place. For example, if you have built an impressive ruined temple, don't put it in one corner where it may be ignored all battle.

Linear features will usually look best when placed in relation to the larger features, so that they look natural, such as fencing outside a building. You can also use them to give the impression of fields or gardens.

Place Scatter

Finally, it is time for scatter terrain. Scatter is any small, individual pieces that can be placed anywhere. For example, a small rock, a single tree or bush, etc. Look at any big gaps on the table, and place at least one item of scatter there to break it up a little bit. Scatter is primarily for visual appeal. If you are setting up a Site Battle and not using dungeon tiles, you should place a lot of Scatter items.

Step 2: Determine Battlefield Edge

Once you have set up your terrain, and are happy with how it looks, randomly pick a battlefield edge that will be yours. The enemy force always sets up from the opposite battlefield edge.

Once your terrain is all in place, proceed to the scenario type below which will explain how to set up and what your objectives are.

◆ SCENARIO TYPES ◆

The following **scenario types** offer the circumstances and victory conditions your warband must accomplish to declare the encounter a success. In some cases, a random event or other campaign factor may dictate an objective different from the scenario's default. If so, the non-standard objective takes precedent.

Unless the rules have stated otherwise, fight a Meeting Engagement.

Scenario A: Meeting Engagement

Blades flash in the rain, and cloth-wrapped feet brace themselves in the mud. You prepare to stand your ground one more time. These engagements can turn on you quick. Better to focus on the job at hand, and live to see another one.

Step 1: Establish the Objective

You may have been instructed by the encounter type to use a specific **objective**. If so, simply consult the descriptions below. Otherwise, roll **D100** on the table below to find out what you need to do.

Scenario Objective Table

D100 result	Objective
01-15	Fetch something
16-30	Search for something
31-50	Scout the area
51-60	Investigate area
61-75	Eliminate the enemy
76-85	Hunt the enemy
86-100	Secure the area

QUICK PLAY >>

For **Quick Play**, your objective is *Eliminate the enemy*.

Time limits: Many objectives have a time constraint. If you are playing on a 2x2 foot table, these will be a bit easier to achieve and you may wish to reduce the time by -1 battle round.

Random terrain features: Any randomly selected feature must be within the neutral ground, as defined in Steps 3-4 (see p.134).

Fetch Something

You've become aware of something of note in the area. If you can find it, it is no doubt worth a few pennies.

Randomly select a terrain feature currently on the table. Within the first **6 battle rounds**, a member of the warband must move into the feature (if possible) or adjacent (otherwise). Retrieving the item requires an *Interact* Action, but no die roll. After Round 6, the item is lost and cannot be acquired.

Once the item is picked up, the character must either leave the battlefield, or hold on to it at the end of the battle to complete the objective. If the carrier becomes a casualty, the item can be retrieved from their position as an *Interact* Action. If the battle ends while the item is on the ground, it is lost.

The table below can be used to add detail. Roll **D6 for each column** as you see fit.



Scenario Objective (Item) Table

D6	Who told you?	What is the item?	How do you get the rewards?
1	A villager	Wooden box	The person who told you pays you to retrieve the item, or you can sell it on the open market.
2	An old book	Small chest	It contains directions to concealed valuables that you locate afterwards. If you receive any valuables after this battle, add +1 to the gold value of each item found.
3	Tavern rumor	Letter	You trade the find for the reward.
4	Old, wise person	Figurine with secret compartment	A third party offers to pay you for the find. If you opt not to do this, you do not claim the reward, but may add +1 Adventure Point instead.
5	A Friend. Add +1 Story Point if you find the item. If no Friends are available, treat as an 'Interested party' (see below) instead.	Small bag	You remember knowing someone who would pay for what is contained within the item.
6	Interested party. They will pay 1 Gold Mark as an additional reward.	Small box with secret compartment	It has no material value, but as you search the battlefield, you find something else.

Search for Something

The enemy is known for their tendency to create traps and lures. One area looks particularly suspicious, and you decide to search carefully.

Select a random terrain feature. During **Rounds 1-5**, a member of the warband must have moved into the feature (if possible) or adjacent to it (otherwise), and taken an *Interact Action* and a **7+ [Battlewise] test**. Once this succeeds, the objective is completed.

Scenario Objective (Search) Table

D6 result	What did you find?
1	Evidence of enemy preparations. If you fail to Hold the Field, the enemy receives a roll on the Enemy Plans Table .
2	Evidence of victims. Add +1 Adventure Point .
3	Evidence of the enemy being interested in a remote location. Add an Unexplored Location to your region map.
4	Evidence of buried goods. Add a Delve to your region map. If you were fighting a Threat in this battle, roll D6 . On a 4-6 , all battles in the Delve will use the Enemy Threat Table , although these battles do NOT count as Threat battles.
5	Evidence of enemies passing through. Your next encounter against the same Threat type adds +1 to the number encountered.
6	Evidence of the enemy plans. Add +2 Adventure Points .

Scout the Area

With recent enemy incursions in the area, you need to get the lay of the land.

Randomly select two terrain features. Before **Round 6**, a member of the warband must have moved into the feature (if possible) or adjacent to it (otherwise). Once both features have been contacted in this fashion, the objective is completed. If the objective is completed, roll **D6**: On a **5-6**, add an **Unexplored Location** to your region map in your current location.

Investigate Area

While taking the fight to the enemy, you are going to take the chance to have a look around.

Before **Round 6**, a member of the warband must reach the center of the battlefield. Once they do, roll **D6**: On a roll of **1-4**, you have completed your objective. On a roll of **5-6**, generate a *Search for Something* objective as noted above. There is **no time limit** for this new objective.

If the battle would end before **Round 6**, you may continue playing to complete the objective.

Eliminate the Enemy

The primary goal is to inflict as many losses as possible, in order to shock the enemy into submission.

If you have **slain at least 4 enemies** in the first **6 battle rounds**, you have completed the objective.

A Captain or Unique Foe counts as **2** figures. Successfully completing the objective earns **+1 Adventure Point**.



Hunt the Enemy

To strike a telling blow, you will need to take out the enemy leadership.

If a Unique Foe is present, you must defeat them. Otherwise, the highest-ranking enemy leader is the target. If no leadership is present, select a random opposing figure and add **+1** to their **Toughness**. You have **no time limit**, but the target must be defeated in melee combat to complete the objective. Successfully doing this earns **+1 Adventure Point**.

Secure the Area

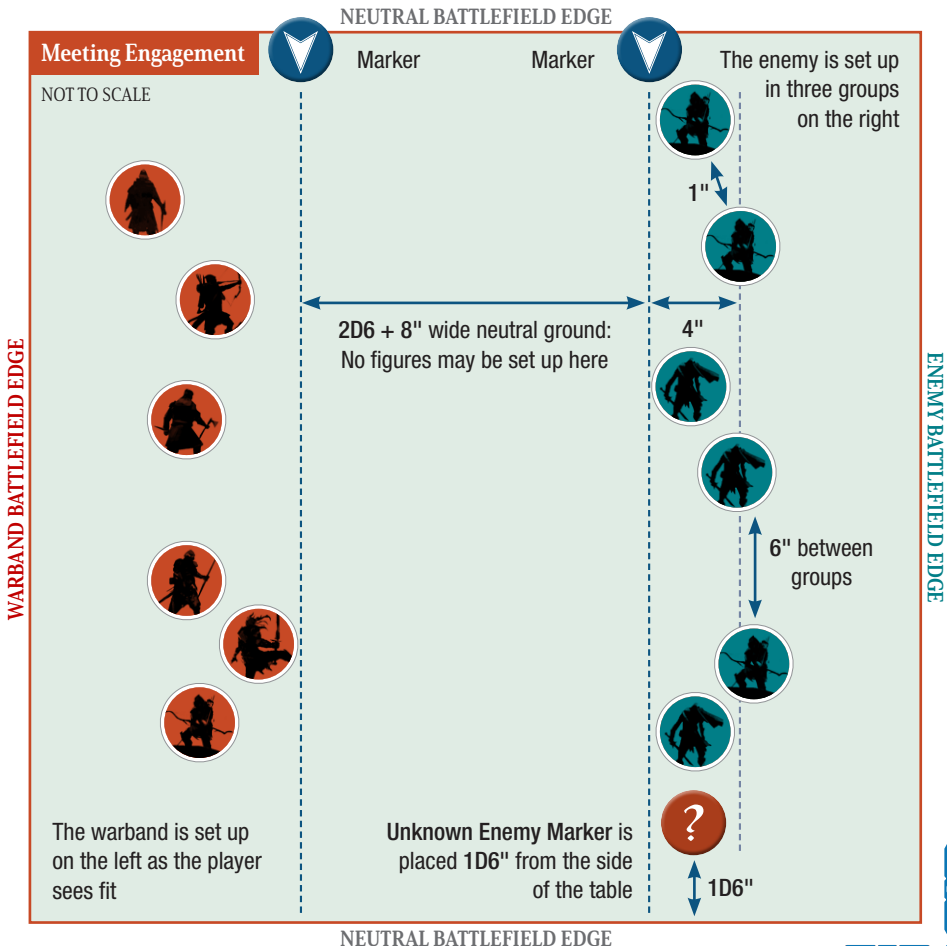
Laying claim to the battle area should allow you to go about your business in peace.

If you Hold the Field, you have completed your objective. There is **no time limit**.

If you receive any valuables after this battle, add **+1** to the gold value of the first item found.

Step 2: Determine Outflanking

Some enemies are noted as being capable of *Outflanking*. If this is the case, roll **2D6**. The enemy will deploy that number of figures on the table, with any excess figures set aside for now. If the battle is using the **Unknown Enemy** rule (see p.122), the roll is based on the figures remaining at this point, ignoring the Unknown Enemy Marker.



- ◆ The figures that are selected for *Outflanking* should be melee troops.
- ◆ Ranged troops will never *Outflank*, regardless of the roll.
- ◆ If any Leader is present and 3+ figures *Outflank*, select the Leader as one of the *Outflanking* figures.
- ◆ If the roll is *equal to or above* the total number of enemy figures present, *Outflanking* does not occur.

If *Outflanked*, in each Tracking Phase roll **D6**. If the roll is *equal to or below* the battle round number you are about to play, the removed figures **plus one additional basic Melee Trooper** arrive. Randomly select either neutral battlefield edge, and place the figures within 2" of the center of that battlefield edge.

Larger Warbands

If you have opted to play with a warband base size of **7 or 8 figures**, you may use that many during a Meeting Engagement.

Step 3: Deploy Enemies

Roll **2D6+8**, and place a marker on each side of the table with that many inches between them, leaving roughly equal space between each marker and the battlefield edges of each side. These markers represent the most forward point on each side where any figure can be set up. All the space between the two markers is the **neutral ground**, and no figures may be set up there.

The enemy force should be divided into three roughly equal-size groups. Figures within a group should set up **1"** apart from each other, while each group should be about **6"** from the next group. The enemy will set up **1-4"** behind the deployment marker on their side of the table, within

or behind Cover where possible. The overall enemy formation should resemble a loose skirmish line.

If an Unknown Enemy Marker is present, place it **D6"** from either of the neutral battlefield edges (selected at random), as part of the enemy line.

Step 4: Deploy the Warband

Set up your warband anywhere on your side of the table, behind the deployment marker. You may position figures as you see fit, whether in groups, or spread out. You may not deploy more than **6 figures**, **even if your** warband is larger. If you have more than 6 characters, you may pick any 6 to use. Assume the rest are patrolling the rear or guarding the horses.

Step 5: Roll to Seize the Initiative

You may be able to get the upper hand and surprise the enemy. Select a character you deployed and have them make a **9+ [Battlewise]** test. If they succeed, you have **Seized the Initiative**, and every character in your warband may do **one** of the following in any order:

- ◆ Take a standard move in any direction.
- ◆ Make a ranged attack, if so equipped.
- ◆ Take a Non-Combat Action.

Step 6: Fight Your Battle

Now it's time to get fighting.

You may abandon the fight by retreating over any edge of the battlefield. Doing so without having Achieved your Objective forces a randomly selected character that retreated to roll on the **Flight in the Dark Table** after the battle (see p.188).



Scenario B: Defensive Battle

A sound in the cold air, a movement in the shadows. Enemies are on the prowl, and you must scramble to defend yourself when they are upon you.

In a Defensive Battle you will be fighting to fend off an attack by enemy forces.

Step 1: Deploy the Warband

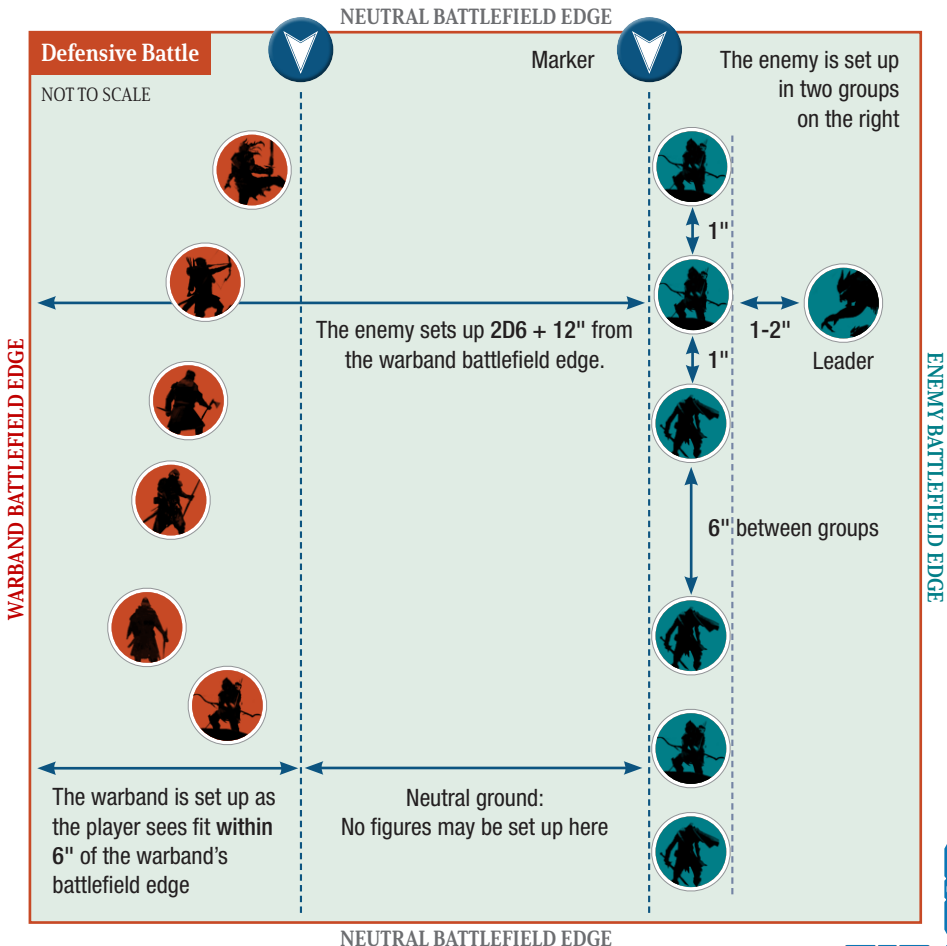
Set up your warband anywhere **within 6"** of their battlefield edge. You may not deploy more than **6 figures**, even if your warband is larger (in which case, pick any 6 to use). Excess characters are away from the battlefield, ensuring that the enemy is not sneaking up on you from behind.

Larger Warbands

If you have opted to play with a warband base size of **7 or 8 figures**, you may use that many during a Defensive Battle.

Step 2: Determine Outflanking

Some enemies are capable of *Outflanking*. If so, roll **D6+2** (note: this roll is different from that used in a Meeting Engagement). The enemy deploys that number of figures on the table, with any excess set aside for now. If the battle is using the **Unknown Enemy** rule (see p.122), the roll is based on the figures remaining at this point, ignoring the Unknown Enemy Marker.



If *Outflanked*, roll **D6** in each Tracking Phase. If the roll is *equal to or below* the battle round number you are about to play, the removed figures plus one additional basic Melee Trooper arrive. Randomly select either neutral battlefield edge, and place the figures within 2" of the center of that battlefield edge.

- ◆ The figures that are selected for *Outflanking* should be melee troops.
- ◆ Ranged troops will never *Outflank* regardless of the roll.
- ◆ If any Leader is present and 3+ figures *Outflank*, the Leader will be selected as one of the *Outflanking* figures.
- ◆ If the roll is *equal to or above* the total number of enemy figures present, *Outflanking* does not occur.

Step 3: Deploy Enemies

Roll **2D6+12**, and put a marker that many inches from your own battlefield edge. This is the most forward point the enemy may deploy. On a small gaming table, if the die roll would indicate the enemy sets up off the battlefield edge, they instead set up **within 1"** of the battlefield edge.

The enemy force that is not *Outflanking* should be divided into two roughly equal-size groups. Figures within a group should set up **1"** apart from each other, with the two groups set up roughly **6"** apart. The enemy will deploy in a rough line with any Leaders placed **1-2"** behind. Enemies should set up out of sight, if possible.

Step 4: Enemy Infiltration

The enemy will try to close the distance before being detected, and launch their attack.

Select the left-most enemy figure and move it **4"** forward, trying to get as close as possible to the warband while

remaining in Cover. Terrain penalties apply as normal. Then select a member of the warband and roll **2D6**:

- ◆ Add **+2** if the selected figure has the **Scouting** skill.
- ◆ Modify by **-1** if the moving figure is **partially obscured** by terrain.
- ◆ Modify by **-2** if the moving figure is not within sight.

If the final result is *above* the distance in inches from the selected figure to the figure that moved, the moving figure has been spotted. A **double 6** automatically reveals the infiltrators, regardless of distance or position. If the moving figure is not spotted, select another enemy figure that has not taken an Infiltration move yet, and repeat the process. Once all enemies have completed an Infiltration move, start over from the left-most figure.

Once an infiltrator has been spotted, this step ends immediately, and you are ready to begin the first battle round.

Step 5: The Objective

When fighting defensively, the objective is to fight off the attackers. You have Achieved the Objective once half the enemy force (rounded up) has been slain or driven off due to Morale Failures. At that point, you may continue fighting until you Hold the Field or begin retreating over the edge of the battle field.

Step 6: Fight Your Battle

Now it's time to get fighting.

You may abandon the fight by retreating over any edge of the battlefield. **All** figures that retreat before you have Achieved the Objective must roll on the **Flight in the Dark Table** after the battle (see p.188).



Scenario C: Camp Raid

Slowly approaching, making the most of cover behind the rocks and trees. If you can get into position, you will be able to strike before they know what hit them.

You are attacking an enemy camp site to strike a decisive blow and scatter them to the winds.

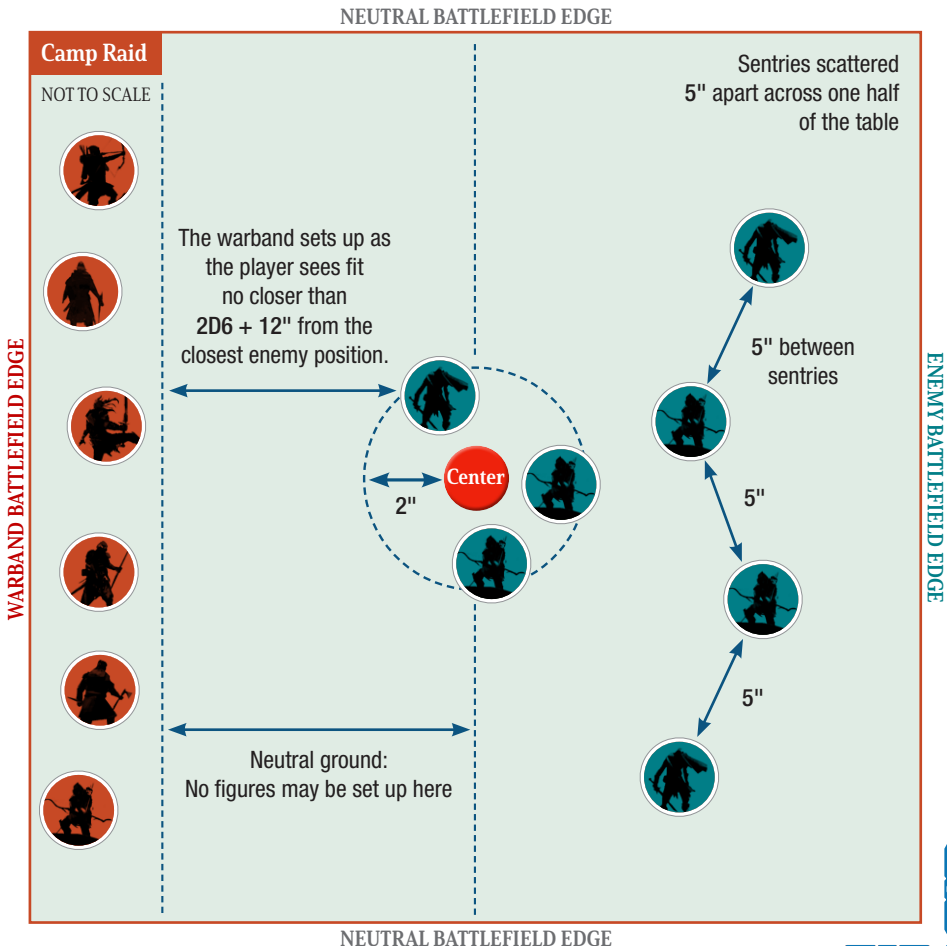
For enemies that would not typically create a camp such as undead or beasts, it may be a temporary lair, a site they are drawn to through the magic animating them, or whatever seems appropriate.

Step 1: Deploy Enemy

Split the enemy force into two roughly equal-size groups. Place a small terrain piece to represent a camp fire, stash of equipment, or similar in the center of the table and deploy one group with each figure within 2" of the feature.

Unknown Enemy

If the enemy would have the Unknown Enemy rule, remove 1 figure from the center group and 2 figures from the sentry group. The Unknown Enemy Marker should be placed in the middle of the half of the table with the sentries.



Randomly select one half of the table, and scatter the other enemy group as evenly as possible throughout this part. They are the sentries. No figure should be within 5" of the center group.

The enemy cannot *Outflank*, even if their profile indicates they normally would.

Step 2: Deploy Warband

Set up the warband on the half of the table that was not selected above. Roll **2D6+12**. No warband figure may be closer to an enemy than this distance, but otherwise place your warband as you see fit. On a small gaming table, if the forward point would be off the table, place it 1" from the far battlefield edge.

Step 3: Sneak Up

Select any figure in your warband and move it 4" in any direction, regardless of movement speed. Terrain penalties apply as normal. Once that figure has finished moving, the closest enemy figure will attempt to detect the figure that just moved. Roll **2D6**:

- ◆ Modify by -1 if the moving figure is **partially obscured** by Cover.
- ◆ Modify by -2 if the moving figure is **not visible** to the spotter at all.
- ◆ Modify by -2 if moving figure has **Expertise** skill.

If the final result is *above* the distance between the two figures, the moving figure was detected, this step ends immediately, and you are ready to begin the first battle round. Otherwise, you may now select a figure to move, and repeat the process. You can move the same figure multiple times as you see fit. Unlike the AI, the player is free to select the same figure again, if desired.

Step 4: The Objective

The objective in a Raid is to scatter the enemies and defeat them. If you Hold the Field, you achieve your objective.

Step 5: Fight Your Battle

Once the battle begins, set one of your Initiative dice to a **1**, then roll the rest normally. From Round 2 onwards, roll normally.

If a warband figure makes contact with the center terrain feature within **Rounds 1-4**, you may roll on the **Loot Table** immediately, and claim whatever you rolled. The item can be used right away, if it is usable in battle. If you need to attack the same camp multiple times, you can only receive this bonus once.

You may retreat over the edge of the battlefield with no consequences during a Raid. If you fail to clear the battlefield of foes, the Camp has not been destroyed. The next time you attack it, you will face the same type of enemy, but their strength and composition must be rolled again.

Rewards

If you complete your objective, you receive the *Vital Information* item, plus **D6 Gold Marks**.





Scenario D: Hideout Raid

The weight of responsibility lies heavy on your shoulders. If you prevail here, you'll be able to strike a decisive blow against the enemy and permanently weaken them in the region. It won't be easy, however.

You have found a Hideout used by the enemy to send out agents and gather their troops. (If the Hideout is populated by animal type enemies, it is a major lair.)

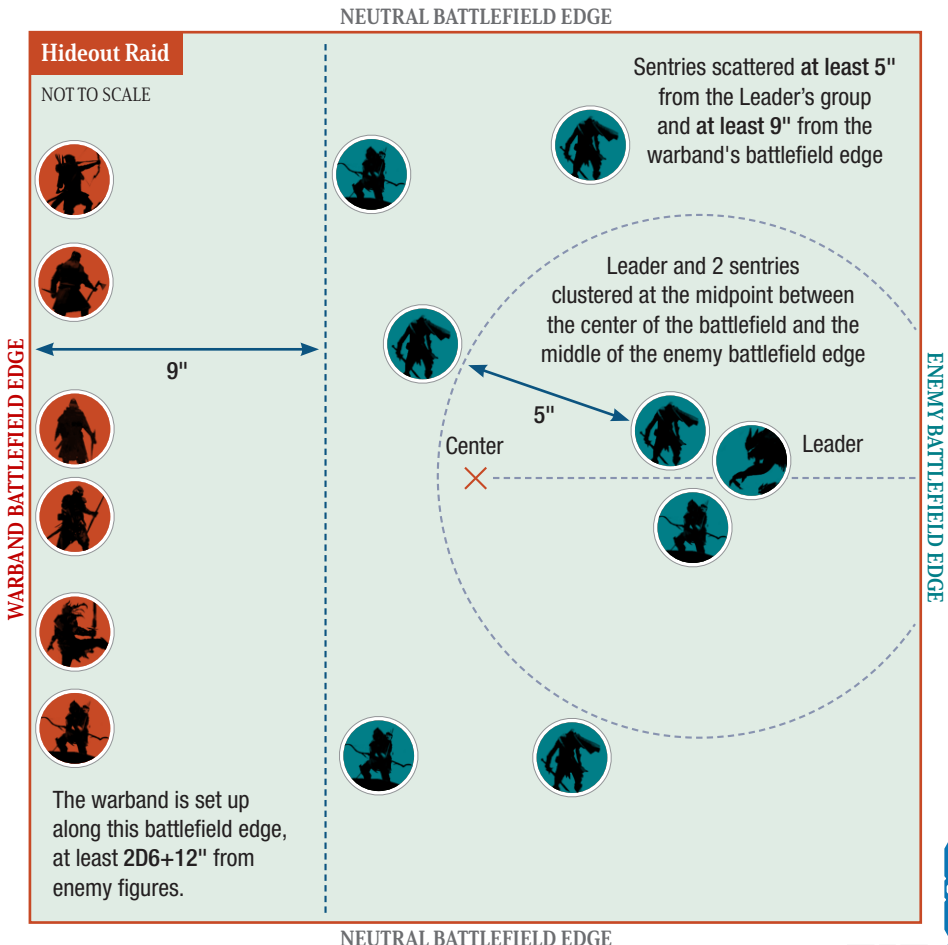
Note that while Hideout Raids are very similar to Camp Raids, there are some important differences.

Step 1: Deploy Enemy

The enemy force should be split up into two groups. The first should consist of any Leader figures plus regular figures, adding up to about a third of the total force. The second group consists of all remaining figures.

Unknown Enemy

If the enemy would have the Unknown Enemy rule, remove 1 figure from the center group and 2 figures from the sentry group. The Unknown Enemy Marker should be placed at the center of the enemy battlefield edge.





Place the group with the Leaders at the mid-point between the center of the table and a randomly selected battlefield edge. Then take the larger group, and scatter them as evenly as possible around the table as sentries. None of them may be within 5" of the center group, or within 9" of the opposite battlefield edge of that selected above.

The enemy cannot *Outflank*, even if their profile indicates they normally would.

Step 2: Deploy Warband

Set up the warband near the opposite of the enemy battlefield edge. Roll 2D6+12 to determine how many inches you must set up from the enemy. Place your warband as you see fit, provided no figure is closer to an enemy than the indicated distance. On a small gaming table, if the forward point would be off the table, place it 1" from the battlefield edge.

Step 3: Sneak Up

Select any figure in your warband and move it 4" in any direction, regardless of movement speed. Terrain penalties apply as normal. Once that figure has finished moving, the closest enemy figure will attempt to detect the figure that just moved. Roll 2D6:

- ◆ Modify by -1 if the moving figure is **partially obscured** by Cover.
- ◆ Modify by -2 if the moving figure is **not visible** to the spotter at all.
- ◆ Modify by -2 if moving figure has **Expertise** skill.

If the final result is *above* the distance between the two figures, the moving figure was detected, this step ends immediately, and you are ready to begin the first battle round. Otherwise, you may now select a figure to move, and repeat the process. You can move the same figure



If you Achieve your Objective, you may roll an additional time on the Loot Table after the battle.

Additionally, if you Hold the Field, you may roll twice on the Unusual Finds Table after the battle.

You may retreat over the edge of the battlefield with no consequences during a Raid. If you fail to clear the battlefield of foes, the Hideout has not been destroyed.

Returning

If you fail to Achieve your Objective, you may return to the Hideout again at a future point.

Unlike a Camp, the Hideout enemy composition should be noted down. Removed any casualties from the enemy forces. After each failed Raid, **2 additional enemy Melee Troopers** arrive, which can compensate for losses or increase the forces present.

Victory

If you Achieve your Objective, you have weakened the Threat the Hideout belonged to. This status lasts for the rest of the campaign and is not cumulative, even if it happens multiple times. While the foe is unable to support as many troops in the area, the leadership will need to take an active hand in running things. When fighting a subsequent Enemy Threat against the Threat in question, apply the following modifications:

- ◆ When rolling for the **number of foes** encountered, roll **D6**.
- ◆ When rolling for **enemy leadership**, **roll twice** and pick the **highest** result.

If you destroy a Hideout for a Threat that has already been weakened, add **+2 Adventure Points** instead.

multiple times as you see fit. Unlike the AI, the player is free to select the same figure again, if desired.

Step 4: The Objective

You must defeat all enemy Leader figures to Achieve your Objective.

Step 5: Fight Your Battle

Once the battle begins, set one of your Initiative dice to a **1**, then roll the rest normally.

From Round 2 onwards, you will roll normally.

In each Tracking Phase, if there are any Leader figures on the table, roll **2D6**. If the roll is *equal to or below* the battle round number just completed, place an **Unknown Enemy Marker** at a random point along the battlefield edges. This can occur only once during the battle.

Scenario E: Site Battle

Damp corridors and dusty chambers, these places are filled with horrors. Today, sword in hand, you intend to strike fear into their hearts.

You are investigating a location and dealing with any hazards that present themselves. Sometimes, the place itself may be as much of a danger as the enemies. While most Sites are dungeons, cave networks, ruined castles, or similar, they can be anything you imagine fits a monster-infested, cramped environment.

Note that Site Battles use several new mechanics that are not found in regular encounters.

Step 1: Deploy the Warband

Deployment will depend on your table setup, especially if using a board or tiles. Place the warband first, anywhere along one of the battlefield edges. If you have more than one entry point into the site along the edge of the battlefield, your

warband should be split up between two or three such entry points, in any way you see fit. If there is only one usable entry point, the whole warband sets up there.

Step 2: Place Exploration Markers

A Site may contain any number of things waiting to be found. Place one **Exploration Marker** on the table for every warband member you are fielding. For a Delve, the Depth may add a modifier to this amount. Each marker should be numbered so you will be able to select from them at random with an appropriate die roll. Try to spread them out as evenly as possible. Each marker should be placed at some visually interesting point, such as near a terrain feature, obvious crossroads, or similar. If you are playing on dungeon tiles, rooms and corridor intersections are great points. An Exploration Marker should not be placed within sight or within 9" of an entry point your warband will be using.





Step 3: The First Move

One of the warband members should be selected to scout ahead and get the lay of the land. Before regular gameplay begins, select a warband member and move them a single normal move. Then roll **D100**,

and consult the table below to see what the reaction is.

Any foes added through this roll are *Unaware* and act as Sentries.

Site Reaction Table

D100 result	Site Reaction
01-15	Just another day on the job The place smells of danger, but then everything tends to. No special adjustments take place.
16-30	As silent as a grave This is a tomb... and a guarded one at that. Place 2 additional Exploration Markers in the center of the table, and place 3 additional Skeletons within 1" of the markers. (Skeletons: Speed 4" , Combat Skill +1 , Toughness 4 , Armor 1 , <i>Undead</i> .) They begin the game <i>Unaware</i> .
31-50	Undiscovered depths This place has rested silent and forgotten for a long time. Place 3 additional Exploration Markers on the table, near the three largest terrain features or rooms.
51-65	Suspicious tracks Signs of the enemy compel you into the dark. Place a marker in the center of the table. Once a warband member moves within 8" and Line of Sight, roll up a Unique Foe and place them here. If you defeat them, you may claim +2 Adventure Points . If they remain undetected, or are on the table when the battle ends, roll on the Enemy Plans Table (p.207).
66-80	A passage through It turns out there's a passage that leads away from this place. Add an Unexplored Location to the Map Area you are in.
81-90	The foe lurks You can feel their presence in the gloom. Place an additional Unknown Enemy Marker at the center of the table during Step 4.
91-100	A quiet entrance You have found an entry point that should be fairly safe. After placing all of the enemies during Step 4, you may take one group of 3 enemies and move them to the center of the table.

Step 4: Deploy the Enemy

Now place the enemy on the table. Divide the enemy into groups of 3 figures each, with any leftover figures forming their own smaller group. For each group, place them by a random Exploration Marker. These foes are all *Unaware* and act as Patrols. *Unaware* figures within 1" of each other are one group, which will move together while they are *Unaware*. If groups end up in the same location, try to separate them by 4".

Any Unknown Enemy Markers should be placed at or near a randomly selected entry point (or random point along the edge of the battlefield), but should not be within 9" of warband figures.

Step 5: The Objective

The objective in a Site battle is simply to explore the location. The warband counts as Achieving their Objective if they clear at least **3 Exploration Markers**, and may then retreat off the table at any time. Each character that retreats from the table before the warband clears 3 Exploration Markers must roll on the **Flight in the Dark Table** after the battle.

Step 6: Fight Your Battle

Cramped conditions

Site battles are fought in tight conditions, where foes could lurk behind any corner. All base movement rates are **reduced by 1"** except for enemies with the *Crawling* trait. Warband figures cannot *Dash* during Site Battles. Enemies can *Dash* only if they have the *Crawling* trait.

No ranged attack can be made at a distance exceeding 8".

Awareness

If an *Unaware* figure finds themselves in any of the following situations at any point of the battle round, they immediately become *Aware*:

- ◆ If within 8" and **Line of Sight** of warband figures.
- ◆ If within 2" of *Aware* figures in sight.
- ◆ If within 6" of a melee (regardless of sight)
- ◆ If within 2" of an Exploration Marker that has already been explored and revealed by the warband

Once an enemy becomes *Aware*, they remain so for the rest of the battle and will not revert to Patrolling or standing Sentry. *Aware* figures will move and fight normally.

Unaware enemies are either **Patrols** or **Sentries**. The enemy groups that are placed initially are all **Patrols**, as are any Unknown Enemy Markers (this supersedes the normal movement rules for Unknown Enemy).

At the start of the first Enemy Actions Phase, each Patrol Group randomly selects an **Exploration Marker**, and will move by the shortest route towards the marker indicated by the roll. Once a destination is determined, they will not deviate from that path, unless they become *Aware* of the warband, and cease Patrolling.

Upon reaching their destination, the Patrol Group will select a new destination randomly in the following battle round (unless that destination was already explored, in which case they become *Aware*).

Any enemy figures placed due to Exploration are **Sentries**. They will remain in place until they become *Aware* of the warband.



Retreat

Warband members may retreat off the edge of the battlefield (any entry point if playing on dungeon tiles or floor plans). If the objective has not been achieved at that point, the retreaters must roll on the **Flight in the Dark Table** after the battle.

Exploration Markers

The enemy does not interact with Exploration Markers, other than for setting Patrol destinations, as explained above. A warband character that moves within **3"** and **Line of Sight** of an Exploration Marker will reveal the marker. Roll on the table below to see what they find. Explanations for each find are given below the table.

Site Finds Table

D100 result	Warband find
01-10	Environmental hazard
11-20	Obstacle
21-35	Item
36-60	Something hidden
61-75	Trap!
76-85	Guarded stash
86-90	Ambush!
91-100	Footsteps

Environmental hazard

Whether it's a pool of toxic liquid, carnivorous plant life or a cave-in, this area is dangerous to move through.

The hazard extends **3"** in every direction from the marker. The character that revealed the marker must make a **9+ [Wits] test** to avoid being affected. If they pass, move them backwards **1"**. If they fail, they suffer the effects of the hazard.

After the initial reveal, the enemy will not move into the area, while warband members must make an **8+ [Expertise] test** to move through without taking damage. A successful test allows a character to move into the area without risk, though if they do not leave the area on the following battle round, they must test again.

Any character affected takes a **+1 / +0 Hit**.

Obstacle

Some type of obstacle such as webs, unsafe floors, or swampy ground.

The obstacle extends **2"** in every direction from the marker, and counts as *Difficult* terrain to both sides. A character adjacent to the obstacle and taking an *Interact* Action may attempt to create a path through the obstacle by succeeding on an **8+ [Pathwise] test**. A success allows the warband to move through the obstacle without penalty for the rest of the battle.

Item

An item just happens to be lying on the ground. Dropped by an adventurer or a careless foe maybe? Odd. What's next? Finding magical swords in a random troll cave?

Make a **Loot** roll.

Something hidden

There's markings here that suggest something has been buried or stashed away out of sight.

A warband member taking an *Interact* Action may make an **8+ [Scouting] test** to search. A success locates a hidden stash, in which case make a **Loot** roll. A failure means they are unable to find anything. A **double 1** on the roll results in setting off a trap, as per the Trap entry on the table above. The searching character and everyone within **1"** of them must test to

avoid it. Each warband member can only attempt the test once.

Trap!

This may have been put here by the inhabitants, or predate them, but either way it's likely to hurt.

The character springing the trap must succeed on a **10+ [Expertise] test** or be struck, in which case roll **D100** and consult the table below to determine the effects of a sprung trap. Once sprung, a trap has no further effect.

Guarded Stash

You see something glinting in the dark. You have found valuables, but they are also well defended.

Place a **marker** at the most distant point on the table the character can draw a Line of Sight to. Then place **3 enemy Melee Troopers** within **2"** of the marker as *Unaware* Sentries. A character moving into contact with the marker may claim **3 rolls** on the **Loot Table** (see p.196).

Site Trap Table

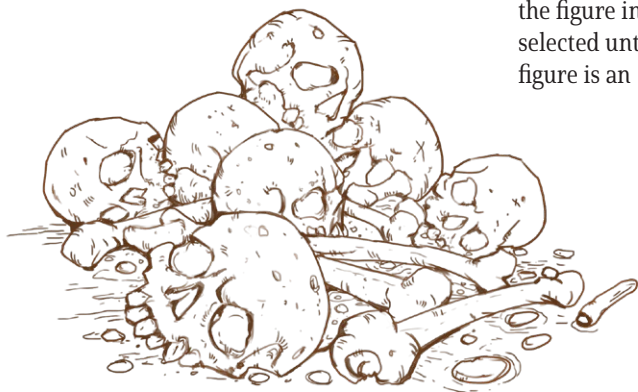
D100 result	Trap is
01-20	Lethal trap The character is struck by a dart, falls in a pit, or is struck by a blade swinging from the ceiling. Inflicts a +1 / +0 Hit .
21-40	Alarm trap The trap sets off a loud noise, alerting enemies to your position. All enemies within 12" become <i>Aware</i> . This has no effect on enemies placed within the area later in the same battle round, as they are assumed to be busy with pre-existing tasks. Take an 8+ [Expertise] test . If it fails, place 2 enemy Melee Troopers at the center of the battlefield edge opposite your entry point. They enter the battlefield <i>Aware</i> .
41-60	Pinning trap The trap captures the character and holds them in place. When activating next, the character must succeed on an 9+ [Wits] test to break free of the trap. One adjacent ally per battle round can take a <i>Use Action</i> to attempt the test on their behalf. Until successfully freed, the character cannot move, is automatically on the defensive in any melee exchange (even if they win the prior exchange), and cannot use any ranged attack other than throwing knives. They may cast spells or use equipment normally.
61-75	Brutal trap A particularly unpleasant trap intended to maim, rather than kill. The character is automatically <i>Wounded</i> .
76-100	Treasure trap Roll again on this table, treating a roll of 76-100 as 01-20 . Once the trap has been sprung, a character that reaches the marker may make a Loot roll immediately.



Ambush!

You've stumbled across a foe that was waiting to pounce on somebody.

Place **1 enemy Melee Trooper** behind and in contact with the character, and resolve a melee immediately. They count as the attacker.



Footsteps

You can hear enemies sneaking around, just out of sight.

Randomly place **1 enemy Melee Trooper** **9"** away in a random direction. The newly placed enemy cannot be within **4"** of a warband member. If so, continue moving the figure in the direction randomly selected until they can be placed. The new figure is an *Unaware Patrol*.

Scenario F: Monster Lair

The air is thick with malice and barely contained sorcery. For a moment, you hear a monstrous heartbeat echoing along the cavern walls, but surely it must be your imagination. No creature could be that large.

You are raiding a Monster Lair and will need to progress cautiously as the beast may well be lurking inside, ready to attack. Having the entire warband charge in will no doubt alert the monster, so you have decided to send in a scout.

Step 1: Scout Deployment

Select which member of the warband will scout ahead, and place them within 6" of an entry point to the battlefield. Put a token at the entry point. This is where the rest of the warband will arrive from when the battle begins.

Place 3 **Curious Location Markers** around the table, in visually appropriate locations. If playing on dungeon tiles, each marker must be in a different room or cave. Each must be at least 12" from the scout.

Step 2: Scouting

Scouting the Lair takes place in a series of moves. Each move, the scout may move up to their normal movement speed in any direction. At the end of each move, roll **2D6**: If any **Unusual Locations** are within Line of Sight and *closer* in inches than the die roll, the closest such location has been scouted. Roll **D100** on the **Curious Location Table** below to determine what was found. If the roll is *equal to or greater than* the distance to the nearest location in inches, or no location is in sight, nothing happens.





If the total on the dice is a **2** or **3**, the scout has alerted the monster! Replace the closest Unusual Location as per the “**The beast, aware**” result on the table below, and remove any remaining markers.

The Monster is Roaming

It is possible none of the locations reveal the monster. If so, it is roaming the land, and you may lay an ambush. Set up your warband anywhere you want on the table, and proceed to **Step 3** (p.150).

Curious Location Table

D100 result	Curious Location
01-10	<p>Nothing at all</p> <p>There was nothing here. Keep searching. If this was the last marker, go to the “The monster is roaming”, below.</p>
11-25	<p>Monster tracks</p> <p>If this was the first or second marker, the next marker you investigate will treat any result of “<i>Nothing at all</i>” or “<i>Monster tracks</i>” as “<i>The beast, unaware</i>” instead. If this was the last marker, go to the “The monster is roaming”, at the top this page.</p>
26-40	<p>Captive</p> <p>You have discovered a captive, unconscious adventurer, or survivor of an attack. They sneak to the exit and join your warband there. They are a Follower, with the starting character profile, and begin the game <i>Wounded</i>. They have no equipment, though they can be outfitted with any spare equipment you have.</p> <p>If they do not become a casualty, you may have them join you. If so, they become <i>Loyal</i>. If you do not take them along, add them as an adventurer Friend instead.</p>
41-50	<p>Monster hoard</p> <p>You have found some of the beast’s stash. If you move into contact with the token, you may immediately roll on the Loot Table (see p.196) and claim the item.</p>
51-85	<p>The beast, unaware</p> <p>The beast is here, but is <i>Unaware</i> of your presence. You may continue scouting or proceed to Step 3, below. Ignore any results of “<i>Monster tracks</i>” or “<i>The beast, unaware</i>.” If you roll “<i>The beast, aware</i>” at a different location, the beast becomes Aware of you, but will be located where you already found it.</p>
86-100	<p>The beast, aware</p> <p>The beast is here and is ready to pounce. Place the monster figure on the location, and then immediately move it a normal move directly towards the scout. Proceed to Step 3 (p.150).</p>

Step 3: Battle

The fight begins. All remaining Curious Locations are removed from the table.

How to set up depends on the situation:

- ◆ **The monster was roaming:**
Place the monster at an entry point of your choice, and move it one normal move towards the center of the table. If a warband member is now in sight of the monster, begin the normal battle with the Round 1 initiative roll. If not, you may move each warband member up to a normal move, then roll for initiative.
- ◆ **The monster was *Unaware* and you have decided to start the battle:**
You may place each warband member up to three moves from the entry point. The scout may take a single move. Then roll for initiative.
- ◆ **The monster is *Aware*:**
Place each warband member within one move of the entry point. The scout may take a single move. Then roll for initiative.

Surprise

If the monster was roaming or *Unaware*, it is surprised in the first round of the battle: It will act normally but all warband members receive a **Combat Bonus** in melee combat, or a **+1 bonus to Hit** when shooting. This applies only during Round 1.

Step 4: Victory and Defeat

Your objective is to defeat the monster. You may retreat over the edge of the battlefield (or an entry point, if playing on tiles). Retreating characters do not roll on the Flight in the Dark Table.

If you slay the monster, you acquire the normal rewards indicated in the Loot chapter. If it remains alive, you may return here in the future. The monster will regain **1 Monster Point** at the end of every campaign turn until fully healed. You will have to track this.

◆ ENDING A SCENARIO ◆

A scenario ends when one of the following circumstances has been reached:

- ◆ **The enemy has no figures left on the table:** If this occurs, the battle ends unless the scenario rules specifically state otherwise. In this case, you are said to **Hold the Field**.
- ◆ **The warband has no figures left on the table:** This happens if every member has either retreated or become a casualty. You do not Hold the Field.
- ◆ **The objective:** Note that completing or failing to complete your objective may happen whether your warband or the enemy figures have left the field: You may have Held the Field without Achieving your Objective, or you may complete it and then retreat off the table.



THE ENEMY

◆ ENEMY TABLES ◆

This section presents the many enemy tables, which offer the profiles and special rules for each type of enemy you may fight. The encounter rules will have directed you to which specific table to use for a battle. There are two methods you can use to determine the exact types you encounter: **the escalating difficulty** method, and the **random encounter** method.

Escalating Difficulty Method

The first time you have an encounter from a specific enemy table, you will encounter the first entry that is listed. Each subsequent time you have an encounter from a given table, select the next entry on the table that you have not already encountered, moving down the table as you play. Once you have worked through the entire table, begin using the random encounter method instead.

The escalating difficulty method provides a gentle increase in enemy power and capability. This is the best option if you want a more gradual difficulty curve, or if you prefer to know in advance what to paint up.

Random Encounter Method

Roll **D100** and consult the appropriate table. Generally, a higher roll will indicate a more difficult opponent. This method does not distinguish between stronger or weaker warbands: You may meet a powerful enemy on your first outing, or you may face an easy fight.

This is the best option for players who want the feel of a living world, or who prefer a more unpredictable game.

The Enemy Profile

Each of the enemy profile tables includes the following column headings:

Enemy	The name of the enemy type.
Num.	When rolling for the number of enemies you will face, add this number to the die roll.
Speed	Enemy movement speed, given as base movement / Dash bonus . All distances are in tabletop inches.
Combat	Enemy Combat Skill .
Damage	The bonus added to Overcome Armor / Overcome Toughness rolls, for melee combat only. Ranged attacks always use the standard for the weapon instead.
Tough.	The enemy's Toughness rating.
Armor	The enemy Armor rating.
Ranged	The number of enemies that carry ranged weapons, and which weapons they carry.

Universal Enemy Traits

Enemies can exhibit all manner of abilities and talents on the battlefield. While some are unique to a particular creature or type of enemy, the most universal traits are listed below.

Note that some weapons, items, and abilities confer effects equivalent to traits from this list.

Awareness: You cannot attempt to Seize the Initiative against this enemy, even if the scenario would allow the attempt.

Brave: The enemy only fails Morale checks when rolling a 1, instead of the customary 1-2.

Counter Attack: If the enemy wins a melee exchange, they will inflict a Hit even if they were the defender.

Crawling: The enemy may *Dash* during Site Battles.

Fearless: The enemy does not take Morale checks.

Fey: When targeted by a spell, the enemy may roll **D6**. The spell is canceled on a 4-6. If a spell would affect multiple figures, roll individually for each figure: The spell is canceled if **any** roll succeeds.

Flying: The enemy ignores all terrain penalties and may move across obstacles, even if they would be otherwise *Impassable*. *Flying* figures are assumed to land or be hovering just over ground level at the end of their move, and can be engaged normally in melee. Foes do not receive a Combat Bonus from higher ground against *Flying* characters.

Gruesome: A character who is removed as a casualty from battle must make a modification of -5 when rolling for post-game injuries. This does not affect rolls on the **Flight in the Dark Table**.

Hang Back: An enemy with *Hang Back* should always be set up in or behind a terrain feature. They will not move from that feature, except to engage foes within one move. If targeted by ranged weapons, they will move to get out of sight, if possible.

Monster: They cannot *Dash* and always move as directly as possible towards their foes.

Outflank: When deploying, the enemy may roll to *Outflank*, if the scenario permits it. See individual scenario types for more on *Outflanking*.

Parry: The enemy may *Parry* in melee combat (see p.42).



Poison: A **natural 6** on a ranged attack or a **natural 6** as the attacker in a melee exchange will automatically remove the target as a casualty, unless the blow fails to penetrate Armor.

Poor Shot: This enemy does not add their Combat Skill to ranged attacks.

Regeneration: Each Tracking Phase, any enemy with a Wound will heal. Two Wounds during the same battle round will kill them, as normal.

Relentless: Warband members cannot use or gain the *Parry* and *Counter Attack* abilities in melee against this enemy.

Slippery: The enemy does not suffer movement reductions due to difficult terrain, may move through water features at normal speed, and may ignore obstacles up to 1" tall when moving.

Skirmisher: The enemy may make ranged attacks even if they moved a full move. Weapons that normally allow no movement (such as crossbows) will allow a half move instead.

Terrifying: The enemy has *Counter Attack* when fighting Followers (but not Heroes)

Tough: The enemy cannot be *Stunned*.

Undead: The enemy cannot *Dash*. *Undead* are always *Tough* and *Fearless* as well.

Unknown Enemies: The enemy always uses the rules for Unknown Enemy markers unless the scenario would not permit it.

The Ruin Within

The land crawls with those who would bring destruction and death for a few blood-stained coins or to sate the whims of their madness. As the Ruin takes hold, it spreads across the towns and communities like an invisible sickness, tainting all that it touches.

Adventurers and agents of the law notice that many outlaws often come to believe in the supernatural patron known as the Mistress of the Mist. Adherents believe she guides their steps and hides them from prying eyes, but she is said to demand payment in coin and blood for her services.

Bloodstained Shillings

Foes from this encounter table are often known to the local nobility, who is eager to have wandering adventurers rid them of the pests. You may claim **1 Gold Mark** for any Leader figure slain when fighting foes from this encounter list.

Payment for the Mistress

If you are in over your head, you may buy your way out of a battle in the Tracking Phase. Pay **1 Gold Mark** per enemy figure still on the table, and end the battle immediately. This does not count as defeating the Threat, but at least you are able to walk away alive.

Ruin Within Enemy Table

D100 result	Enemy	Num.	Speed	Combat	Damage	Tough.	Armor	Ranged
01-08	Desperate mob	+3	4" / +2"	+0	+0 / +0	3	0	2 slingers
	<p><i>A cruel world took everything they had and driven to madness by desperation, they are preying on travelers for resources.</i></p> <p>Break point: The mob does not roll Morale dice normally. In the Tracking Phase, if casualties exceed half the initial number, they flee, and the battle ends.</p>							
09-18	Sneaky thieves	+1	6" / +2"	+0	+0 / +0	3	0	2 self bows
	<p><i>Scoundrels looking to fill their purses through thievery and robbery.</i></p> <p>Sneak attack: A thief that begins the Enemy Actions Phase in or immediately behind a terrain feature receives a Combat Bonus in melee that phase.</p> <p>Looted loot: Each Loot roll that awards Valuables also grants 1 Gold Mark worth of petty coin.</p>							
19-24	Slave raiders	+2	4" / +3"	+0	+0 / +0	4	1	2 slingers
	<p><i>Whether they are looking to press their victims into naval service, draft them to fight some war, or sell them for coin, these people are the lowest of the low.</i></p> <p>Craven: If the Leader is slain, roll 2 additional Morale dice.</p> <p>Just in time: If you Hold the Field, you rescue a local villager (forester, if in the Wilderness). Add a Friend.</p>							
25-31	Grim-faced rebels	+1	5" / +2"	+1	+0 / +0	4	2	2 self bows
	<p><i>The world is full of pretenders to titles and thrones. To fund their wars, they often extort peaceful folk "for the cause".</i></p> <p>Uprising: If you have a noble Friend, or are carrying out a Contract for a noble, they become Brave.</p>							
32-43	Outlaw gang	+2	5" / +3"	+1	+0 / +0	4	1	2 slingers
	<p><i>Not all outlaws are romantic fighters against oppression. These folk are simply mean and violent.</i></p> <p>Traits: Outflank.</p>							



D100 result	Enemy	Num.	Speed	Combat	Damage	Tough.	Armor	Ranged
44-53	Deserter squad	+3	4" / +2"	+0	+0 / +0	4	2	2 self bows
	<p><i>Whatever army these came from is irrelevant. They've figured out that pillaging the countryside is more profitable than fighting in the field.</i></p> <p>Hardened fighters: After determining if any Leaders are present, swap 1 basic Melee Trooper for a Sergeant.</p>							
54-61	Blood-stained renegades	+1	5" / +2"	+1	+0 / +0	4	1	2 self bows
	<p><i>Bandits, deserters, and other low-lives who burn and loot for the heck of it. Often outcasts so unpleasant even the outlaw gangs and slavers won't deal with them.</i></p> <p>Traits: Brave. Sergeants are also Tough.</p>							
62-73	Well-armed brigands	+2	5" / +2"	+1	+0 / +0	4	2	2 self bows
	<p><i>Some outlaw groups begin to stock up on weapons and armor, allowing them to go toe-to-toe with soldiers and guards.</i></p> <p>Lie in wait: At the start of the first Enemy Actions Phase in the game, each brigand archer will shoot at a visible target before any Actions are carried out. This shot does not prevent them from acting normally during this Enemy Actions Phase.</p>							
74-81	Hired murderers	+1	5" / +2"	+1	+0 / +1	4	2	3 throwing knives
	<p><i>Your deeds have attracted the attention of someone who wants you dead and is willing to pay well for the privilege.</i></p> <p>Traits: Outflank, Slippery.</p>							
82-88	Murder cultists	+2	5" / +3"	+1	+1 / +0	5	1	3 throwing knives
	<p><i>In a violent world, some become obsessed with the act of violence itself and seek to perpetuate it in ever more arcane and intricate ways.</i></p> <p>Traits: Brave, Counter Attack.</p>							
89-94	Penitent zealots	+3	4" / +3"	+1	+0 / +0	5	1	None
	<p><i>Roaming groups that believe the world will be reborn, once it has been drowned in the blood of the innocent and guilty alike.</i></p> <p>Battle Zeal: The zealot currently closest to the player's battlefield edge receives a Combat Bonus in melee.</p> <p>Traits: Fearless.</p>							
95-100	Order of the snake	+1	6" / +3"	+2	+0 / +0	5	2	3 throwing knives
	<p><i>A secretive society of assassins identified by a snake tattoo on the underside of their wrists. Their goals and agenda are unknown, but they never kill for coin.</i></p> <p>Traits: Brave, Poison, Crawling, Counter Attack.</p>							

The Whispers from Beyond

The dead and the sinful have always roamed the lands by moonlight, as do those who seek to wrest control over life and death from ancient tomes. With every sinner that attempts to break open the barriers between this life and the next world, the veil grows thinner, and the shadows begin to move.

Many scholars believe that a malign power rules over these denizens of the gloom, directing them for some ulterior motive inimical to the survival of day-dwellers. Cultists speak of a voice that whispers in their fevered dreams, declaring the insignificance of their mortal lives.

Patterns Unseen

Whether it is securing scraps of documents from practitioners of the dark arts, or simply ridding the land of Threats, fighting the Whispers can only further the cause of the light.

In any battle where you defeat **5+ figures** from this encounter list, you may add **+1 Adventure Point**.

The Fog that Shrouds the Land

When fighting the Whispers, visibility for warband members is limited to **9"**. If another game rule or event would restrict visibility, use the lower score. Note that enemies from this list are not themselves affected by the **9"** limitation, nor are any Unique Foes accompanying them.



Whispers from Beyond Enemy Table

D100 result	Enemy	Num.	Speed	Combat	Damage	Tough.	Armor	Ranged
01-08	The taken	+3	4" / 0"	+0	+0 / +0	4	0	None
	<p><i>The remains of people lured into dark rituals or forbidden pacts. Only husks remain, driven by a malevolent force.</i></p> <p>Traits: <i>Fearless, Monsters.</i></p>							
09-17	Broken fanatics	+1	4" / +3"	+0	+0 / +0	4	0	1 crossbow
	<p><i>When you listen to the whispers for too long, your sanity is unlikely to remain.</i></p> <p>Driven to fury: Fanatics receive a Combat Bonus when Wounded.</p> <p>Traits: <i>Fearless.</i></p>							
18-26	Roaming dead	+4	3" / 0"	+0	+0 / +0	5	0	None
	<p><i>On a moonless night, the dead may rise to vent their hatred of those who still walk in the light.</i></p> <p>Swarming: Every time a warband member becomes a casualty, place another Roaming Dead on a random battlefield edge.</p> <p>Traits: <i>Undead, Unknown Enemy.</i></p>							
27-34	The outcast	+2	5" / +3"	+0	+0 / +0	3	0	2 slings
	<p><i>In a harsh winter, it is said a village may turn to Human flesh for survival. The guilty are exiled and the taint takes what Humanity remained.</i></p> <p>Bounty on their heads: Roll a D6 for every Leader slain. On a 6, you are awarded 1 Gold Mark after the battle in bounties.</p> <p>Traits: <i>Outflanking.</i></p>							
35-46	Cultist whisperers	+3	5" / +3"	+0	+0 / +0	3	0	1 self bow
	<p><i>Shady, cloaked worshippers hoping to bring forth He Who Whispers.</i></p> <p>Traits: All Leaders have <i>Poison, Outflank, Brave.</i></p>							
47-53	Coven of the half-dead	+2	4" / +3"	+1	+0 / +0	4	1	None
	<p><i>A secretive cult looking to bridge the gap between life and death, achieving a form of immortality in the process.</i></p> <p>Pained ascension: During the Tracking Phase, roll D6 for any Wounded Coven member, including Leaders and Unique Foes. On a 5-6, they are transformed to a Maddened Revenant (see the next entry on this table). This is a spell ability.</p> <p>Traits: <i>Brave.</i></p>							

D100 result	Enemy	Num.	Speed	Combat	Damage	Tough.	Armor	Ranged
54-59	Maddened revenants	+2	4" / 0"	+1	+0 / +0	5	1	None
	<p><i>When a summoning ritual goes wrong, the earth itself will revolt, and those who have died there will rise to exact vengeance above.</i></p> <p>Traits: <i>Undead, Gruesome.</i></p>							
60-68	Collector mob	+4	4" / +3"	+1	+0 / +0	4	1	3 slings
	<p><i>Macabre scavengers who roam the land searching for trinkets and Human remains to stockpile in their caves and pits.</i></p> <p>Morbid pack: When rolling Morale dice, a roll of 1-2 removes a Collector as normal. However, a roll of a 6 causes 1 additional Melee Trooper Collector to be placed on the table in or by the terrain feature closest to the center of the table.</p> <p>Traits: <i>Outflank.</i></p>							
69-77	The Corrupt	+3	4" / 0"	+1	+0 / +0	5	2	None
	<p><i>Mutated wretches that roam the outskirts of civilization. The whispers tormented their physical form and shaped their minds towards evil.</i></p> <p>Twisting forms: Warband members do not gain Combat Bonuses from allies against the Corrupt.</p> <p>Traits: <i>Monsters.</i></p>							
78-85	Fog Born	+2	5" / +2"	+1	+0 / +0	4	2	None
	<p><i>When the fog is so thick you can feel it on your skin, the Fog Born creep from the mist. Vaguely humanoid creatures with metallic claws, they are said to have once been men who committed crimes so terrible that even the old gods took notice.</i></p> <p>Fog bound: All ranged attacks against the Fog Born will Hit only on a natural 6.</p> <p>Servants of the Mistress: Slaying a Fog Born Leader grants +1 Adventure Point.</p> <p>Traits: <i>Gruesome, Brave.</i></p>							
86-93	Grave Walkers	+2	4" / 0"	+2	+1 / +0	5	2	None
	<p><i>The skeletal remains of knights and champions slain through betrayal or treason. They yearn for destruction against a worthy adversary.</i></p> <p>Traits: <i>Undead.</i></p>							
94-100	Night Folk	+1	5" / +3"	+2	+0 / +0	4	2	2 throwing knives
	<p><i>A strange, insular breed, the Night Folk are shrouded in swirling fog. They never communicate with outsiders, but raise blood-soaked battle sacrifices to the Whispers.</i></p> <p>Traits: <i>Poison, Outflank, Fey.</i></p>							



The Grawling Horde

Stories say that when settlers arrived in this region, it was empty of life, but those settlers were not the first to live here. In the old times, a great war was fought over these lands, between what scholars call the 'Morning People', and a far more ancient force that resided here.

The war ended with the Morning People being cursed and banished from the surface world, dwelling underground as the curse ate away at their sanity and their very form. Now, their bestial forms have returned to reclaim the surface world, by blade and by spell.

Driven by Hatred

When taking Morale checks for Grawlings, a **6** on the Morale dice causes a figure to rush forward. The Grawling furthest from your battlefield edge immediately takes a full move directly towards the nearest warband member. They will stop **1"** away from making contact.

Mob Tactics

Grawlings are practiced in fighting while densely packed together. When fighting a Grawling that has an ally within **1"** of itself, you cannot claim a Combat Bonus from your allies in melee combat.

Gnawling Horde Enemy Table

D100 result	Enemy	Num.	Speed	Combat	Damage	Tough.	Armor	Ranged
01-09	Skirmisher pack	+4	7" / +3"	+0	+0 / +0	3	0	4 slings
	<p><i>Lightly equipped Gnawlings that range ahead of the horde during war. They often function as scouts and spies.</i></p> <p>Traits: Skirmisher, Crawling.</p>							
10-19	Gibbering horde	+6	6" / +3"	+0	+0 / +0	3	0	None
	<p><i>As age takes them, the curse claims their minds. Their comrades push them forward in a final battle as their senses begin to fail.</i></p> <p>Ignore Wounds: In the Tracking Phase, the <i>Wounded</i> Horde figure closest to your battlefield edge recovers from being <i>Wounded</i>.</p> <p>Traits: <i>Unknown Enemy.</i></p>							
20-28	Gnawling raiders	+5	6" / +3"	+0	+0 / +0	3	0	3 slings
	<p><i>The Gnawlings often supplement their weaponry and supplies with the products of surface raids.</i></p> <p>Traits: Skirmisher, Crawling.</p>							
29-35	Curse-Bound	+4	5" / +2"	+0	+0 / +0	4	1	None
	<p><i>Some the curse deforms even more, their limbs ending in grotesque claws fit only for rending.</i></p> <p>Traits: <i>Gruesome.</i></p>							
36-45	Gnawling warriors	+4	6" / +3"	+0	+0 / +0	4	1	2 crossbows
	<p><i>A war party of Gnawlings, prowling the surface world for a fight.</i></p> <p>Traits: Skirmisher, Counter Attack.</p>							
46-53	Knife-breakers	+5	6" / +3"	+0	+0 / +0	3	0	None
	<p><i>Knife-breakers specialize in snapping blades, to deny the enemy the ability to scavenge.</i></p> <p>Break the knife: Any character that becomes a casualty must make an 8+ [Crafting] test or have a random weapon Damaged.</p> <p>Traits: <i>Outflank.</i></p>							
54-63	Tunnel fighters	+4	6" / +3"	+1	+1 / +0	4	2	2 crossbows
	<p><i>Gnawling fighters are battle-hardened veterans from years of fighting their foes underground.</i></p> <p>Traits: <i>Slippery.</i></p>							

D100 result	Enemy	Num.	Speed	Combat	Damage	Tough.	Armor	Ranged
64-72	Seething infiltrators	+5	7" / +3"	+0	+0 / +0	4	1	3 slings
	<i>Infiltrators rely on swarm tactics and sling shots imbued with foul magics to disable their foes.</i> Traits: <i>Outflank, Unknown Enemy, Poison, Crawling.</i>							
73-80	The Silenced	+4	6" / +4"	+1	+0 / +0	4	1	None
	<i>A secretive cult of assassination experts among the Grawlings.</i> Traits: Silenced receive the <i>Poison</i> trait and increase damage to +2/+0 when fighting a warband member that has no allies within 3".							
81-87	Shield-bearers	+4	5" / +2"	+1	+0 / +0	4	2	2 crossbows
	<i>Common in siege fighting, the shield-bearers use sharp, angled shields for close combat, while their ranged troops use them for protection.</i> Carries Shields (+1 to armor vs ranged) Traits: <i>Parry.</i> Return shots: Shield-bearer ranged troops will immediately shoot back if they are Hit by a ranged attack that is saved by their Armor.							
88-94	Hate-sworn	+4	6" / +3"	+1	+0 / +0	5	1	2 crossbows
	<i>Grawlings that are unable to resist the madness that engulfs their people may swear themselves to die in battle. The intensity of the oath drives them to furious attacks.</i> Death Frenzy: When slain, the Hate-sworn enter a death frenzy. They immediately make a standard move if not in base contact with a foe, then enter melee combat as normal. Ignore all <i>Wounds</i> on the Hate-sworn while they are in a death frenzy. They die immediately if "slain" a second time, or when the 3rd exchange has been resolved. Traits: <i>Counter Attack.</i>							
95-100	The Ascended	+3	6" / +3"	+2	+0 / +0	5	1	None
	<i>The Grawlings constantly experiment with sorcery to break their curse. For some, infusions of fey magic promise a path to great power.</i> Bolts of energy: At the start of each Enemy Actions Phase, select the Ascended furthest from your battlefield edge. Ignore figures that have no Line of Sight to any members of the warband. The Ascended will then begin chanting a spell. Place a marker by the figure to remind you. If the figure becomes <i>Wounded</i> or <i>Stunned</i> before the start of the next Enemy Actions Phase, the spell is disrupted. If not, when the figure activates next, they will unleash the spell against the closest warband member they can see at that point (the spell fizzling if none are visible). The target must make a 10+ [Devotion] test or be thrown D6" directly backwards and Wounded. Traits: <i>Fey.</i>							



The Ice-heart Court

It is believed that in the primordial times, the ancient Fey Courts held wind and sun in their power. With a word, a Fey queen could ravage a land with storms, or scorch it with sun. However, as the old gods emerged, the Fey had to relinquish more and more of their power, driving them back into the deep forests and the snow-capped mountains.

Across the land, the Ice-heart Court seeks to reclaim their ancient rights. Their terrible queen seeks to plunge the world into a perpetual winter where she would become powerful enough to challenge the gods themselves.

Entrancing Lights

When rolling for Initiative at the start of the battle round, you must roll one die less than the number of characters you have on the table (though you may always roll at least one die). The character not assigned a die has been *Entranced*, and must act in the Slow Actions Phase.

Elfin Trickery

When Outflanking, the Court will roll **2D6-1** instead of 2D6 to determine the initial, non-flanking force. When playing a Defensive Battle, roll **2D6+9** to determine setup distance instead of 2D6+12.

Ice-heart Court Enemy Table

D100 result	Enemy	Num.	Speed	Combat	Damage	Tough.	Armor	Ranged
01-11	Goblin raiders	+5	5" / +3"	+0	+0 / +0	3	0	None
	<p><i>Small, long-limbed fiends that lurk in forest caves. They are said to be former fey that succumbed to their cruel impulses.</i></p> <p>Goblin cruelty: If multiple targets are in range for melee or ranged attacks, they will always prioritize Wounded foes as targets.</p> <p>Traits: <i>Outflank, Fey.</i></p>							
12-23	Forest folk	+2	5" / +2"	+0	+0 / +0	4	0	2 self bows
	<p><i>A number of people live in the fey-woods, fighting for their otherworldly lords.</i></p> <p>Forest fighting: Forest and bush features do not provide Cover against Forest Folk archery.</p>							
24-32	Elfin hounds	+4	6" / +4"	+0	+0 / +0	4	0	None
	<p><i>Sleek and fierce, these hunting dogs have an unnatural cunning, and a thirst for war.</i></p> <p>Unpredictable movements: Ranged attacks against Elfin hounds do not add Combat Skill to the attack roll.</p> <p>Traits: <i>Awareness, Outflank, Fey.</i></p>							
33-40	Spider-touched	+3	5" / +3"	+0	+0 / +0	3	1	2 self bows
	<p><i>An old sect that worships the great spiders of the forest. They swear personal oaths of fealty to the Fey Queen herself.</i></p> <p>Traits: <i>Poison, Outflank, Brave.</i></p>							
41-49	Time-lost warriors	+2	4" / +2"	+1	+0 / +0	4	2	2 crossbows
	<p><i>The fey have little use for the constraints of time, and some of their allies are warrior clans long consigned to forgotten history.</i></p> <p>Traits: <i>Brave.</i></p>							
50-57	War dryads	+3	6" / +2"	+0	+0 / +0	4	2	None
	<p><i>Dryads are known to pull hapless wanderers into the fey realm. The results are often fatal.</i></p> <p>Painful Lure: A character <i>Wounded</i> by a Dryad must make a 7+ [Devotion] test. Failure causes them to be removed from the table.</p> <p>Forest whispers: All characters removed from the table due to <i>Painful Lure</i> or as casualties must roll on the Flight in the Dark Table, instead of the Injury Table.</p> <p>Traits: <i>Counter Attack, Fey.</i></p>							

D100 result	Enemy	Num.	Speed	Combat	Damage	Tough.	Armor	Ranged
58-63	Tree wardens	+2	5" / +2"	+1	+0 / +1	5	2	None
	<p><i>The fey grant sentence to young, small trees, imbuing them with mobility and a fierce hatred for outsiders.</i></p> <p>Traits: Tough, Regeneration, Fey.</p>							
64-71	Fey spirits	+3	6" / +3"	+1	+0 / +0	5	1	3 self bows
	<p><i>Faerie-kind that linger too long in the otherworld tend to lose their grip on reality, as well as sanity. When they take to the field, it is as howling, half-ethereal forms, lingering for just one more battle.</i></p> <p>Traits: Terrifying, Flying, Fey.</p>							
72-81	Fey soldiers	+3	6" / +3"	+1	+1 / +0	4	3	3 crossbows
	<p><i>The ranks of the Faerie Court armies are a sight to behold, clad in armor of Elven silver.</i></p> <p>Traits: Skirmisher, Fey.</p>							
82-89	Winter Legion	+3	6" / +2"	+1	+0 / +0	5	3	3 crossbows
	<p><i>Part of the Queen's armies have been tasked with finding ways to weaken the hold of the gods on the mortal realms. Frozen winds envelop them in battle.</i></p> <p>Winter Mist: Ranged attacks against the Winter Legion do not add Combat Skill to the Hit roll.</p> <p>Traits: Brave, Fey.</p>							
90-95	Fey knights	+2	6" / +2"	+2	+1 / +0	4	3	None
	<p><i>While they often fight dismounted (faerie horses persisting only briefly in the mortal realms), Fey knights are a terrifying force on the battlefield.</i></p> <p>Traits: Fearless, Tough, Fey.</p>							
96-100	Queen's own	+2	6" / +2"	+2	+1 / +1	4	3	3 crossbows
	<p><i>The hand-picked guard of the Eternal Queen.</i></p> <p>A worthy struggle: Add +1 Story Point and +1 Adventure Point if you Hold the Field.</p> <p>Traits: Parry, Counter Attack, Fey.</p>							

Duskling Warbands

The far reaches nominally ruled by the Dusklings are notoriously inaccessible to travelers, but groups setting out as raiders, mercenaries, or simply adventurers are a common sight around the lands.

A war-like culture, Dusklings worship animalistic gods that are said to predate even the Old Gods, yet refuse any call from an outsider that has not undergone the “Ritual of Strife and Scar”.

The Dusklings themselves rarely speak of their origins, placing little value in it, but feel a strong affinity for the night. Duskling priests emphasize the role of their people in maintaining the balance between the physical world and the fey realms.

Pain-fury

Dusklings receive the Counter Attack trait while Wounded.

Hatred of Magic

Dusklings have a particular hatred of Fey-blood and spell-casting characters. When choosing ranged attack targets, they will always target such characters, if visible and in range. If within two moves of such a character, a Duskling will advance as fast as possible towards the character to engage them in melee (regardless of armaments, personal safety, or other considerations).

The Long Walk

If a Duskling warband is accompanied by a spell-casting Unique Foe, they are assumed to have taken the “Long Walk” and abandoned Duskling ways. The enemy is NOT subject to the Hatred of Magic rule listed above.



Dusklings Warband Enemy Table

D100 result	Enemy	Num.	Speed	Combat	Damage	Tough.	Armor	Ranged
01-09	Unforgiven warband	+3	5" / +3"	+0	+0 / +0	3	0	2 self bows
	<p><i>A band of wretched Dusklings that have fallen into disgrace and been cast out.</i></p> <p>Traits: <i>Unknown Enemy.</i></p>							
10-20	Aspiring war party	+1	5" / +3"	+0	+0 / +0	3	1	2 self bows
	<p><i>Young raiders hoping to gain status by slaying a particularly worthy opponent in battle.</i></p> <p>Aspire to glory: The Aspiring receive a Combat Bonus in melee against foes with a Combat Skill of +1 or greater.</p> <p>Traits: <i>Brave.</i></p>							
21-30	Warband remnants	+2	5" / +3"	+0	+0 / +0	4	1	1 self bow
	<p><i>The stragglers of a failed raid, limping away with the meager spoils they have acquired. Scattering these bands before they can regroup will help your long-term prospects.</i></p> <p>Gather the spoils: Holding the Field awards +1 Adventure Point and +1 Gold Mark in petty coin.</p>							
31-39	Hunting band	+1	6" / +3"	+1	+1 / +0	4	1	3 self bows
	<p><i>Dusklings hunters are relentless and talented, often acting both as hunters, foragers and raiding forces.</i></p> <p>Hunters: If you Hold the Field, you may add 1 ration.</p> <p>Traits: <i>Slippery.</i></p>							
40-48	Blood-streaked band	+3	5" / +4"	+0	+0 / +1	4	1	2 self bows
	<p><i>Some warbands believe that warpaint made from the blood of their comrades grants them resilience to strikes in battle.</i></p> <p>Traits: <i>Tough.</i></p>							
49-57	Maddened wave	+4	6" / +2"	+0	+0 / +1	4	1	None
	<p><i>Consumed by some mania, the attack has lost all cohesion. The Dusklings simply hurl themselves at you, eager to sate their blood-mad ambitions.</i></p> <p>Status through glory: Whenever a non-Leader figure knocks out a foe in melee combat, roll D6. On a roll of a 1, immediately promote them to a Sergeant. Increase their Toughness to 5 and grant the Parry trait.</p>							

D100 result	Enemy	Num.	Speed	Combat	Damage	Tough.	Armor	Ranged
58-65	Mist-clad warband	+1	6" / +3"	+1	+0 / +0	4	0	2 self bows
	<p><i>A warband worshipping a canine predator of their homelands known for hunting in the morning fog. The members often decorate themselves with pelts and animal fangs.</i></p> <p>Hard to spot: In Defensive battles, modify spotting rolls against them by -1.</p> <p>Traits: <i>Poor shots, Unknown Enemy.</i></p>							
66-75	Prowling renegades	+2	5" / +3"	+1	+0 / +1	4	1	2 self bows
	<p><i>A warband that has transgressed against a war leader and struck out on their own, until they can return in blood-soaked glory.</i></p> <p>Traits: <i>Skirmisher, Brave, Poor Shots, Crawling.</i></p>							
76-82	Death-sworn warriors	+2	5" / +3"	+1	+1 / +1	4	2	None
	<p><i>Whether from a great disgrace or a boast gone out of hand, the Death-sworn don heavy coats of mail, and hurl themselves at the strongest foes they can find.</i></p> <p>Traits: <i>Parry, Terrifying.</i></p>							
83-87	Winding Path warband	+2	6" / +4"	+1	+0 / +1	5	1	2 self bows
	<p><i>A secretive cult distrusted by their comrades for their adherence to the Old Gods instead of the Dusklings ways.</i></p> <p>Bitter determination: If at the start of the Tracking Phase, a Winding Path member is within 6" of a warband member, they all become <i>Fearless</i>.</p> <p>Traits: <i>Poisoned, Poor Shots, Crawling.</i></p>							
88-94	Notched blades	+1	5" / +4"	+2	+1 / +0	5	1	None
	<p><i>Highly skilled warriors that disdain a ranged attack, preferring to engage their foes up close.</i></p> <p>Traits: <i>Parry, Relentless.</i></p>							
95-100	Skull-taker warband	+1	6" / +3"	+2	+1 / +1	4	2	2 self bows
	<p><i>The elite of the Dusklings forces, they have forsaken any semblance of individuality to pursue the ways of war. Even other Dusklings view them with fear.</i></p> <p>Traits: <i>Poor Shots, Gruesome, Relentless, Terrifying.</i> Leaders receive <i>Regeneration</i>.</p>							

The Oldest Kin

The priests of the reptilian Oldest Kin tell of once raising their clawed hands to stars that no longer exist, beseeching forgotten gods for great power. The gods responded terribly, destroying the Oldest Kin empire with fire, and scattering the survivors throughout time.

Old Kin Javelins

Javelins are ranged weapons, **9" range**, **-1 / +0 damage**. The thrower may move and add their **Combat Skill** to the attack roll. Moving over half speed prevents ranged attacks, as normal.

Now, their eyes turn to the lands of the warm-blooded, to conquer, and rebuild a realm in which to compose their rituals, and claim final revenge.

Slow-moving Blood

All Old Kin have the **Brave** trait. They are immune to any form of poison, regardless of the source.

Clad in Scales and Silver

The Old Kin place great emphasis on fine things. If you obtain **Valuables** from the **Loot Table**, increase the value of each such item by **1 Gold Mark**.



Oldest Kin Enemy Table

D100 result	Enemy	Num.	Speed	Combat	Damage	Tough.	Armor	Ranged
01-11	Spawned brood	+1	4" / +2"	+0	+0 / +0	4	1	2 javelins
	<p><i>Those who have never witnessed battle before attack eagerly, though they lack much of the toughness and brute strength of their more battle-hardened cousins.</i></p> <p>Traits: Skirmisher.</p>							
12-24	Kin-blooded	+1	5" / +2"	+0	+0 / +0	4	1	2 self bows
	<p><i>While appearing Human in form and physique, their unblinking eyes and scaly skin suggests an ancient connection to the Oldest Kin.</i></p> <p>Thin blood: Kin-Blooded are not subject to the Old Kin special rules. Traits: Unknown Enemy.</p>							
25-35	Warrior brood	+2	5" / +2"	+0	+0 / +0	4	1	2 javelins
	<p><i>The rank and file of the Kin armies, wielding weapons of bone, with leather harnesses strapped over their scaly hides.</i></p> <p>Silver jewelry: Collect 1 Gold Mark for every Leader slain.</p>							
36-40	Relict brood	+2	5" / +2"	+0	+0 / +1	5	1	None
	<p><i>A brood reeking of sorcery, their crude humanoid forms were conjured from times long past.</i></p> <p>Traits: Regeneration.</p>							
41-47	Needle Fang pack	+4	5" / +3"	+1	+0 / +0	4	2	None
	<p><i>Long-limbed lizards with a mouth full of fangs, they seem to share a primitive pack intelligence.</i></p> <p>Traits: Awareness.</p>							
48-55	Raider brood	+2	4" / +2"	+0	+0 / +0	4	1	3 javelins
	<p><i>Skulking foes that hurl venom-tipped darts at their foes, they are at their most dangerous in cramped conditions and close quarters.</i></p> <p>Traits: Crawling. Ranged attacks have Poison.</p>							
56-65	Ravager brood	+1	5" / +2"	+1	+0 / +0	5	2	2 javelins
	<p><i>These broods are employed specifically to harry and hunt. Their scales have an iron-like sheen that is like a coat of steel maille.</i></p> <p>Traits: Awareness.</p>							

D100 result	Enemy	Num.	Speed	Combat	Damage	Tough.	Armor	Ranged
66-73	Hunter beast pack	+4	5" / +3"	+1	+0 / +0	4	1	None
	<p><i>These ferocious war-beasts share the reptilian ancestry of their masters. They are unrelenting hunters used to harass and demoralize foes before a raid.</i></p> <p>Jungle tactics: Hunter Beasts receive a Combat Bonus in melee if they or their opponent is within 1" of a terrain feature.</p> <p>Traits: <i>Slippery.</i></p>							
74-82	War-strong brood	+2	4" / +2"	+1	+1 / +0	5	2	None
	<p><i>Battle-hardened veterans of many campaigns, the War-strong have grown to monstrous bulk and power.</i></p> <p>Traits: <i>Relentless.</i></p>							
83-88	Deep coven	+2	4" / +2	+1	+0 / +1	5	1	None
	<p><i>Advancing with chants of the old oceans, the Covens are wreathed in the heavy stench of salt and magic.</i></p> <p>Call the kindred: In each Tracking Phase, roll D6 for every coven member within 8" of a warband member. For every roll of 6, place a Kin-Blooded figure (from the above entry on this table) adjacent to the coven-member in question. This ability is a spell, cast by all coven figures in range.</p> <p>Traits: <i>Terrifying, Poison.</i></p>							
89-94	Cold blooded priest band	+2	4" / +2"	+2	+0 / +0	5	2	2 sorcerous bolts (equal to crossbows)
	<p><i>The war-priests of the Kin have gazed into worlds beyond. As such, the mortal realms hold no terrors to cow their cold hearts.</i></p> <p>Traits: <i>Tough, Fearless, Skirmisher.</i></p>							
95-100	Battle champion band	+2	5" / +2"	+2	+1 / +1	5	2	2 javelins
	<p><i>The most scarred and battle-worn of the Old Kin, these warriors have seen all and slain most of those the warm-blooded can muster.</i></p> <p>Traits: <i>Relentless, Fearless.</i></p>							



The Curse of War

Warfare scorching the land is hardly unusual, leaving desolation and smoldering ruins in its wake. When a war has been going on for too long, it starts to acquire a sinister presence, as if the war itself has become sentient and malign. Strange things crawl around the battlefields after night falls, and the fighting troops begin to lose any sense of why they were fighting. Empty-eyed patrols stagger around the blood-soaked land, perpetuating the war for its own sake, long-lost to the world of the living... or the sane.

While the curse descends upon the land, those caught in the whirlwind of conflict try to eke out an existence as they always have.

The Slow Grind of War

If an objective has a time limit, it is increased by **+1 battle round**.

Tattered Banners, Bloody Flags

If at the beginning of a battle round, two or more enemies have fled the battlefield, the rest become *Fearless* for the remainder of the battle.

Curse of War Enemy Table

D100 result	Enemy	Num.	Speed	Combat	Damage	Tough.	Armor	Ranged
01-09	Craven deserters	+3	4" / +2"	+0	+0 / +0	3	0	2 slings
	<p><i>Wayward soldiers who have forsaken the war and resorted to looting travelers.</i></p> <p>Not dying today: Morale dice fail on a 1-3.</p>							
10-19	Opportunistic pillagers	+3	5" / +2"	+0	+0 / +0	3	1	2 slings
	<p><i>Foragers for one of the warring armies. They seem more concerned with acquiring loot than any military purpose.</i></p> <p>Pillagers: If you Hold the Field, roll 2D6. For each of the dice showing a 5 or 6, you receive looted foodstuffs worth 1 ration.</p> <p>Traits: <i>Slippery.</i></p>							
20-28	Cruel deserters	+3	4" / +2"	+0	+0 / +0	3	1	2 self bows
	<p><i>In a few more weeks, the war will take their minds too, but for now, they cling to the few shreds of base Human emotion they can still muster.</i></p> <p>Traits: <i>Skirmisher, Gruesome.</i></p>							
29-35	Torch bearers	+3	5" / +2"	+0	+0 / +0	4	1	3 slings
	<p><i>A frantic cult devoted to the purifying torch. Rarely good news near settlements.</i></p> <p>The tip of the spear: If accompanied by a Unique Foe, a roll on the Enemy Plans Table (p.207) is triggered after the battle, unless you slay the Unique Foe.</p> <p>Traits: <i>Outflank.</i></p>							
36-45	Gibbering corpse-crawlers	+4	5" / +3"	+1	+0 / +0	4	0	None
	<p><i>It is hard to tell what is worse: Their manic laughter, or how they swarm at the smell of fresh blood.</i></p> <p>Drawn by blood: Every time a warband member is knocked out, place 2 more Corpse-Crawlers randomly along the edge of the battlefield.</p>							
46-53	Soot-stained fiends	+2	6" / +2"	+1	+0 / +1	4	2	None
	<p><i>With blackened wings, these imp-like devils descend on the dying.</i></p> <p>Dampening aura: Each Tracking Phase, roll 2D6. If the roll is <i>equal to or below</i> the battle round number just finished, any Mystic becomes unable to cast spells for the rest of the battle.</p> <p>Traits: <i>Fly.</i></p>							

D100 result	Enemy	Num.	Speed	Combat	Damage	Tough.	Armor	Ranged
54-64	Forsaken infantry	+3	4" / +2"	+0	+1 / +0	4	1	2 crossbows
	<p><i>While they still resemble the people they once were, the war has taken their minds. They remember nothing but the slaughter.</i></p> <p>Traits: Tough, Gruesome.</p>							
65-70	War-mad roamers	+3	4" / +3"	+1	+0 / +0	4	2	3 self bows
	<p><i>Animalistic in mind, these war-taken cling to life so they might hunt the prey of those who have not yet seen their light.</i></p> <p>Hunted in the gloom: Characters forced to roll on the Flight in the Dark Table cannot reroll or negate the result in any way.</p> <p>Traits: Awareness.</p>							
71-80	Battlefield stalkers	+3	6" / +3"	+1	+0 / +0	4	2	None
	<p><i>Hunched over, these semi-intelligent creatures prowl the battlefields for flesh to consume. They reek with filth.</i></p> <p>Dark blood: Any Wounds sustained by the warband cannot be healed or removed during the battle, regardless of methods.</p>							
81-87	War cultists	+3	4" / +2"	+1	+1 / +0	5	2	None
	<p><i>Drenched in the death-stained soil, their keening wails call to the war-beasts of the fog.</i></p> <p>Calling the sons of the earth: In the Tracking Phase, roll 2D6. If the roll is <i>equal to or below</i> the number of the battle round just finishing, their chanting summons a Minotaur (from the Aberration Table, p.182). Place the monster in the center of the table. This can happen only once per battle. While this is a spell-like ability, the spell was cast prior to the battle, and cannot be prevented except by killing every cultist.</p> <p>Traits: Brave.</p>							
88-93	Torn flags	+2	5" / +2"	+2	+1 / +0	4	2	None
	<p><i>The Torn Flags have renounced all allegiance except to the war itself. They leave no survivors.</i></p> <p>Traits: Parry, Counter Attack.</p>							
94-100	Forsaken elite	+2	5" / +2"	+2	+0 / +1	5	2	2 crossbows
	<p><i>Beneath their steel helmets, unblinking eyes stare from pale faces. Before the war took their minds, they were the brightly clad elite of an army.</i></p> <p>Traits: Relentless, Tough, Gruesome.</p>							

The Faceless Kingdom

A great and terrible kingdom is preparing to unleash its armies across the land. Wearing closed-face helmets, the grim legions advance under flags devoted to their animal totems. Their warriors are relentless and devoted, believing that their bestial war-gods will reward the valiant and condemn the craven.

This relentless invasion will only lead to enslavement and subjugation if the initial advance guard cannot be defeated, but the petty nobility ruling the border regions are too divided to make a coherent defense.

For the Beast Totems

Faceless Kingdom figures that initiate a melee will receive the *Counter Attack* trait for the duration of the melee.

Iron Discipline

Whenever a figure is removed due to Morale Failure, the enemy figure furthest from the players' battlefield edge takes a full move as directly forward as possible. This rule does not apply in a dungeon environment.



Faceless Kingdom Enemy Table

D100 result	Enemy	Num.	Speed	Combat	Damage	Tough.	Armor	Ranged
01-12	Unmarked legion	+3	6" / +2"	+0	+0 / +0	4	0	2 slings
	<p><i>The Unmarked legion consists of soldiers who have not yet been admitted into any of the beast legions. They will go to great lengths to earn their admittance in battle.</i></p> <p>Traits: Brave.</p>							
13-22	Legion of the Weasel	+3	6" / +2"	+0	+0 / +0	3	1	2 slings
	<p><i>A legion selected for speed and agility, its soldiers are often shorter than their counterparts.</i></p> <p>Traits: Slippery.</p>							
23-29	Legion of the Owl	+2	5" / +2"	+0	+0 / +0	4	1	2 crossbows
	<p><i>The legion is deployed to act as sentries and guards, intercepting threats before they can strike at vital points.</i></p> <p>Traits: Awareness.</p>							
30-36	Legion of the Raven	+2	5" / +2"	+0	+0 / +0	4	1	3 crossbows
	<p><i>A sinister legion specializing in hit-and-run tactics.</i></p> <p>Hit and run: Legionaries that survive losing a melee exchange will immediately withdraw a full move directly away from the winner. This ends the melee engagement.</p>							
37-46	Legion of the Swine	+2	4" / +2"	+1	+0 / +1	4	1	2 crossbows
	<p><i>A tough legion that prides itself on violent tactics and self-determination.</i></p> <p>We stand alone: Crossbow legionaries cannot provide a Combat Bonus to melee troops.</p>							
47-53	Legion of the Ox	+2	4" / +2"	+1	+0 / +0	4	2	2 crossbows
	<p><i>The Legion of the Ox accompanies the vanguard, focusing on a flexible fighting style combined with staying power.</i></p> <p>Traits: Outflank.</p>							

D100 result	Enemy	Num.	Speed	Combat	Damage	Tough.	Armor	Ranged
54-67	Legion of the Lion	+3	4" / +2"	+1	+0 / +0	4	2	2 crossbows
	<p><i>One of the primary legions, the lions are stout, front-line troops emphasizing a steady advance on the enemy position. Their great chain of victories is marked on their banners.</i></p> <p>Traits: Parry.</p>							
68-75	Legion of the Viper	+2	4" / +2"	+1	+0 / +0	4	2	3 crossbows
	<p><i>Clad in coats of scale armor, the vipers rely on mobile firepower to back up the infantry attack.</i></p> <p>Traits: Skirmisher.</p>							
76-83	Legion of the Wolverine	+2	4" / +2"	+1	+0 / +0	4	2	3 crossbows
	<p><i>Snarling like their totems, the legionaries hurl themselves forward in battle-lust.</i></p> <p>Traits: Awareness, Counter Attack.</p>							
84-89	Legion of the Mole	+2	4" / +2"	+1	+0 / +0	4	2	4 crossbows
	<p><i>Renowned for its stubbornness and defensive fighting, the Legion of the Mole is obstinate in the extreme.</i></p> <p>Combined arms: Each Melee Trooper must remain within 1" of a Ranged Trooper if possible, and will only move to attack foes within one move.</p> <p>Traits: Brave.</p>							
90-95	Legion of the Eagle	+2	5" / +2"	+2	+1 / +0	4	2	2 crossbows
	<p><i>The most valorous of the legions, the Eagles carry the finest weapons in the kingdom.</i></p> <p>Traits: Brave.</p>							
96-100	Legion of Iron	+2	4" / +2"	+2	+0 / +0	5	3	3 crossbows
	<p><i>The only legion not carrying an animal totem. To join the guard, a legionary must put loyalty above even the spirits.</i></p> <p>Belt purse: Defeating a Leader figure accompanying the Guard always awards +1 Gold Mark above and beyond any normal rewards.</p> <p>Traits: Relentless, Brave.</p>							

Roadside Encounters

Without strong central authorities to maintain the peace, travel can be hazardous, with robbers, bands of villains, and more sinister things roaming the land, look for coin or easy prey. Travelers are encouraged to travel with armed company, banding together for protection.

Poor Prospects

Any valuables generated from the Loot Tables are worth **1 Gold Mark less** than normal (to a minimum of 1 Mark per item)

Not Worth the Risk

If, during the Tracking Phase, the enemy force is reduced to only one or two remaining figures after Morale checks, the remaining foes will flee the battlefield. This rule does not trigger while an Unknown Enemy marker is present. This rule does not apply to *Undead*.

Roadside Enemy Table

D100 result	Enemy	Num.	Speed	Combat	Damage	Tough.	Armor	Ranged
01-08	Dust Hounds	+3	6" / +3"	+0	+0 / +0	3	0	None
	<i>Fierce and highly aggressive canines, packs of Dust Hounds prowl the land, looking for prey. While normally they would not attack a group of Humans, it seems the dark whispers in the foggy forests affect them too.</i> Traits: Awareness.							
09-16	Petty robbers	+3	4" / +2"	+0	+0 / +0	3	0	2 slings
	<i>When armies prey on the common folk, the common folk prey on each other.</i> Untrained rabble: Morale dice will fail on a 1-3.							
17-23	Roving fiends	+4	4" / +2"	+0	+0 / +0	3	2	None
	<i>Flocks of humanoid beasts with rudimentary intelligence, they live off carcasses and what they can kill with their clawed hands.</i> Traits: Regenerate.							
24-31	Rag-tag brigands	+4	5" / +2"	+0	+0 / +0	3	1	1 self bow
	<i>More successful bands of brigands often have a reward on their heads.</i> The duke pays a bounty: Roll D6 for every Leader or Unique Foe slain. On a 5-6, receive 1 Gold Mark extra.							
32-41	Goblin war party	+3	5" / +3"	+0	+0 / +0	3	1	3 slings
	<i>The twisted goblins are a common sight near deep forests, hunting for anything that will give them sport.</i> Traits: Skirmisher, Fey.							

D100 result	Enemy	Num.	Speed	Combat	Damage	Tough.	Armor	Ranged
42-53	Stumbling dead	+4	4" / 0"	0	+0 / +0	4	1	None
	<p><i>The villagers say that they resent those who did not yet perish.</i></p> <p>They rarely come alone: Set aside three D6, and roll them in every Tracking Phase. Every 6 causes another Stumbling Dead to appear at a random battlefield edge point. Every 1 causes that die to be removed from the pool for the rest of the battle. If the battlefield is clear of enemies at the end of a Tracking Phase, the battle ends.</p> <p>Traits: <i>Undead.</i></p>							
54-61	Organized robbers	+3	5" / +2"	+1	+0 / +0	3	1	2 self bows
	<p><i>More ambitious criminals can often become quite adept at skirmish tactics.</i></p> <p>Crime does pay a little: If you Hold the Field, you find 1 Gold Mark in petty coin.</p> <p>Traits: <i>Skirmisher.</i></p>							
62-69	Northern wolves	+2	6" / +3"	+1	+0 / +1	4	1	None
	<p><i>Unlike normal wolves, the wolves of the North are malign and aggressive creatures driven by a cruel cunning. In recent years, packs have escaped South, driven from their lands by some unknown horror.</i></p> <p>Traits: <i>Awareness, Outflank.</i></p>							
70-79	Robber baron patrol	+2	4" / +3"	+1	+0 / +0	4	2	2 crossbows
	<p><i>A petty noble has decided to do a bit of tax collection by shaking down whoever can't resist.</i></p> <p>Tax the taxman: If you Hold the Field, you find 1 Gold Mark in petty coin.</p>							
80-86	Strange troops	+2	5" / +2"	+1	+0 / +0	4	2	2 self bows
	<p><i>Unknown soldiers with strange markings on their equipment. They attack as soon as you hail them, and do not seem to speak a language you have ever heard before.</i></p> <p>Traits: <i>Brave, Parry.</i></p>							
87-94	Infamous marauders	+1	5" / +3"	+1	+0 / +0	4	1	2 self bows
	<p><i>Brutal raiders from a far-away land, their reputation precedes them.</i></p> <p>Raiders: If playing a defensive battle scenario, all rolls to spot infiltrators are at a -1 penalty, and the enemy strength is increased by 1 melee figure.</p> <p>Traits: <i>Counter Attack.</i></p>							
95-100	Half-Fey raiders	+1	6" / +3"	+1	+0 / +0	4	1	3 longbows
	<p><i>The fey madness occasionally strikes those of half-fey heritage. Such bands will roam the land, howling, and laughing as they search for blood.</i></p> <p>Traits: <i>Fey, Parry.</i></p>							



Lurking Foes

The land is dotted with withered ruins, reeking swamps, and crumbling keeps, many of which were used as Hideouts, Lairs, or Camps by entities in the past. While this makes them popular with treasure hunters and explorers, they are almost always inhabited by an array of dangerous and unpleasant creatures. Whether encountering vermin cursed to unusual size, the magical wards of past rulers, or threats from beyond our reality, those who delve at these locations often meet shrieking horrors in the gloom.

Some scholars even say such places are saturated with ill magic, attracting monsters to lurk among the rubble.

The Lure of Magic

During the Tracking Phase, roll **D6** if any warband member cast a spell during that battle round. On a **6**, place an additional enemy at a random entry point or point on the edge of the battlefield.

Lurking Foes Enemy Table

D100 result	Enemy	Num.	Speed	Combat	Damage	Tough.	Armor	Ranged
01-14	Giant rats	+5	6" / +4"	+0	+0 / +0	3	0	None
	<i>It's disputed whether they even really exist.</i> Traits: <i>Slippery, Crawling.</i>							
15-24	Giant bugs	+4	6" / +3"	+0	+0 / +0	3	1	None
	<i>Too many legs and too many mandibles, these beasts express little fear of death.</i> Traits: <i>Brave, Crawling.</i>							
25-31	Winged Imps	+3	5" / 0"	+0	+0 / +0	4	2	None
	<i>Minions of a powerful Aberration struggling to enter our realms, these sniveling beings rejoice in inflicting injury and pain.</i> Traits: <i>Flying, Monster.</i>							
32-44	Skeletal defenders	+4	4" / 0"	+0	+0 / +0	4	1	None
	<i>While the curses and injustices of the world are quite capable of animating the undead, these defenders seem to have been created specifically for the purpose.</i> Traits: <i>Undead.</i>							
45-50	Decrepit worshippers	+3	4" / +3"	+1	+0 / +0	3	1	None
	<i>Blood-soaked followers of some minor Aberration. They huddle in filth and gibberish while chanting insane oaths in the gloom.</i> Soaked in blood: A worshipper that knocks out a warband member raises their Combat Skill and Toughness by +1 each for the rest of the battle. This can only apply once per figure. Traits: <i>Crawling.</i>							
51-61	Goblin infestation	+5	5" / +3"	+0	+0 / +0	3	1	None
	<i>Twisted cousins of the Ice-Court, it is said that they were cursed to bear a visage that matches their vile hearts.</i> Gremlin aura: Any character assigned a 1 on the initiative dice cannot use any enchanted item or cast any spells for the duration of the battle round. Traits: <i>Fey, Gruesome, Crawling.</i>							
62-69	Cave Runners	+3	7" / +2"	+1	+0 / +0	4	2	None
	<i>Large and dangerous beasts, clad in thick, mottled hides and rushing to the attack.</i> Charge: Cave runners moving at least 4" in a straight line before entering melee combat do +0 / +1 damage in the first exchange. Traits: <i>Brave, Crawling.</i>							



D100 result	Enemy	Num.	Speed	Combat	Damage	Tough.	Armor	Ranged
70-75	Gargoyle sentries	+2	4" / +4"	+1	+0 / +1	4	2	None
	<p>A sorcerer of old conjured these demon-like beings and bound them as guards. Over the decades, they slowly turn more stone-like until they lose their final form and memories. As such they are fearless in battle, preferring death to decay.</p> <p>Traits: Fearless, Tough, Crawling.</p>							
76-81	Tomb shades	+2	5" / 0"	+1	+1 / +0	4	2	None
	<p>Ghostlike visages that cling to the last places of the living world. Their attacks are accompanied by bone-chilling howls.</p> <p>Traits: Undead, Regeneration, Terrifying.</p>							
82-90	Delve crawlers	+2	6" / +3"	+1	+0 / +0	4	2	None
	<p>A horror often only whispered about, these multi-legged hell creatures attack by trap and by poisoned fang.</p> <p>Webbed: When a moving warband member enters Line of Sight of one or more Delve crawlers they could not see at the start of their move, roll D6. If the roll exceeds the Agility score of the warband figure, they are encumbered by webs, and must halt moving immediately. The webs have no further effect.</p> <p>Traits: Poison, Slippery, Crawling.</p>							
91-94	Crystal wards	+1	4" / +2"	+2	+1 / +0	5	2	None
	<p>The greatest of wizards are said to have been able to bind sentience and life-force inside statues of hard, rock-like crystal.</p> <p>Hardened shells: If the roll to Overcome Toughness in melee combat against a Crystal ward is a natural 1, the weapon becomes <i>Damaged</i>.</p> <p>Traits: Relentless, Fearless, Crawling.</p>							
95-100	Eternal Guard	+2	4" / 0"	+2	+0 / +1	4	2	None
	<p>A grim-faced oath of eternal service to a long-forgotten master still echoes when these fell warriors challenge an intruder.</p> <p>Guardian legion: Every time a warband member becomes a casualty for any reason, place a Tomb Shade (from earlier on this table) in the place they fell. The shade cannot act this battle round.</p> <p>Traits: Undead, Counter Attack.</p>							



♦ CREATURES MOST VILE ♦

Once the world was whole, but now it is torn.

Among the shadows, in the pits and below the fog-shrouded pines, creatures roam and lurk that have crept in from mirror worlds of our own. Sorcerers say they are dreams given form, but many dreams are nightmares.

We call these creatures Aberrations.

Aberration serves as a catch-all for any creature so powerful it transcends the normal game rules. Unless otherwise listed, all Aberrations obey the following additional rules:

- ◆ They use Monster Points to track damage.
- ◆ They have restrictions on their Actions and movement.

Monster Points

Aberrations can ignore wounds that would lay low any ordinary fighter. This is quantified by giving them a pool of **Monster Points (MP)**.

When striking an Aberration, Armor works as normal, but the **Overcome Toughness** roll is modified:

Natural 1 or below Toughness = the blow has no effect.

Equal to Toughness = **Modify MP** by -1.

Above Toughness =

Modify MP by -1 if currently 3 or less.

Modify MP by -2 if currently 4 or more.

An Aberration is destroyed when reduced to **0 MP**.

Aberrations ignore any effect that would cause a Wound directly. They cannot be *Stunned* by any source.

Engaging in Combat

Aberrations fight normally in melee combat, but with the following modifications:

- ◆ Due to their ferocity and alien nature, they cannot receive a **Combat Bonus** from allied creatures in melee combat, though their opponents are still able to.
- ◆ All Aberrations may *Counter Attack* in melee combat.
- ◆ The profile lists the damage values used in melee.

Aberration Actions

The following rules are applicable:

- ◆ They cannot *Dash*, but will otherwise move as fast as possible, by the most direct route possible, towards the closest target to them, measured by the route available. Note that this is not always the same as the closest target they can see.
- ◆ A moving Aberration will push aside Human-sized allies as it moves.
- ◆ Aberrations are completely unaffected by **Morale**.

Slayer's Rewards

Fighting a giant beast is usually undertaken for the prospect of rich rewards (...though the warband tough enough to slay such a creature is unlikely

to need further reward). Every Aberration has a **Reward Rating** in the profile table. If you slay multiple Aberrations in the same encounter, use the single highest Reward Rating **+1 per additional creature**. You receive the following rewards:

- ◆ **Gold Marks** equal to the Reward Rating.
- ◆ Earn **bonus XP** equal to the Reward Rating. Distribute these among any surviving Heroes as evenly as possible, with the player making any final choices for odd points.
- ◆ **Loot rolls** equal to Reward Rating.

In addition, you receive the following rewards per Aberration slain (regardless of Reward Rating):

- ◆ **1 Story Point** per Aberration.
- ◆ **1 Adventure Point** per Aberration.

The Bestiary

Unique Creatures

Aberrations are often unique, and it is rare to encounter several of the same type, though such night-spawned monstrosities do exist. During a campaign, each entry below can be encountered *only once* when encountered as a random monster. Mark them off as you play. If you roll a creature you have encountered before, you will instead encounter the first creature on the list you have not battled yet. However, if an event specifies a particular creature, that creature can be encountered repeatedly through that event.

The list resets at the end of a campaign, though you may optionally prefer carrying the list forward until you have fought one of everything.



Aberration Table

Roll	Aberration	Speed	Combat	Melee	Armor	Tough.	MP	Reward Rating
1-8	Ogre	5"	+2	+1 / +1	2	5	3	2
	Traits: None							
9-15	Troll	5"	+1	+1 / +1	1	4	5	2
	Traits: <i>Difficult to Kill</i>							
16-18	Minotaur	5"	+2	+2 / +2	1	5	5	3
	Traits: <i>Knock Back, Magic Resistant</i>							
19-25	Werewolf	7"	+3	+1 / +1	1	5	4	3
	Traits: <i>Cruel Wounds, Difficult to Kill, Charge</i>							
26-29	Golem	3"	+1	+3 / +2	4	6	3	2
	Traits: <i>Knock Back</i>							
30-36	Giant lizard	6"	+2	+1 / +1	2	6	3	2
	Traits: None							
37-42	Spitting lizard	4"	+1	+0 / +1	2	2	3	2
	Traits: <i>Area Attack</i> (9", Damage +0/+1), <i>Venom</i> (melee and range)							
43-47	Manticore	5"	+2	+2 / +1	1	4	4	3
	Traits: <i>Ranged Attack</i> (9", Damage +1/+0), <i>Lash</i>							

Scaling Difficulty

While this list is not in strict difficulty order, the later encounters tend to be more difficult. If you want your campaign to scale over time, play the encounters in order.



Roll	Aberration	Speed	Combat	Melee	Armor	Tough.	MP	Reward Rating
48-53	Griffon	9"	+2	+1 / +1	1	5	3	2
	Traits: <i>Wings, Charge</i>							
54-57	Giant	8"	+1	+2 / +3	1	5	6	3
	Traits: <i>Size, Knock Back</i>							
58-63	Wraith	5"	+1	+1 / +0	0	3	3	2
	Traits: <i>Ethereal, Terror, Undead</i>							
64-68	Wight	5"	+2	+1 / +0	1	4	4	3
	Traits: <i>Cruel Wounds, Ethereal, Fell Touch, Terror, Undead</i>							
69-72	Death knight	5"	+3	+1 / +1	4	5	4	3
	Traits: <i>Terror, Magic Resistant, Undead</i>							
73-76	Fiend	6"	+3	+0 / +1	3	6	6	3
	Traits: <i>Cruel Wounds, Magic Resistant, Terror, Size</i>							
77-79	Undead construct	5"	+2	+1 / +2	2	5	7	4
	Traits: <i>Difficult to Kill, Terror, Size, Undead</i>							
80-82	Elemental	5"	+1	+2 / +2	4	6	3	2
	Traits: <i>Fell Touch</i>							
83-87	Giant spider	6"	+2	+0 / +1	2	4	4	2
	Traits: <i>Size, Terror, Venom</i>							
88-91	Wyvern	6"	+2	+1 / +1	1	5	5	3
	Traits: <i>Size, Venom, Wings</i>							
92-94	Hydra	5"	+2	+1 / +0	1	5	8	3
	Traits: <i>Lash, Size, Difficult to Kill</i>							
95-97	Monster lizard	6"	+3	+2 / +2	2	6	8	4
	Traits: <i>Size, Terror, Charge</i>							
98-100	Drake	8"	+4	+3 / +3	4	6	10	5
	Traits: <i>Area Attack (12", Damage +1/+2), Size, Terror, Wings</i>							

Aberration Traits

Any Aberration may have any of the following traits, which grant them special abilities or attacks.

Area Attack: After the creature moves, if it did not enter melee, it will conduct a ranged attack against the closest warband

member in range. The target is Hit on a **D6** roll of 4+. Any character within 2" of the target point is struck on a **D6** roll of 5+. Cover and protections against ranged attacks have no effect on an *Area Attack* and the attack can strike allies of the Aberration as well as foes.

Charge: If the creature moves into melee, it receives a **Combat Bonus** in the first exchange.

Cruel Wounds: A character knocked out by this creature must add **1 turn** to any recovery time required by the Injury Table after the battle.

Difficult to Kill: Each Tracking Phase, if the Aberration did not fight in melee combat, roll **D6**. On a **5-6**, it regains **1 MP** if any have been lost.

Ethereal: The creature does not lose more than **1 MP** to a strike, even if rolling above its Toughness.

Fell Touch: Blows from the creature always penetrate non-enchanted Armor.

Lash: Whenever the creature loses MP, it lashes out, pushing all melee opponents back **3"**, and ending the melee immediately.

Knock Back: A character suffering a melee strike from the creature is flung **D6"** directly backwards. If they collide with another character, they stop in place. This ends the melee.

Magic Resistant: The creature is unaffected by any spells, and enchanted weapons provide no advantage against it. Effects that specifically affect the character fighting the creature apply as normal.

Ranged Attack: If the creature is not in melee by the end of a normal move, it will conduct a ranged attack just like an archer. These attacks have their own damage score and cannot run out of ammunition.

Size: All ranged attacks against the creature receive a **+1 bonus to Hit**.

Terror: A Follower that loses a melee exchange to the creature will flee a full move directly away, if they survive, and

can take no Actions the following battle round. If engaged in melee combat, they will fight normally.

Venom: A **natural 6** on a combat roll will knock the target out, bypassing Armor.

Wings: The creature ignores all terrain penalties and may move across obstacles, even if they would be otherwise *Impassable*. When using *Wings*, figures are assumed to land or be hovering just over ground level at the end of their move, and can be engaged normally in melee.

Undying: The creature counts as being Undead for the purpose of items and spells with special effects against Undead.

Creating New Monsters

Any list of monsters must of course leave out a great number of beasts. We have opted to focus on types for which it is easier to find suitable miniatures, but if you need more creatures for a scenario, you have a few options:

- ◆ You may use an existing profile and simply rename it. A griffon makes a perfectly usable hippogriff for example.
- ◆ You can change out one of the traits for something that fits your creature better.
- ◆ You can, of course, create a new monster completely from scratch.

To determine the Reward level of a creature, add up the following:

+1 per MP

+1 per point of Combat Skill and the **highest melee damage bonus**.

+1 per trait (other than **Size**).

Divide the total by **4** and **round up**.



RESOLUTION

◆ THE RESOLUTION STAGE ◆

During the Resolution Stage you will check for **Injuries** and post-battle effects, collect **Adventure Points** and **Experience Points**, as well as roll for **Loot**. If you did not have a battle this campaign turn, skip this stage and start the next campaign turn with a new Preparation Stage (p.75).

Step 1: Collect Adventure Points

Depending on the battle you just fought, you now receive any Adventure Points to which you are entitled. Add together any of the following activities that occurred during this turn's Encounter.

ADVENTURE MILESTONE

Reduce Threats

If you fought against a Threat and Achieved your Objective, you may now attempt an Adventure Milestone to reduce it. If the Milestone is achieved, the Threat score is **reduced by 1 point**. Once reduced to **0** and **all Hideouts** have been destroyed, a Threat has been eliminated and is no longer present in your campaign region, and it cannot be restored. However, any Camps on the map remain, representing groups of stragglers.

Activity	Adventure Points Gained
Victorious Enemy Threat Encounter or Raid	D6
Victorious Ride Patrol	1
Defeat an Aberration	1 per Aberration
Defeat a Unique Foe	2
Defeat a Lieutenant or Captain	1
Finish a Contract	1

Step 2: Check for Injuries / Flight in the Dark

Characters may suffer consequences from what happened in the battle. If a character was removed from the table as a casualty, they must roll **D100** on the **Injury Table** below. There are different tables for Heroes and Followers.

Retreating from a battle may force certain characters to make a **D100** roll on the **Flight in the Dark Table** below. This is tailored to the scenario type.

Injury types are detailed on the following page. **Recovery time** is the number of campaign turns the character must miss.

Injuries Table (Heroes)

D100 Result	Hero Injury	Recovery time
01-20	Dead	Sorry... but add 1 Story Point
21-30	Serious	Roll 2D6 , and pick the highest result
31-40	Moderate	D6
41-60	Light	D3
61-75	Item damage	-
76-100	Knocked out	0

Lucky Characters

Characters with **Luck** points may ignore a result from the **Injury** or **Flight in the Dark Table** by spending a point of Luck. This expenditure is **permanent**.

Silvertree Leaf

After rolling on the **Injury Table** (but not the **Flight in the Dark Table**), you may use a dose of silvertree leaf to reroll, but the new result *must* count, even if worse.

Injuries Table (Followers)

D100 Result	Follower injury	Recovery time
01-30	Dead	Sorry
31-60	Moderate	D6
61-75	Item damage	-
76-100	Knocked out	0

Flight in the Dark Table (Heroes)

D100 Result	Hero Injury	Recovery time
01-05	Slain while fleeing	Sorry
06-20	Injured while fleeing	D6
21-35	Lost equipment	-
36-50	Item damage	-
51-100	Escaped unscathed	-

Flight in the Dark Table (Followers)

D100 Result	Follower injury	Recovery time
01-10	Slain while fleeing	Sorry
11-30	Injured while fleeing	D6
31-45	Lost equipment	-
46-60	Item damage	-
61-100	Escaped unscathed	-

Dead: The character perishes. The warband recovers their items, but a randomly selected weapon or piece of armor is *Damaged*. If it is of *Fine* make, ignore the damage, but the item is no longer *Fine*. If a Hero is slain in this fashion, add **+1 Story Point**.

Slain while fleeing: The character is lost with all of their carried items.

Serious / Moderate / Light / Injured while fleeing: The character has been injured, and needs to recover before they can fight again. Make the indicated die roll to determine how many turns are needed to recover.

Lost equipment: Randomly select an item from among the weapons, shield, and helmet carried by the character. They lose the indicated item.

Item damage: Randomly select an item from among the weapons and armor carried by the character. It becomes *Damaged*. If it is of *Fine* make, ignore the damage, but the item is no longer *Fine*.

Knocked out / Escaped unscathed: The character suffers no lasting effects.

Step 3: Check for Advancement

During the campaign turn, your Heroes will have acquired some XP if they survived an encounter, slain an Aberration or enemy Leader, or Held the Field or Achieved an Objective during a battle. During this step, if any of your Heroes has reached a new XP threshold, they make an **advancement** roll which can result in improved ability scores or new skill proficiencies. Followers may even become Heroes. See the **Experience Points** chapter (p.193).

Step 4: Roll for Loot

If you **Achieved your Objective** in the battle, you may **roll once** on the **Loot Table** (see p.196) to obtain Loot. Some events may grant you additional rolls, particularly during a Delve. You may take any **Loot**, even if it would make you exceed your Backpack limit. Certain battles may grant additional rewards. If so, they are also received now.

Step 5: Roll for Unusual Finds

If you **Held the Field** in the scenario, roll **D100** on the **Unusual Finds Table** (see p.190) using the column appropriate to the scenario type. To see if you find anything unexpected. Each of the listed Finds are detailed below.

Nothing of interest: You sweep the area, but other than broken weapons and blood-stained rags, you find nothing of any value.

Battered weapons: You find **2 weapons** in the muck. Roll a **D6 twice**:

D6 Result	Weapon
1-2	Standard Weapon
3	Self bow
4	War spear
5	Bastard sword
6	Warhammer

Both weapons are *Damaged*, and need repairing before they can be used.

Handful of coins: Kicking over a body, you uncover coins worth **D3 Gold Marks**.

Remains of a victim: Whoever this was, they left behind a letter and a bit of cheap jewelry. Randomly select a settlement on the region map. If the warband takes the letter and jewelry there, roll **D6** to see what reward they get:

D6 Result	Reward
1-2	A few grateful coins. +1 Gold Mark.
3-4	They tell you about things they have seen recently. +1 Adventure Point.
5-6	They will be forever in your debt. +1 Story Point.

Captive: Whether they were injured in an attack and fell unconscious, or they were captured for some purpose, they are quite grateful when they come to. If you escort them home (select a random settlement) you can skip Upkeep next campaign turn, and add a villager **Friend** to your warband roster sheet. They are too injured to participate in any battles.

Excellent weapon: Among the blood-stained debris, you find a weapon in perfectly good condition. Roll **D6**:

D6 Result	Weapon
1-2	<i>Fine standard weapon</i>
3	Long bow
4	War spear
5	Bastard sword
6	Warhammer

Valuable goods: You have a keen eye for treasure, and something catches your eye almost immediately. Roll once on the **Loot: Valuables Subtable** (see p.196).

Tracks leading away: You find clear signs that this group was interacting with your foes. All you just need to follow them. Place an **Enemy Camp** in the same Map Area you are in. It will belong to the same type of foe you just battled.

Strange sack: Over in a corner, leaning against a corpse, there's a sack which no doubt holds riches. Who left it there? Roll on the **Loot Table** to see what you find.

Personal item: This was obviously valuable to somebody, but ended up in this decrepit place.

Each time you arrive at a settlement, roll **D6**. On a **5-6**, you finally find the owner. Add **+1 Story Point** and a villager **Friend**.

Unusual Finds Table

Scenario Type				Find
Meeting Engagement	Defensive Battle	Raid	Site Battle	
01-10	01-15	-	-	Nothing of interest
11-20	16-30	01-05	01-15	Battered weapons
21-30	31-40	06-10	16-30	Handful of coins
31-35	-	-	31-40	Remains of a victim
36-40	-	11-20	-	Captive
41-50	41-50	21-30	41-50	Excellent weapon
51-60	51-60	31-45	51-65	Valuable goods
61-65	61-70	-	-	Tracks leading away
66-70	71-75	46-55	66-80	Strange sack
71-75	76-80	56-60	81-85	Personal item
76-80	81-90	61-75	-	Key individual slain
81-90	91-95	76-85	86-95	Lead to a location
91-95	-	86-90	96-100	Grateful volunteer
96-100	96-100	91-100	-	Evidence of a plot

Key Individual Slain: One of the enemies you slew was someone of note. If a Leader or Unique Foe was slain in the battle, add +2 **Adventure Points**, and if a roll on the **Enemy Plans Table** is triggered later in this or the following campaign turn, ignore the first such roll. If you did not slay either, merely add +1 **Adventure Point** for rattling the enemy's nerves!

Lead to a location: You find evidence directing you to a place nearby, but there's no indication what may be there, or why it might be significant. Add an **Unexplored Location** to the current Map Area.

Grateful volunteer: While you are searching, a stranger introduces themselves. They were hiding from the villains and were so impressed by the battle that they would like to join you.

If you wish, add a **Loyal Follower** to your warband. They have a Light Weapon, and no other equipment.

Evidence of a plot: You find a letter, barely legible, in the mud. You are not sure if it was dropped by one of your foes, or someone fleeing them, but the information within is something that clearly warrants your attention. Begin a **Quest**.

Step 6: Settle In

If you are in the same Map Area as a settlement, you can begin the next campaign turn In Town or In Camp as you prefer. If you are anywhere else, you will begin the next campaign turn In Camp.

Step 7: News Travels

Roll **D100** on the **News Table** below, to see what news reaches you from other lands. Apply any results immediately.

QUICK PLAY >>

For **Quick Play**, skip this step.

News Table

D100 result	News reaches you that..
01-09	Nothing of note is happening.
10-16	Travelers have seen something odd in the forests and hills. Add an Unexplored Location to the Wilderness of your map.
17-21	A community is in need of supplies. Randomly select a settlement you are not currently in. If you travel to it within the next two campaign turns, you can skip your next upkeep costs and gain 2 Adventure Points .
22-27	A monster has been spotted in the fog. Add a Hidden Monster Lair to your region.
28-32	An old friend sends you a letter. If you have any Friends on your warband roster sheet, add +1 Story Point . If you have no Friends in this region, add an adventurer Friend to your warband roster sheet.
33-37	The enemy is acting against you. Roll on the Enemy Plans Table (see p.207).
38-44	Someone important needs adventurers. Place a location in the Wilderness. There are no features or scenarios here, but if you travel here within the next two campaign turns, you receive a Quest .

D100 result	News reaches you that..
45-49	The weather is worsening, and your foes are laying low. You take the chance to rest and recover your wits a bit. All injured characters may reduce their recovery time by 1 turn.
50-53	Outriders of the local army have been patrolling the region. Next campaign turn, you do not have to roll on the Travel Table when journeying somewhere.
54-59	A letter needs delivering. Roll randomly to determine what settlement it is in, and a second settlement it needs delivering to (this obviously must be a different settlement). You can pick the letter up any time you visit town. Once you deliver it, gain 1 Gold Mark and 1 Adventure Point . The job has no time limit.
60-63	The rangers have been scouting the area. Add +2 Adventure Points .
64-67	The Duke's forces have raided the enemy. Select a Threat of 5+ and reduce it by 1 point . If all Threats are lower than a 5 , gain +1 Adventure Point instead.
68-72	A caravan is arriving in town. Select a random settlement. If you visit here within the next two campaign turns, you may roll two additional times on the Rare Goods Table (see p.89).
73-78	An old ruin has become home to strange creatures. Randomly select a settlement and place a Delve in the same Map Area.
79-84	A friend needs your help. If you have a Friend in the region, randomly select one that needs you to carry out a Contract . You will receive 1 additional Story Point for helping. If you have no Friends on your warband roster sheet, you can visit the nearest settlement next campaign turn to receive the offer of a Contract with no additional rewards.
85-89	A stranger is visiting. Select a random settlement. If you visit there within the next two campaign turns and want to meet them, roll a Traveler Encounter (see p.114).
90-94	A virulent disease has spread. Randomly select a settlement. You cannot visit it next campaign turn. If you are currently in the settlement, you must Camp instead.
95-100	Enemy patrols are roaming. Select a Threat type that isn't used in the campaign currently. Add a new location in the Wilderness where they are roaming. To defeat them, you must travel there, fight a Meeting Engagement , and Hold the Field. While they remain on the region map, all battles that would award Adventure Points will award 1 fewer .

◆ EXPERIENCE POINTS ◆

Hero Advancement

After each Encounter, **each Hero** earns **Experience Points (XP)** as follows:

Survived the encounter

+1 XP awarded to all participants.

Enemy Leader slain

+1 XP awarded to the Hero delivering the killing blow.

Heroic slayer

Distribute **XP** equal to the Reward rating of the Aberration slain.

Held the Field* or Achieved Objective*

+1 XP awarded to all Heroes left on the table.

*You can gain either Held the Field or Achieved Objective award for a single encounter, but not both.

After Heroes reach certain Experience Point thresholds, they qualify for **advancement rolls**. The **Advancement Table** below indicates at what XP totals a Hero will receive a new advancement roll, and the total number of advancement rolls a Hero would have received at that point. For example, at **15 XP**, a Hero would receive their **third** advancement.

Whenever an advancement roll is awarded, roll **D100** on the appropriate Advancement subtable below (Mystics use their own subtable), and check the detailed key to results below the tables.

Advancement Table

XP	Total Advancement Rolls	Notes
4	1	—
9	2	—
15	3	—
22	4	—
30	5	The character becomes <i>Loyal</i> , even if previously <i>Disgruntled</i> .
39	6	—
50	7	—
65	8	Roll on the Enemy Plans Table at the end of this campaign turn.
80	9	—
95	10	The warband obtains a Quest .
110	11	—
125	12	The character may add +1 to Recruit attempts in town.
140	13	—
+15	+1	—

Advancement Subtable (non-Mystic)

D100 result	Non-Mystic character
01-30	Select Speed increase or skill selection
31-50	Select Agility increase or Toughness increase
51-85	Combat Skill increase
86-100	Select Luck increase or Will increase

Advancement Subtable (Mystic)

D100 result	Mystic character
01-20	Skill selection
21-40	Select Agility increase or Speed increase
41-55	Select Casting increase or Will increase
56-80	Casting increase
81-100	Spell improvement

Bonuses may vary depending on how many times a given improvement has been selected. If one ability has been taken the maximum number of times it can be selected, the player must pick the other option. Any increases gained during character creation are counted as previous increases on the tables below.

If neither option is available, the character receives a skill of choice instead.

Skill selection

Select any skill of choice (see p.195).

Speed increase

First: Raise Speed to **6"** / +3
 Second: Raise Speed to **6"** / +4
 Third: Raise Speed to **7"** / +4

Agility increase

First: Raise Agility to **2**
 Second: Raise Agility to **3**
 Third: Raise Agility to **4**

Toughness increase

First: Raise Toughness to **4**
 Second: Raise Toughness to **5**
 Third: Raise Toughness to **6**

Combat Skill increase

First: Raise Combat Skill to +1
 Second: Raise Combat Skill to +2
 Third: Select **melee combat** or **ranged attack**. Character counts as Combat Skill +3 when engaged in the selected type of combat.

Casting increase

First: Raise Casting to +1
 Second: Raise Casting to +2
 Third: Raise Casting to +3

Luck increase

Each increase grants **1 point of Luck**. Note that unlike other increases, Luck *can* be lost again.

Will increase

First: Raise Will to **1**
 Second: Raise Will to **2** (not available to non-Human characters)
 Third: Raise Will to **3** (not available to non-Human characters)

Spell improvement

First: Gain a new random spell.
 Second: Select a known spell.
Incantation number reduced by 2.
 Third: Begin every battle with **4 Strands**.
 Fourth: Gain a **new random spell**.

Follower Advancement

Followers do not make rolls on the **Advancement Table**, but from their proximity to the action, have a chance to acquire new talents, and perhaps adopt the heroic mantle for themselves. For each **Follower** who remains on the table at the end of the battle, roll **D100** and consult the **Flash of Insight Table** below:

D100 result	Flash of Insight
01-55	Nothing gained
56-70	Skill gained if the character currently has none.
71-85	Skill gained. Select a skill of your choice.
86-95	Moment of insight. The character becomes a Hero . No other changes are made to their profile.
96-100	Moment of inspiration. The character becomes a Hero and rolls once on the Advancement Table (see p.193).

Characters promoted to Hero with the above table become *Loyal*.

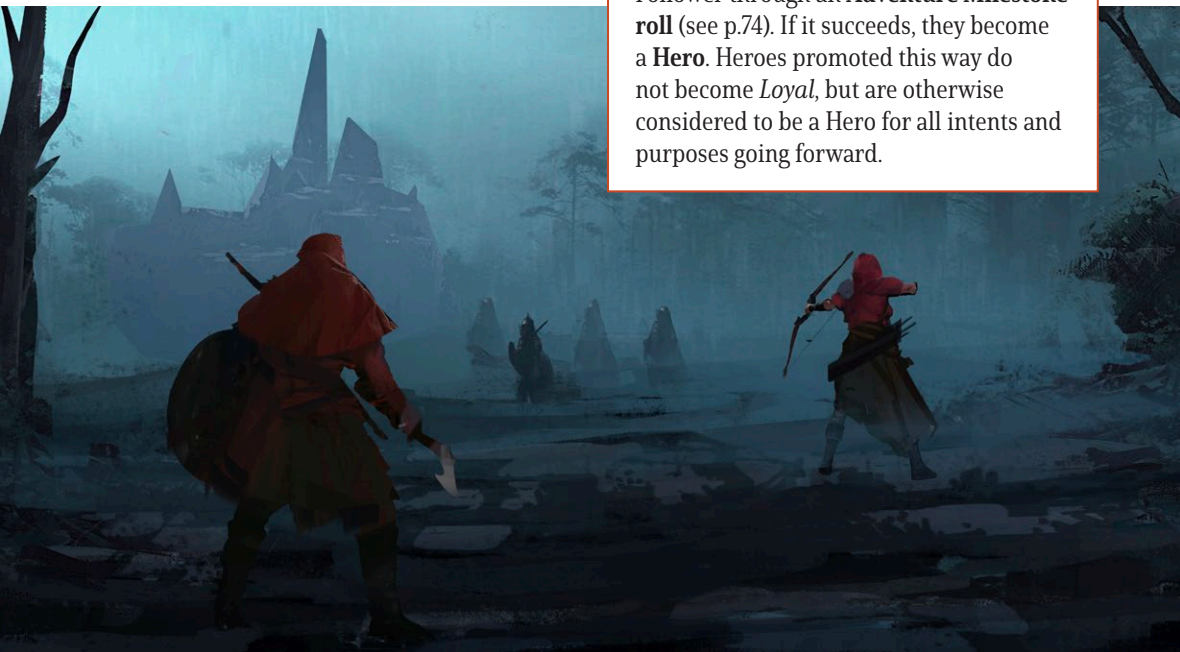
Skills may be selected from the list below.

Skill
Alchemy (Note this skill is only of value to Mystic characters)
Battlewise
Crafting
Devotion
Expertise
Leadership
Pathwise
Scholar
Scouting
Speech
Traveling
Wilderness
Wits

ADVENTURE MILESTONE

Promotion

After making your Flash of Insight rolls, you may attempt to promote a single Follower through an **Adventure Milestone roll** (see p.74). If it succeeds, they become a **Hero**. Heroes promoted this way do not become *Loyal*, but are otherwise considered to be a Hero for all intents and purposes going forward.



♦ LOOT ♦

Treasure, valuable equipment, useful tools to ensure your survival... In short, **Loot!**

After a victorious battle, you have a chance of obtaining something for your troubles.

Loot Tables

If you defeated an Aberration, you receive Loot rolls *equal* to the monster's **Reward Rating**.

Otherwise, you receive **one Loot roll** if you Achieved your Objective. Note that Holding the Field does not award a Loot roll in itself: You need to have Achieved the Objectives of the scenario.

Some scenarios, enemies, and situations may result in additional Loot rolls. If so, award these now, provided you met the conditions of the scenario or event.

For each **Loot Table** roll allowed, roll **D100** once on the main table, then proceed to the relevant subtables.

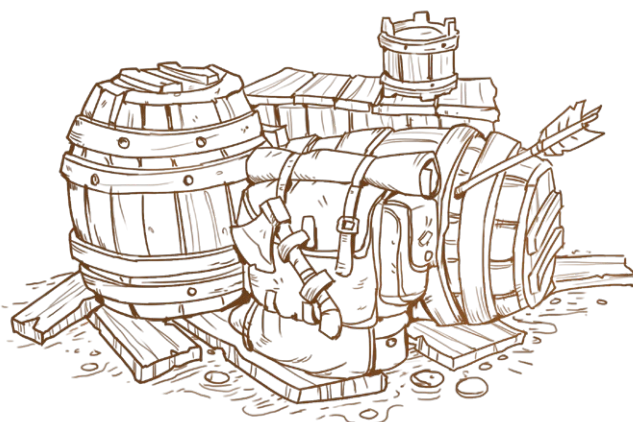
Loot Table

D100 result	Loot subtable
01-15	Valuables
16-35	Weapons
36-55	Armor
56-70	Tools
71-90	Consumables
91-100	Enchanted item

Valuables Subtable

Roll **D100** to determine the item type, then roll to establish the value of each item. Items are sold in town during the normal Trade step (See p.85). If you roll more than once on this subtable, after the second and each subsequent roll, increase the value of the most expensive item so far by **1 Gold Mark**.

D100 result	Valuable	Gold Mark Value
01-07	Art objects	D6
08-14	Bag of coins	D6
15-24	Bag of foreign coins	D3+1
25-36	Bag of tools	D3
37-46	Furs	D3+1
47-52	Gem stones	D6+1
53-64	Jars of spices	D3+1
65-70	Jewelry	D6+2
71-80	Precious metals	D6+1
81-93	Sacks of grain	1
94-100	Tapestries	D6





Weapons Subtable

Roll **D100** to determine the weapon type, and any qualities it has. You receive a single weapon.

D100 result	Weapon
01-05	Improved light weapon. Roll D6 : 1-2 <i>Fine</i> 3 <i>Balanced</i> 4-6 <i>Quick</i>
06-15	Improved standard weapon. Roll D6 : 1-2 <i>Fine</i> 3-4 <i>Balanced</i> 5 <i>Quick</i> 6 <i>Fey Steel</i>
16-21	Improved staff. Roll D6 : 1-4 <i>Balanced</i> 5-6 <i>Quick</i>
22-29	<i>Fine</i> self bow
30-36	Bastard sword
37-41	Improved bastard sword. Roll D6 : 1-3 <i>Fine</i> 3-5 <i>Balanced</i> 6 <i>Fey Steel</i>

D100 result	Weapon
42-47	Warhammer
48-51	<i>Fine</i> warhammer
52-58	War spear
59-63	Improved war spear. Roll D6 : 1-3 <i>Balanced</i> 4-6 <i>Quick</i>
64-69	Fencing sword
70-73	Improved fencing sword. Roll D6 : 1 <i>Fine</i> 2 <i>Balanced</i> 3-5 <i>Quick</i> 6 <i>Fey Steel</i> .
74-80	Longbow
81-84	<i>Fine</i> longbow
85-91	Crossbow
82-95	<i>Fine</i> crossbow
96-100	Throwing knives

Armor Subtable

Roll **D100** to determine the armor piece found. You receive only one of the item.

D100 result	Armor
01-07	Light armor and helmet
08-14	Light armor and shield
15-24	<i>Fine</i> light armor
25-36	Partial armor
37-45	Partial armor and helmet
46-54	Partial armor and shield
55-63	<i>Fine</i> partial armor
64-66	Fey steel partial armor
67-72	Full armor
73-76	<i>Fine</i> full armor
77-78	Fey steel full armor
79-82	Knight's armor
83-92	<i>Fine</i> helmet
93-100	<i>Fine</i> shield

Tools Subtable

Roll **D100** to determine the item type. You receive only one of the item.

D100 result	Tools
01-13	Camp gear
14-19	<i>Fine</i> arrows / bolts
20-31	Icon
32-37	Large quiver
38-45	Mystical ring
46-58	Ranger's cloak
59-69	Scout's cloak
70-87	Strange map
88-100	Thief's tools

Consumables Subtable

Roll **D100** to determine what item you find. The number in parentheses is the number of uses you have.

D100 result	Consumable
01-06	Bandages (2)
07-10	Bottle of Red Duck (1)
11-16	Coil of rope (1)
17-22	Crafting materials (1)
23-27	Delver's kit (1)
28-32	Fine wine (1)
33-36	Map making kit (1)
37-42	Misty water-flower (2)
43-45	Potion of fortune (1)
46-49	Ironshield root (2)
50-52	Old dusty manual (1)
53-58	Rations (2)
59-63	Repair kit (1)
64-67	Set of alarm traps (1)
68-72	Silvertree leaf (2)
73-75	Spell-breaker herb (1)
76-80	Springwind berries (2)
81-84	Talisman (1)
85-90	Tonic (2)
91-96	Torch (2)
97-100	Vital information (1)

Enchanted Items

Roll **D100** to determine the category of item, then roll on the appropriate subtable.

Enchanted Items Table

D100 result	Enchanted Item Category
01-15	Weapon
16-35	Potion
36-50	Clothing
51-65	Armor
66-80	Jewelry
81-95	Magical Apparatus
96-100	Unique Items

General Factors

Enchanted Items cannot be *Damaged*. If a random item belonging to a character suffers damage, roll normally. If the item is enchanted, ignore the damage. This rule does not affect items that are consumed as part of their usage, such as potions.

Enchanted Items can be sold for **D6 Gold Marks** in a town only. This is hardly their true value, but good luck finding a merchant who will believe that “We happened to find this magical sword in an old cave”.

Enchanted Items can be used by any character, whether Hero or Follower.

In the item below, the following abbreviations apply:

- (S) **Single-use**
- (R) **Ranged** weapon
- (M) **Melee** weapon
- (DB) May only be used **during battle**
- (OC) May only be **out of combat or during battle**
- (W) **Worn** item
- (B) **Backpack** item
- (C) **Campaign** item

Enchanted Weapons

Any character can use an Enchanted weapon regardless of whether they are a Follower or Hero. Magical weapons Hit with **+0 / +0**, unless listed otherwise. Magical ranged weapons are subject to ammunition rules as normal.

Individual enchanted weapon types can be discovered applied to any weapon form, from a dagger to a mighty hammer. Regardless of the physical form, the weapon only grants the benefits described below the following table. Enchanted weapons never receive the normal effects of any weapon type.

Enchanted Weapon Subtable

D100 result	Enchanted weapon
01-07	Battering Storm
08-15	Champion's Will
16-23	Finding Knife
24-31	Fury Biter
32-36	Fury of Life
37-43	Gleaming Friend
44-50	Hate Strike
51-58	Heart Seeker
59-65	Mountain's Bane
66-71	Penetrating Dart
72-78	Ruin Edge
79-83	Shadow Flight
84-90	Soul Render
91-95	Swift Eagle
96-100	Venom Fang

Battering Storm (M)

The wielder loses melee on a draw. All Hits are **+1 / +2**.

Champion's Will (M)

Enemies cannot gain a Combat Bonus from allies against this weapon's wielder.

Finding Knife (M)

May be used in melee normally. It may be thrown (**Range 9"**, -1 / +0), returning to the wielder afterwards.

Fury Biter (M)

The wielder ignores *Stun* results in melee combat. If the character would be forced to roll on the Flight in the Dark Table, they must roll on the **Injury Table** instead.

Fury of Life (M)

When fighting *Undead*, the wielder gains *Parry* and *Counter Attack*.

Gleaming Friend (M)

In melee, any exchange that would end in a draw is instead won by the wielder.

Hate Strike (M)

Any time the wielder loses a melee exchange, they inflict a Hit on the enemy simultaneous with the enemy Hit on them.

Heart Seeker (M)

If the wielder rolls a **natural 6** in melee combat as the Attacker, the blow automatically bypasses Armor.

Mountain's Bane (M)

A blow that fails to penetrate Armor leaves the target *Stunned*.

Penetrating Dart (R)

Range 24". If the target is slain, automatically Hit another target within 4". Only one additional target can be struck.

Ruin Edge (M)

If the wielder reduces the MP total of an Aberration, **one additional MP** is lost.

Shadow Flight (R)

Range 24". The target is always counted as being in the open, and may shoot through forest, bushes, and similar terrain. Targets that are completely behind solid obstacles cannot be shot at.

Soul Render (M)

All Hits are +1 / +1

Swift Eagle (R)

Unlimited range. +1 bonus to Hit when shooting.

Venom Fang (M)

If the wielder *Wounds* an opponent in melee combat, the target is slain unless they are *Fey* or *Undead*.

Enchanted Armor

Enchanted armor does not affect movement or the ability to *Dash*. A character can only wear one suit of armor. Enchanted armor may be combined with a helmet and/or shield.

Enchanted Armor Subtable

D100 result	Enchanted Armor
01-12	Bird Maille
13-22	Bright Maille
23-30	Curative Harness
31-43	Harness of Vengeance
44-50	Impervious Plate
51-62	Maille of Shadows
63-69	Plate of Never-ending Dreams
70-80	Radiant Chest-Plate
81-92	Stout Defender
93-100	Traitor's Harness

Bird Maille (W)

Armor 2. The wielder may *Dash* an additional +2", and suffers no movement reductions due to bad terrain. The wielder never needs to roll on the Flight in the Dark Table when retreating from battle.

Bright Maille

Armor 3. Wearer is +1 to **melee rolls** when fighting *Undead*, but -1 when fighting *Fey*.

Curative Harness (W)

Armor 2. In the Tracking Phase of a battle round, where the wearer did not fight in **melee combat**, any *Wound* they have heals.

Harness of Vengeance (W)

Armor 2. If the wearer is *Wounded* or removed as a casualty due to a **melee strike**, the enemy inflicting the strike suffers the same fate (*Wound* or casualty). Note that injuries avoided due to an item, rule, or ability do not trigger this effect.

Impervious Plate (W)

Armor 3. Hits cannot apply any bonus to the Overcome Armor roll, regardless of source.

Maille of Shadows (W)

Armor 2. Enemy ranged troops will ignore the wearer as a target unless within 9". If the wearer makes a ranged attack, the spell is nullified for the rest of the battle.

Plate of Never-Ending Dreams (W)

Armor 3. The wearer cannot be *Stunned* and enemies cannot receive a **Combat Bonus** in **melee**.

Radiant Chest-plate (W)

Armor 2. Ranged attacks against the wearer, or a figure within 2" of the wearer, will only Hit on an attack roll of a **natural 6**.

Stout Defender (W)

Armor 3. The wearer can *Parry* in **melee combat**.

Traitor's Harness (W)

This resembles a full suit of steel plate but provides no **Armor** value. When the wearer is struck, roll **D6**. On a 6, the blow penetrates the armor, and the character is immediately removed as a casualty. The armor becomes a non-magical suit of *partial armor*.

On a 1-5, the blow is deflected. Attacks that gain bonuses to penetrate armor do not apply them against the Traitors Harness, but attacks that ignore **Armor** outright will take effect normally.

Potions

All potions are single-use. Notes for each potion detail when it can be used. Potions used outside combat can be consumed at any time, provided you are 'In Town', or have it in your Backpack. Potions used during battle can be consumed before the battle starts, or as a *Use Non-Combat Action*, but must be in the Backpack.

Potions Subtable

D100 result	Potion
01-13	Bear Draught
14-25	Ferret's Drink
26-33	Fiery Wine
34-45	Potion of Valley Mist
46-51	Serpent Water
52-58	Shadowy Ale
59-74	Spring Vial
75-83	Wasp Mead
84-89	Winter Flask
90-100	Wolf Potion

Bear Draught (S, DB)

For one battle, the character recovers from a single *Wound* each Tracking Phase, and cannot be *Stunned*. They cannot *Dash*. All effects cease at the end of the battle.

Ferret's Drink (S, DB)

For the duration of one battle, the character adds +3" / 0" to their **Speed** and suffers no reductions due to terrain effects. The drinker does not need to roll on the Flight in the Dark Table if they retreat from the battle.

Fiery Wine (S, DB)

For the duration of one battle, the character can spew fire. This acts as a ranged attack with range **9"** and does not run low on ammunition. The fire Hits with +1 / +0 (+1 / +1 vs *Undead*).

Potion of Valley Mist (S, OC)

An injured character may reduce their recovery time by **3 turns**.

Serpent Water (S, OC)

The character becomes **permanently** immune to all forms of venom. The *Poison* enemy trait grants no benefits against this character.

Shadowy Ale (S, DB)

The character becomes incorporeal for the **current** and the **next two** battle rounds. They cannot attack or interact with any items and cannot be attacked. They suffer no terrain penalties, and can move through solid obstacles and walls. If the character leaves the table while incorporeal, they do not have to roll on the Flight in the Dark Table.

Spring Vial (S, OC)

Any result on the Injury Table can be healed, including death. It may be administered by a companion. You may

roll for all post-battle injuries for a battle before deciding to use the potion.

Wasp Mead (S, DB)

For the duration of one battle, all melee and ranged attacks by the character have the *Poison* trait: Any **natural 6 to Hit** knocks the target out automatically, unless saved by Armor.

Winter Flask (S, OC)

The essence of winter may slay the unworthy but will harden those who can endure it. The character must immediately roll on the post-battle **Injury Table**. If they survive, they receive **2D6 XP**. Only usable by a Hero.

Wolf Potion (S, DB)

For the duration of one battle, all Hits in melee are +1 / +1. This replaces the normal weapon ratings.

Enchanted Jewelry

Enchanted jewelry is always a Worn item. The jewelry can take any form (ring, necklace, etc.). Regardless of the form, a character can only wear one item of enchanted jewelry at a time.

Enchanted Jewelry Subtable

D100 result	Enchanted Jewelry
01-12	Curing Ward
13-25	Evasive Silver
26-32	Eyes of the Rat
33-42	Gentle Illumination
43-54	Nullification Token
55-61	Old King's Dominion
62-72	Spell Breaker's Seal
73-80	Token of Sacrifice
81-91	Uncontested Fury
92-100	Wolf's Fury

Curing Ward (W)

In the Tracking Phase, if the character was *Wounded*, the Wound is healed.

Evasive Silver (W)

Enemy ranged attacks against the wearer will Hit only on the roll of a **natural 6**, however the effect ends for the rest of the battle if the wearer makes a ranged attack themselves.

Eyes of the Rat (W)

The wearer ignores all range limitations or Hit penalties due to darkness, fog, or smoke.

Gentle Illumination (W)

The item may be activated with a *Use* Action. Once done, all visibility limits and Hit penalties due to fog or darkness (but not gas or smoke) are negated for both sides, for the duration of the battle.

Nullification Token (W)

The first spell to affect the character each battle is negated with no effects on any target of the spell.

Old King's Dominion (W)

Any characters fighting alongside the warband, such as temporary allies, freed captives, etc. gain **+1 Agility** and **+1 Toughness**, to a maximum of 6.

Spell Breaker's Seal (W)

The wearer is immune to any form of magic, sorcery, or other spell-casting effect, whether friendly or hostile.

The Seal can be returned to the Backpack as a *Ready Weapon* Action.

Token of Sacrifice (W)

If an Injury or Flight in the Dark roll would result in the character's death or disappearance, they are saved from their fate, while the token breaks, destroyed permanently.

Uncontested Fury (W)

When the wearer slays an enemy in melee, they must immediately make a full move towards the nearest enemy. If they make contact, they will engage the enemy in melee immediately. This effect can only trigger once per battle round.



Wolf's Fury (W)

The item may be activated with a *Use Action*. The wielder immediately transforms into a wolf. If they are currently *Wounded*, they heal. For the rest of the battle, they have the following profile: **Agility 3, Speed 7" / +4, Combat Skill +1, Damage +0 / +1, Toughness 4, Armor 1**. They cannot take advantage of any weapons or items while in wolf form. At the end of the battle, they recover automatically. A character in wolf form will not have to roll on the **Flight in the Dark Table** if they retreat from battle.

Enchanted Clothing

Enchanted clothing is always a Worn item. A character can only wear a single item of enchanted clothing at a time. Characters cannot wear two of the same type of clothing (such as cloaks), even if one is not enchanted.

Enchanted Clothing Subtable

D100 result	Enchanted Clothing
01-09	Belt of the Closed Mind
10-16	Belt of the True Warrior
17-29	Boots of Fey Dancing
30-40	Boots of the Deep Woods
41-51	Boots of the Thief
52-63	Cloak of Ancient Times
64-73	Cloak of Mist
72-82	Cloak of Wasp Denial
83-91	Gauntlets of Iron Grip
92-100	Gauntlets of Unerring Flight

Belt of the Closed Mind (W)

The wearer receives **1 point of Will**, usable in each battle. This is in addition to any Will the character already has.

Belt of the True Warrior (W)

The wearer receives **+1** to melee combat rolls if they have no ally within **3"** of them.

Boots of Fey Dancing (W)

If the wearer does not shoot or enter melee as part of their Action, they may add **+2" / +2"** to their **Speed**.

Boots of The Deep Woods (W)

The character does not suffer movement reductions due to terrain, though they cannot move through *Impassable* terrain.

Boots of the Thief (W)

The boots may be activated as a *Use Action*. The character immediately escapes from battle unharmed. If the character retreats (through any method), they never have to roll on the Flight in the Dark Table.

Cloak of Ancient Times (W)

Any injury recovery time suffered by the wearer is reduced by **1 turn**.

Cloak of Mist (W)

The wearer is not set up normally at the start of the game. Instead, during the Tracking Phase of Round 1, you may select any warband member and place the wearer anywhere within **D6"** of them. The wearer may act normally upon arrival.

Cloak of Wasp Denial (W)

The wearer receives **+1 Armor** against ranged attacks, and ignores *Poison* on enemy ranged attacks.

Gauntlets of Iron Grip (W)

In melee, opponents cannot *Parry* and cannot negate any *Parry* ability the wearer has. The wearer cannot *Ready* a weapon during a battle, and cannot use any weapons they find during the encounter, though they may add them to the Backpack as normal.

Gauntlets of Unerring Flight (W)

The wearer may add **+1 to Hit** when stationary and making a ranged attack.

Magical Apparatus

Magical apparatus are used by Mystics to perform their spells.

Magical Apparatus Subtable

D100 result	Magical apparatus
01-15	Arcane Research Notes
16-30	Arcane Scroll
31-50	Congeaed Strands
51-70	Essence Crystal
71-80	Magical Focus
81-100	Magical Tome

Arcane Research Notes (S, C)

The notes may be read while In Camp or In Town. Select a known spell and reduce the **Incantation score** by **-1** permanently.

Arcane Scroll (S, B)

Randomly determine a spell from the **Spell Table** (see pp.47-50). The spell may be cast by a Mystic as if they knew it. Make the normal *Casting* roll. If the Mystic already knows the spell, it may be cast with a **+2** bonus to the *Casting* roll.

Congeaed Strands (S, C)

Roll **D3+1** to determine how many **Strands** are found. A Congeaed Strand can be used in place of a normal Strand at any time, but does not expire until used.

Essence Crystal (S, B)

The crystal may be used as a *Use Action*, and allows a known spell to be cast without using a Strand, and without requiring a *Casting* roll.

Magical Focus (W)

The Mystic receives a **+1** bonus to all *Casting* rolls.

Magical Tome (S, C)

The tome may be read while In Camp or In Town. Randomly roll up a spell on the **Spell Table** (see pp.47-50). The Mystic learns the spell in question. If the spell is already known, the Mystic earns **+3 XP** instead.

Unique Items

Unique items are considered Campaign items. They are all single-use. If an item is marked as being "OC" (out of combat), it can be used at any point during the campaign turn *or* used in battle, in which case a *Use Action* is required to use the item. Battle items can be used immediately before the battle if desired.

Magical Unique Items Subtable

D100 result	Enchanted Unique Items
01-07	Bone Knife
08-19	Dragon's Spite
20-30	Orb of Winter Fog
31-43	Seeds of Spring
44-50	Soul Sphere
51-62	Spider Whispers
63-69	Talisman of the Oldest Mother
70-80	Teeth of the Stalker
81-88	Thorn of Ice
89-100	Tiny Offering

Bone Knife (S, C, DB)

Used before a battle. Roll **D6**. That many characters begin the battle *Wounded*. If the roll is *higher* than the number of warband members, ignore the excess.

For every Wound taken, you receive **1 Skeleton** minion that will fight as part of your force. Each Skeleton has a profile of **Speed 4" / 0", Combat Skill +0, Toughness 4, Armor 1**. They cannot make *Dash* moves, do not become *Stunned* and ignore the enemy *Poison* and *Terrifying* traits. They do not add extra dice to your initiative roll, but instead automatically act in the Slow Actions Phase.

Dragon's Spite (S, C, DB)

Usable as a ranged attack. Select a target point within **6"**. All characters (friend or foe) within **2"** of the target are struck. No roll to Hit is needed. Inflict a **+1 / +1** Hit. Any target that survives will flee **D6"** directly away from the impact point. Undead take a **+1 / +2** Hit, but do not flee.

Orb of Winter Fog (S, C, DB)

When used, a thick fog falls over the battlefield. You may immediately decide to retreat any number of characters from battle, without having to roll on the Flight in the Dark Table. If the battle continues, all visibility is limited to **6"** for the rest of the battle.

Seeds of Spring (S, C, OC)

Used at the beginning of the campaign turn. You obtain the following benefits:

- ◆ When rolling for a Camp event only, you may choose to treat an event as "Nothing happens" after rolling.
- ◆ All characters recovering from injuries may reduce the duration by **1 turn**.
- ◆ No **Upkeep** need be paid this turn.

Soul Sphere (S, C, OC)

When used, this item will revive any single character slain during the current campaign turn.

Spider Whispers (S, C, DB)

A Hero appears. They have a profile of **Agility 1, Speed 4" / +3, Combat Skill +1, Toughness 4** and carry a **bastard sword** and **partial armor**. They are placed anywhere the player wishes, provided it is at least **9"** from any other figures, friend or foe. They will fight as part of the warband for the duration of the battle, and will then leave mysteriously. Note: This item may be activated immediately *before* the start of the battle.

Talisman of the Oldest Mother (S, C, DB)

When used, roll on the **Aberration Table** (see p.184). In the Tracking Phase, the creature arrives at the edge of the battlefield at the nearest point to the user. The Aberration will act in the Slow Actions Phase, but is controlled by the player.

Teeth of the Stalker (S, C, DB)

When used, the wielder may immediately move **9"**, ignoring penalties for rough terrain. The move may be used to enter melee combat. If so, the attacker may **roll twice** and pick the best result in the first exchange.

Thorn of Ice (S, C, DB)

When used, select a point within **9"** and Line of Sight of the wielder. Any *Wounded* character within **3"** of the selected point is removed as a casualty.

Tiny Offering (S, C, DB)

Used before a battle. Every Follower in the warband adds **+1 Combat Skill** and **+1 Toughness** for the duration of the battle.

◆ ENEMY PLANS ◆

At various points during gameplay, you may be directed to the **Enemy Plans Table** below. This means the enemy is in position to take action. If you are in a region where all Threats have been eliminated, you may ignore any result that would refer you here. After all, there are no more enemies to move against you.

Rolls marked with * require selecting a random Threat that exists in the region, and will apply to that Threat only.

At Their Mercy

This is the only table in the book that cannot be affected by Story Points. What you roll here **must** come to pass.

D100 result	Enemy Plans
01-07*	<p><i>The enemy is gathering weapons.</i></p> <p>The selected Threat constructs a new Camp in the region. Randomly select a settlement, and place the camp in the same Map Area. Until you have eliminated it, a random melee fighter in each encounter with that Threat increases their melee damage by +1 / +0. When you storm the camp, you may roll one extra time on the Loot Table.</p>
08-15	<p><i>The enemy is sowing discord and confusion.</i></p> <p>Two Friends become unavailable for the rest of the current campaign. If you have no Friends in the region currently, treat as result 53-57, below.</p>
16-22*	<p><i>The enemy is gathering adherents to their cause.</i></p> <p>Add +1 to the number of enemies encountered when fighting the selected Threat. Once you have Held the Field against them twice, they will have had enough, and lose the bonus.</p>
23-29*	<p><i>The enemy is sponsoring caravan raids.</i></p> <p>You must complete 3 Ride Patrols to secure the area. Until then, you do not receive any Rare Goods rolls in town.</p>
30-34*	<p><i>Enemy agents have burrowed deep into the ground to find something.</i></p> <p>Select a Delve on the map. If none exists, add a Delve in the Wilderness. On Depth 3 and below, use the selected Threat table for enemies. Until you have cleared the Delve, the Threat in question adds +1 to the number of enemies encountered in any battle.</p>
35-37*	<p><i>The enemy is building up their forces.</i></p> <p>Raise the selected Threat Level (see p.72) by +1.</p>
38-40	<p><i>Enemy agents tempt the weak of heart.</i></p> <p>If any warband members are <i>Disgruntled</i>, randomly select one such character. They will leave the warband, taking with them any items they were carrying.</p>

D100 result	Enemy Plans
41-43	<p><i>The enemy is patrolling in strength.</i></p> <p>The next time you encounter any Threat, add +1 basic enemy to the number encountered. If you fail to Hold the Field, that Threat establishes a new Camp in the region, in the same Map Area as the nearest settlement.</p>
44-48	<p><i>The enemy is fortifying their position.</i></p> <p>Replace a random Camp with a Hideout. It remains known. If no Camps are in the region, add a <i>Hidden Camp</i> to random Threat.</p>
49-52*	<p><i>The enemy is convening in a strange location.</i></p> <p>Add an Unexplored Location to the Wilderness of your map. When you travel there, you must fight an encounter against the selected Threat. You cannot explore the location until you have Held the Field there. You receive no Adventure Points for the Threat battle, but will gain D6 Gold Marks if you Hold the Field.</p>
53-57	<p><i>The enemy is subverting your reputation with the locals.</i></p> <p>Next campaign turn, you cannot take any campaign activities.</p>
58-64*	<p><i>The enemy plans to murder one of your allies.</i></p> <p>Select a random Friend. You must travel to a randomly selected settlement, and then fight a Defensive battle against the selected Threat. In addition to any regular leadership, they will be accompanied by a "Ruthless Killer" from the Unique Foe Table (p.124).</p> <p>If this result is generated during the Resolution Stage of the turn, or this Defensive Battle would cause you to fight a third battle in a single turn, you are aware of the enemy plan, but this Defensive Battle instead becomes the urgent 'Battle an Enemy Threat' option for the next campaign turn.</p> <p>If you fail to Hold the Field against this enemy, or fail to travel there next campaign turn, your Friend is slain. If you don't have any Friends in the region, treat as result 75-80, below.</p>
65-69*	<p><i>The enemy is bolstering their leadership.</i></p> <p>Add 1 Sergeant to all current Camp and Hideout encounters of the selected Threat. If additional Camps or Hideouts are added, they do not receive the bonus. If the Threat has no Camps or Hideouts, the bonus does not apply, but instead add a <i>Hidden Camp</i> to the map.</p>
70-73*	<p><i>The enemy assaults a community.</i></p> <p>Select a random settlement. You must travel there next campaign turn, or it is destroyed and permanently removed from the region map. If you arrive there, you must fight a Defensive Battle against the selected Threat. Add +3 regular enemies and +1 Sergeant to the force. To save the town from destruction, you must either Hold the Field or Achieve your Objective.</p>



D100 result	Enemy Plans
74-78	<p><i>The enemy is scheming against you.</i></p> <p>Subtract -D6 Adventure Points.</p>
79-84*	<p><i>The enemy is hunting you.</i></p> <p>Immediately fight a Defensive battle against the selected Threat. Add 1 Lieutenant and 1 Sergeant to the force.</p> <p>If this result is generated during this turn's Resolution Stage, you are aware of being hunted, but will fight this Defensive Battle the next time you Travel, instead of any other Travel/Travel Encounter result.</p>
85-89	<p><i>The enemy has summoned an aberration.</i></p> <p>Place a Monster Lair on the map near a random settlement. Select a random settlement at the conclusion of each future campaign turn, and roll D6. On a 1-2, reduce the selected settlement in size by one step, from town to village, village to hamlet, and a hamlet to abandoned and removed from the map. Once the monster has attacked a town, it is satisfied, and will not attack again, though the Monster Lair remains on the map.</p>
90-95	<p><i>The enemy is obscuring their tracks.</i></p> <p>Select a random Camp or discovered Hideout. It becomes <i>Hidden</i>. When rediscovered, roll for location. If there are no discovered Hideouts or Camps, add a <i>Hidden</i> Camp to the region.</p>
96-100	<p><i>The enemy is beginning a dark ritual.</i></p> <p>Begin a Quest immediately. Until it is completed, no characters can use their Luck.</p>



◆ VICTORY AND DEFEAT ◆

All of this fighting hopefully leads you to victory in your pursuits.

There are three degrees of victory possible, each of which is discussed below.

Clearing a Threat

To clear a Threat, you must have reduced it to **0** and destroyed **all Hideouts** (Camps do not have to be destroyed). This typically does not end the campaign, but does permit a moment of celebration.

- ◆ Roll once on the **Loot Table** and receive whatever item you roll. This may be something you find in the rubble or a gift from the grateful villagers.
- ◆ Add **+1 Story Point**.

Clearing the Region

If all the Threats in this region have been cleared, you have won the campaign.

Claim the rewards above, plus the following benefits:

- ◆ Add **+1D6 Story Points**.
- ◆ Add **+2D6 Gold Marks**.

Player Victory

As the player, you can declare the campaign a victory at any point. Maybe you feel this campaign has run its course, your warband is too battle-worn to continue, or you feel you have a killer warband that can't really be defeated any longer. Maybe you set yourself a goal that you would play for 10 campaign turns, or



every night for a week. Whatever the case is, congratulations! You just made it.

Whichever Victory condition is reached, if you choose to continue your warband's story, work through "The Next Campaign" steps below.

Player Defeat

It is possible your campaign comes to a gruesome end. This can typically happen in one of two ways:

First, the entire warband may simply be dead. Your warband's story ends here, but at least you attempted to stand for the light.

Second, the enemy may have destroyed all of the settlements in the region. Your warband leaves the cursed lands and ventures on. Go through "The Next Campaign" steps below.

The inn was packed. Alene sighed and took a gulp of the ale. Not as good as the southern stuff they had last time, but it'd do.

Jorn was regaling the villagers with tales of their encounter. Somehow, one squabble with five toothless thieves had turned into a heroic struggle against a horde of hell's own minions, but that's how those things go.

In the corner, G'hen the Easterner was arm-wrestling some local yokel. It was unlikely to end well, Alene noted to herself as she made sure her knife was still in her boot.

Krarl? He'd not have liked this scene, she thought. He'd always shunned other people. Jorn had joked that Krarl was becoming one of the Taken, but after what happened in that monastery, she wasn't sure if it was only half-way a joke.

She shrugged and finished the mug of ale. Maybe if she had another, she'd be able to sleep.

◆ THE NEXT CAMPAIGN ◆

Before starting a sequel campaign, the following steps are consulted.

Step 1: To the Victor, the Spoils

Carry over all Gold Marks, equipment, and Story Points into the new campaign.

Any Adventure Points are set back to 0.

Step 2: Your Avatar

Your Avatar may rejoin you. If your Avatar “died” during the campaign, roll 2D6. On a 9+, they manage to return from whatever dark pit they ended up in, and will now be available to the new warband. Whatever the result, remove their Avatar status.

Step 3: Your Heroes

Roll D6 for every Hero except your former Avatar. Subtract -1 if *Disgruntled*. On a result of 0-2, they opt to retire, and are removed from the game. On a 3-6, they are available and may settle down or join you again.

Step 4: Your Followers

Roll D6 for every Follower. Subtract -1 if *Disgruntled*. On a result of 0-3, they opt to retire, and are removed from the game. On a 4-6 they are available, and may settle down or join you again.

Loyal Characters

A character that is *Loyal* does not roll in steps 3 and 4, as they will not retire in this manner.

Step 5: Your Friends

Roll D6 for every Friend. On a 1-3, they move on or retire, and are removed from the game. On a 4-6, they remain available to you in the new region you visit.

Step 6: Under-strength?

If you have **less than 6** members of your warband at this point, you may fill available slots with either of the following options:

- ◆ Past characters that have settled down, regardless of which campaign they were from.
- ◆ A newly generated Follower.

Step 7: Appoint position

Select any one character to become the new Avatar. This may be a former Avatar, if you like.

Step 8: Create a New Region

Create a new region to play in, just as if you were starting a new campaign (see p.68). You have the option of changing Threat types.





APPENDICES

COLLECTING AND SELECTING ♦ MINIATURES ♦

As many people coming into the game will be new to miniatures gaming, this chapter seeks to offer some advice to get you started in the hobby. Think of it as a crash course. While there are tons of advice online, much of it relies on you already knowing at least the basics. The advice below doesn't presume you own miniatures already.

I have opted not to recommend specific manufacturers here, since miniatures ranges (and companies) can stop production. Likewise, international shipping costs can be a challenge for many people. For these reasons, we've kept this advice more general. If you need advice on specific ranges, visit the Nordic Weasel Games Discord server, and ask for help.

Selecting a Scale

The first step is to choose what scale of miniatures you want to use. This is gamer-talk for how tall a normal Human figure is. **15mm** scale means that the typical Human is about 15mm tall to the eye-level. There is still considerable variation between companies in both height and bulk but generally, figures of the same scale will work fine together.

Note that you can mix scales in some cases: For example, a small creature in 28mm will make a nice big beast in 15mm.

While there are tons of scales, all with their supporters and detractors, the two recommend options for *Five Leagues* are 15mm and 28mm.

28mm (sometimes called 32mm or “heroic 28” for reasons that are outside the scope of this appendix) is the typical type of figure you see for many mainstream miniatures games. Most RPG figures are at this scale as well. These figures are usually highly detailed, and often quite beautiful. They also tend to be expensive, and take up a fair amount of storage space.

28mm is a well-established scale for skirmish gaming, meaning there is a wide range of options available. 15mm is an intermediate scale bridging the gap between the large 28mm figures and the 6mm and 10mm figures often used for massed warfare games. Fans view this as an ideal compromise, as you get figures that are quite cheap and which paint up quickly, while still being easy to identify on the table. Many modern ranges do look very good, but the smaller size of course precludes some of the heavy detailing that you would find in larger figures. 15mm is also extremely well supported, with a huge array of figures on the market.

Other scales are available with their own advantages, but for a combination of choices and suitability for skirmish gaming, the best starting point will be 15mm or 28mm, in the author’s opinion.

Selecting a Manufacturer

The next step is to decide where to source your miniatures. While most manufacturers producing the same scale are roughly compatible, there will be differences in height, bulk, and style. Most gamers use a variety of figures, but it is helpful to start with a supplier that has a good range of options so that you can get everything you need to start.

One thing to look for is whether you can get a good variety of figures suitable for character models, as well as assorted

fantasy creatures to fight. Remember, you can always change the surface details if you need. If you find a fantastic range of fish-people miniatures, go ahead and use them as the Old Kin instead of having them be lizard-people like in the book.

Don’t neglect companies that sell historical miniatures. Dark age and medieval miniatures ranges have tons of figures that are perfect for *Five Leagues*. You could even add flavor to your game by using specific styles of troops, such as Japanese, Vikings, or Russians.

Start Collecting

When you start playing, you can match your first purchases to the enemy you want to face in the campaign, or tailor the campaign to models you buy.

Try to pick out 3 “types” of enemy figures (for example, soldiers, undead, and non-Humans), and get 8-10 figures of each. You will want a few spare figures to represent various personalities as well. Don’t worry about trying to get everything, it is very common to “proxy” miniatures by using a spare figure to stand in for something you don’t have. For example, if you need 8 lizard minis but only own 6, you can grab a couple of random minis to fill the missing spots. When someone gets killed, just swap out the proxies with proper figures.

For your warband, you need 6 figures, but as characters tend to come and go you will eventually want more.

Don’t neglect picking up some bases as well. These are thin pieces of wood, plastic, or metal that the figure is mounted on for stability and ease of handling. Many figures don’t come with them included (or have very small cast-on bases that are frequently unstable).

If you are on a budget, consider checking for second-hand figures and terrain, either at the local store, online sites, or on forums. There is almost always somebody offloading old miniatures, and you can often get a pile of random stuff for cheap.

Gathering Terrain

You will also need terrain to fight around. Everyone starting out has made terrain by cutting out colored cardboard, paper, or felt (green for woods, brown for hills, blue for lakes, etc.), or by grabbing cardboard boxes and packaging material from around the house.

When you are ready to upgrade your table, the two options are to either build it yourself or purchase ready-made terrain, with many gamers combining the two methods. The seasoned gamer is always on the lookout for oddly shaped packaging that can be turned over and spray-painted to become temple buildings or similar, while a trip to the back yard will furnish any number of oddly shaped rocks that can be scattered around the table. Fields

and gardens can be created with carpet samples or cut up welcome mats. The opportunities are pretty much endless.

There is a huge array of terrain readily available to purchase as well, particularly in MDF (laser cut wood). A search online for your figure scale of choice and “terrain” or “MDF terrain” will start you in the right direction. Model trees can be obtained from hobby and model builder shops for a bit of natural feel. The pet store aquarium section will often have a wide array of bizarre-looking plastic plants and rock formations that can really drive home the fantastical vibe.

If you have access to a printer, paper terrain is readily available for sale (and occasionally even for free). These kits are printed out and folded, and produce very economic (and often very attractive) terrain features.

Once you have planned out and acquired a handful of large pieces, consider investing in some “scatter”: This can be any small terrain bits that can be strewn about to break up large empty spaces.





Spend some time imagining how it all goes together on the table. Having multiple pieces that seem right together can work wonders for making your table feel cohesive, and helps tell a story. Terrain is probably the most overlooked aspect of gaming, and a little effort here will absolutely transform your gaming experience.

When you are ready to go dungeon exploring, you can find a wide array of RPG-game dungeon floor tiles for purchase, as well as printable versions you can buy in electronic form, and then simply print out as many copies as you need. If you are a board gamer, you may already have options available on your shelf.

Don't neglect the simplest trick of all: A simple brown, grey, or green tablecloth underneath all of your gaming terrain. You can also get very nice custom-made gaming mats that you can roll out, but a simple cloth provides a lot of effect for very little cost.

Paints and Tools

Miniatures gaming represents multiple hobbies in one, with painting being something some people come to enjoy more than the actual game!

Paints for miniatures are usually acrylic-based. These paints are easy to work with, clean off with water easily, and are quite safe to handle. While you can find acrylic paints in craft stores, many companies produce paints specifically formulated for use with miniatures, and they tend to offer a much wider range of colors to pick from. The different brands are generally compatible with each other, allowing you to mix and match.

To get started, it is often easiest to buy a starter set from one of the manufacturers. This will give you an array of commonly used colors, and often comes with a brush. Pick up a couple of extra cheap brushes from the hobby store or craft store, grab a few extra pots of paint to bulk out your choices (if you are unsure, buy more brown and grey colors) and you will have a solid start.

There are many fantastic tutorials online teaching every step of miniatures painting, but if you are just starting out, you can get great “table-quality” results by following these simple steps:

1: Prime the figure. Priming means applying a basic layer of thin paint that allows the rest of the paint to adhere properly. You can buy primers from any paint manufacturer. Whether you prefer to use a spray can or brush is up to you. White primer will give brighter colors, black will give more muted colors. A pale grey is a nice middle ground.

2: Paint all the basic things: Clothes, uniform, armor, weapons, hands, etc. Paint each in the color you’ve chosen, making sure to thin down your paint a little bit. It’s fine to apply a second coat to cover properly.

3: Once it’s dry, go back and catch any mistakes and missed spots.

4: Apply highlights. You can do this by taking a slightly lighter color, or a bit of white or grey. Dip the brush, then wipe off almost all the paint until only traces remain. Then run the brush over the mini so the raised areas will pick up the paint. This is called “dry-brushing”, and is a simple way to brighten up raised areas, though it is by no means the only way.

Any paint can be used for this purpose, but purpose-made “dry paints” are available too. This method also does wonders for heavily textured surfaces, such as fur or maille armor. Practice a little on a few bits of plastic sprue to get the technique down.

5: Wash or shade. Washes (sometimes called “shades”) are watery, very rich with pigments, and will pool in the recesses of a figure to add definition, as well as provide a bit of shading in general. They also tend to make things look a bit

more grimy and “real”. You can make your own, but when starting out, I highly recommend buying a few different types. Washes exist in a variety of colors from browns to blacks to metal colors.

6: Do the base. At the very least, paint the base an even green or brown. Leaving the base unpainted will make your hard work appear unfinished. The simplest way to get pleasing bases is to spread a thin layer of pva glue (the white glue common in schools) over the base, and then spread flock or static grass over it. You can get ready-made flock in a range of colors, and they can often be mixed for more variety. If you are budget conscious, spread sand over the base, and when it has dried completely, paint over it in green, then dry-brush with yellow. This method was common in gaming magazines of the 1990s and may bring a few smiles to people who notice. Finally, you can buy ready-made modeling products that will dry looking like dirt and mud.

Alternatives to Miniatures

Of course, you may not be interested in miniatures, or you may be desperate to play while waiting for your figures to be delivered. If so, alternatives might include printing out character faces as board-game style tokens, “paper minis” (which are flat stands with often impressive character art), raiding some old board games for figures, or cutting out paper squares and writing “Mystic” on them.

If you are digitally inclined, “virtual tabletops” have exploded in both popularity and usability in recent years. These allow you to set up and play tabletop games on the computer without needing to clutter up the entire kitchen with little orcs and elves. The downside is that they can require a fair bit of work to get set up.

♦ CONVERTING OLD CHARACTERS ♦

If you have characters from prior versions of the rules, they can be converted using the following process:

Status

- ◆ Follower, Hero, and Avatar status all remain the same in the new system.
- ◆ Hangers On have been converted into Followers. Retainers lose their status.
- ◆ Rulebook characters are considered Human.
- ◆ Non-Human characters retain any current special rules (see “Traits”, below) but do not receive any new or additional rules.

Ability Scores

All ability scores are retained, even in cases where a score exceeds the current allowed amount.

Experience

- ◆ Tally up the total number of advances obtained. The character is assumed to have the lowest XP amount that would grant this number of advances.
- ◆ Converted characters do not receive any special functions for advancement rolls already obtained (such as becoming *Loyal*

or triggering Enemy Plans) but will earn them normally, going forward.

Items

- ◆ All weapons, armor, equipment, and enchanted items adopt the rules from this 3rd edition rulebook. Note that some items, particularly herbs, have been renamed.
- ◆ Items that no longer exist can be retained, if the rules are still compatible, or can be replaced for the closest current equivalent.

Skills

Characters with skills should swap existing skills for the closest current equivalent.

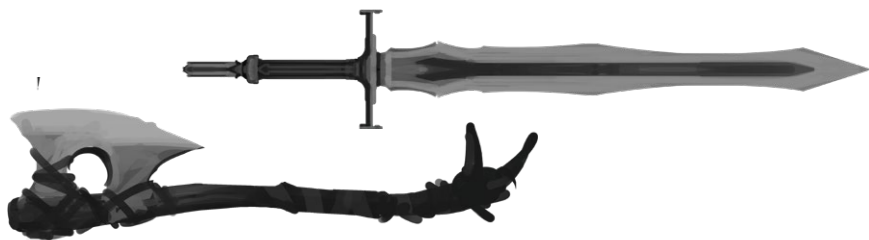
Skills that have combat benefits (particularly those obtained from scenarios) can be retained as is, as a legacy reward, or replaced as above.

Traits

Characters with special rules or unique abilities (collectively “traits”), retain them. Apply any house rules needed to address rules differences.

Other Factors

Gold, Story Points, and other non-character factors are transferred over directly.



◆ GAME ADJUSTMENTS ◆

Five Leagues from the Borderlands is aimed at a particular curve of difficulty as you play through the game. However, as you get a bit of practice, you may wish to tweak the level of challenge the game provides, either upwards or downwards. This section offers adjustments that can be made to gameplay.

Feel free to apply any of the following options, which are broken into **difficulty decreases** and **difficulty increases**. Assigning these -1 and +1 values respectively, you can add up these scores to gauge the overall difficulty of the adventure you are embarking upon. You can use this as a challenge to see how difficult a campaign you can finish.

A completely unmodified campaign would be a final difficulty value of **0** of course.

Using these options, the highest difficulty rating is **17** (good luck!), and the easiest possible game is **-4**.

Difficulty Decreases (-1 each)

Shorter campaign

When creating your campaign region, make the initial Threat Levels **5, 4, 3** instead of **6, 5, 5**.

Fewer enemies

Reduce the final size of all encounters by **1 figure**.

Easy living

When rolling for Upkeep Costs, reduce the final score by **1**.

Storied heroes

Begin the campaign with **3 additional Story Points**.

Difficulty Increases (+1 each)

Rare courage

You begin the campaign with **1 Hero** and **5 Followers**.

More enemies

Increase the final size of all encounters by **1 figure**.

Scaling foes

Increase the final size of all encounters by **1 figure per warband member with a +2 Combat Skill**.

Rain of arrows

Enemy figures do not run out of ammunition for ranged weapons.

Lonely quests

Once a Quest has started, you cannot recruit new warband members until it is completed. This does not affect new characters who were gained due to campaign events.

Final quest

When you have cleared every Threat from the region, you automatically receive a Quest. This must be completed to finish the campaign. Once the Quest is received, increase the final size of all encounters by **1 figure**.

Under siege

If you encounter a Unique Foe in battle and do not slay them, you must roll on the **Enemy Plans Table** afterwards.

Enemy champions

Whenever an enemy knocks out a warband member in melee combat, roll **D6**:



D6 Result	Increase
1	Increase Speed by +1 / +1.
2-3	Increase Toughness by +1.
4-5	Increase Combat Skill by +1.
6	Increase Armor by +1.

A given enemy figure can only obtain a single increase during a battle.

Blood rites

Whenever a warband member is knocked out, the closest Wounded enemy is immediately healed.

Money is tight

You receive only **1 campaign activity** per campaign turn. You must pay **1 Gold Mark** to receive a second campaign activity during the campaign turn.

The chosen few

Your warband can never have more than **6 members**. Secondary characters that travel with you for the purpose of a job do not count towards the limit.

Slower progression

The “Enemy leader slain” and “Heroic slayer” XP awards are not available.

Progression cap

No character may gain more than **6 advancement rolls**.

Death calls

An unmodified roll of **01-10** on the **Injury Table** or **Flight in the Dark Table** results in the character dying, and no items can be used to reroll, revive, or otherwise save them.

Deny the dark arts

You may not employ a Mystic at any time.

A tale forgotten

You begin the game with only **1 Story Point**.

Gritty world

You receive only a single “Stars of the Story” option: One use of “What about old friends?”

◆ DESIGNER NOTES ◆

The road to the 3rd edition of *Five Leagues from the Borderlands* has been hard, bloody, and grim. Well, okay, it wasn't – it was a lot of fun to do, but it was still a lot of work. The intention was always that *Five Leagues* would be both similar to *Five Parsecs*, and distinct from it. One of the advantages this time was that I had both the experience from the two prior editions of the *Five Leagues* rules, and the much wider launch of *Five Parsecs from Home* 3rd edition.

Players coming from *Five Parsecs* will, of course, find much they recognize: After all, the two games do run on the same game engine, and characters are even compatible to a large extent.

Hand to hand combat is a much more involved process as befits a fantasy game: After all, if most combat takes place with sword in hand, then it should feel exciting.

Much has been written online about “tight” versus “swingy” combat systems and dice types. The choice of a **D6** has remained intentional to provide a fairly small range of random values, while character skill (for a seasoned character) is a major factor. The two key features of combat (characters moving around during combat, and the “exchange” system) have precedent in other games (the *Inquisitor* miniatures game for the former, and the Swedish roleplaying game *Eon* in the latter, for example) but they add a cinematic flavor to proceedings.

With the new edition, the big focus was to give more of a feeling of adventure, of traveling around and being part of a big, breathing world. New mechanics like the Quest system and the map revolve around

this approach. I hope you'll agree that the map in particular will change the way in which your game comes alive.

What stood out after the *Five Parsecs* launch was how much people got into sharing their solo games. Solo miniatures gaming has absolutely come of age and “social solo” is a great way to both play games on your own time, and have the involvement of other people. Whether it is people linking their campaigns together, or just posting their write-ups and stories, solo games are no longer a solitary experience.

I hope you enjoy this new edition of the game, whether it is your first, or you are an old veteran of the dark woods and the grim marshlands. Remember, if your first encounter is with the Torn Flags, it's usually time to run.

– Ivan Sorensen

*And so here we found
ourselves, surrounded by the shadows
that lurk in the night, with sword in hand
and the light of a flickering torch.*

*Maybe it was always meant to end here.
After all, not every story can end well,
right?*

*It seemed they were getting ready to
charge again. This was it. The gate would
hold once more, choked with the bodies of
the slain.*

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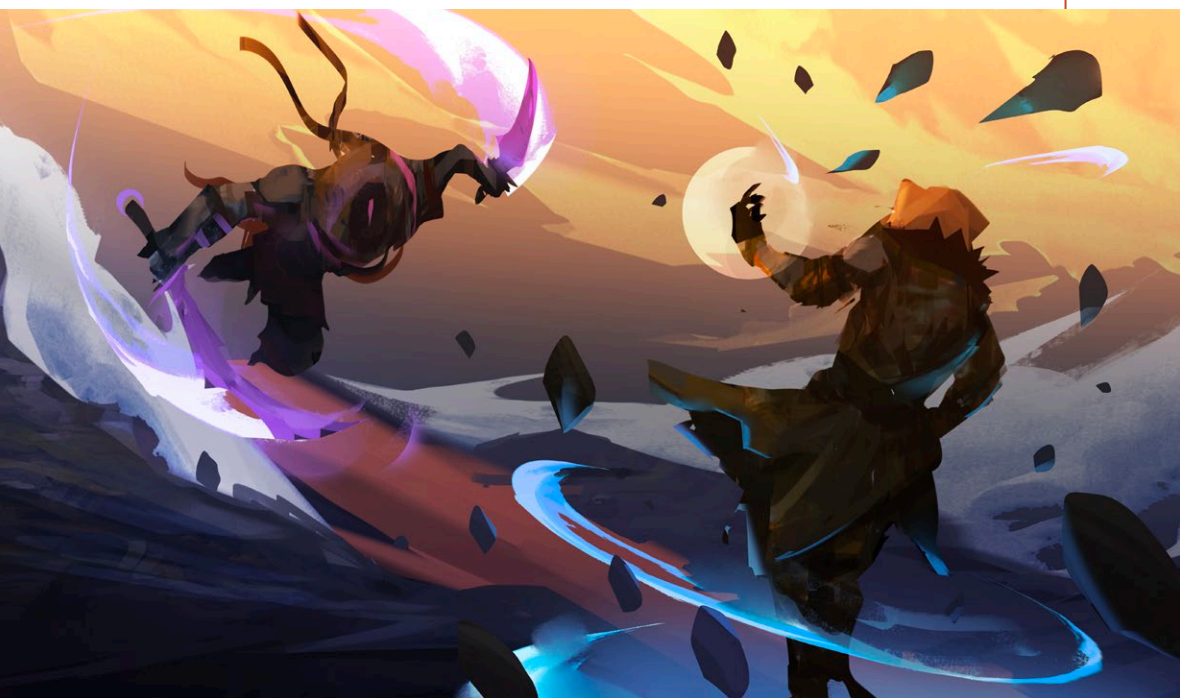
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CAMPAIGN TRACKING SHEET

Hidden Locations

Quest and Contract Notes

Adventure Points

Friends Known

Threat Levels

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Player Notes

Delve Notes

FIVE LEAGUES

FROM THE BORDERLANDS

WARBAND ROSTER SHEET

Warband Name _____

Region _____

Gold Mark _____

Current Location _____

Story Points _____

Equipment Stash

Backpack

Name _____ Origin _____
Agility _____ Speed _____ Combat _____
Tough. _____ Luck _____ Will _____ Casting _____
Proficiencies & Spells _____
Equipment _____
XP _____ Level _____

Name _____ Origin _____
Agility _____ Speed _____ Combat _____
Tough. _____ Luck _____ Will _____ Casting _____
Proficiencies & Spells _____
Equipment _____
XP _____ Level _____

Name _____ Origin _____
Agility _____ Speed _____ Combat _____
Tough. _____ Luck _____ Will _____ Casting _____
Proficiencies & Spells _____
Equipment _____
XP _____ Level _____

Name _____ Origin _____
Agility _____ Speed _____ Combat _____
Tough. _____ Luck _____ Will _____ Casting _____
Proficiencies & Spells _____
Equipment _____
XP _____ Level _____

Name _____ Origin _____
Agility _____ Speed _____ Combat _____
Tough. _____ Luck _____ Will _____ Casting _____
Proficiencies & Spells _____
Equipment _____
XP _____ Level _____

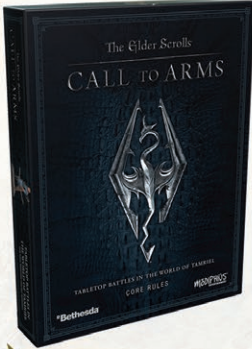
Name _____ Origin _____
Agility _____ Speed _____ Combat _____
Tough. _____ Luck _____ Will _____ Casting _____
Proficiencies & Spells _____
Equipment _____
XP _____ Level _____

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♦ QUICK REFERENCE ♦

Proficiency Tests (p.52)

Roll 2D6. Proficiency tests are indicated by a **target number** preceding a **skill** name shown in brackets. If an eligible character has that skill, add +2 to the dice roll (+1 for Mystics). A result *equal to or above* the target number is a success.

Battle Round Sequence (pp.29-30)

Count number of warband characters and allies on the table; Roll that many D6, then assign each die result to a different character.

Those assigned a die result *equal or below* Agility act in the **Quick Actions Phase**.

All enemies will act in the **Enemy Actions Phase**.

Those assigned a die *above* Agility act in the **Slow Actions Phase**.

Actions (p.30)

A figure may take a **Move Action**, then perform *either*:

(a) **A Non-Combat Actions:** (see p.38): *Dash, Use, Ready Weapon, Interact, Keep Down!*, or *Anticipate*.

(b) **Melee combat:** See below.

(c) **Ranged attack:** See below.

Melee Combat (p.40)

The character who initiates the combat has the **initiative**, and is the **attacker** in the opening exchange. There are commonly **3 exchanges** fought during a melee round.

Roll D6 for each character, adding their **Combat Skill**.

If **Attacker** has *higher* score, they strike a blow and remain the Attacker in the following exchange. Note: whether this blow counts as a Hit may depend on chosen tactic.

If **Defender** has *higher* score, they avoid harm and become the **Attacker** in the following exchange.

On a **draw**, Defender retreats 1", Attacker remaining in place, and the melee ends.

Tactics (optional) (p.40)

Fight defensively: Roll twice and pick best roll; Inflicts no Hits; Negates *Counter Attack*.

Fight evasively: Roll normally; Inflicts no Hits; May move 2", Negates *Counter Attack*.

Fight furiously: Not selectable if enemy has *Counter Attack*; Roll normally:

Win = +1 to **Overcome Armor** OR **Overcome Toughness**;
Lose = suffer Hit.

Counter Attack (p.41)

Counter Attack = strike a **Hit** when winning an exchange, even when **Defending**.

Characters may *Counter Attack* if: on higher ground than opponent; if fighting across obstacle; if opponent is standing in *Difficult* ground or water; or with weapon, ability, or trait granting *Counter Attack*.

Parry (p.42)

If a character with *Parry* rolls a **natural 1** when defending melee, they deflect the blow.

Combat Bonus (p.42)

A **Combat Bonus** adds +1 to **Combat Skill**. It is awarded if the opponent is *Stunned* or has an ally within 1".

Ranged Attack (p.39)

Make a single D6 attack per shot. If the attacker did not move, add the attacker's **Combat Skill**.

Movement restrictions

Characters intending to make a ranged attack cannot move above **half** their movement **Speed**. Characters intending to shoot a *crossbow* must remain stationary.

Enemy Activation Order

Enemy ranged troops act before enemy melee troops.

Within each type, start with the figure closest to the player's battlefield edge and work backwards until every enemy figure has acted.

Enemies use the following ranged targeting priorities:

1. Closest target **within 8"** of the shooter.
2. Nearest opponent with ranged weapon.
3. Closest target.

To score a Hit:

Roll D6, and try to reach or beat the target number:

Within 6" and in the open	3+
Within weapon range and in the open	5+
Within weapon range and concealed or behind Cover	6+

A stationary shooter adds their **Combat Skill** to the roll. A **natural 1** always misses.



Resolving Hits (p.43)

A **Hit** is +0 / +0 unless clearly listed otherwise.

Overcome Armor

Roll **D6** and add any **Overcome Armor** bonus.

If the total **equals** the target's **Armor** rating, they are **Stunned**, and the attack fails.

If the total is **higher than** the target's **Armor** rating, roll **D6** to **Overcome Toughness**:

Overcome Toughness

If the **D6** roll is a **natural 1**, the target is **Stunned**.

If the roll is **2-6**, add any **Overcome Toughness** bonus.

If the total is **higher than** the target's **Toughness** rating, they become a casualty and are removed from the table.

If the total is **equal to or below Toughness**, they are **Wounded** and **Stunned**.

Armor (p.62)

Armor	Armor Rating
None	0
Light	1
Partial	2
Movement slowed by -0"/-1"	
Full	3
Movement slowed by -0"/-2"	
Knight	3
Cannot Dash. Enemies cannot use any Overcome Armor bonus.	
Shield	+1 Armor vs ranged attacks
May <i>Parry</i> vs melee strikes	
Helmet	—
Rolling a doubles on the Injury Table = knocked out	

Enemy Morale Checks (p.51)

Roll **D6** per enemy figure removed and tally number of **natural 1s** and **natural 2s**. These are **Morale Failures**. For every Morale Failure, removed one enemy figure from play. Remove figures closest to the enemy battlefield edge first.

Enemy Leaders will not run unless there are **fewer than 4** enemy figures remaining. Aberrations and Undead never check Morale.

Weapons (p.60)

Weapon	Type	Overcome Armor/Tough.
Improvised weapon	Melee	-1 / -1
Also use for unarmed attacks.		
Light weapon	Melee	-1 / +0
A dagger, cudgel, working tool, or similar.		
Self bow	Ranged 18"	+0 / +0
<i>Bulky; Limited Ammunition.</i>		
Sling	Ranged 10"	-1 / +0
Never runs out of ammunition.		
Staff	Melee	-1 / +0
<i>Parry</i>		
Standard weapon	Melee	+0 / +0
Requiring only modest skill; Easily wielded in one hand.		
Bastard sword	Melee	+0 / +1*
This profile can also be used for large war axes.		
Crossbow	Ranged 24"	+1 / +0*
<i>Bulky; Limited Ammunition.</i> The character cannot move and shoot in the same Action.		
Fencing sword	Melee	+0 / +0*
<i>Parry</i>		
Longbow	Ranged 24"	+0 / +0*
<i>Bulky; Limited Ammunition.</i>		
Throwing knives	Ranged 9"	-1 / +0*
Characters may add their Combat Skill, even if they moved. Single-use, but recovered after the battle if you <i>Hold the Field</i> .		
Warhammer	Melee	+1 / +0*
Profile also suits heavy, thrusting swords.		
War spear	Melee	+0 / +0*
The wielder may always Counter Attack in melee combat. Any long spear, pole arm or long-hafted weapon.		

*Treat as +0 / +0 for Followers.

FIVE LEAGUES FROM THE BORDERLANDS

• 3RD EDITION •

The last tomb was crawling with Grave Walkers, the Tower held a fey sorcerer, we lost Tring there, blasted by eldritch fire, while Artum fell as we ran from the trolls of the deep woods. But for now, the village is safe. Tonight, we'll restock the gear and recruit any travelers from the inn who fancy a share of the coin. Tomorrow we'll take the woods, then bring down that cursed tower for good. Maybe then we can rest, but there are already worrying rumors from the next valley...

Five Leagues from the Borderlands is a solo adventure wargame where you take the role of a warband of heroes and adventurers, and explore a grim world full of monsters, enemies, creeping malice, and exciting quests.

The whole campaign is generated procedurally, with each battle created from over 100 different enemy types, 17 unique foes, and 6 scenario types that can play out in a wide number of ways. As you play, you will explore the game world, discover new locations, and take on quests and jobs. Your warband will gain in experience and power and find wondrous loot... or die gruesomely in brutal combat.

The game is playable with any miniatures you may own and can be played on a 2x2 foot or 3x3 foot gaming table, making it ideal for players who are just getting started on fantasy gaming or for whom this is their first miniatures game. All you need is 6 figures for your heroes and a handful of suitable enemies to fight.

- ◆ Fast-moving miniatures-agnostic rules, developed specifically for solo and co-op adventure wargaming, with a procedurally generating campaign world. All you need is a handful of six-sided dice, a pair of percentile dice, some paper and pens.
- ◆ Create a warband of hard-as-nails adventurers, whether human or one of 5 other origins, and follow their story! Develop their skills, gain spells and magical weapons!
- ◆ Explore and map out the game world, meet people on the road, discover ancient ruins, fearful villages, and brooding lairs, all the while engaging in desperate battles.
- ◆ Undertake epic quests, face off against fearsome monsters, and foil enemies plans as they are revealed to you.
- ◆ A host of random tables and systems provide unexpected challenges, and seeds for new adventures in a living, breathing world that unfolds before your eyes.
- ◆ Includes several options to tailor the game difficulty to your tastes, as well as mechanics to add your own narrative elements.

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