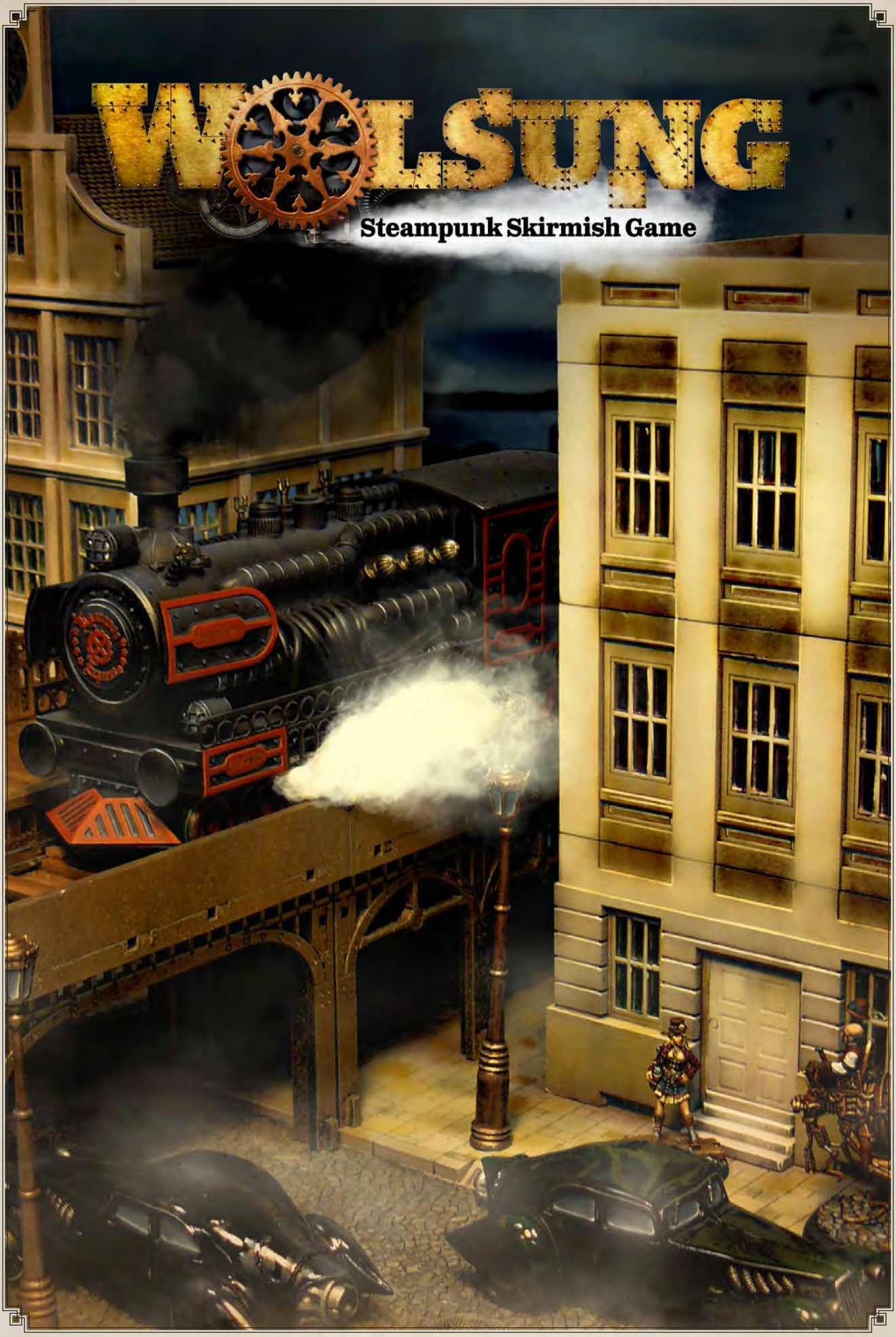
WOLSUNG

Steampunk Skirmish Game



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WHAT IS WOLSUNG SSG?

THE WOLSUNG STEAMPUNK SKIRMISH GAME IS A MINIATURE COMBAT GAME, WHERE CLUBS OF EXTRAORDINARY LADIES AND GENTLEMEN, AS WELL AS SHADOWY ORGANISATIONS AND AGENTS OF OBSCURE POWERS, SOLVE THEIR DISPUTES BY BLADE AND GUNSHOT RATHER THAN DISCUSSION. EACH GAME REPRESENTS A POINT WHERE PATHS OF TWO OR MORE SUCH CLUBS CROSS WHILE THEY WORK ON THE SAME GOAL, BUT FOR OPPOSITE PURPOSE. AS SUCH, THE CAREFUL DEDUCTION AND DATA GATHERING AS WELL AS SOCIAL MEETINGS THAT LED THEM TO THIS POINT ARE LEFT FOR WOLSUNG ROLEPLAY NARRATIVE; A GAME OF WOLSUNG SKIRMISH GAME REPRESENTS THE POINT WHERE THE OUTCOME IS DECIDED BY A KEEN EYE, REFLEXES AND A BIT OF LUCK.

WHAT DO YOU NEED TO PLAY?

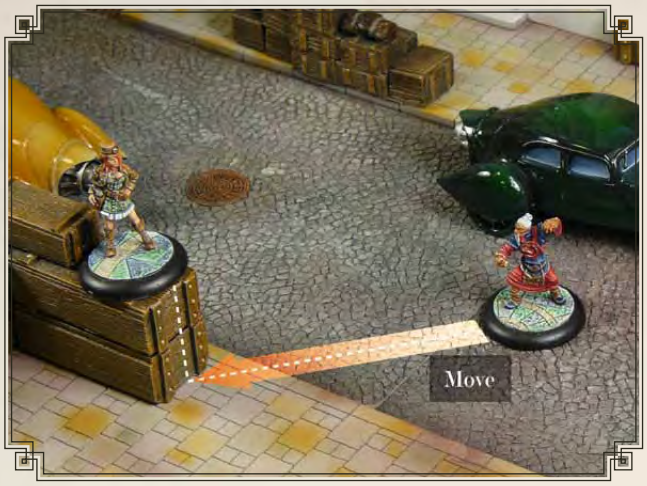
In order to play, you'll need at least two players, each controlling a number of miniatures forming a club, a flat surface of roughly 3ft by 3ft (36"x36"), several six-sided gaming dice (D6), a measuring device and some terrain to represent the surroundings of particular scenarios.

SOME BASIC TERMS:

Success - a dice roll of 4, 5 or 6.

Measuring Distances - All distances are measured in three dimensions. When checking the distance between models, measure from the nearest edge of each model's base.

Measuring Movement – It is important to note, that movement, unlike everything else, is always measured in two dimensions.



Model - a model is a physical representation of a character in a Wolsung Skirmish game. A model is always mounted on a base and any distances from or to a model are measured to the nearest edge of it's base. Models can be Heroes or Henchmen.

Battlefield - the gaming area, usually 3ft by 3ft (36"x36") and covered with terrain.

Base to Base contact – In order for the models to be in BtB contact, the edge of the model's base needs to contact another model's base edge or it's base vertical projection up to the height of the top of the model's head.

MODEL CHARACTERISTICS

Models can be Heroes or Henchmen.

Heroes are extraordinary individuals with unique abilities and gadgets and are best compared to Player characters in an role playing game.

Henchmen are the common folk, servants, minions, and ordinary people that somehow ended up working with Heroes. They do not possess any heroic capabilities but come by the dozen.

Each model is described with a profile, listing all of it's characteristics in a following order:

An exemple of a profile of an ordinary human:

A	M	F	S	G	R	W
2	5	3	3	3	3	9

A - Actions - the model is allowed to perform up to this many various in-game actions such as Move, Shoot etc in it's turn.

M - Movement - is an amount of inches the model may move per each A spent

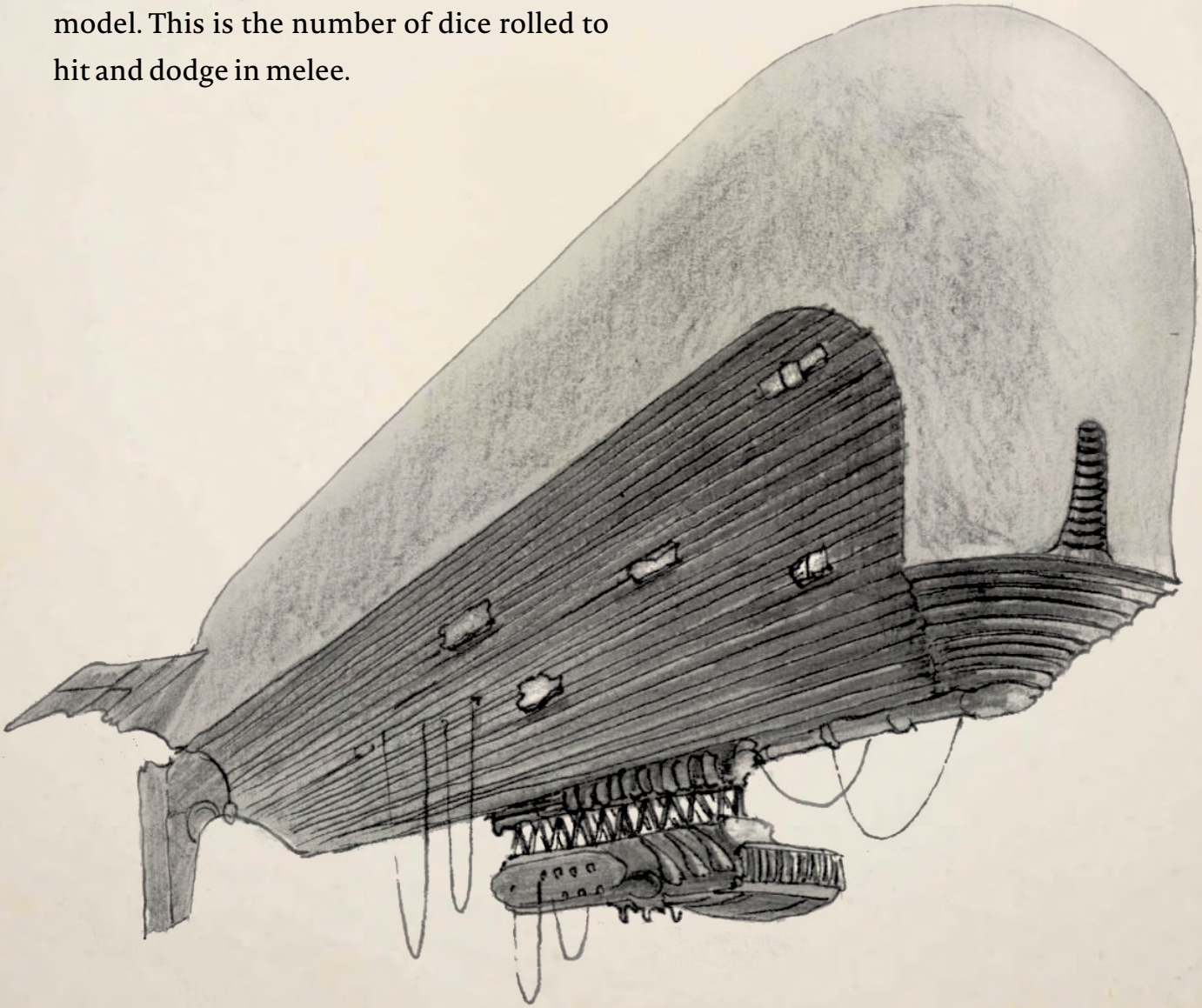
F - Fight - the close combat ability of the model. This is the number of dice rolled to hit and dodge in melee.

S - Strength - the physical strength of the model. This is the amount of damage the model inflicts in melee each time it hits.

G - Guns - ranged weapon handling skill. This is the number of dice rolled to hit with a ranged weapon.

R - Reflex - agility of the model. This is the number of dice rolled to avoid being hit from afar.

W - Wounds - the amount of damage the model may suffer until he is killed. When a model is reduced to 0 W it is removed from the battlefield.

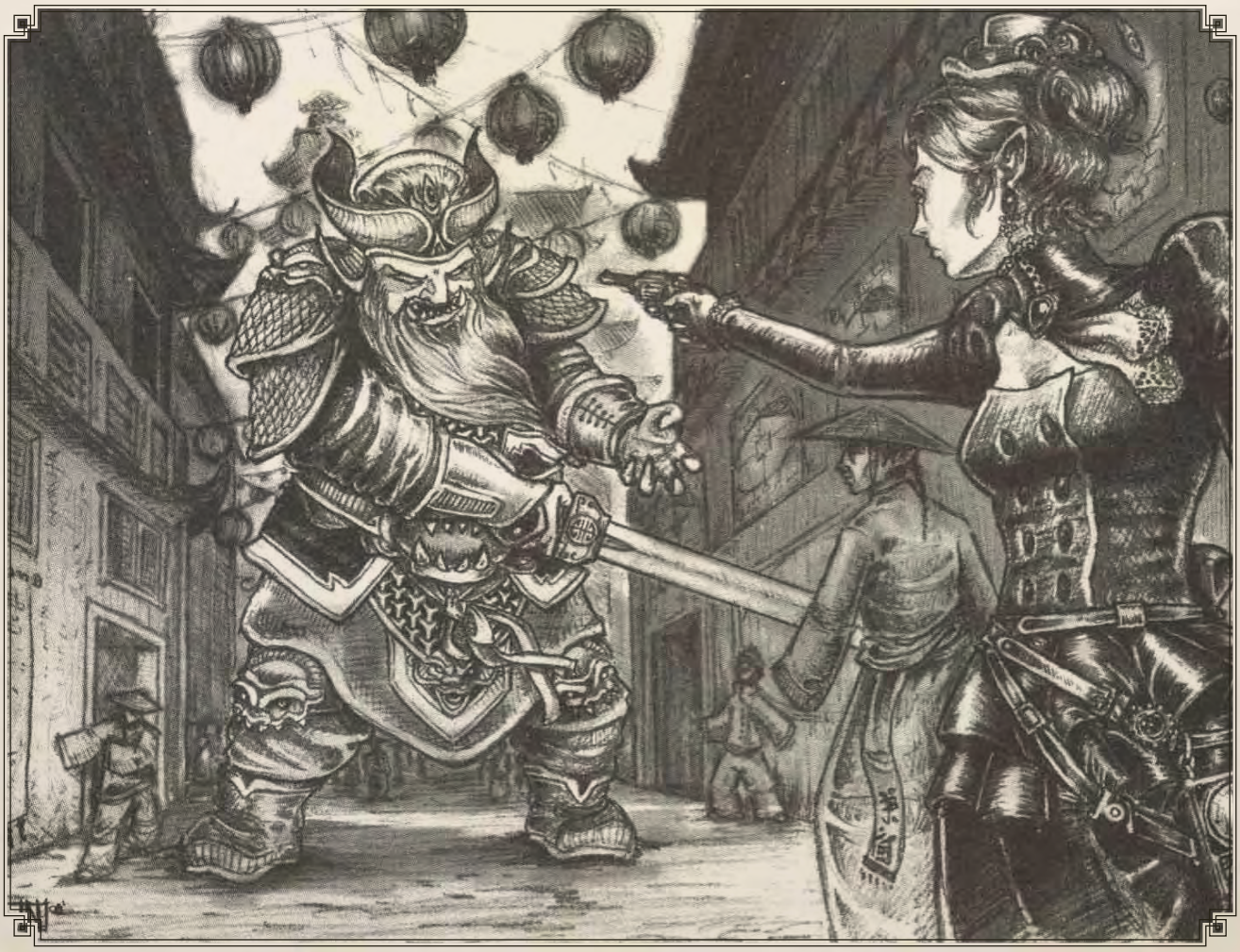


THE START OF THE GAME

Before the game, both players choose the Clubs they want to field. Agree on the number of Heroes each side will be able to use. This defines the scale of the engagement, as each Hero has a number of Assets he or she can bolster the Club with. You can use the positive number of Assets to buy Henchmen and various items. The number of Assets cannot be lower than 0.

Choose a scenario, set the terrain and shuffle a standard 52 gaming card deck. Each player draws 3 cards. Make an Initiative Test. Player who wins the test chooses deployment zone and deploys the models on the battlefield first. The other player then deploys his models in the deployment zone opposite.

After all the models are deployed, you may use any "**at the start of the game**" abilities. The game now starts and proceeds for a set number of Game Turns or until victory conditions are met by either player.



GAME TURN

I. Start of the turn

II. Phases

1. InitiativeTest
2. Draw a card
3. Who goes first
4. Choose a model
5. Activation
6. Go Back To 1 - Initiative Test

III. Surplus Activations

IV. End of the turn

The start of the turn is a part where some effects occur, listed by various special rules. Also, each player draws as many cards as the number of Heroes they initially fielded.

Phases - a game turn consists of a number of phases. In each phase every player Activates one of his models. The order by which models are activated each phase is decided by Initiative. Each model can only be Activated once in a game turn.

The whole Phases step of the Game Turn is repeated until all but one player runs out of models that can be Activated this turn. Any surplus models the other player might have left to Activate yet are Activated in the Surplus Activations.

Initiative Test - At the start of every phase players make an Initiative Test: each player chooses one of his cards and plays it face-down. All cards are then revealed simultaneously. The player who played the highest card has the Initiative.

Draw a card - Each player draws exactly one card, starting with the player who has the initiative.

Choose a model - The player with Initiative picks one of his models to activate this phase, then another player picks one of his models (in a clockwise order if there are more than two players), until all the players have picked exactly one model each to Activate this phase.

Activation - The chosen models are Activated in the same order they were picked in.

Go Back To 1 - Initiative Test - if after Activations at least two players have at least one model to activate yet. Otherwise, proceed to Surplus Activations

Surplus Activations – if only one player has more models left to Activate, they are Activated one at a time in the order decided by the player until there are no more models to Activate this turn. There is no need to make more initiative tests.

The end of the turn is a part where some effects occur, listed by various special rules.

CARDS

In Wolsung SSG gaming cards are used for a number of purposes.

The cards' value is only used for the purpose of Initiative Test to decide who goes first each phase and is as follows:
Standard card value (e.g. 9 is higher than 8), with Ace being higher than the court cards.
If cards of equal values are played, then their colours are used in the following order:

1. Spades
2. Hearts
3. Diamonds
4. Clubs

Initiative Test - At the start of every phase players choose one of their cards;The player who played the highest card has the Initiative.
Aside from Initiative Test, the cards may be discarded to allow Hero models make Heroic Actions:

Heroic Move - Allows the Hero model to move unimpeded by terrain.
Heroic Recovery - Allows the Hero model to quickly stand up.
Heroic Deed [ranged] - Allows the Hero model to use or be protected against ranged weapons and spells more effectively.
Heroic Deed [melee] - Allows the Hero model to use or be protected against melee weapons more effectively.

If two Hero models of opposing factions are involved in a test, both players can opt to make a Heroic Deed. The first to discard a card is the player who lost the test. The players may discard one card at a time in turns until any player pass. The other player may then discard any number of cards until he also passes. The total number of successes is counted after both players pass.
When an attack allows to target more than one model, a new Heroic Deed has to be called for each and every model affected.

ACTIVATION

In Wolsung SSG, players alternate moving and acting with their models, one model at a time, in each game turn. Moving and/or acting with a model is called this model's Activation. Each model can be activated only once every game turn.

Every model has a number of Actions, usually 2, at their disposal each activation. Once a model is activated, it can do a number of things equal to the number of it's Actions in any order the player pleases. For example, a model can move and then shoot, move twice, or remain in place and shoot twice, provided it has 2 Actions on it's Characteristic Profile.

Action - A model makes one of a number of possible types of Action, for instance moves, shoots or casts a spell, making all the required tests. All the effects, dealt and suffered damage, are applied after the Action is resolved.

For example, crippled John shoots a zombie while standing in flames. The damage from flames is applied only after the shot is completely resolved.

First declare the chosen Action, then allocate any dice if allowed to, then measure ranges.

Possible types of Actions:

- Move
- Charge
- Fight
- Shoot
- Cast a spell
- Special Action

Special Actions: Some models have their own special actions. If an Ability has an [A] next to its name, you have to spend an action to use it. If it has Quick in its description, you may make a Move in the same action (see page xxx)

Whenever there is more than one model allowed to be activated at the same time, make all the Actions of one of these models before making any actions of the other model(s).

MOVEMENT

Action: Move - move the model up to it's Movement value in inches. A model may never move through other models unless specifically stated. You cannot end Movement in a place where there is no room for the model's base or in BtB with an enemy model.

Measuring – Movement distances are measured in two dimensions. When checking the movement distance , measure from the nearest edge of the model's base, along the line parallel to the battlefield.

Moving as a part of other actions - whenever a model is allowed to move and do something else as a part of it's Action, such as casting a spell or using special ability, always complete the movement before making the other activity.

HOW DOES TERRAIN AFFECT MOVEMENT?

Models move up to their Move characteristic value in inches in each Action they spend moving over open ground. Most of the surface of the playing area will usually be an open ground - grass, dirt, cobblestones, etc. Low hedges and walls, barrels and crates of up to 1" height and 1" across are also treated as open ground.

Models may move up to half of their Move characteristic in inches horizontally for each Action they spend moving over rough ground. Terrain features such as water, ruins, walls, barrels and crates of over 1" height and 1" across but no more than 3" high. This represents the model moving vertically in addition to horizontal movement.

Walls, enclosed buildings and terrain features higher than 3" should usually be classified as impassable ground - normally models may not pass through them (unless using Heroic Move).

Elevation - Models may enter levels higher or lower than 3" via ladders by moving as in rough ground, or stairs by moving as in open ground. There must be room for a model's base at the end of the access point. Note, that model's vertical movement distance may not be greater than it's base M in inches.

Placing Terrain - When placing terrain on the battlefield, there are several things to consider:

- At least 50% of the battlefield should be covered in terrain features. At least 50% of these should be Elevated Terrain (Buildings, walkways, etc at least 3" tall).
- Placing Elevated Terrain on the edges of the Battlefield will make any shooting models totally dominate the game.
- Placing Elevated Terrain mostly at the centre of the battlefield makes for a more interesting game.

- The Elevated Terrain should block some movement paths, but at the same time form alternative routes to be explored by the models with Heroic Move ability.
- There should be numerous Access Points (stairs, ladders) to allow every model to access at least some portions of Elevated Terrain. Not every Elevated terrain should be easily accessible.

Some terrain features may be dangerous or damaging (hot pipes, crates of dynamite, pool of acid) - the special rules will be given in their description.

SHOOTING

A model may Shoot if it has a ranged weapon, performs a Shoot Action and has Line of Sight (LoS) to the model he or she wants to shoot.

Line of Sight (LoS) - an unobstructed straight line from one model's head to any portion of another model's body (ignoring weapons, hats, umbrellas, mechanical accessories and bases).

An example of a ranged weapon's profile:

Name	Strenght	0-8*	8-16"	16-24"	Notes
Pistol	4	+1	-1	-2	Quick

HOW TO SHOOT A TARGET?

1.Choose a Target in LoS

2. Check the distance between the models

3. Roll the dice:

a Defender chooses a Reaction:

-Hold Nerves: The model remains steady and calm.

-Dive For Cover: The model immedi -ately becomes Toppled.

b) Roll the dice:

The Active Model rolls a number of dice equal to it's Guns modified as follows:

- weapon's Range modifiers
- weapon's special rules
- elevation bonus

The Target model rolls a number of dice equal to it's Reflex modified as follows:

- elevation bonus
- cover

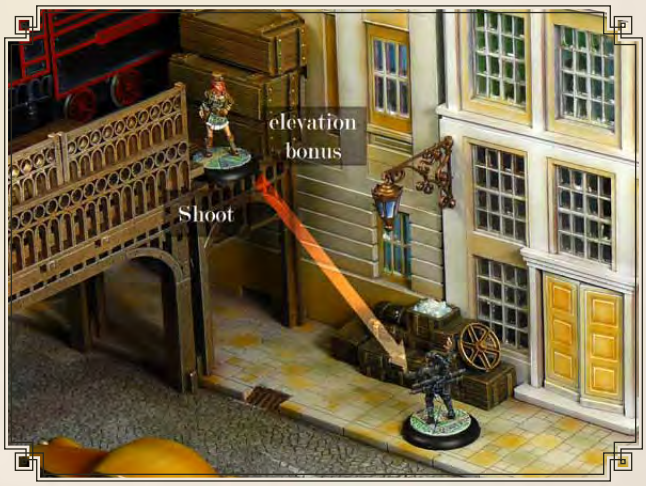
If the shooting model scores equal or higher number of successes as the target model, the shot hits and damage is applied to the target. Otherwise it's a miss.

Weapon's Range modifiers: Check the distance between the shooting and target model. Look at the columns in Ranged Weapon's profile. If the model is closer or equal to the range in the first column after the weapon's name, apply the bonus from this column. If not, move to the second column and do the same. If the distance is bigger than the distance written in the last range column, the shot automatically miss.

Cover[x]: The number is a positive modifier to model's Reflex value. When the model is partially obscured from *Line of Sight* (*LoS*), it gets a *Cover*[1]. When the model is obscured from *Line of Sight* (*LoS*) in more than 50% it gets a *Cover*[2]. Some specific special rules may change the way cover is applied to some models. Toppled Model always double any advantages of *Cover*, for example when partially obscured, they gain *Cover*[2].

Elevation bonus:

- A model benefits from +1G when targeting a model on a lower elevation (at least 3").
- A model benefits from +1R when targeted by a model on a lower elevation (at least 3")



Applying damage

The model hit suffers damage equal to weapon's Strength modified as follows:

- Armour
- Critical hits

Damage - This is the number of Wounds a target model loses when hit with an attack. It is equal to S of the weapon plus the number of critical hits minus the Target's Armour.

Armour[x] - The number is a negative modifier to any Damage a model receives.

Critical Hit - Every success the shooting model rolls over number rolled by the target model. Each Critical Hit modifies the damage the target model suffers by +1.

Shooting into melee - it is possible to shoot at an enemy model in BtB with a friendly model. However, there is a chance of hitting the friendly model! Make the shooting attack as normal, but roll for the Reflex of every model in BtB with the target model. The model that rolls the least number of successes is the target. If there are more than one models with the least number of successes, the owner of the shooting model decides which one of them is the target.

If there is a model on larger base involved in a melee, all models on smaller bases gain +1R for purposes of shooting into this melee.

WEAPONS MAY HAVE THE FOLLOWING SPECIAL RULES:

Move Penalty [x] - when shooting this weapon in the same Activation that the model has already made a Move or Charge Action, model's G is reduced by x to a minimum of 1

Quick - when using this weapon it is possible to perform a Move Action followed by a range attack at -1 Guns.

Fast shot [x] - as a part of one Shoot Action a weapon may fire up to x times. Each subsequent shot is resolved at a cumulative -1 Guns.

Armour piercing [x] - when inflicting damage ignore x points of Armour on the target

Gruesome Damage - The weapon with this rule deals +2 damage, instead of +1, for each Critical Hit.

Small Calibre – Double the Armour bonus when calculating damage from this weapon.

Fire - This causes a fire-based damage - some models may be immune or vulnerable to it. In addition, if shooting of this weapon results in a template remaining on the battlefield, any model starting or ending an Action partially or completely within the template suffers 1 Damage per such Action.

MELEE COMBAT

To make a Fight Action a model must be in BtB with an enemy model. A Fight Action allows the model to make one melee attack.

When a model is in melee (BtB contact with enemy model) it may only perform a Move or Fight Action. Models may Move out of melee, suffering effects as per Leaving Melee, but they may not move into melee with enemy models in the same Action.

Charge - Exactly as in Move, but must end in BtB with an enemy model. As a part of the Charge, model may make one melee attack in addition to moving. When in melee, model may not use the Charge Action.

Close combat weapons usually give the models bonuses to their Strength, Fight, or confer some special rules.

HOW TO FIGHT IN MELEE?

1.Choose a target in BtB

2.Roll the dice:

a) Defender chooses a reaction:

-Fence: The models fight normally

-Parry: The defending model doubles it's F in this action

b) Roll the dice:

Both models roll a number of dice equal to their Fight modified as follows:

- weapon's and model's special rules
- bonus for multicombat
- melee elevation bonus

If the attacking model scores equal or higher number of successes as the target model, the strike hits and damage is applied to the target. Otherwise, if the defending model has chosen the Fence reaction, the damage is applied to the attacker.

APPLYING DAMAGE:

The model hit suffers damage equal to attacking model's Strength modified as follows:

- Armour
- Weapon
- Critical hits

Damage - This is the number of Wounds a target model loses when hit with an attack. It is equal to S of the weapon plus the number of critical hits minus the Target's Armour.

Armour[x] - The number is a negative modifier to any Damage a model receives.

Weapon – Some weapons modify the basic strength of a model.

Critical Hit - Every success a model rolls over number rolled by the other model. Each Critical Hit modifies the damage the hit model suffers by +1.

FIGHTING A MELEE ON DIFFERENT ELEVATIONS

Models may engage in melee with models on higher or lower levels. If there is not enough room at the other level due to enemy models blocking it, a model may perform a Charge Action provided it has enough Move to reach BtB contact with the blocking model. Place both models as close to BtB contact as possible. They count as being in BtB and in melee with each other.

Models may engage in melee and/or be engaged if the base of the model standing higher is on the same level as the base, legs, torso or head of the model standing lower (see BtB).

MELEE ELEVATION BONUS

- Models at least 1" higher gain an +1 F
- If a Charge Action is started at least 3" above the target, the charging model benefits from +1F this Action.

LEAVING MELEE

It is possible for a model to leave from BtB with enemy model(s). The leaving model has to perform a Move action in order to leave BtB. One enemy model in BtB will make a single melee attack against the leaving model. The player controlling the enemy models chooses which model makes the Fight action. All the rules for fighting in melee with multiple enemies apply. A model which is leaving combat may never choose to fence or parry.

FIGHTING WITH MULTIPLE ENEMIES

If a model is in BtB with more than one enemy model, it is engaged in a melee with all of them. A model can only choose one model as a target of their Fight action unless noted otherwise. Friendly models in the same melee mounted on bases no smaller than the target enemy model provide a positive modifier to the model's Fight value equal to the sum of their Fight values.

If a model enters BtB with an enemy model who is already in BtB with another friendly model, the above rules apply immediately.

WHEN THERE ARE MORE THAN ONE MODEL IN MELEE ON BOTH SIDES.

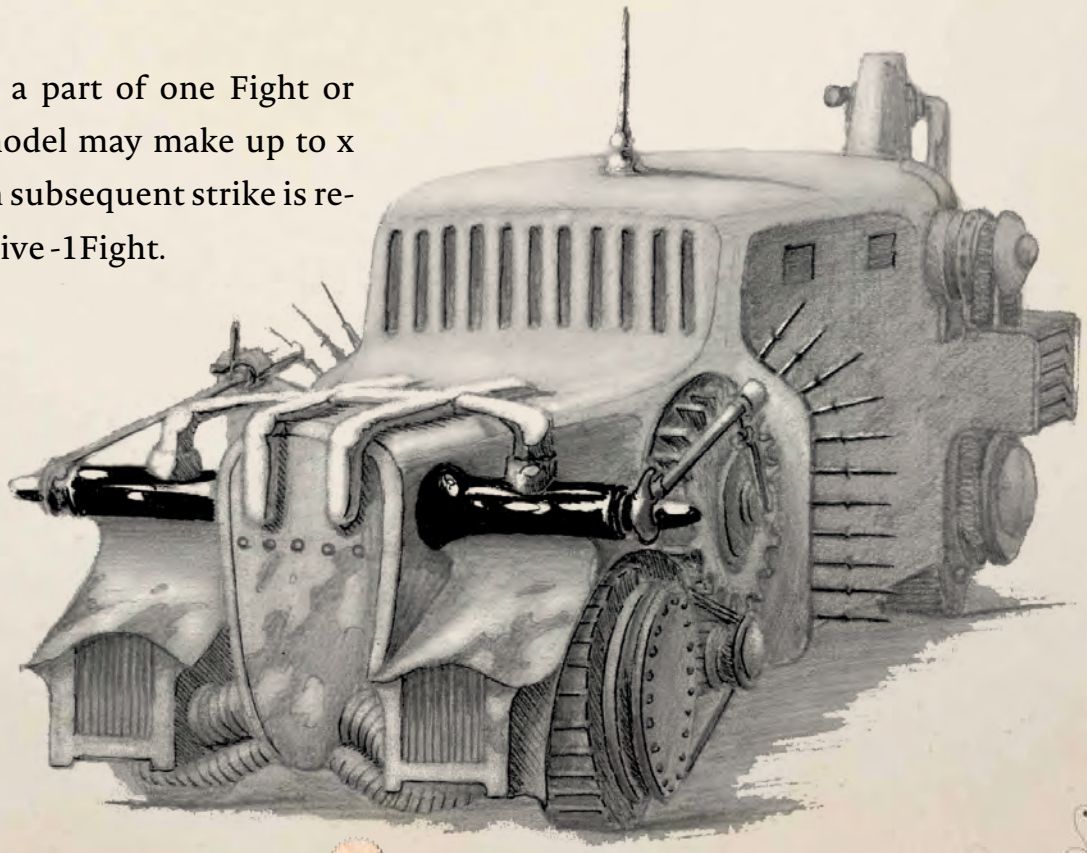
Things get a bit more complicated when the model (1) enters BtB with an enemy model (A) who is already in BtB with another friendly model (2), but there is at least one more enemy model (B) in BtB with the friendly model (2).

As soon as the model (1) enters into BtB with (A), move these models half an inch to the side, effectively forming two distinct melee fights: Model (1) in BtB with enemy (A), and model (2) in BtB with enemy (B). The player who has the initiative decides which models to move and how to split the melee.

It is possible for a model to engage 2 models in BtB at once if it's Move distance allows it. Again, the player who has the initiative decides which models to move and how to split the melee, but at least one enemy model must remain in BtB with any other friendly model who was already in BtB with enemy models at the start of the activation.

SOME WEAPONS MAY HAVE THE FOLLOWING SPECIAL RULES:

Fast strike [x] - as a part of one Fight or Charge Action a model may make up to x melee attacks. Each subsequent strike is resolved at a cumulative -1 Fight.



MAGIC

Magic is not readily available at every moment in Wolsung SSG. A magical power requires tedious preparations, meditaion, visiting places of power, or harnessing the power of raw elements. All of which takes much more time than could be represented during a skirmish game.

Mage [x] - This ability allows the model to cast spells. The [x] defines the number of dice the model uses for casting spells.

Each Spell is described by a set of parameters:

- Name
- Type – the spells are divided into 4 subtypes, see below
- Cost – indicates what card you have to discard to cast this spell
  - 0 – no cards
  - 1 – any card
  - 2 – Court Card or Ace
- Range – Maximum Range of the spell
- Strength – Only used with Magic Projectile Spells.
- Description – Includes other special rules of the spell

Cast a Spell Action – Each time a model wants to cast a spell, you must discard a card in the model's color as indicated by the spell's cost. The model may make a Move as a part of Cast a Spell action.

The spells are organised into 2 categories, each with 2 subtypes:

Magic Projectiles and **Magic Attacks**
Magic Buffs[x] and **Magic Auras[x]**

MAGIC PROJECTILE AND MAGIC ATTACK SPELLS

Magic Attacks and Magic Projectiles are spells that target enemy models.

HOW TO CAST A MAGIC PROJECTILE OR MAGIC ATTACK SPELL

1. Choose a Target in LoS
2. Pay the cost
3. Check the distance between models
4. Roll the dice:

The Active Model rolls a number of dice equal to it's Magic Ability modified as follows:

- special rules

The Target model rolls a number of dice equal to it's Reflex modified as follows:

- special rules

WHAT HAPPENS IF THE SPELL HITS THE TARGET?

If the spell cast was a Magic Projectile spell, apply Damage as normal equal to spell's S modified by Armour and Critical Hits. If It was a Magic Attack spell, apply the effects written in the Description of the spell to the target model.

MAGIC AURA[X] AND MAGIC BUFF[X] SPELLS

Magic Buffs and Magic Auras are spells that target friendly models. X is the spell's Difficulty

HOW TO CAST A MAGIC AURA[X] OR MAGIC BUFF[X] SPELL

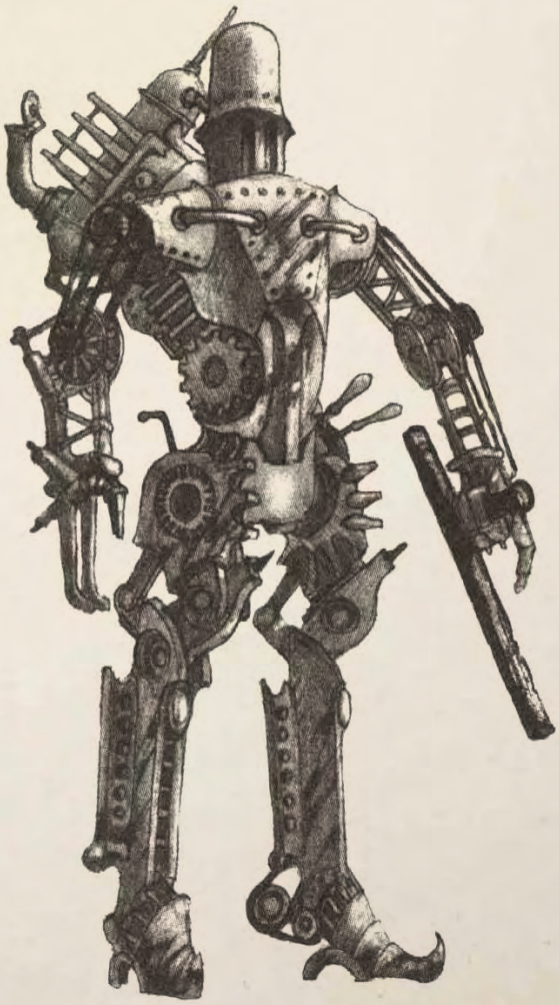
1.Choose a Target in LoS
2.Pay the cost
3. Check the distance between models
4. Roll the dice:
The Active Model rolls a number of dice equal to it's Magic Ability modified as follows:

- special rules

If the Active Model scores a number of successes equal to or higher than the spell's Difficulty, the spell succeeds and it's effects are applied.

DIFFERENCE BETWEEN MAGIC AURAS[X] AND MAGIC BUFFS[X]

When Choosing a Target with Magic Aura[x], you automatically Target each friendly model in spell's Range and Active Model's LoS. When casting a Magic Buff[x] spell you may only choose one Target.



HEROES

All the Hero models in Wolsung SSG have special rules that reflect their supernatural strengths and great powers. These rules are common to every Hero model.

HERO ONLY CHARACTERISTICS

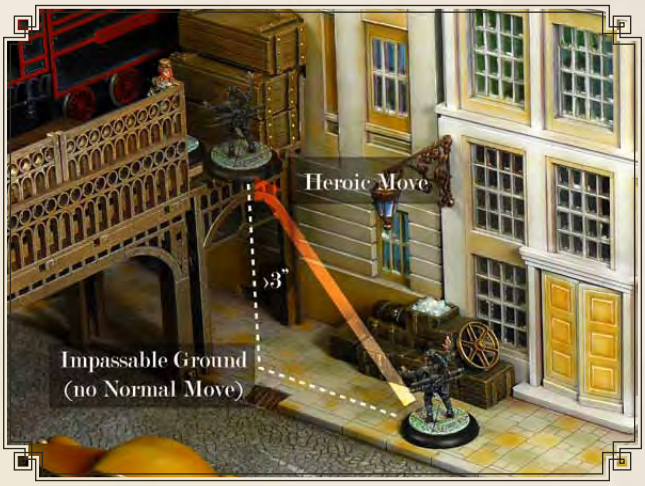
Color – Every hero has it's specific color, one of the card colors (Spades, Hearts, Diamonds, clubs). Only cards in model's color may be used for Heroic Movement and Heroic Recovery.

Funds – Funds reflect model's wealth, contacts, or other connections. The number is added to the club's Fund Pool, which may be used to buy Assets and Henchmen before each game.

HERO SPECIAL RULES

Heroic Recovery - At the start of the Hero model's Activation, if it's Toppled you may discard a card in the Hero's color to stand up instead of spending an Action.

Heroic Move - At the start of the Hero model's Activation you may discard a card in the Hero's color. If you do, until the end of activation he treats all terrain as open ground. Note you must still be able to place the model at the end of each Move Action.Note, that neither model's vertical nor horizontal movement distance may be greater than his M in inches.



Heroic Deed - Players may discard a card after a roll for Shooting, Melee or Casting is made to add a number of successes to the test, after a roll is made. Only black cards may be used for Melee and Casting Auras or Buffs. For Magic Projectiles, Attacks and Shooting only red cards may be used. Note,

that cards discarded for Heroic Deed may be of another color that the Hero using it.

Court Cards and Aces add +2 successes to the test. Other cards add +1 success.
If both fighting models are Heroes, first model to use the Heroic Deed is the model, who has rolled the least successes, or in the case of tie, the target model. Than they may play cards one at a time. If any player decides to pass, and not play a card, the other player may play any number of them. When both players pass, the number of successes on both sides are calculated.

ASH AND OAK SOCIAL CLUB

SPECIAL RULES

BLUE BLOOD

- every Hero of the Ash and Oak social club is of noble born and as such has this rule. Even though it gives them nothing particular on it's own, it allows them to interact with other models in a special, master and servant way. (See Butler for details)

ASH AND OAK HEROES

Gadgets:

Sir Oakroot's top-hat:

Other.

If this model is chosen when you do not have the Initiative, Activate this model before any other models.

D'Armanini Dress Suit:

Other.

+1R. This model can never use Cover.

Creidnallen Rapier:

Melee Weapon.

+3F, Armour piercing [1],

Abilities:

Hypnotic Aura: Models may not Fence when being attacked in Melee by an Elf.

Do not be silly! - Friendly Butlers gain the Hard to Kill rule.

Blue Blood

ASH AND OAK HEROES

Gadgets:

Umbrella:

Other.

This model gains +1F and +1R if targeted by a living model from 12" or less.

Virtue:

Ranged Weapon.

	S	8"	16"	24"	Notes
Virtue	4	+1	0	-2	Quick, Hidden

Hidden *- +1G for the first shot in each activation*

Abilities:

Hypnotic Aura: Models may not Fence when being attacked in Melee by an Elf.

Blue Blood

Magic Ability [4] - Spiritualism

Spells:

	Type	Cost	Range	Notes
Mind Control	Attack	1	18"	

If the spell hits a Henchman model, you may make one Action with it as if it were a fiendly model, immediately after this model's activation.

	Type	Cost	Range	Notes
Inspire	Buff[2]	1	12"	

If successful, the target gain +1A in his next Activation.

ASH AND OAK HEROES

Gadgets:

Wheelchair:

Other.

Cannot move in rough ground unless he uses Heroic Move. If Sir Fiercebatten starts his activation in BtB with a friendly Butler or Bodyguard, he can make one free Move Action before he performs any other actions.

Arcantric Monocle:

Other.

This model can draw LoS through smoke as if the target was in Cover [2]

Girardoni Windbüchse:

Ranged Weapon.

	S	8"	16"	24"	Notes
Girandoni Windbüchse	3	+1	0	-2	Small Calibre

Abilities:

Old as the hills - does not benefit from **Beginner's Luck**

Blue Blood

Gunsmith: While within 3" of this model, other friendly Blue Blood models benefit from +1G.

ASH AND OAK HEROES

Zachary Fiercebatten Third Human	Funds	A	M	F	S	G	R	W
	2	2	5	2	3	2	3	11

Gadgets:

Safari apparel:

Armour.

Armour[1]

.577 Nitro Express Rifle:

Ranged Weapon.

	S	12"	24"	Notes
.577 Nitro Express Rifle	10	+1	-1	Move Penalty[1]

Abilities:

Beginner's Luck: Once per game, a Human may re-roll all dice when shooting, fighting a melee or being a target of an attack.

Blue Blood

"Master" Gunner - Can re-roll any dice on G or F tests as long as a friendly Abhinav Singh also has LoS to the target.

Release the Hounds![A] – Quick. Once per game. Place 2 Hounds in BtB with Zachary. The next activated models have to be the Hounds, afterwards the initiative is resolved as normal.

Hound	Cost	A	M	F	S	G	R	W
	n/a	1	9	2	3	0	4	2

Abilities:

Hunting Pack - All the hounds must remain within 6" of one another, and are activated at the same time.

Find the Prey! - when the Hound is attacking in close combat, enemy model cannot Fence.

ASH AND OAK HEROES

Gadgets:

Colt Navy:

Ranged Weapon.

	S	8"	16"	24"	Notes
Colt Navy	4	+1	-1	-2	Quick, Fast Shot[2]

Abilities:

Beginner's Luck: Once per game, a Human may re-roll all dice when shooting, fighting a melee or being a target of an attack.

Blue Blood

Rencontre - When being shot at, instead of rolling a number of dice equal to R, Mary rolls a number of dice equal to G. If she rolls more successes than the Shooting model, calculate the damage as if Mary were the Shooting model, and the Shooting model were the Target model.

ASH AND OAK HENCHMEN

Abinav Singh, Orc	Cost	A	M	F	S	G	R	W
	2	2	5	3	3	4	4	8

Gadgets:

Singh Uniform:

Armour.

Armour [1]

Hunting Rifle:

Ranged Weapon.

	S	8"	16"	24"	Notes
Hunting Rifle	6	0	-1	-2	Move Penalty[2]

Abilities:

Infiltrator - Instead of deploying the model normally, place 3 markers anywhere outside the enemy's deployment zone and no closer than 12" apart. At the start of the second game turn, roll a number of dice equal to this model's R. For each success the enemy must choose one marker this model can be deployed on. If there are no markers available for deployment, the enemy may place him in any place outside of his deployment zone. It cannot be the first model activated on the turn it is deployed. It suffers the Move Penalty [1] to all it's Actions on the turn it is deployed.

Bodyguard, Ogre	Cost	A	M	F	S	G	R	W
	2	2	5	4	7	2	2	15

Gadgets:

Bodyguard livery:

Armor.

Armor[1]

Abilities:

Hard to Kill - If this model's W are reduced to 0 and it had more than 1W, it is reduced to 1W instead.

ASH AND OAK HENCHMEN

	Cost	A	M	F	S	G	R	W
Butler Human	1	2	5	2	3	2	3	9

Gadgets:

Pistol

Ranged Weapon.

	S	8”	16”	24”	Notes
Pistol	4	+1	-1	-2	Quick

Abilities:

Helping Hand: Friendly Blue Blood Heroes within 6” may discard a card of ANY colour to use Heroic Move.

- What do I pay you for!: If a Blue Blood model loses any number of W from shooting, a friendly Butler within 6” may lose that many W instead. This Butler is placed in the line of fire and in BtB with the Blue Blood and is Toppled.

ECCENTRIC SCIENTISTS CLUB

SPECIAL RULES

GOLEM

- If model with that skill by any reason starts its activation over 12" from any model with Scientist skill they must spend Move until they are within 12" of any of such models. During their activation Golem model must always remain within 12" of any Scientist model. This is called a Control Range. If there are no Scientists present on the battlefield all Golem models skip their activation. Golems have Resistance to Fire [3]. Golems are not living models.

SCIENTIST

- the model provides a Control Range for the Golems.

ECCENTRIC SCIENTISTS HEROES

Thorvald Nielsgaard

Human

Funds	A	M	F	S	G	R	W
1	2	5	4	(3) 7	3	3	11

Gadgets:

Arcantric Arm:

Melee Weapon.

+4 S in Melee

Reflector Field:

Armour.

Armour [3] vs Shooting Attacks

Abilities:

Magic Ability [4] – Technomagic Scientist

Beginner's Luck: Once per game, a Human may re-roll all dice when shooting, fighting a melee or being a target of an attack.

Spells:

Shield *- The field has 10 W. Whenever a magical or non-magical ranged attack hits a model within the field it inflicts the damage to the field not the targeted model. If the field reaches 0 or less wounds the spell automatically ends. Targeted model suffers the excess wounds as normal. Only one friendly Shimmer Field may be in effect at the time.*

	Type	Cost	Range	S	Notes
Lightning	Projectile	0	12"	3	

	Type	Cost	Range	Notes
Shimmer Field	Aura [2]	1	6"	Shield

	Type	Cost	Range	Notes
Arcantric Field	Aura [2]	2	6"	Shield, Armour [2]

ECCENTRIC SCIENTISTS HEROES

Gadgets:

Magneton Boots:

Other.

May perform Heroic Move or Heroic Recovery without discarding a card. Effects that reduce movement have no effect on Thomas regardless of their kind. If a friendly Golem with a larger base starts his Move action in BtB with Thomas, during the Golem's activation Thomas may move with it but cannot change his facing.

-Scorcher:

Ranged Weapon.

	S	8"	16"	Notes
Scorcher	5	+1	-1	Fire, Template

Template *- when using this weapon choose a target and place the marker completely over it. Measure the range. If the closest point is over the maximum range the shot has no effect. If the farthest point of the template is above the maximum weapon range no further effect takes place but template stays on the battlefield. If the farthest template point is below maximum range make a Ranged Attack against each model touched by the template then leave it on the battlefield. It remains on the battlefield until the end of turn.*

Abilities:

Scientist

Heavy Smoker – if Thomas is targeted by ranged attack and the attacker is more than 18" away from Thomas, the attack automatically misses

Night Vision - Dwarves may trace LoS through Smoke Markers.

ECCENTRIC SCIENTISTS HEROES

Ingrid Rangvaldottir

Troll

Funds	A	M	F	S	G	R	W
0	2	5	3	5	4	4	10

Gadgets:

Sun Sword:

Ranged Weapon.

	S	∞"	Notes
Sun Sword	4	0	Beam

Beam *– when shooting this weapon, Ingrid may target all models in LoS in a straight line between herself and the chosen point at the edge of the table*

Abilities:

Fiery Passion – Resistance to Fire [3].

Scientist

Mirror Servants – Ingrid always comes with 3 Mirror Servants. All the Mirror Servants activate as a part of one Activation.

Mirror Servant

Golem

Cost	A	M	F	S	G	R	W
n/a	1	7	1	1	0	4	2

Abilities:

Golem

Armour[3]

Mirror – When shooting the Sun Sword Ingrid may elect to use Mirror Servants to extend her LoS. You may pick any targets that are in LoS of a Mirror Servant that has LoS to Ingrid. You may also trace Ingrid's LoS between several Servants and the target. Each Servant may reflect the shot only once.

ECCENTRIC SCIENTISTS HEROES

Gadgets:

-Mechanic's Apparel:

Armour.

Armour [1]

- Huge Wrench:

Melee Weapon.

+2 S in melee

Abilities:

Scientist

Magic Ability [3] – Technomagic

Beginner's Luck: Once per game, a Human may re-roll all dice when shooting, fighting a melee or being a target of an attack.

Engineer[A] – Quick; once per activation Alice may use one of the following effects on a friendly Golem in BtB:

- Power Flux - until the end of turn the Golem has his Armour increased by 2
- Overcharge - during it's next activation this turn the Golem adds +2 M and +2 S
- Repair - the Golem is immediately restored to his full Wounds

Spell:

	Type	Cost	Range	Notes
Command	Buff [1]	1	12"	

Choose a Golem within range. The Golem may perform one Action as a part of an extra Activation after Alice ends her Activation, then the spell expires.

ECCENTRIC SCIENTISTS HEROES

Snorri Rottstein

Gnome

Funds	A	M	F	S	G	R	W
1	3	5	2	6	3	4	12

Gadgets:

Golemic Flea:

Other.

Bash - Models hit by Snorri Rottstein in Melee are Toppled.

Flea jump - this model may perform Heroic Move without discarding a card.

Ride [A] – Quick, once per activation. If Snorri starts his action in BtB with a friendly small based model right after completing his Move action you may put that model in BtB with Snorri. The model may be moved in our out of a melee without suffering a hit.

Abilities:

Scientist

Magic Ability [4] – Technomagic

Natural Engineer [A] - Once per game, Place a Golem Servant model in BtB wih this model.

Spell:

	Type	Cost	Range	Notes
Electric Shock	Attack	1	6”	Topple

Perform a Magic Attack against each enemy model in Range. Models hit are Toppled.

Golem Servant

Cost	A	M	F	S	G	R	W
n/a	2	4	3	4	0	2	4

Abilities (Golem Servant):

- Golem

- Armour[5]

ECCENTRIC SCIENTISTS HENCHMEN

Lab Assistant	Cost	A	M	F	S	G	R	W
Human	1	2	5	2	3	2	3	9

Gadgets:

- Lab Flask:

Ranged Weapon.

	S	8"	Notes
Lab Flask	4	+1	Quick, Unintentional result

Unintentional result - When the target is hit with the Lab Flask roll a D6 and refer to the following chart:

1. Smoke – center a 3" Smoke template on the target. Remove it at the end of the turn.
2. Empty – the target suffers a S 3 hit.
3. Acid – the target's armour is reduced by 4 until the end of the game. If the target has no armour it suffers a S 4 hit.
4. Glue – the model hit is Toppled
5. Mercury Fumes – center a 3" Smoke template on the target. Each living model starting its activation within or moving through the template suffers 2 W. Remove the template at the end of the turn.
6. Nitroglycerine – center a 3" Smoke template on the target. The target suffers a S 6 hit, all models touching the template are Toppled. Remove the template at the end of the turn.

ECCENTRIC SCIENTISTS HENCHMEN

Golem Bodyguard	Cost	A	M	F	S	G	R	W
Golem	2	2	4	3	5	0	2	4

Abilities:

- Golem

-Armour [7]

Golem Deathmachine	Cost	A	M	F	S	G	R	W
Golem	3	2	3	3	8	0	2	6

Abilities:

- Golem

-Armour [8]

Shield – The shield has 6 W. Whenever a magical or non-magical ranged attack hits a model within 6" of Golem Deathmachine or Golem itself it inflicts the damage to the field rather than the targeted model. Targeted model suffers the excess wounds as normal. At the beginning of each game turn the shield is returned to its starting wounds.

-Trample - as a single action he may attack each enemy model within 1". To use this special rule the Golem Deathmachine has to be in BtB with at least one enemy model.

-Juggernaut - Golem Deathmachine Ignores Difficult Terrain when moving. Additionally it may Move through impassable terrain but cannot end Move inside it.

ECCENTRIC SCIENTISTS HENCHMEN

Clockwork Servant

Golem

Cost	A	M	F	S	G	R	W
1	1	7	1	1	0	4	2

Abilities:

- Golem

-Armour [3]

Attunement [A] – Quick; once per activation the Golem may use one of the following effects on a friendly BtB Scientist. They last until the end of turn.

- until the end of turn the Scientist benefits from +1 R
- until the end of turn the Scientist benefits from +2 Armour
- until the end of turn the Scientist has his Control Range extended to 18”
- until the end of turn the Scientist may re-roll one die for each roll when casting a spell

TRIAD OF LOTUS DRAGON

SPECIAL RULES

TECHNIQUES OF SUNNIR MASTERS:

Each Orc member of Triad has Magic Protection [1]

UNDER COVER OF MISTS:

Triads often perform their actions under cover of strange fog, either an effect of deception or lotus smoke. You may have no more Mist Markers on the Battlefield than you have models that can place them. When a model wants to place a new Mist Marker, and it would exceed the maximum number of them on the Battlefield, you have to remove one of the markers. At the end of the turn you have to remove markers if their number exceeds the number of Mistmakers.

MIST MARKERS:

They are 3" diameter markers. They completely block the line of sight when shooting through them, and provide Cover [1] to models within a marker.

MISTWALKER:

In any moment in models 'Movement' action, when model with this special rule is entirely within a Mist Marker, you can place it entirely in another Mist Marker, then it can continue its movement. The marker he moved from is removed from the Battlefield.

CONCEALED IN THE CROWD:

This model looks like a typical Orkish Lyonesse citizen, so it cannot be easily distinguished as a Triad member. It can only lose its Crowd Marker under one of three circumstances:

- it attacks an opposing model

- it ends its activation within 3" of an opposing model

- opposing model ends its activation within 3" of it

A model with a Crowd Marker cannot be a target of any Shooting or Melee Attack and cannot be targeted by spells.

TRIAD OF LOTUS DRAGON HEROES

Gadgets:

Silk Cloth of the Dragon Order:

Other.

+1 R

Abilities:

Magic Ability [4] - Spiritualism

Mistmaker [A]: Quick. Place a Mist Marker in base contact with Jidao.

Spells:

	Type	Cost	Range	Notes
Mistification	Buff [1]	0	6"	

If successful, target model gains mistwalker this turn.

	Type	Cost	Range	Notes
Mind Control	Attack	1	18"	

If the spell hits a Henchman model, you may make one Action with it as if it were a fiendly model, immediately after this model's activation.

	Type	Cost	Range	Notes
Ki Strike	Projectile	1	12"	Topple

Model hit is Toppled.

TRIAD OF LOTUS DRAGON HEROES

Gadgets:

Ring of Ichiko:
Trinket.
Confers **Magic Ability [2] - Ritualism**

Jade Amulet:
Trinket.
Cheng cannot be the target of spells.

Abilities:

Acidic Fumes: When Cheng is alive, models starting their activations, or passing through Mist Markers suffer 1 damage unmodified by armour. Models cannot Mistwalk through these markers.

Dark Energy: When Mr. Cheng has 14 or more W, he gains +2 to F, S and R. When he has 21+ W, he gains cumulative +3 to F, S and R.

Power of Blood: At the beginning of Cheng's Activation, you may discard up to three cards of Spades. If you do so, Cheng's Magic Ability rises by that many points till the end of this Activation. For example, if you discard two cards, Cheng's Magic Ability rises by 2.

Spells:

	Type	Cost	Range	Notes
	Projectile	1	12"	Leech

Cheng gains life equal to damage dealt by Leech Soul.

	Type	Cost	Range	Notes
Bloodboil	Attack/Buff[1]	0	6"	

If succesful, target model loses 2 W but gains +2S and +2F until end of turn.

TRIAD OF LOTUS DRAGON HEROES

Masked Wanderer	Funds	A	M	F	S	G	R	W
Orc	5	2	5	2	3	2	4	8

Abilities:

Concealed in the Crowd

All Colors: Masked Wanderer can use cards in any color while making a Heroic Move or Heroic Recovery.

True Identity: At the beginning of a game turn, if you have any dead Hero models, you can make Masked Wanderer reveal his true identity. Discard a card of a color of the dead Hero you want Wanderer to change into, to take his model off the battlefield and replace it with the dead hero model. It is treated as the hero has just entered play.

Phoenix	Funds	A	M	F	S	G	R	W
Orc	1	2	5	6	[4] 7	3	4	10

Gadgets:

Fire Sabre:

Melee Weapon.

+3S, Armour Piercing [1]

Fireball:

Ranged Weapon.

	S	12”	Notes
Fireball	4	0	Instant

You may shoot the Fireball at the end of every action, even, if Ghedao done something else this Action or is in base contact with an enemy model.

Ruby Medallion:

Trinket.

Confers Resistance to Fire.

TRIAD OF LOTUS DRAGON HEROES

Gadgets:

Dusk and Dawn:

Melee Weapon.

Gruesome Damage.

Shuriken:

Ranged Weapon.

	S	8"	Notes
Shuriken	3	1	Quick, Fastshot[2], Gruesome Damage

Abilities:

Mistress of Concealment: Kijao doubles the advantages of Cover she is in, for example, if she is in Cover [1], she counts as being in Cover [2].

Retreat to Shadows: If Kijao kills an enemy model it her Action, at the end of this Action she can be placed anywhere on the battlefield completely within a Mist Marker.

Mistmaker [A]: Quick. Place a Mist Marker in base contact with Ata Kijao.

TRIAD OF LOTUS DRAGON HENCHMEN

Fisherman Orc	Cost	A	M	F	S	G	R	W
	1	2	5	3	4	3	4	8

Gadgets:

Fishing Net:

Ranged Weapon.

	S	2"	Notes
Fishing Net	x	0	Quick, Topple

Fishing net doesn't deal any damage. Instead, the model hit is Toppled.

Abilities:

Concealed in the Crowd

Shade Orc	Cost	A	M	F	S	G	R	W
	2	2	5	4	3	3	4	8

Gadgets:

Repeater Crossbow:

Ranged Weapon.

	S	12"	24"	48"	Notes
Repeater Crossbow	3	+1	0	0-2	Armour Piercing [2], Fastshot [2]

Abilities:

Concealment Art Adept: When in Cover [1], he is treated as in Cover [2].

TRIAD OF LOTUS DRAGON HENCHMEN

	Cost	A	M	F	S	G	R	W
Trader Orc	1	2	5	3	3	2	4	8

Abilities:

Concealed in the Crowd

Mistmaker [A]: Quick. Place a Mist Marker in base contact with the Trader.

WHAT IS IT ALL ABOUT? - SCENARIOS

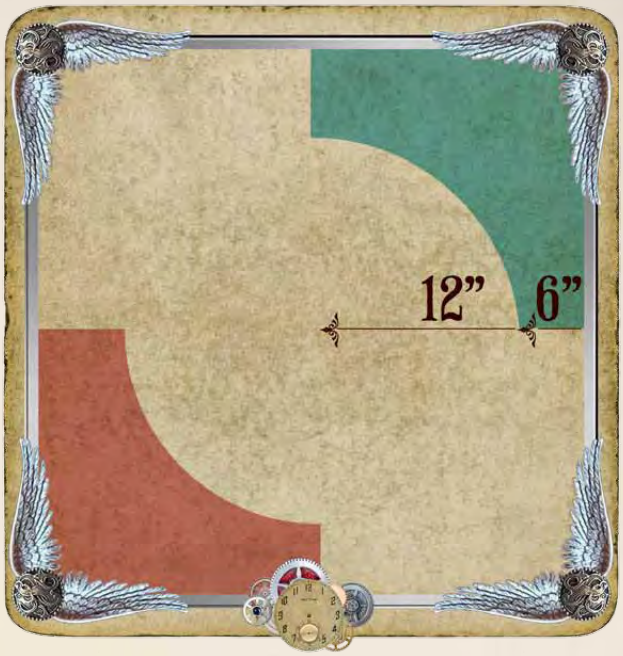
Before the game pick a scenario, place terrain and objectives, and then make an Initiative Test for deployment.

DEPLOYMENT:

The player who won the Initiative Test at the start of the game chooses a deployment zone:

- The opposite sides of the battlefield, up to 6” from the edge.

- The opposite quarters of the battlefield, no closer than 12” to the middle of the battlefield.



- The opposite corners and two adjacent edges of the battlefield, the models are placed touching these edges at the start of their first Activation.

CONTROLLING OBJECTIVES

In order to control an Objective, a player has to have more Hero models within 6" of an outer edge of the Objective marker

Note: You may decide a building or another accessible terrain feature no larger than 12" across is the Objective. The models have to be within this terrain feature to control it.

TREASURE HUNT:

3 Objectives placed along the line across the middle of the battlefield, one at the centre of the battlefield, the others 3" to both side edges of the battlefield.

Objective Points:

- Starting with the 1st turn, the player earns 1 Objective Point at the end of the turn for every Objective he controls.

Determining winner:

Whomever has the most Objective Points at the end of the game, is the winner.

Game length: 3 turns

GROUND CONTROL:

3 Objectives placed along a line connecting any 2 opposite corners, one at the centre of the battlefield, the others exactly 9" to the closest edges of the battlefield.

Objective Points:

- At the end of the game, the player earns 1 Objective Point for every Objective he controls.

Determining winner:

Whomever has the most Objective Points at the end of the game, is the winner.

Game length: 3 turns

ASSASSINATION! LIGHT:

Objective Points:

- Each player openly picks one of his Hero models. This model is worth 2 Objective Points to the enemy. All other Heroes are worth 1 Objective Point each.
- At the end of the game, the player earns Objective Points for every enemy Hero model killed.

Determining winner:

Whomever has the most Objective Points at the end of the game, is the winner.

Game length: 3 turns

ASSASSINATION! DARK:

Objective Points:

- Each player secretly picks one of his Hero models. This model is worth 2 Objective Points to the enemy. Note which model it is for use at the end of the game. All other Heroes are worth 1 Objective Point each.
- At the end of the game, the player earns Objective Points for every enemy Hero model killed.

Determining winner:

Whomever has the most Objective Points at the end of the game, is the winner.

Game length: 3 turns

ASSASSINATION! HARDCORE: IN THE DARK

Objective Points:

- E ach player secretly assigns Objective Points to his models in ascending order. The First model is worth 1 OP, the second 2 OP, the third 3 OP, and so on. Note these values for use at the end of the game.
- At the end of the game, the player earns Objective Points for every enemy Hero model killed.

Determining winner:

Whomever has the most Objective Points at the end of the game, is the winner.

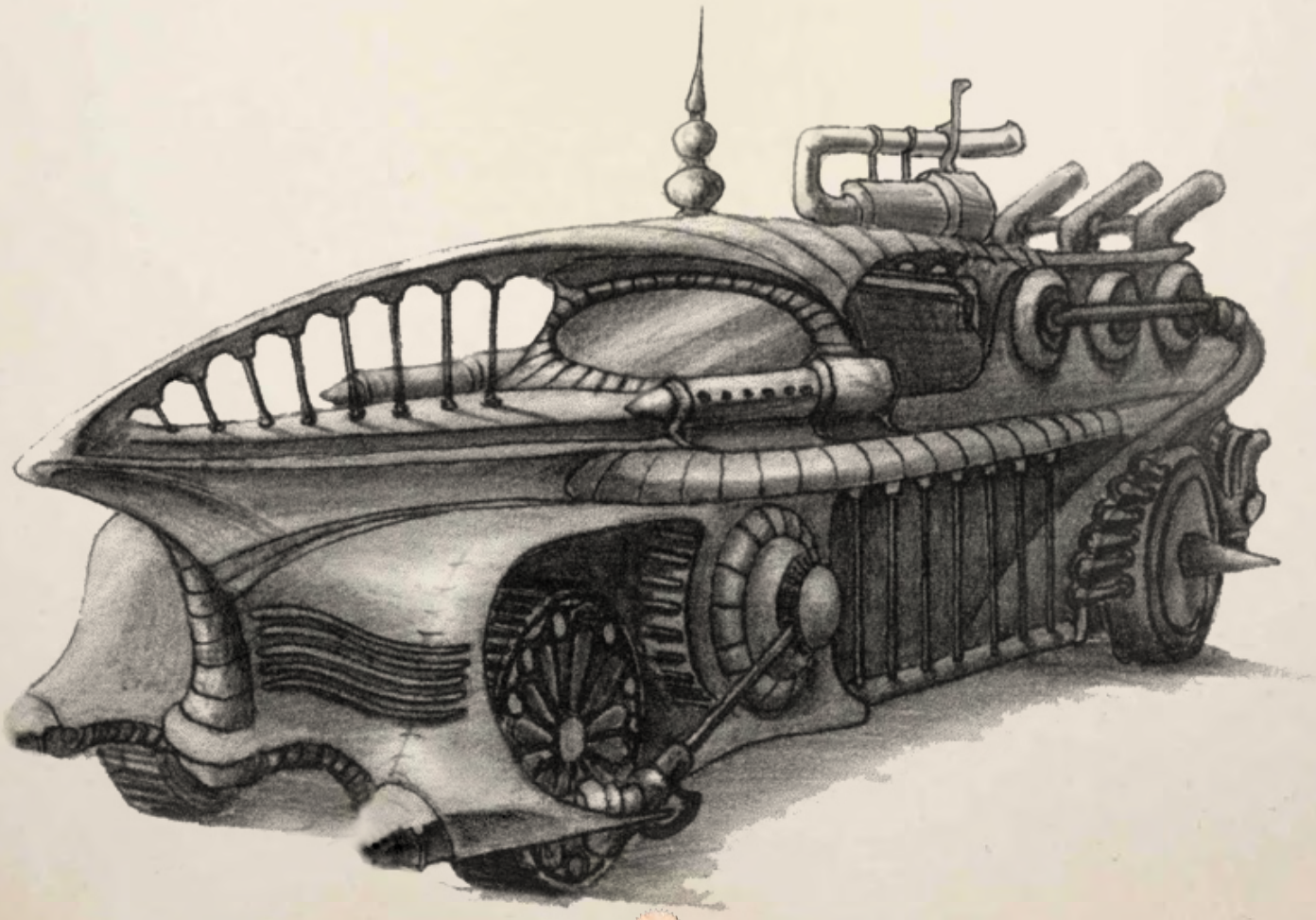
Game length: 3 turns

ASSASSINATION! HARDCORE: HIGH VALUE TARGET

Objective Points:

- Each player secretly assigns Objective Points to his models in ascending order. The First model is worth 1 OP, the second 2 OP, the third 3 OP, and so on. Note these values for use at the end of the game.
- Each player openly states which of his models is worth the most Objective Points.
- At the end of the game, the player earns Objective Points for every enemy Hero model killed.

Determining winner:

Whomever has the most Objective Points at the end of the game, is the winner.

Game length: 3 turns