



Black Death City

By Sam Pearson

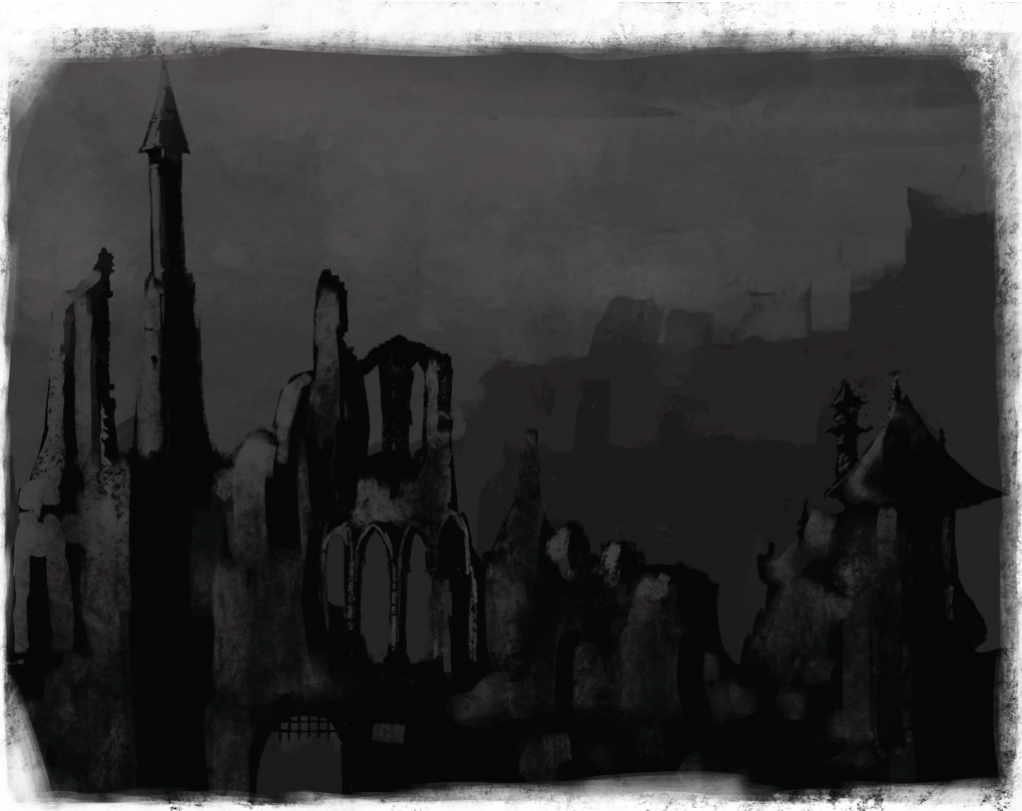
Playtest v1.01



Do ye feel the wind upon your face, traveller?

It rises from the City yonder...

Breathe not its air, for it is a vermin's miasma and plague
rides upon its back.



Introduction

Welcome to the **Black Death City Playtest!**

Black Death City is a miniatures-agnostic narrative skirmish game, set in a city ruined by plague. The rules are still in development.

Firstly, I would like to thank you for taking the time to read through Black Death City. Your support and feedback is greatly valued.

As you read the rules and fight battles, you may spot mistakes and areas you think could be improved. To leave feedback, please head over to the website: **www.BlackDeathCity.com**.

Here you can find a simple suggestion box you can drop any comment within. I cannot guarantee every suggestion will make it into the final game, but I will read over each and every one.

As this is a playtest document, the rules within are yet to be finalised. You may find blank spaces for diagrams, referenced rules that are missing, and a lot of page numbers still listed as "xx".

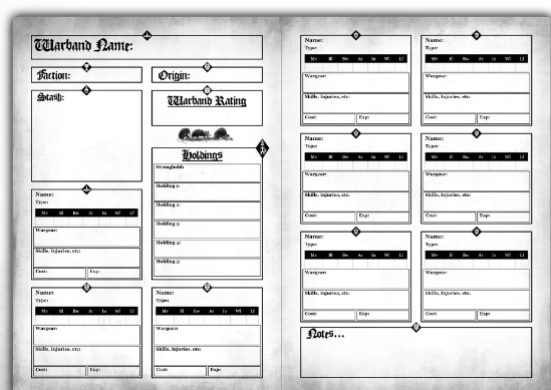
These will all be added in time as will rules for more warbands, so make sure to check back at **www.BlackDeathCity.com** on a regular basis to keep yourself up-to-date on the game's progress.

Version Numbers

The front page of the document will note its **version number** (starting at 1.00). Each time the playtest document is updated the version number will be increased. You can check which version is the most up-to-date at **www.BlackDeathCity.com** where you will also find a **change-log** that details all the updates.

Warband Roster

In addition to this document, you'll want to print off a few copies of the **Warband Roster** (which you can find as a separate download). This is vital for recording the particulars of your warband upon it.



Quick Reference Sheet

The final document available for download is the **Quick Reference Sheet**. This is packed with reminders on all the most important rules players need when fighting battles, so make sure to print off at least one copy and preferably two.

Join the Community

We have a growing community on **Discord**, which is a great place to talk about the game, share hobby projects and so on. I will also be asking weekly questions about the game and using your responses to shape its development. Your feedback is invaluable! You can find an invitation to the Discord server at **www.BlackDeathCity.com**.

What's to Come?

The biggest thing missing is the **Campaign Rules**. While you will find some references to it in the rules (for example, the Strongholds for each warband), the section has not yet been added to this document. This is my first priority so expect it soon.

After that, I'll be adding more factions to the game until there is a full roster of **eight factions**. These will get added one at a time, so please look forward to them in due course.

- Sam Pearson



Overview

Black Death City is a skirmish wargame where warbands of vying factions battle in the darkness of a ruined city for glory and fortune.

RECRUIT A WARBAND

In Black Death City, each player takes command of a **warband** of about a dozen **fighters**. Every warband hails from one of the setting's different **factions** and has a unique roster of fighters and wargear to choose from. Players begin with **1000 silver** with which to recruit their initial warband.

FIGHT BATTLES

Once a player has recruited their warband, they are ready to fight **battles** against other warbands as they embark within the City in hopes of finding riches hidden amidst the ruins. Each battle is fought to a different **scenario** that details how the battlefield and warbands are set-up, and most importantly, what each warband must do to win!

EXPLORE THE CITY

These battles are connected into an ongoing narrative called a **campaign**, where the outcome of each battle affects the next. Your warband will grow and change over the course of the campaign. Fighters may gain experience and new skills. They may suffer permanent injuries or even be killed and removed from your warband. In addition, each warband will vie for control of the City's many holdings, with which they can earn more silver to recruit new fighters and purchase additional wargear with.



What you will need...

To play Black Death City, you will need the following:

- **Miniatures:** The fighters in a player's warband are represented by miniatures. The game is designed for miniatures 25mm-30mm in scale. Once a player has picked which faction their warband hails from, they can use any suitable miniatures from their collection to represent the fighters. Human-sized fighters should be mounted on a base 25mm to 40mm in size. Larger fighters (such as Mercenary Ogres and other brutes) might be mounted on a base 40mm to 60mm in size. Bases can be either circular or square.
- **A Battlefield and Terrain:** The game is designed to be played on a battlefield 36 inches by 36 inches (3 feet by 3 feet) in size, but can also work on a battlefield 30 inches by 44 inches in size. Both are standard sizes used in other games and a wide variety of battlefield mats can be found for purchase.

Black Death City is a place of twisting streets, crumbling ruins and burned down buildings. Ruins in a late medieval style best suit the theme of the game.

- **A Warband Roster.** Each player will need a completed Warband Roster that details the particulars of their warband. You can find a blank warband roster on pages xx-xx.
- **A tape measure in inches.** All measurements are in inches (denoted with ").



- **6-sided dice.** We recommend a dozen for each player.
- **A direction dice.** This is a dice with arrows upon its faces to denote a random direction when rolled. If you do not have one available, you can use a 12-sided dice instead (pg xx).
- **2 templates.** The game uses 2 templates, the blast template and the flame template.

The blast template is used for explosive detonations such as bombs and for certain arcane spells. This is a circular template 3" in diameter.

The flame template is used for fire attacks. It is a teardrop shape 8" in length.



The Factions



Guild Mercenaries



Verminkin



Death Coven



The Blighted Cloister

How to use this book...

The book is broken down into several chapters to make it easier to navigate:

Chapter 1 - Core Concepts

The first chapter explains the basic principles of the game. How measuring works, the different types of dice rolls, the values of a fighter, and other fundamentals.

Chapter 2 - Battles

This chapter details the rules for fighting battles, including how the rounds of a battle are played through, how players take turns activating fighters from their warband, and how fighters can move and make actions, such as attacking or casting a spell.

Chapter 3 - Scenarios

Every battle is fought to the specifics of a **scenario**, for example rival warbands may be searching for treasure in an area of the City, or one warband might have ambushed the other. This chapter details all the scenarios your warband can find themselves in.

Chapter 4 - Warbands

This chapter focuses on recruiting your warband and detailing all the different options available to each faction.

Chapter 5 - Campaigns

The battles that you fight are linked together into an ongoing story called a campaign. In the practical sense, this means after every battle both players resolve a series of steps called the **aftermath sequence**. This sequence determines things such as any injuries your fallen fighters suffer, the experience and new skills they earn, as well as calculating the income your warband receives from its holdings in the City.

Chapter 6 - Reference

The final chapter is filled with quick reference tables and charts, to create a useful resource when fighting battles.



Chapter One

Core Concepts

The City is a perilous place to tread, with dangers lurking down each of its darkened streets. Before you can set foot within this forsaken domain, you must first learn the ropes.

This chapter explains the basic principles of Black Death City, including how distances are measured, the sorts of dice rolls the players will make, what a fighter is and what wargear they can be equipped with.

WARBANDS & FIGHTERS

In Black Death City each player commands a **warband**. Warbands are made up of **fighters**. Every fighter is represented by an appropriate miniature.

FRIENDLY AND ENEMY FIGHTERS

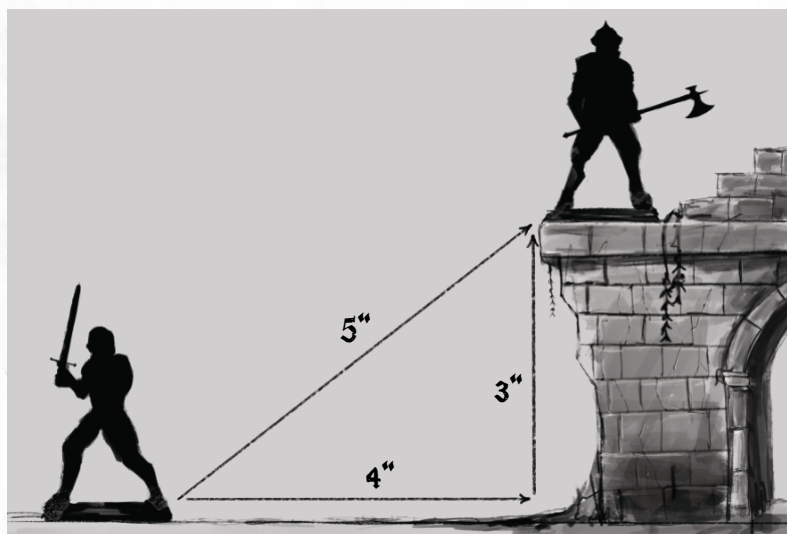
Many rules refer to **friendly fighters** and **enemy fighters**. A player considers all fighters in their warband to be friendly fighters and all fighters in other warbands to be enemy fighters. Likewise, a fighter considers all fighters in their warband to be friendly fighters, and all fighters in other warbands to be enemy fighters.

If a rule for a fighter refers to “*other friendly fighters*” or “*another friendly fighter*”, it means fighters from that fighter’s warband, excluding itself.

MEASURING DISTANCES

Distances in are measured in inches (“). During battle you can measure any distance whenever you wish.

When measuring between two fighters, use the closest points of the bases of the fighters you are measuring to and from. Usually, measuring distances will take into account both the vertical and horizontal distance between two points, but in some cases a rule might specify to measure the **horizontal distance** or the **vertical distance** only.



The distance between these two fighters is 5". The vertical distance is 3" and the horizontal distance is 4".



THE BATTLEFIELD

Battles are intended to be fought on a battlefield either 36" by 36" in size (3 foot by 3 foot), or 30" by 44" in size.

The battlefield should be populated with **terrain features** to create a ruined district of the City. Players work together to create a thematic battlefield. The rules for terrain are detailed on pg xx.

The Battlefield vs The Battlefield Floor

If a rule specifies **the battlefield** it includes the terrain features and any platforms upon them. For example, if a treasure token needs to be set up "anywhere on the battlefield" it could be set up on a platform such as the upper story of a ruined building. If a rule specifies **the battlefield floor**, it means the ground floor of the battlefield only.



DICE

Black Death City uses 2 types of dice. Standard six-sided dice and **direction dice** (a dice with an arrow on each of its faces.)

Standard six-sided dice are referred to as either a **d6** or as **dice**. If a rule refers to **2d6**, **3d6** and so on – roll that many dice and add the results together. If a rule requires a dice roll of a certain number or higher, for example 3 or more, this is abbreviated to **3+**.

Modifiers and Natural Rolls

Dice rolls are often **modified** in some way. For example, the *Unwieldy* weapon trait subtracts 1 from attack rolls. This means a roll of a 4 becomes a 3, a roll of a 5 becomes a 4 and so on.

If a rule refers to a **natural roll**, it means the dice roll without considering any modifiers. For example, when making attack rolls (pg xx), natural rolls of 6 are **critical hits**. This means if the dice rolled shows a 6, it is a critical hit regardless of any modifiers.

d3

To roll a d3, roll a six-sided dice and halve the total, rounding up. For example, a roll of a 3 or 4 on the dice would be a 2.

d66

To roll a d66, roll a six-sided dice twice. The first roll determines the ten, and the second roll determines the unit. For example, if you rolled a 3 followed by a 5, the d66 roll would be 35.

d6x2

Another common dice roll is d6x2 or a similar dice roll that uses multiplication (such as 2d6x5). For such dice rolls, first roll the dice, then multiply the result by the number shown. For example if the rule called for d6x2", a dice roll of a 5 would result in 10 inches.

ROLL-OFFS

When the rules asks the players to **roll off**, each player rolls a dice and whoever rolls highest wins the roll-off. If there is a tie for the highest roll, make the roll-off again.

RE-ROLLS

Some rules allow you to **re-roll** a dice roll (for example, when making an attack roll), which means you get to roll some or all of the dice again. The rule that allows the re-roll will specify exactly how many of the dice can be re-rolled. A dice roll can never be re-rolled more than once.

SCATTERING

When a rule calls for something to **scatter**, it means it moves in a random direction. When something scatters, determine the direction by rolling the direction dice then move it horizontally the specified amount.

There are additional rules for **fighters scattering** (pg xx) and **blast templates scattering** (pg xx)

***Designer's Note:** Some direction dice have a face marked 'HIT'. These faces are not used any differently, use the small arrow above HIT to determine the direction.*

If you have no direction dice, a twelve-sided dice (d12) can be used instead. Nominate a battlefield edge to be "12 o' clock" and roll the d12, using the hours of a clock to determine the direction.



VISIBILITY

Often you will need to determine if a fighter is **visible** to another.

A fighter is visible if a straight line can be drawn from any part of its **body** (head, torso or limbs), to the observing fighter's head, without the line passing through solid terrain or another fighter. The direction the observing fighter is facing does not matter, all fighters are presumed to have a 360° field of view.

If the only parts of a fighter visible to the observing fighter are its weapons, banners, feathers, spikes or tail, the fighter is not considered visible.

Sometimes the rules for visibility will refer to a point on the battlefield (eg. *"Pick a visible point on the battlefield."*) This is determined in the same manner; a point on the battlefield is visible to a fighter if a straight line can be drawn from it to the observing fighter's head, without the line passing through solid terrain or another fighter.

Lastly, fighters are visible to themselves, (for example, if a rule says, *"Pick a visible fighter within 6" of this fighter."*) The fighter the rule is referring to could be picked.

Obscured

If some parts of a fighter's **body** (head, torso or limbs) are visible, but other parts are hidden from view to the observing fighter, either due to intervening solid terrain or another fighter, that fighter is **obscured** from the observer. Obscured fighters are in **cover** from ranged attacks (pg xx).



*This fighter is visible to the observing fighter, however as part of its body is hidden from view due to the intervening wall, this fighter is **obscured** to the observing fighter.*



SEQUENCING

In most cases, rules will be resolved one at a time. However, from time to time, rules may appear to come into play at the same time and it may be unclear as to which is resolved first. If this occurs during a round, the player whose turn it is to activate a fighter chooses the order in which the rules are resolved. In any other case, the players roll off and the winner chooses.





Fighter Scrolls

Every fighter has a **scroll** that lists their **values**, **keywords**, **special rules** and other details.

Below you can see an example scroll of a Guild Wizard:



0-1 Guild Wizard

Champion, Mercenary, Human, Wizard

120 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	4+	6+	6+	3	4	4

Wargear: This fighter can be equipped with wargear from the **Wizard List** from the **Guild Armoury**.

Starting Experience: 40+d6.

Special Rules

Guild Magic: This fighter knows the **Lore of Sanctioned Magic**. When they are recruited, pick 1 spell from it to be their signature spell. In addition, at the start of each battle they prepare 1 random spell from it.

"Magic cannot be tamed, even by one such as myself."



VALUES

Every fighter has 6 values: **Move, Blade, Bow, Armour, Initiative, Willpower** and **Life**.

Move

A fighter's Move value determines the maximum distance a fighter can travel across the battlefield when making a Move. The higher the number the better. A typical human has a Move value of 5".

Blade

A fighter's Blade value determines how skilled they are with melee weapons. The lower the number the better. The value indicates the dice roll needed to score a hit with a melee weapon. For example, when the Guild Wizard makes a melee attack, each roll of 4 or more scores a hit.

Bow

Similar to the Blade value, a fighter's Bow value determines how skilled they are with ranged weapons. The lower the number the better. The value indicates the dice roll needed to score a hit with a ranged weapon. For example, when the Guild Wizard makes a ranged attack, only rolls of a 6 or more score a hit, meaning they are not very skilled with ranged weapons.

Armour

A fighter's Armour value determines how likely enemy attacks will be deflected by their armour, keeping the fighter safe from harm. The lower the number the better. A value of 6+ represents minimal armour (such as robes or padded cloth). A value of 3+ represents heavy armour with a shield.

Most fighters will have an Armour value of '6+' when recruited to your warband. You will have the option to improve their Armour value by equipping them with armour and shields (see pg xx).

Improving and Worsening Armour

If a rule states the Armour value is **improved** by 1, the number is decreased by the amount (eg. 6+ becomes 5+). Likewise if it is **worsened** by 1, the number is increased by the amount (eg. 5+ becomes 6+).

An Armour value of 2+ cannot be improved further. If an Armour value of 6+ is worsened it becomes '-' (which means no armour roll is made, pg xx). An Armour value of '-' cannot be worsened further.



Initiative

A fighter's Initiative value determines how quickly they can think on their feet in the heat of battle. The higher the number the better. This value is added to a dice roll to determine who strikes first in melee attacks, it is also used to test for falling.

Willpower

A fighter's Willpower value determines their mental fortitude, grit and determination. It also determines their skills with the arcane, their piety and their faith. The higher the number the better. This value is often used in conjunction with casting spells.

Initiative & Willpower Tests

Sometimes the rules will require a test to be made against a fighter's Initiative or Willpower value. To do so, the commanding player rolls a dice hoping for a low number. If the score is **equal or less** than the value being tested, the fighter passes the test. Otherwise they fail.



Life

A fighter's Life value determines how much damage they can sustain in battle before they are laid low by their wounds. The higher the number the better. A typical human has a Life value of 4.



Life, Damage, Healing & Bloodied

As your warband battles against its rivals, both your fighters and their enemies will **suffer damage**. Fighters can suffer damage from all manner of sources, falling from height, carrying cursed treasure, but most often it will come from being hit by an attack.

During the battle you will need to keep track of how many **life** each of your fighters has. At the start of the battle this equals the fighter's Life value, but each time they suffer damage, their life is reduced by an amount equal to the damage.

Some rules, such as healing potions or spells, may **heal** a fighter. Healing a fighter restores life reduced by damage, but a fighter's life can never exceed their Life value.

When a fighter's life is reduced to zero they are **taken down** and removed from the battlefield. The fighter hasn't necessarily been killed, after the battle an injury roll is made for them to determine their fate (see pg xx).

Bloodied

While a fighter has only 1 point of life remaining, they are **bloodied** and suffer from the following penalty:



Bloodied: Each time a bloodied fighter activates, they can make a move or an action, but cannot do both. If they are healed during the activation, this penalty no longer applies to that action.

OTHER DETAILS

Keywords

Beneath a fighter's title will be several keywords in italics. The Guild Wizard has *Champion*, *Mercenary*, *Human* and *Wizard*.

A rule might only apply to fighters with a certain keyword, for example if a rule stated "*pick a visible enemy Wizard to be the target.*" Only enemy fighters with the *Wizard* keyword could be picked.

Special Rules

Powerful fighters will often have 1 or more special rules on their fighter profile. For example, the Guild Wizard is able to cast spells from the Sanctioned Magic spell lore.

Limits

Some fighters are limited in your warband as indicated by a number next to their title. A warband cannot have more than 1 Guild Wizard in it as indicated by the "0-1".

Recruit Cost

Every fighter requires a number of silver to be spent to be hired to a warband. The more skilled the fighter, the higher the cost.

Wargear

Every fighter is limited in what wargear they can be equipped with. Wargear is covered in more detail over the following pages.

Starting Experience

During the campaign, every fighter in a warband starts with a certain amount of experience as noted.



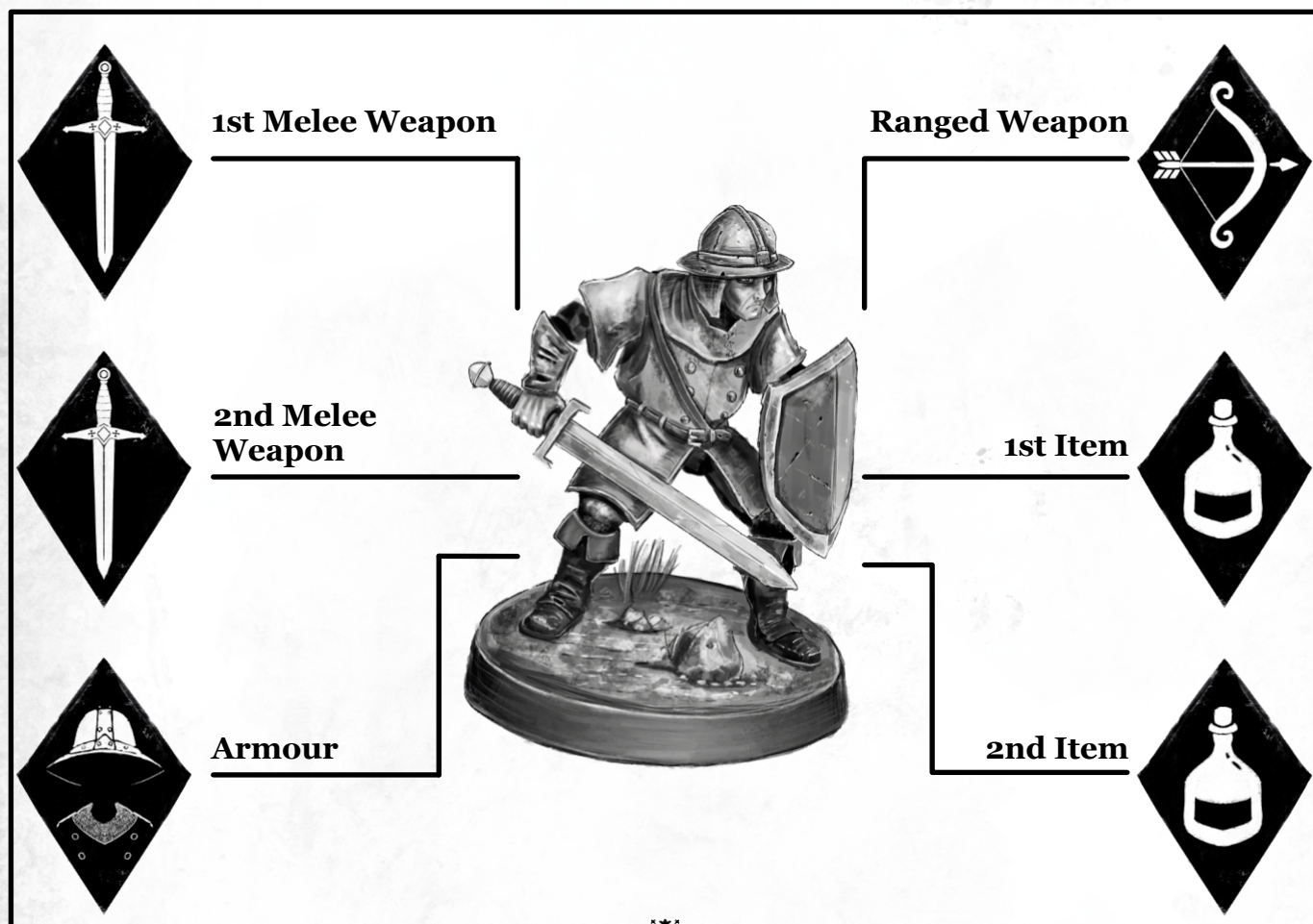
**The City hungers for
hubris...**

Wargear

Every fighter can be equipped with **wargear**, which is divided into 4 types: **melee weapons**, **ranged weapons**, **armour** and **items**.

Carrying Limit

A fighter can be equipped with up to 2 melee weapons, 1 ranged weapon, 1 set of armour and 2 items.





WEAPONS

Every **weapon** has a profile which details its values and weapon traits. An example of some melee weapons and ranged weapons are shown below:

Melee Weapons

Name	Attacks	Rend	Damage	Critical Damage	Weapon Traits	Silver
Club	3	-	1	d3	<i>Bludgeon, Off-hand</i>	14s
Dagger	3	-	1	d3	<i>Off-hand</i>	10s
Sword	3	-	1	d3	<i>Guard, Off-hand</i>	18s

Ranged Weapons

Name	Range	Attacks	Rend	Damage	Critical Damage	Weapon Traits	Silver
Hand Crossbow	12"	1	-	1	d6	<i>Reload</i>	16s
Long Bow	24"	1	-1	1	d6	<i>Heavy, Two-handed</i>	28s
Long Rifle	30"	1	-2	2	d6+2	<i>Heavy, Misfire, Reload, Two-handed, Unwieldy</i>	90s

WEAPON VALUES

Range

Melee weapons do not have a Range value, but ranged weapons do. A weapon's Range value determines the maximum distance in inches a target can be for a ranged attack.

Attacks

A weapon's Attacks value determines how many dice are rolled each time the weapon is used for an attack. For melee weapons, this represents each swing and is usually 3. For ranged weapons, this represents a shot of ammunition and is usually 1.

Rend

A weapon's Rend value represents how efficiently the weapon can pierce armour. The value is negative and modifies armour rolls made for the target of an attack.

Improving and Worsening Rend

If a rule states the Rend value is **improved** by 1, the negative number is increased by the amount (eg. -1 becomes -2). Likewise if it is **worsened** by 1, the negative number is decreased by the amount (eg. -2 becomes -1).

Rend Values of '-'

A Rend value of '-' means it does not modify armour rolls. It can still be improved (eg. improving it by 1 would mean it becomes -1). Rend values of '-' cannot be worsened further.

Damage and Critical Damage

The Damage value of a weapon determines how many points of life a fighter loses when they are hit with the weapon. As detailed later in the rules, attacks may score critical hits, in which case the Critical Damage value is used instead.

Weapon Traits

Weapons can have 1 or more weapon traits. For example the Club has the *Bludgeon* and *Off-hand* weapon traits. You can find the full rules for all the different weapon traits on pages xx-xx.

Weapon Trait Reminders

On pages with weapons, there will usually be a box of **Weapon Trait Reminders**. These are not the full rules, but instead a short hand reminder of how the rule works. For example:

Weapon Trait Reminders

See the full rules on pages xx-xx.

Bludgeon	<i>Critical hits deal 1 damage when saved</i>
Guard	<i>1 miss can parry a hit</i>
Off-hand	<i>1 attack</i>



Silver

Every weapon has a cost, which is how many Silver must be spent to equip a fighter in a warband with it. Silver is shorted to 's', for example 20 silver is '20s'.



ARMOUR

Fighters can be equipped with 1 set of armour. Armour replaces a fighter's Armour value with a new Armour value. Armour may also have one or more special rules, and some of these are negative (for example, fighters in full-plate cannot be equipped with most ranged weapons). Armour has a silver cost in the same manner as a weapon.

Here are some example pieces of armour:



Cuirass (20 silver)

Armour value 5+



Warded Robes (10 silver)

Armour value 6+

Roll a dice each time a fighter equipped with this armour is targeted by a spell cast by an enemy fighter. On a 4+, the spell has no effect on this fighter.



ITEMS

Lastly, fighters can be equipped with up to 2 items. These range from shields, to potions, bombs and all sorts of other esoteric equipment. Every item has one or more special rules and a cost in silver.

Here are common items used as an example:



Grimoire (30 silver)

Item

Once per battle, after a casting roll has been made for this fighter, you can re-roll the casting roll.



Guild Banner (25 silver)

Held Item, Rare: 0-1

While this fighter is on the battlefield, you can re-roll flee tests.

You can re-roll Willpower tests made by friendly fighters while they are within 12" of this fighter and this fighter is visible to them.



Shield (10 silver)

Held Item

Improve this fighter's Armour value by 1, to a maximum of 2+. (For example, 6+ becomes 5+).



Full-Plate (40 silver)

Armour value 4+

Fighters equipped with this armour cannot be equipped with two-handed ranged weapons with the exception of a Brace of Pistols.



Held Items

Some items have the *Held Item* keyword (eg. Shields). These items count towards the number of melee weapons a fighter can be equipped with instead of the number of items. In addition, they have the following rules:

Two-Handed Melee Weapons: A fighter can be equipped with a *held item* and a *two-handed* melee weapon (eg. a Spear and Shield), however, subtract 1 from the Attacks value of the fighter's *two-handed* melee weapons.

Two-Handed Ranged Weapons: A fighter cannot be equipped with a *held item* and a *two-handed* ranged weapon.



Terrain

The battlefield will be populated with various different terrain features, such as ruined buildings, low walls and statues.

The different parts of each terrain feature are categorized into different types of terrain as detailed on this page.

When the players set up the battlefield, it is recommended they discuss each terrain feature to clarify the types of terrain it has.

The types of terrain are: **low terrain**, **high terrain**, **platforms**, **ladders**, **windows** and **doors**. In addition, players can agree for certain parts of terrain features to be **deadly terrain** or **impassable terrain**.

Low Terrain

Eg. Rubble, Low Walls, Fences

Any part of a terrain feature less than 1.5" tall is **low terrain**. How fighters move across low terrain is detailed on pg xx.

High Terrain

Eg. High Walls, Sides of a Building

Any wall 1.5" or greater in height is **high terrain**. High terrain can be climbed (see pg xx).

Platforms

Eg. Upper floors

Any horizontally flat surface on a terrain feature with a surface area larger than 1" by 1" is a **platform**. While a fighter is on a platform, the edge of the miniature's base can overhang the edge of the platform, but the centre of their base must remain on the platform.

Falling Off Platforms

When a fighter within 1/2" of the edge of an open platform (i.e. an edge that is not enclosed by a wall or fence) suffers damage, there is a chance they will fall.

After the action has been resolved, the fighter must pass an Initiative test else they are moved off the platform by the shortest route and **fall** (see pg xx).

This rule does not affect fighters with the *Fly* keyword.



Ladders, Windows And Doors

Terrain might have ladders, windows or doors. These each have special rules for moving as covered on pg xx.

Deadly Terrain

Spiked walls and fences, bubbling pits of acid and other such unwholesome places are **deadly terrain**. If a fighter moves across or falls onto deadly terrain, they suffer **d3 damage**.

Players should agree on what terrain constitutes deadly terrain when the battlefield is being set up.

Impassable Terrain

Sloped rooftops, statues, fountains, sarcophaguses, braziers and trees are examples of **impassable terrain**.

Players should agree on what terrain constitutes impassable terrain when the battlefield is being set up.

Fighters cannot climb impassable terrain. They cannot move across impassable terrain unless they can *fly*. They cannot end a move on impassable terrain.

If a fighter is moved onto impassable terrain (for example, after falling off a platform). They are moved by the shortest route until they are no longer on it.

Terrain Bases

Many terrain features come mounted on a **base**. The base of a terrain feature is treated as the **battlefield floor**.



II

Chapter Two

Battles

The inner districts of the City are ruined and lawless. Warbands must be ready to defend their claims with blackpowder and steel, bringing swift death to any rival who dares challenge them for their hard-earned spoils.

This chapter details how **battles** are fought between two warbands.

SETTING UP THE BATTLE

To set up a battle, follow this sequence:

1. **Determine the Underdog**
2. **Determine the Scenario**
3. **Follow the Scenario 'Before the Battle' Steps**
4. **Determine Prepared Spells**
5. **Resolve Any Other 'Before the Battle' Rules**
6. **Begin the Battle**

1. Determine the Underdog

Every warband has a **warband rating** (pg xx), in every battle, the warband with the lesser Warband Rating is the **underdog**. During the battle the underdog may be granted certain bonuses giving them the edge against their rivals to help even the odds.

In the unlikely event that two warbands have identical warband ratings, the players roll off and the winner is the underdog for the battle.

2. Determine the Scenario

Every battle is fought to a **scenario**. The scenario sets up the narrative of the battle, dictates any twists or special rules in play, and most importantly, what each warband needs to do to win the battle.

The players roll on the **Scenario Table** (pg xx) to determine the scenario used for the battle.

Scenarios are detailed in **Chapter 3** (pg xx).

3. Follow the Scenario 'Before the Battle' Steps

The Scenario will detail how the battlefield is set up and anything that needs to be resolved before the battle. Resolve these steps in order.

4. Determine Prepared Spells

If either Warband includes any casters (*Wizards* or *Priests*), the spells they have prepared are now determined (see pg xx).

5. Resolve Any Other 'Before the Battle' Rules

If either player has any other special rules that are resolved before the battle, they are resolved now, starting with the underdog.

6. Begin the Battle

The battle is now ready to begin.

Rounds

Once the battle begins, it is fought in a series of **rounds** until it ends. Each round follows this sequence:

Round Sequence

- | | |
|-------------------------------|---|
| 1. Priority Roll | - players roll off to determine who goes first (the winner chooses, the underdog wins ties.) |
| 2. Start of Round Step | - certain rules may trigger in this step, otherwise it is skipped. |
| 3. Fighters Activate | - players alternate activating fighters from their warband, until every fighter has been activated. |
| 4. End of Round Step | - after all fighters are activated, rules may trigger at the end of the round. |
| 5. Flee Test | - warbands with 5 or more fighters bloodied or taken down must take a Flee test (if both warbands are eligible, the underdog goes first). |



1. Priority Roll

At the start of each round the players roll off. The winner has **priority** and decides which player first activates a fighter. In the case of a tie, the underdog has priority.

2. Start of Round Step

After the priority roll, there is the Start of Round step. This step is for any rules that need to be resolved before fighters can be activated. The scenario rules are the most common place to find such rules (for example, fighters arriving from reserve).

If there are no rules that need to be resolved, the step is skipped. If there are multiple rules, the player with priority decides which order they are resolved.

3. Fighters Activate

After the Start of Round step, the players begin taking turns, back and forth, to activate fighters from their warband to move and make actions. The player with priority chooses which player takes the first turn. This is the main part of the round, and where the excitement takes place. How fighters are activated is explained in detail throughout the rest of the chapter.

4. End of Round Step

Similar to the Start of Round step, after all fighters have been activated, any rules that need to be resolved at the end of a round are done so. If there are no rules that need to be resolved, the step is skipped. If there are multiple rules, the player with priority decides which order they are resolved.

5. Flee Test

The final step of the round is to make **Flee tests**. A Flee test must be made for a warband if **5 or more** of its fighters are either **bloodied** or **taken down**.

If both warbands must make a Flee test, the underdog does so first; if they fail the battle ends. If they pass their opponent then makes a flee test.

To make a Flee test, the player rolls a dice. On a 1, the Flee test fails, the warband immediately flees and the battle ends. On a 2+, they pass.

Instead of rolling a dice for a Flee test, a player can voluntarily choose for their warband to fail the test, (this can be a wise decision in an unwinnable battle to minimise further casualties).



ENDING THE BATTLE

The battle ends either when one of the warbands flees, or when the victory conditions of the scenario declare the battle ends.

Activating Fighters

During each round, the players take turns activating fighters from their warband. The player with priority decides which player takes the first turn.

On a player's turn, they pick a fighter from their warband to **activate**, and after the activation has been resolved, their opponent does the same. This alternates back and forth between the players until all fighters on the battlefield have been activated.

Each fighter cannot be activated more than once each round, (with the exception of surge activations, see below). In addition, every fighter on the battlefield must be activated each round. Once all fighters on the battlefield have been activated the round ends.

SURGE ACTIVATIONS

If a player has no more fighters left to activate in a round, but their opponent does so, they can start picking fighters from their warband to make **surge activations**.

To make a surge activation, the player picks a fighter from their warband that has already activated. That fighter activates for a second time. During that

activation can make an additional move or an additional action (they cannot do both).

Bloodied fighters make surge actions as normal.

Each fighter can only be picked to make a surge activation once each round. If every fighter in a player's warband has activated and has also made a surge activation, but their opponent still has fighters who have not activated, their opponent activates their remaining fighters as normal.

1 MOVE & 1 ACTION

When a fighter activates, they can make **1 Move** and **1 Action**. The order is determined by the commanding player, for example they could do their Action first then their Move, or the other way around. They can also choose to forgo their Move and/or their Action if they wish.

There are different types of Move and Action, detailed below.

BONUS ACTIONS

Certain rules may allow a fighter to make a **bonus action**. A common example is using an item. A fighter can make any number of bonus actions in their activation in addition to their 1 action. A bloodied fighter, and a fighter making a surge activation, can also make as many bonus actions as they are able.

Moves

Normal Move

Run Move

Charge Move

Disengage Move

Actions

Hide Action

Melee Attack Action

Ranged Attack Action

Arcane Action



Moves

There are 4 types of move a fighter can make:

- **Normal Move**
- **Run Move**
- **Charge Move**
- **Disengage Move**

NORMAL MOVE

A fighter can make a **normal move** if they are not engaged in melee. When a fighter makes a normal move, they can move across the battlefield a maximum distance of inches up to their Move value. They cannot move within 1" of an enemy fighter while doing so.

Engaged in Melee

While a fighter is within 1" of an enemy fighter, they are **engaged in melee**.



RUN MOVE

A fighter can make a **run move** if:

- they are not engaged in melee, and,
- they have not made any actions this activation.

When a fighter makes a run move, they can move across the battlefield a maximum distance of inches up to their Move value + an additional d6". They cannot move within 1" of an enemy fighter while doing so. A fighter that makes a run move cannot make an action in that activation.

CHARGE MOVE

A fighter can make a **charge move** if:

- they are not engaged in melee, and,
- they have not made any actions this activation.

When a fighter makes a charge move, they can move across the battlefield a maximum distance of inches equal to their Move value + an additional d6". They must finish the move within 1" of one or more enemy fighters. The fighter is said to have **charged**.

If that is not possible to finish within 1" of any enemy fighters, they do not move at all; the charge move fails and the fighter's activation immediately ends.

DISENGAGE MOVE

A fighter can make a **disengage move** while they are engaged in melee. The fighter must first pass an Initiative test. If failed, the disengage move fails, the fighter cannot move but still counts as having made their move, (they are free to make an action such as a melee attack action against the fighter they are engaged in melee with).

If passed, the fighter can move up to a maximum distance of 3" in any direction but must finish that move more than 1" from all enemy fighters.



Moving

When a fighter makes any type of move, the following rules apply:

- A fighter cannot move through other fighters.
- A fighter cannot move through any part of a terrain feature (with the exception of doors and windows, see below).
- No part of a fighter can move over the battlefield edge.

Moving Across Low Terrain

Fighters can move across low terrain (such a rubble and low walls - see pg xx) without needing to go up and down, instead subtract 1" from the maximum distance they can move each time they move across low terrain.

Moving Through Doors and Windows

In a similar manner, a fighter can move through open windows and doorways even if the space is not physically big enough for the miniature to move through. If they do so, subtract 1" from the maximum distance they can move for each window and doorway they move through.

Moving Through Closed Doors

A fighter making a **normal move** can move through closed doors in the same manner as an open door with the following exceptions:

- Only fighters making normal moves can move through a closed door. Fighters making a run, charge or disengage move cannot.
- *Beasts* cannot move through closed doors.

ADVANCED MOVES

As part of a move, a fighter may **jump** or **climb** in addition to moving across the battlefield. If the fighter has the *Fly* keyword, they can **fly** as well.

Jumping

During a move, a fighter at the edge of a platform can **jump**. If they do so, they move off the edge and continue moving through the air.

Measure the move through the air horizontally. While in the air, they can move up to 1" vertically (but no more), and any distance downward vertically. Only the horizontal distance moved through the air is counted.

The maximum distance a fighter can move horizontally through the air when jumping is 3".

If a fighter moves 3" or more vertically downwards while jumping, they suffer impact damage (see opposite).

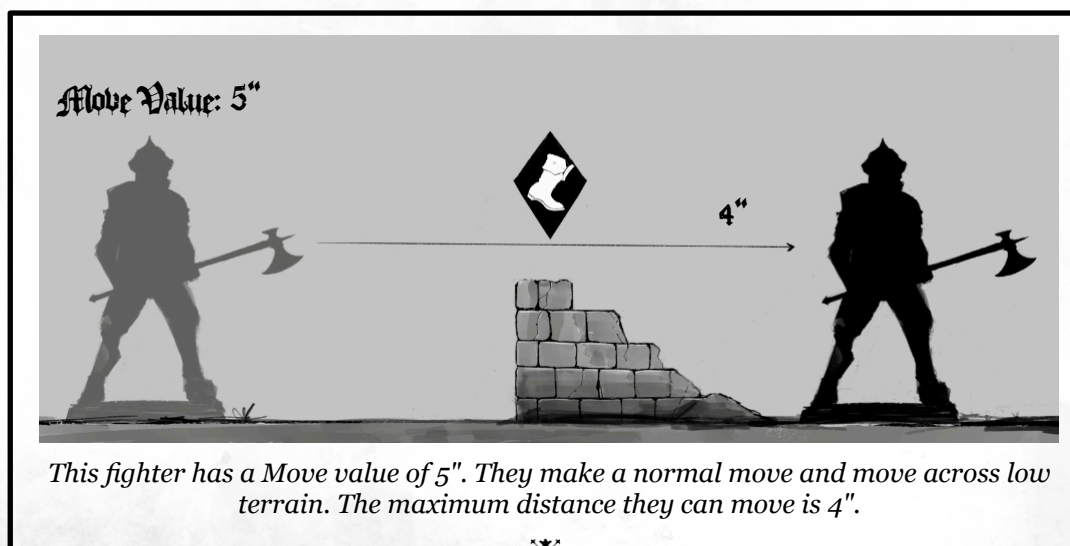
In addition, if a fighter ends their move still in the air, they immediately fall (see below).

FALLING

If a fighter **falls**, they move vertically downwards until they are on the battlefield floor or a platform once more.

If a fighter moves 3" or more vertically downwards while falling, they suffer impact damage (see opposite).

If a fighter falls onto other fighters, each fighter they fall onto is moved outward to make room for the falling fighter. Move the fighters outward by the shortest distance until they are more than 1" from the fighter that fell. Then, each of those fighters must pass an Initiative test else suffer d3 damage.



IMPACT DAMAGE

If a fighter suffers **impact damage**, roll a number of dice equal to the number of whole inches they moved vertically downwards. For each 4+, they suffer 1 point of damage.



Climbing

During a move, if a fighter is touching a **ladder** or **high terrain** (pg xx), they can begin to **climb**.

Beasts cannot climb.

Climbing a Ladder

When a fighter climbs a ladder, subtract 1" from the maximum distance they can move. Then remove them from the battlefield and set them up again touching the top or bottom of the ladder.

Ladders Blocked by Enemies: Enemy fighters at the top or bottom of ladders can prevent a fighter climbing a ladder if there is not room to set them up touching the ladder, however when a fighter makes a **charge move** they can climb a ladder even if there is not room to set them up touching the top or bottom of the ladder. Instead, set them up engaged in melee with that enemy fighter.

Climbing High Terrain

When a fighter climbs high terrain, they can move up or down vertically as well as horizontally, but they must stay within 1/2" of the terrain they are climbing at all times.

Once a fighter begins to climb in this manner, they are said to be climbing until the centre of their base is once more on the battlefield floor or a platform, or until they jump or fly.

A fighter can finish their activation while climbing high terrain, the players should make a note of the fighter's location and hold it in place when determining visibility.

While a fighter is climbing high terrain they cannot make actions, and each time they are targeted by an attack action, if any hits are scored, after the attack action is resolved, the fighter must pass an Initiative test else they fall.

Flying

Fighters with the *Fly* keyword can **fly** during a move. If they do so, the fighter can move through the air vertically and horizontally. Count the horizontal distance moved but do not count the distance moved vertically (see diagram). This means flying fighters can traverse tall buildings and walls with ease, making it a very powerful ability.

Once a fighter begins to fly, they are said to be flying until the centre of their base is on the battlefield floor or a platform once more. For ease of play, a fighter cannot end a move flying.

Scattering

If a rule causes a fighter to scatter, roll the direction dice and move them the number of inches specified. The following additional rules apply:

Scattering Across Terrain: A fighter will move across low terrain, and through doors (open and closed) and windows as normal (subtract 1" from the total distance they will move).

High Terrain: If a scattering fighter comes into contact with high terrain, they stop and move no further.

Platform Edges: If a scattering fighter would be moved off the edge of a platform, they take an Initiative test. If passed, they move to the edge of the platform but no further. If they fail, they move off the edge and immediately fall. Then, they continue to move.

Other Fighters: Scattering fighters will stop when they touch another fighter. If a scattering fighter becomes engaged in melee with an enemy fighter they do not count as having charged.

Actions

There are 4 types of action a fighter can make:

- **Hide Action**
- **Melee Attack Action**
- **Ranged Attack Action**
- **Arcane Action**

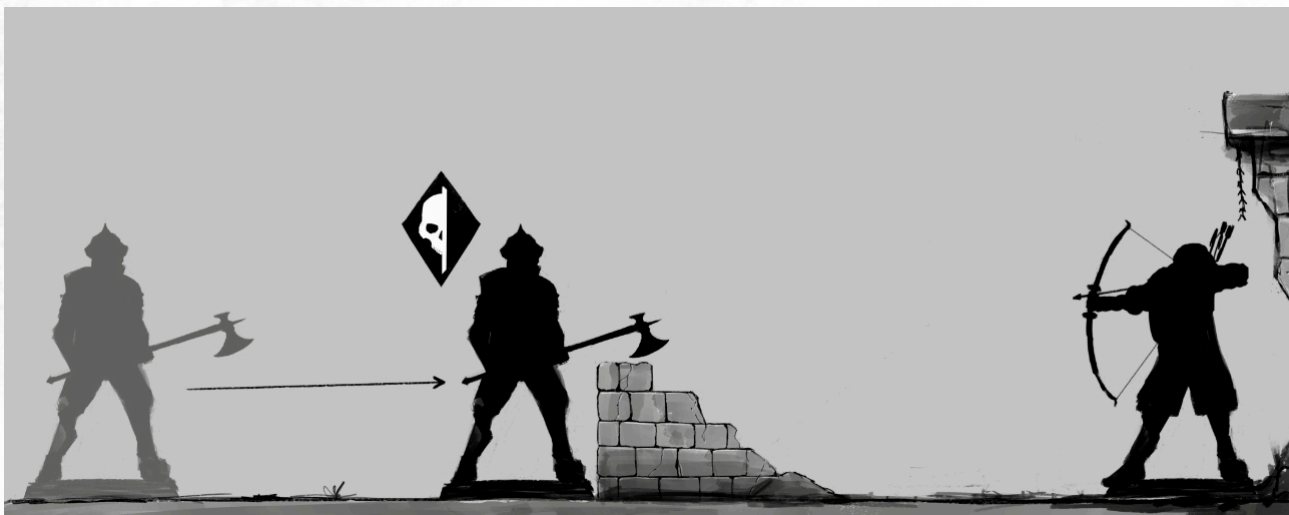
Hide Action

The City is filled with shadowed-ruins to mask one's approach.

A fighter can make a **hide action** if:

- they are not engaged in melee
- they are touching terrain
- they are more than 3" from all enemy fighters.

If they do so, they become *hidden* (place a token next to the fighter to indicate so). While a fighter is *hidden*, they are not visible to enemy fighters that they are obscured from. The fighter remains hidden until the start of their next activation. If a hidden fighter moves and are no longer touching terrain, or they are within 3" of an enemy fighter, they are no longer hidden.



The fighter moves up behind the wall and uses the hide action. As they are obscured to the Archer and more than 3" away, they are not visible to them and cannot be targeted by a ranged attack (pg xx).



MeleeAttack Action

The *Melee Attack* action represents a duel between two fighters as blades clash, daring parries and feints are made until a strike lands home.

A fighter engaged in melee can make a **melee attack action** as follows:

1. **Pick a Target**
2. **Pick Weapons**
3. **Determine Initiative**
4. **Make Attack Rolls**
5. **Alternate Attacks and Parries**

1. Pick a Target

The commanding player picks an enemy fighter engaged in melee with the activating fighter to be the **target**.

The activating fighter is the **attacking fighter** and the target is the **defending fighter**.

During this action both the attacking fighter and the defending fighter make melee attacks.

2. Pick Weapons

Both players pick a melee weapon for their fighter to use.

Off-hand Weapon

If a fighter is not armed with a *two-handed* weapon, a second melee weapon with the *off-hand* weapon trait can be picked for them to use (for example a Sword and a Flail). This second weapon is referred to as the **off-hand weapon**.

3. Determine Initiative

If the attacking fighter **charged** this activation, they have **initiative**. Otherwise the players each roll a dice and add their fighter's Initiative value to the result. The fighter with the higher total has the initiative. In the case of a tie, the attacking fighter has the initiative.

4. Make Attack Rolls

Attack rolls are made for both the attacking fighter and the defending fighter.

To make an attack roll, the player rolls a number of dice equal to the Attacks value of the weapons being used by their fighter.

Attack rolls of a natural 6 score a **critical hit**. Otherwise, each attack roll that equals or exceeds the fighter's Blade value scores a **hit**. All other attack rolls are **misses**.

Off-hand Attacks

If a fighter is using an off-hand weapon in addition to another weapon, only 1 attack roll is made for the off-hand weapon, regardless of the weapon's Attacks value.

For example, a fighter using a Sword and an off-hand Flail, would make 3 attack rolls for the Sword and 1 attack roll for the Flail. Use different colour dice to avoid confusion.

5. Alternate Attacks and Parries

Starting with the fighter with initiative, the fighters take it in turns dealing attacks or parries as follows:



Attack: One of the fighter's hits is resolved (see next page).



Parry: To make a parry, the fighter must use one of their hits. The hit is discarded and a dice is rolled. On a 1, the parry fails. On a 2+ one of their opponent's successful attacks is parried and discarded. To parry an opponent's critical hit, the fighter must use one of their critical hits.

Keep alternating back and forth until both fighters have made all their attacks and parries, or until 1 of the fighters is taken down (whichever happens first), then the action ends.

Unarmed Fighters

If a fighter has no melee weapon, they use the Unarmed Strike melee weapon below:

Unarmed Strike				
Attacks	Rend	Damage	Critical Damage	Weapon Traits
2	-	1	1	Natural Weapon

Weapon Trait Reminders

See the full rules on pages xx-xx.

Natural Weapon

Cannot parry



RESOLVING HITS

To resolve a **hit** from an attack (be it from a melee attack, a ranged attack, or an *attack spell*) the following sequence is used:

1. Make Armour Rolls

Each time a fighter is hit by an attack, an **armour roll** is made for them by rolling a dice. If the result of the armour roll equals or exceeds their Armour value the hit has been **saved** by their armour and is negated.

For example, if a fighter hit by an attack has an Armour value of 4+, a dice roll of a 4, 5 or 6 will save the fighter from the hit.

Rend

Powerful weapons may have a Rend value. If so, each armour roll is modified by the Rend value of the weapon being used.

For example, if the target has an Armour value of 4+, but the weapon has a Rend value of -1, a dice roll of a 5 or 6 will save the fighter from the hit.

If the target fighter has an Armour value of '-', or the Rend value of the weapon being used makes a successful armour roll impossible (eg. an Armour value of 6+ vs a weapon with a Rend value of -1), no armour roll needs to be made (the weapon cuts straight through).

2. Allocate Damage

For each hit that was not saved by the target's armour, the target suffers damage equal to the weapon's damage value. If the attack was a **critical hit**, the target suffers damage equal to the weapon's Critical Damage value instead.



Ranged Attack Action

Many of the fighters who venture forth into the City put faith in bow and blackpowder. After all, a well placed shot can fell a man from fifty paces.

A fighter equipped with a ranged weapon and who is not engaged in melee can make a ranged attack action as follows:

1. **Pick a Target**
2. **Make Attack Rolls**

1. Pick a Target

The controlling player picks a ranged weapon their fighter is equipped with to use and an enemy fighter to be the target of the attack.

The target must be within the Range value of the weapon being used and must be the **closest visible enemy fighter** that is not engaged in melee.

If the closest eligible enemy fighter is obscured (pg xx), the closest eligible enemy fighter not obscured can be targeted instead.

2. Make Attack Rolls

The controlling player makes the attack rolls by rolling a number of dice equal to the Attacks value of the ranged weapon being used by their fighter.

Attack rolls of a natural 6 score a **critical hit**.

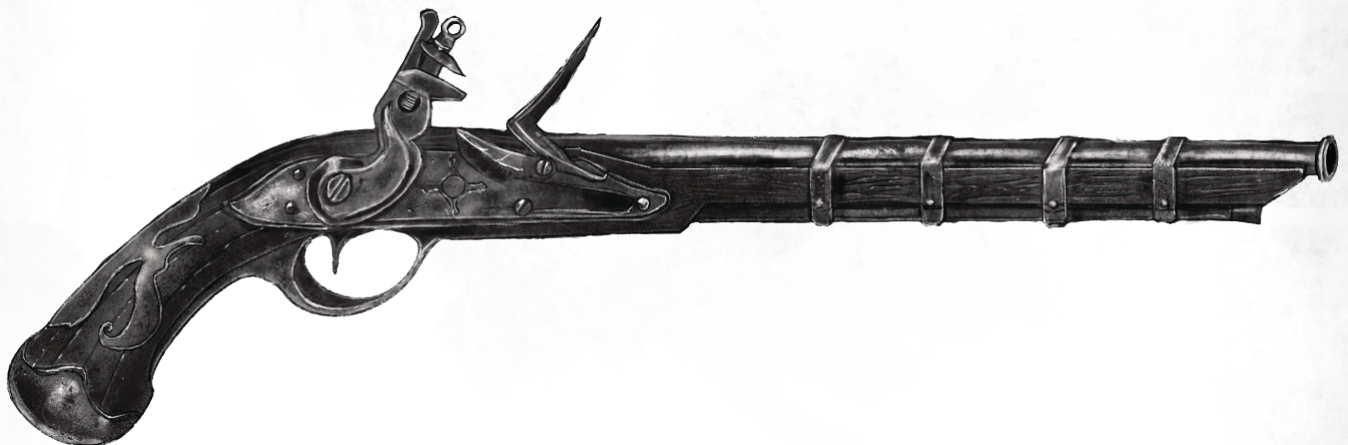
Otherwise, each attack roll that equals or exceeds the fighter's Bow value scores a **hit**. All other attack rolls are **misses**.

Each hit is resolved (pg xx), then the action ends.

COVER

If the target fighter is obscured to the attacking fighter, the target fighter is in **cover** for the attack and benefits from the following rule:

In Cover: While a fighter is in cover, improve their Armour value by 1, to a maximum of 2+. (For example, 6+ becomes 5+).



Weapon Traits

The different Weapon Traits of melee weapons and ranged weapons are detailed below:

Arcane

(Critical hits on 5+)

Attack rolls made with this weapon score critical hits on a natural roll of 5 or 6.

Blast

(Blast template. Miss scatters d6x2")

This weapon uses the Blast template (pg xx).

Bludgeon

(Critical hits deal 1 damage when saved)

Each time an armour roll successfully saves a critical hit scored by this weapon, the target suffers 1 damage.

Brace

(Initiative vs charging fighters)

If the defending fighter uses this weapon while they are the defending fighter, they automatically have the initiative if the attacking fighter charged this activation.

Flame

(Flame template. Auto-hits)

This weapon uses the Flame template (pg xx).

Guard

(1 miss can parry a hit)

When a fighter makes a parry, instead of using a hit they can use a missed attack roll from this weapon. They can do this once each melee attack.

Heavy

(Move or Attack. Can still reload before or after)

This weapon cannot be used to make an attack if the fighter has made a move during their activation. In addition, if this weapon has been used to make an attack, the fighter cannot make a move during their activation.

Reloading: The weapon can be used to attack if the fighter spent their move to reload it. Likewise, after the weapon has been used to attack, if they have not yet spent their Move, they can do so to reload it, (see *Reload Weapon Trait* opposite).

Misfire

(On a natural 1)

If any attack rolls for a ranged attack made with this weapon are a natural 1, the weapon misfires. After any other attack rolls have been resolved, make a **misfire roll** on the table below:

d6	Misfire Roll
1	Backfire: The weapon explodes in the firer's hands. The fighter suffers d3 damage. This weapon cannot be used again during this battle.
2	Clogged: Blackpowder residue fouls the ignition channel. This weapon cannot be used again during this battle.
3-6	Flash-in-the-Pan: The priming powder ignites, but the main charge fails to fire. The attack misses as normal

Natural Weapon

(Cannot parry).

Attacks made with this weapon cannot be used to parry.

Off-hand

(1 extra attack).

When making a melee attack action, this weapon can be used to make an off-hand attack.

One-use

(1 attack per battle)

This weapon can only be used once each battle.



Poison

(Critical hits poison. Suffer 1 damage when activated. Until healed or 1 life remains)

If a fighter suffers damage from a critical hit made with this weapon they become *poisoned*. While a fighter is *poisoned*, each time they are activated they suffer 1 damage. If a fighter is healed, or has 1 life remaining, they are no longer poisoned.

Demons and Undead fighters cannot become poisoned.



Rare (o-[x])

(Limited by the number listed)

This trait limits the number of fighters in a warband that can be equipped with this type of weapon at the same time. For example, if a weapon has the Rare o-1 trait, only 1 fighter in a warband can be equipped with a weapon of this type at any one time.



Reload

(Spend a Move or Action to reload)

Each time this weapon is used to make an attack, before it can be used again, the fighter must **reload** it. To reload a weapon, the fighter must spend either their Move or their Action during their activation. When a fighter spends either a Move or Action, they forfeit it.



Scare

(Unengaged fighters pass Willpower test or scatter d6")

After an attack by this weapon has been resolved, each fighter hit by the attack that is not engaged in melee takes a Willpower test. If they fail, they scatter d6"



Two-Handed

(1 per fighter. No off-hand attack)

A fighter can only be equipped with 1 two-handed weapon.

A fighter cannot make off-hand attacks if they are equipped with a two-handed weapon.



Unwieldy

(-1 to attack rolls)

Subtract 1 from attack rolls made with this weapon.



Volley

(Multiple targets within 3")

Each time this weapon is used for a ranged attack, it can target a number of enemy fighters equal to its Attacks value. Before resolving any Attack rolls, assign each attack to a target. The first target must be picked as normal, each additional attack can be assigned to that target, or to a different visible enemy fighter within 3" of the target that is not engaged in melee.

Then resolve all the attacks.



Wrap

(Cannot parry or be parried)

Attacks made by this weapon cannot be parried, and they cannot be used to parry another attack.



Templates

This page details the rules for the **blast template** and the **flame template**. These templates are used for attacks made by weapons with the *Blast* and *Flame* weapon traits, respectively. They can also be used for spells and other effects.

BLAST TEMPLATE

Making an Attack

When making an attack that uses the blast template, the template is placed before the attack roll is made (see below).

Attacks that use the blast template do not need to target the closest visible enemy fighter. Instead, the template is placed centred on any visible point on the battlefield within range.

Misfiring: If the weapon being used to make the attack also has the *Misfire* weapon trait and the weapon **misfires**, the blast template is removed and the misfire is resolved.

Miss: If the attack **misses**, but it does not misfire, the blast template **scatters d6x2"** and is resolved as a successful attack.

Placing the Blast Template

The blast template is always placed centred on a point on the battlefield. The blast template is held suspended above that point.

Fighters that are within the blast template are hit.

Engaged Fighters: If a fighter engaged in melee is hit, any fighter they are engaged in melee with is also hit, even if they are not within the template.

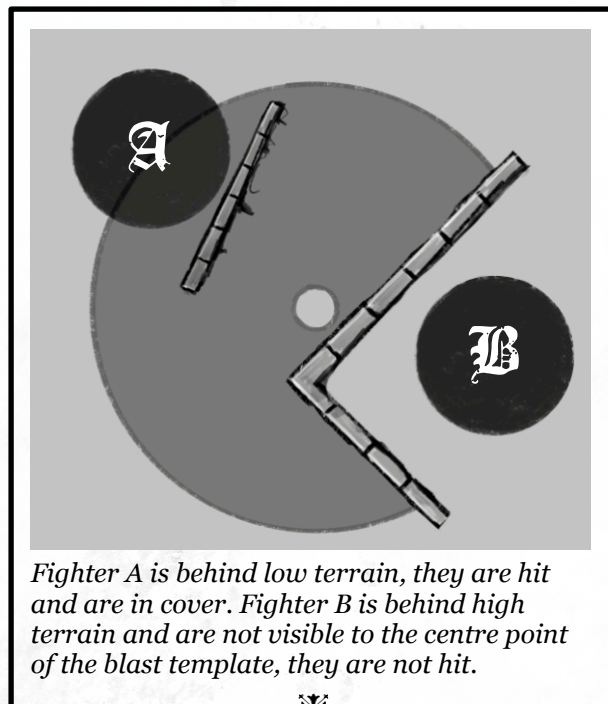
3" Above or Below: If a fighter is 3" or more vertically above or below the point the blast template is centred on, they are not hit even if they are within it.

Visibility, Hiding & Cover

Determine visibility and cover from the centre of the Blast template instead of the attacking fighter.

Hiding has no effect against the blast template.

Fighters otherwise not visible to the centre of the Blast template are not hit, even if they are within it.

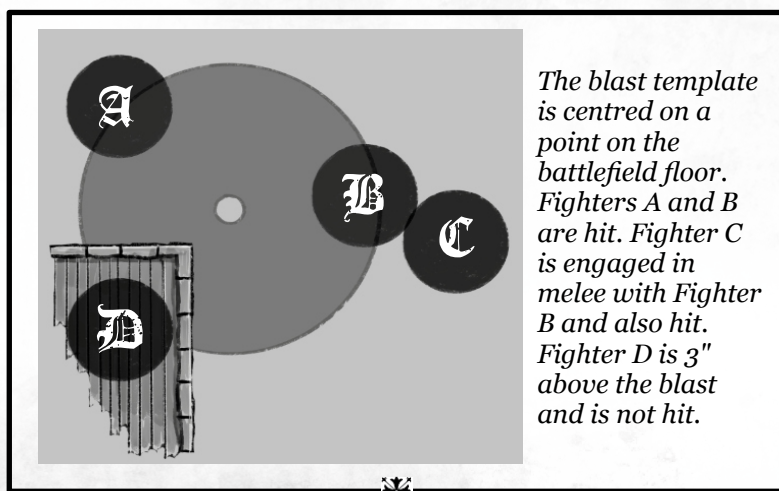


Scattering

Blast templates will often scatter. If the blast template is being placed as part of a spell, the rule will state if the blast template scatters or not.

Scattering Off Platforms: If the blast template was centred on a point on a platform and it scatters off it, only the horizontal distance it moves is counted to how far it scatters.

High Terrain: If the blast template would scatter through High Terrain, it instead stops scattering when the centre point reaches the edge of the high terrain.



Flame Template

Making an Attack

Attacks that use the flame template do not need to target the closest visible enemy fighter. Instead, the template can be placed in any direction (see below).

When making an attack with the Flame template, no attack rolls are made. Every fighter in the template is **automatically hit**. This means an attack will never be a critical hit.

Placing the Flame Template

The flame template is always placed flat (do not tilt it up or down) with its narrowest point touching the base of the activating fighter. In the same manner as the blast template, the flame template is held suspended above its position.

Fighters that are within the flame template are hit.

Engaged Fighters: If a fighter engaged in melee is hit, any fighter they are engaged in melee with is also hit, even if they are not within the template.

3" Above or Below: If a fighter is 3" or more vertically above or below the point the blast template is centred on, they are not hit even if they are within it.

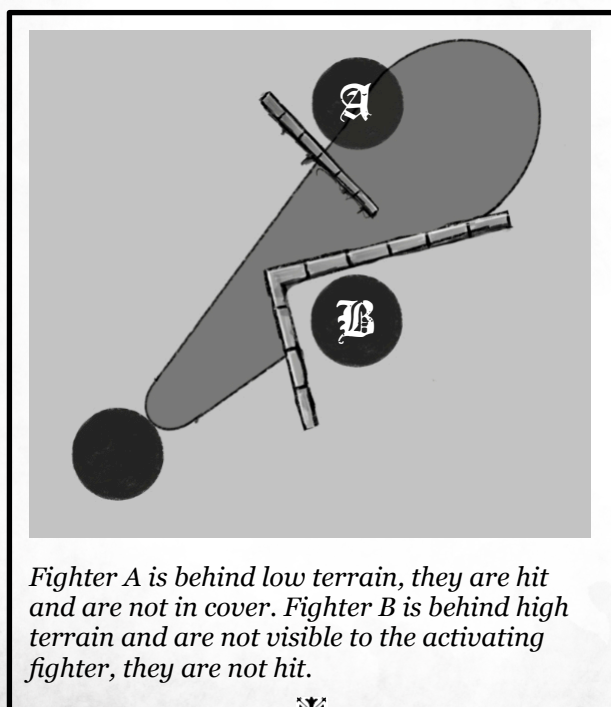
Visibility, Hiding & Cover

Determine visibility as normal.

Hiding has no effect against the flame template.

Fighters otherwise not visible to the attacking fighter are not hit by the template even if they are within it.

No Cover: Fighters cannot be in cover from attacks that use the flame template, (see diagram).





Arcane Action

Gifted with innate talent or earned after decades of study, there are some that command the magics of the world. They are greatly sought as allies by some and ruthlessly hunted as enemies by others.

Fighters that are *Wizards* or *Priests* can make an **arcane action**. When a fighter makes an arcane action, the commanding player chooses if they will **draw power** or **cast a spell**.

DRAW POWER

When a fighter draws power, place a token by the fighter to indicate they have **drawn power**. Once a fighter has drawn power, on their next activation, if they cast a spell, 1 additional dice is rolled for the casting roll (see below). If they do not cast a spell on their next activation, the drawn power is lost; remove the token when their next activation ends.

CAST A SPELL

When a fighter attempts to cast a spell, the commanding player picks a spell they have **prepared** and makes a **casting roll**. The fighter is referred to as the **caster**.

Every spell has a **Casting value** (for example 6+). To make a casting roll, roll a dice. If the casting fighter has drawn power, roll 2 dice instead.

Miscasts

Spells have a chance of **miscasting**. If 1 dice was rolled for the casting roll, the spell miscasts on a roll of a natural 1.

If 2 or more dice were rolled, the spell miscasts if any of the dice share the same result (a "double").

If the spell miscasts, make a **miscast roll** on the table below:

2d6	Miscast Roll
2	Inferno of Sorcery: <i>The caster erupts into an explosion of balefire.</i> The spell fails and the caster is immediately taken down. Before the caster is removed from the battlefield, centre the blast template on them. All other fighters within the area suffer d6 damage.
3-5	Arcane Explosion: <i>The air around the caster is set ablaze with eldritch fires.</i> The spell fails . In addition, centre the blast template on the caster. All fighters with the area suffer d3 damage.
6-7	Drained Magic: <i>The well of arcane energy this caster calls upon runs dry.</i> The spell fails . The caster cannot use arcane actions for the rest of the battle.
8+	Uncontrolled Bust of Power: <i>The caster screams in pain as they seek the tame the sorcery that surges through them.</i> The caster suffers d3 damage. If they are not taken down, the spell is critically cast .

Successfully Cast

If the spell does not miscast, add the casting fighter's Willpower value to the score of all dice rolled. If the total is less than Casting value, the spell **fails** and the action ends. If the total equals or exceeds the Casting value, the spell is **cast** and its effect is resolved.

Critical Cast

Most spells have a **Critical Casting value** (eg: Critical Cast [12+]). If the spell was not miscast and the casting roll equals or exceeds the Critical Casting value, the spell is **critically cast** and the additional effects are resolved too.

Spells

Spells are found in **Spell Lore**s. Every *Wizard* and *Priest* knows one or more Spell Lore as detailed on their scroll.

Here is an example spell, Twilight Translocation from the Lore of Undeath (pg xx):

Twilight Translocation

Cantrip Spell

Casting Value [7+]

Pick another visible friendly fighter within 6" of the caster to be the target, remove them from the battlefield and set them up again, anywhere on the battlefield within 15" of the caster and not engaged in melee.

Critical Cast [12+]: When setting up the fighter, increase the range to 18".

Spell Keywords

Every spell has a keyword (eg. *Cantrip Spell*). Certain rules may interact with these keywords, but they have no inherent rules.

Attack Spells

These spells state the target is **hit** with an attack. Follow the steps for resolving a hit; Make Armour Rolls, then Allocate Damage, as outlined on pg xx.

PREPARING SPELLS

Before the battle each *Wizard* or *Priest* prepares 1 spell from each Spell Lore they know. The spell they prepare is randomly determined by rolling a dice on the Spell Lore.

Duplicate Spells

When determining a *Wizard* or *Priest*'s prepared spells, if you roll a spell that is their **signature spell** (see below), or a rule allows you to roll multiple times on a Spell Lore and you roll the same spell more than once, those additional rolls have no effect and are not re-rolled.

Signature Spells

In addition to knowing Spell Lore, a *Wizard* or *Priest* may have 1 or more **signature spells**. A *Wizard* or *Priest* always has their signature spells prepared.



Powder mistfires. Sorcery devours...



III

Chapter Three

Scenarios

Across the ruins of the City the sounds of battle ring out as rival warbands confront each other in the pursuit of treasure. At times, it is a bitter struggle between two warbands on equal footing. Others find themselves in a desperate fight survival as they are ambushed from the darkness.

Every battle in Black Death City is fought out according to a **scenario**. The scenario dictates the where and why of the battle and importantly what each warband must do to win.

DETERMINING THE SCENARIO

To determine the scenario, roll on the table below:

d6	Scenario
1	A Deadly Encounter (pg xx)
2	Glimmers in the Dark (pg xx)
3	No Quarter (pg xx)
4	The Chapel (pg xx)
5	Street of Death (pg xx)
6	The Find (pg xx)

BATTLE GROUPS

In many of the scenarios the warbands are divided into **battle groups**. A battle group is a grouping of fighters from a warband. When dividing a warband into battle groups, the number of fighters in each battle group must be as equal as possible.

For example, if the scenario dictates a player's warband must be divided into 3 battle groups, a warband of 10 fighters would have two groups of 3 fighters and one of 4.



RESERVE

In many of the scenarios one or more of a warband's battle groups will start the battle in **reserve**. This means they are not set up on the battlefield until they **arrive as reinforcements**.

Arriving Reinforcements

If any battle groups start in reserve, the scenario will dictate when they begin arriving.

Reinforcements arrive in the **Start of Round Step**. The player with priority picks 1 of their battle groups in reserve and makes a **reinforcement roll** on the table below for each fighter in that battle group. Then their opponent does the same.

d6	Reinforcements Table
1-2	No Sight, No Sound: The fighter does not arrive this round. Make another reinforcement roll for them next round.
3-5	Arrival: Set up the fighter within 3" horizontally of a battlefield edge connected to their entry point more than 6" from all enemy fighters.
6	Outflank: Set up the fighter anywhere on the battlefield wholly within 3" of a battlefield edge more than 6" from all enemy fighters.



TREASURE

In some scenarios treasure is placed on the battlefield. Treasure is represented by **treasure tokens**. Treasure tokens should be around 25mm or smaller in size.

Picking up Treasure

While a fighter is making a **Normal Move**, they can pick up treasure while they are within 1/2" of it. Doing so reduces the maximum distance they can move in that Normal Move by 1" (if they have less than 1" of their move remaining, they cannot pick up the treasure).

When a fighter picks up treasure, remove the treasure token from the battlefield. That fighter is now **holding** the treasure.

Fighters can only hold 1 piece of treasure at a time.

The following fighters cannot pick-up or hold treasure: *Beasts, Thralls*.

Dropping Treasure

When a fighter holding treasure is taken down they drop the treasure they are holding.

In addition, whenever a fighter takes damage, but is not taken down, roll a dice at the end of the activation. On a 1, they drop the treasure they are holding.

When a fighter drops treasure, the commanding player places a treasure token on the battlefield within 1/2" of the fighter.

Escaping with Treasure

If a fighter holding treasure finishes a move within 1" of a battlefield edge and is not engaged in melee, they can escape. Fighters that escape are removed from play and the warband claims the treasure they are holding.

Fleeing with Treasure

If a warband flees (including if they voluntarily flee), roll a dice for each fighter holding treasure. On a 1 they drop the treasure onto the battlefield as they run. On a 2+, they escape with the treasure.

Unclaimed Treasure

When the battle ends, the winning warband automatically holds any treasure tokens on the battlefield (including any dropped as the other warband flees).



Scenario I

A Deadly Encounter

Two rival warbands meet in the shadow-cast ruins of the city. With neither willing to back down, a bloody battle quickly ensues.

Before the Battle

THE TWIST

No two battles are ever the same. One player rolls on the twist table opposite to determine what unexpected fate has befallen the warbands.

THE BATTLEFIELD

The players set up the battlefield with clusters of ruined buildings and narrow winding streets between them.

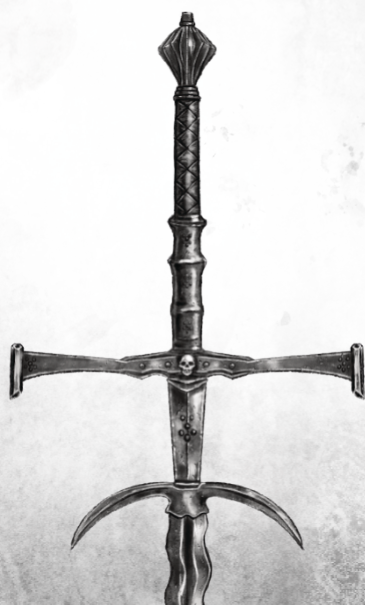
BATTLE GROUPS

Each warband is divided into **2 battle groups**.

DEPLOYMENT

The players roll off. The winner picks 1 of the entry points to be theirs. That player then randomly picks one of their battle groups and sets up the fighters from it wholly within **12"** horizontally of their entry point. The diagonally opposite entry point is their opponent's. They do the same.

The other battle groups start in reserve.



During the Battle

ARRIVING REINFORCEMENTS

Reinforcements begin arriving from the start of the **3rd round**.

WINNING THE BATTLE

Hold the Centre: At the end of any round, if one warband has fighters within 6" horizontally of the centre of the battlefield and there are no enemy fighters there, that warband scores **d3 victory points**.

Death Marks: Each time an enemy fighter is taken down, the opposing warband scores **1 victory point**.

At the end of any round, if a warband has 8 or more victory points, the battle ends and the

warband with the most victory points wins.

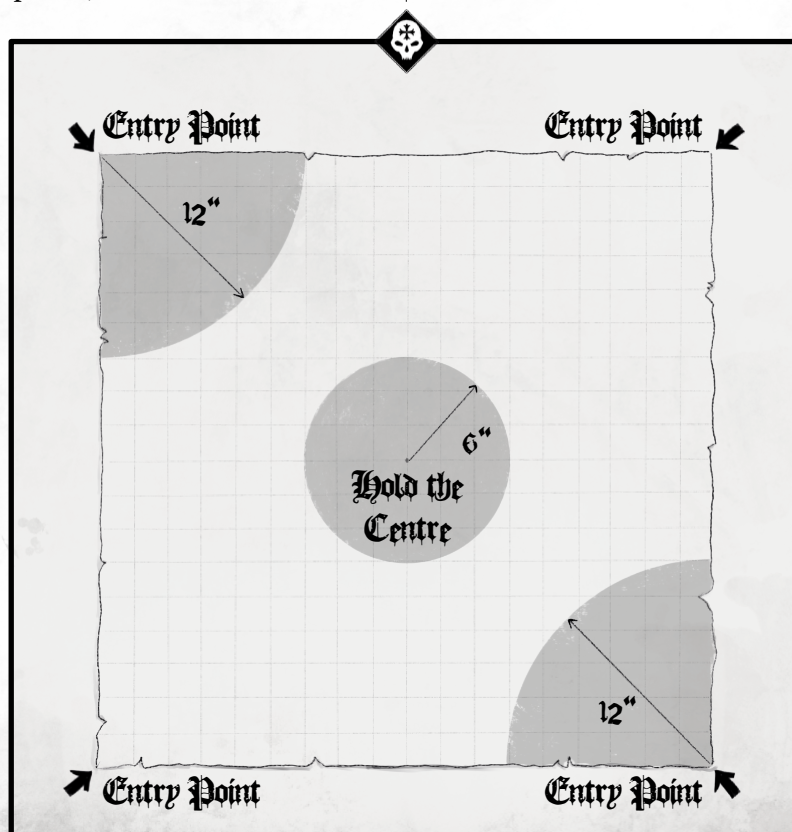
If both warbands have 8 or more victory points and the score is tied, the battle continues.

Otherwise, the battle ends when a warband flees, the opposing warband wins.

Campaign

BONUS EXPERIENCE

+10 First Blood. The first fighter to take down an enemy fighter with an attack earns 10 bonus experience.



Twists (d6)



1 - A BREWING STORM

Dark clouds gather in the skies above, telling of coming rains.

At the start of each round after the first, one of the players rolls a dice. On a 1-4, the rain hasn't started yet. On a 5+, the rain begins and no more rain rolls are made this battle.

Once the rain begins:

- Fighters can only see for 12". Other fighters and points on the battlefield, are not visible to a fighter while they are more than 12" away.
- Subtract 1 from **misfire rolls**, (to a minimum of 1).



2 - BATTLE FOR THE TOWER

A vantage point lies at the centre of this district. An old tower that can be used to scout out the surrounding area.

When setting up the battlefield, place a tower terrain feature in the centre.

While a warband has any *Leaders* or *Champions* wholly within 6" horizontally of the centre of the battlefield, they can automatically pass their flee test. In addition, if a warband scores victory points for 'Hold the Centre' (see left), they score 3 victory points instead of d3.

The winner of the battle can use the tower to scout the nearby city. To represent this, the winner of the battle can re-roll their **exploration roll** (pg xx).



3 - OUTFLANK

Both warbands are attempting to outflank the other and catch them in a deadly trap.

The warbands are divided into 3 Battle Groups instead of 2.



4 - DELAYED ARRIVAL

Reinforcements begin arriving from the start of the 6th round, instead of the 3rd.



5 - CONDEMNED

At the start of every round, if one of the warbands has fewer victory points than their opponent, the controlling player can pick 1 enemy fighter on the battlefield to be *condemned* until the end of the round.

Each time a *condemned* fighter is taken down, the opposing warband scores 1 additional victory point.



6 - THE CHEST

The underdog places chest on the battlefield floor wholly within 6" of one of the entry points not picked by a player.

We recommend using a suitable terrain feature. If you do not have one, use a token instead.

While a warband has any *Leaders* or *Champions* within 3" of the chest, they can automatically pass their flee test. In addition, at the end of each round, if a warband has fighters within 3" of it and there are no enemy fighters within 3" of it, they score 1 additional victory point.

The winner of the battle claims the chest. After the battle they roll on the table below to discover the contents of the chest.

d6

1 **Empty All Along:** The chest is empty inside.

2-5 **A Modest Find:** The chest contains d6 x 10 silver.

6 **A Stash of Silver:** The chest contains 3d6 x 5 silver.



Scenario II

Glimmers in the Dark

There are rumours abound of treasure hidden amidst a ruined district of the city, and now two rival warbands race to be the first to claim it.

Before the Battle

THE TWIST

No two battles are ever the same. One player rolls on the twist table opposite to determine what unexpected fate has befallen the warbands.

THE BATTLEFIELD

The players set up the battlefield with clusters of ruined buildings and narrow winding streets between them.

TREASURE

Starting with the underdog, players alternate placing treasure tokens until 3 are placed in total.

The first treasure token must be placed within 3" of the centre of the battlefield. Each other treasure token must be placed within 8" horizontally of the centre of the battlefield, more than 3" from all other treasure tokens.

BATTLE GROUPS

Each warband is divided into **3 battle groups**.

DEPLOYMENT

The players roll off. The winner picks 1 of the entry points to be theirs. That player then randomly picks one of their battle groups and sets up the fighters from it wholly within **12" horizontally** of their entry point. The diagonally opposite entry point is their opponent's. They do the same.

The other battle groups start in reserve.

During the Battle

ARRIVING REINFORCEMENTS

Reinforcements begin arriving from the start of the **2nd round**.

WINNING THE BATTLE

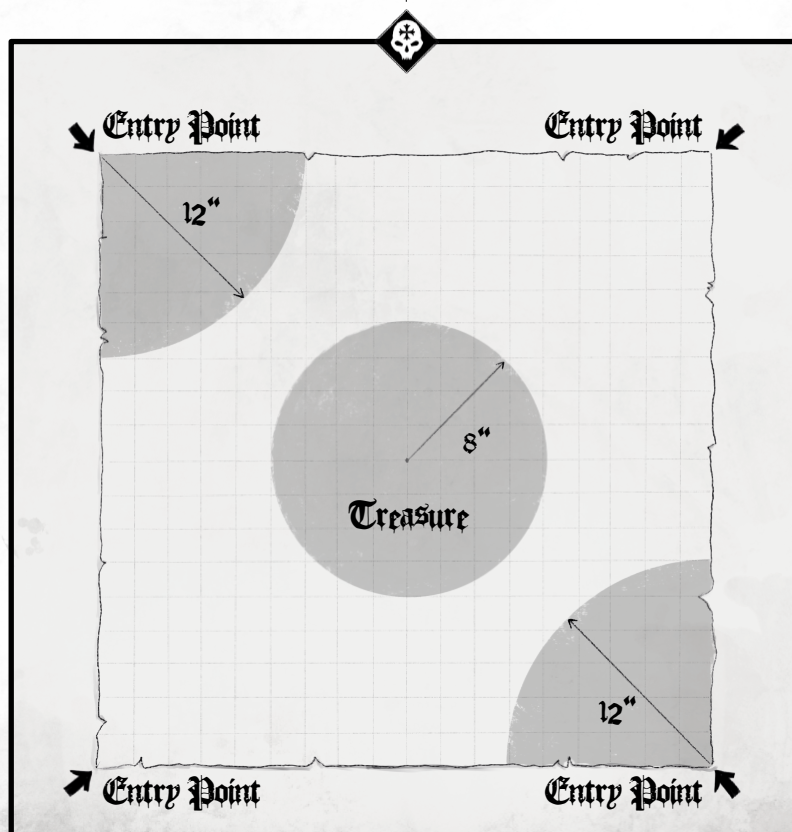
Claim Treasure: If a warband can escape with half or more of the treasure tokens, the battle immediately ends and they win.

Otherwise, the battle ends when a warband flees, the opposing warband wins.

Campaign

BONUS EXPERIENCE

+10 Escaping with Treasure. Each fighter that escapes with treasure earns 10 bonus experience.



Twists (d6)



1 - CURSED COIN

At the end of a fighter's activation, if they are holding treasure they must pass a willpower test else suffer d3 damage (they do not test to see if they drop the treasure after suffering this damage).

Demon and Undead fighters are not affected.



2 - FALSE RICHES

Players alternate setting up treasure tokens until there are 5 placed on the battlefield instead of 3.

For each treasure token, the first time a fighter moves within 3" of it, a dice is rolled. On a 1-2, the treasure token is found to be worthless and is removed from play.



3 - THIEVES IN THE DARK

The battle takes place in the dead of night. Fighters can only see for 9". Other fighters and points on the battlefield, are not visible to a fighter while they are more than 9" away.



4 - BEGGAR'S DESPERATION

Add 1 to attack rolls for melee attacks made by fighters while they do not hold treasure and are engaged in melee with an enemy fighter that does.



5 - SAINT TRICKSTER'S GAME

A mischievous spirit lingers in this place. The wind echoes with laughing mockery.

Instead of placing treasure tokens on the battlefield before the battle begins, only 1 is placed, by the underdog, within 3" of the centre of the battlefield.

When this treasure token is picked up for the first time, another treasure token is also placed on the battlefield, scattered 3d6" from the centre.

When this new treasure token is picked up, the sequence is repeated. In total, 5 treasure tokens can be placed.



6 - UPTURNED WAGON

A wagon traveling through the City was ambushed at dawn. The only sign of the driver and horses, is a grisly trail of blood. The contents of the wagon have spilled out onto the road.

If the players have a suitable terrain feature in their collection, place a wagon at the centre of the battlefield.

Instead of the players placing 3 treasure tokens, the underdog places 6 treasure tokens, each within 3" of the centre and more than 1" from all other treasure tokens.



Scenario III

No Quarter

In a battle for dominance, two rival warbands show no mercy as they attempt to drive the other from an important district in the city.

Before the Battle

THE TWIST

No two battles are ever the same. One player rolls on the twist table opposite to determine what unexpected fate has befallen the warbands.

THE BATTLEFIELD

The players set up the battlefield with 2 streets that run down the central lines of the battlefield converging at a crossroads in the centre. Clusters of ruined buildings are set up in each of the quadrants.

BATTLE GROUPS

Each warband is divided into **3 battle groups**.

DEPLOYMENT

The players roll off. The winner picks 1 of the entry points to be theirs. That player then randomly picks one of their battle groups and sets up the fighters from it wholly within **9" horizontally** of their entry point. The diagonally opposite entry point is their opponent's. They do the same.

The other battle groups start in reserve.

During the Battle

ARRIVING REINFORCEMENTS

Reinforcements begin arriving from the start of the **2nd round**.

WINNING THE BATTLE

Domination: The battlefield is divided into four quarters. Starting from the **3rd round** onwards, at the end of a round, if a player has more friendly fighters wholly within a quarter than there are enemy fighters wholly within it, they control that quarter and score **1 domination mark**.

While a fighter is wholly within 6" of the centre of the battlefield, they do not count to belonging in any quarter (see the map).

At the end of any round, if a warband has 10 or more domination marks, and the score is not tied, the battle ends immediately and they win.

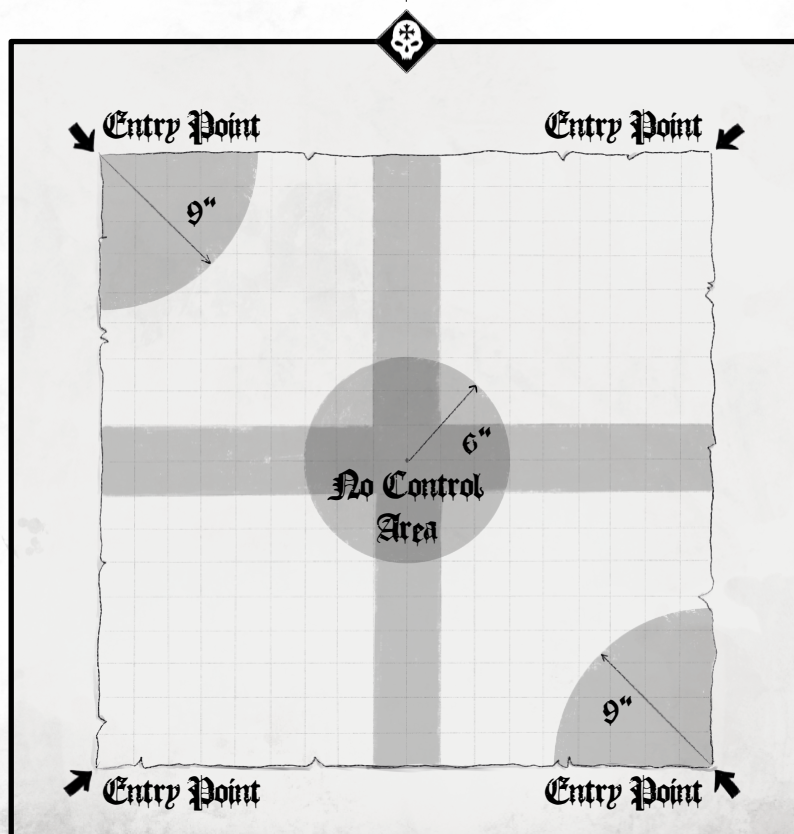
Otherwise, the battle ends when a warband flees, the opposing warband wins.



Campaign

BONUS EXPERIENCE

+1 Hold Ground. Each time a player scores domination marks, each friendly fighter wholly within that quarter earns 1 bonus experience.



Twists (d6)



1 - ROLLING FOG

Sweeping mists roll through these quarters of the city, obscuring everything beyond a few yards.

At the start of each round, roll for each quarter of the battlefield. On a 4+, that quarter is *masked in fog*.

Fighters are not visible to each other while they are more than 6" apart if at least one of them is within a quarter *masked in fog*.

If after rolling, no quarters are masked in fog, the fog has lifted and no more rolls are made for it this battle.



2 - SHOW OF STRENGTH

Ignore the rules for 'Battle Groups' and 'Arriving Reinforcements' this battle. Instead, during deployment, when it is a player's turn to set up fighters, they set up every fighter in their warband within 9" horizontally of their entry point.



3 - THE FORSAKEN QUARTER

From the **4th round** onwards, at the start of the round if 1 player has fewer domination marks than their opponent they can choose one of the quarters of the battlefield to be the *forsaken quarter* for that round.

The *forsaken quarter* cannot be controlled.



4 - TURF WAR

The quarter of the battlefield where a warband's entry point is located is their *home quarter*. Players score 3 domination marks instead of 1 for controlling the opposing warband's home quarter.



5 - THE CRITICAL QUARTER

From the the **3rd round** onwards, at the start of the round the players randomly determine 1 of the quarters to be the *critical quarter* for that round.

A player scores 1 additional domination mark for controlling the *critical quarter*.



6 - SAINT'S STATUE

Set up a statue at the centre of the battlefield. A fighter that finishes their activation within 6" of the centre of the battlefield is healed d3 life points.

Demon and *Undead* fighters are not affected.



Scenario IV

The Chapel

Here lies once hallowed ground. A chapel dedicated to one of the city's many saints. Now destroyed and its roof caved in. It may have been stripped of all its treasures long ago, but the only way to find out is to first venture inside.

Before the Battle

THE TWIST

No two battles are ever the same. One player rolls on the twist table opposite to determine what unexpected fate has befallen the warbands.

THE BATTLEFIELD

The players set up the battlefield with a **chapel** at the centre. The chapel is an area 12" by 16", and can be denoted with four corner ruins or other suitable terrain features.

Outside the chapel should consist of narrow streets and ruined buildings.

TREASURE

The underdog places 3 treasure tokens within the chapel. Each must be placed within 1" of a different corner of the chapel.

BATTLE GROUPS

Each warband is divided into **3 battle groups**.

DEPLOYMENT

The players roll off. The winner picks 1 of the entry points to be theirs. That player then randomly picks one of their battle groups and sets up the fighters from it wholly within **9" horizontally** of their entry point. The diagonally opposite entry point is their opponent's. They do the same.

The other battle groups start in reserve.

During the Battle

ARRIVING REINFORCEMENTS

Reinforcements begin arriving from the start of the **3rd round**.

WINNING THE BATTLE

Death Marks: Each time an enemy fighter is taken down, the opposing warband scores **1 death mark**.

At the end of any round, if a warband has 8 or more death marks, the battle ends and the warband with the most death marks wins.

If both warbands have 8 or more death marks and the score is tied, the battle continues.

Otherwise, the battle ends

when a warband flees, the opposing warband wins.

Campaign

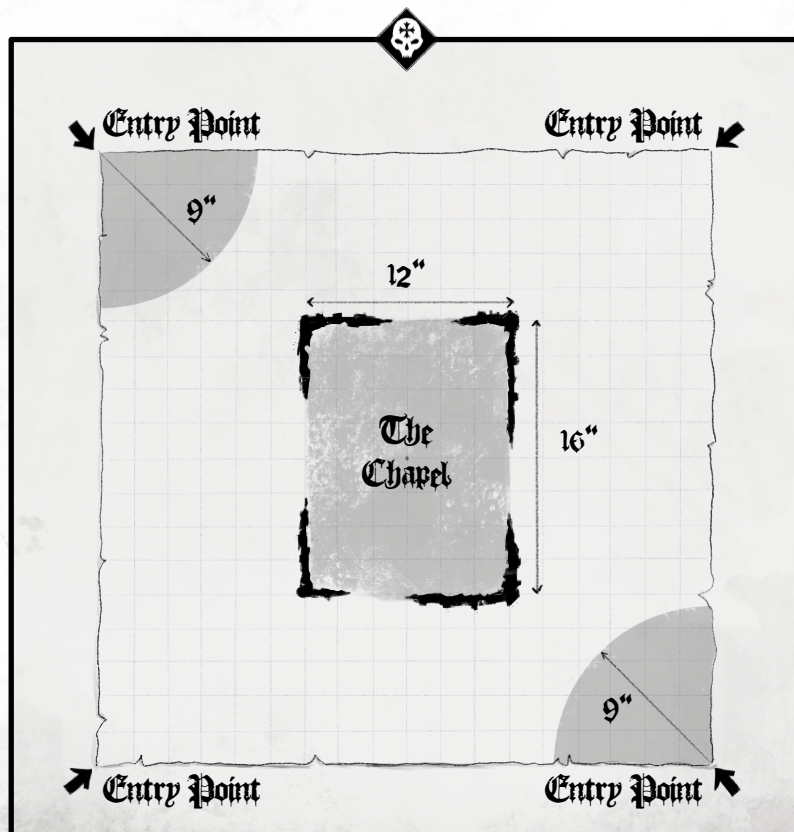
TREASURE

Treasure from the Chapel is particularly valuable. Each piece of treasure claimed is worth 2d6x5 silver.

BONUS EXPERIENCE

+10 First to Step Inside. The first fighter to finish a Move wholly within the chapel earns 10 bonus experience.

+2d6 Prying Off the Sarcophagus Lid. If there is a sarcophagus, the fighter that pries off the lid earns 2d6 bonus experience.



Twists (d3)



1 - A HIDDEN TROVE

The chapel seems to have survived the worst of the destruction of the City. You spy the gleam of gold and silver amidst the wreckage.

The underdog places 5 treasure tokens within the chapel instead of 3. Each must be placed within 1" of a different corner of the chapel, except for one which is placed at the centre.



2 - DESECRATED GROUND

The statues have been torn down, their eyes gouged out. All other effigies have been burned and torn down. This place seems thirsty for blood.

The first time a fighter is taken down while they are within the chapel, one of the players rolls a dice on the table below:

d6

Light Rain: No effect.

1-2 Roll a dice at the start of each subsequent round. On a 4+, the Heavy Rain effect begins (see below).

Heavy Rain:

- 3 • Fighters can only see for 12". Other fighters and points on the battlefield, are not visible to a fighter while they are more than 12" away.
- Subtract 1 from rolls on the misfire table, (to a minimum of 1)

Grass sprouts: *It seems the Saints' presence lingers in this place still.*

4 Each time a fighter finishes a move on the battlefield floor, within the chapel, they heal 1 life point. *Demons* and *Undead* fighters instead suffer 1 point of damage

Blood Frenzy: *A red mist fills the chapel, sending all into a frenzy of violence.*

5 For the rest of the battle, while a fighter is within the chapel, add 1 to the Attacks value of their melee weapons.

Thunder Claps: *The skies above swirl with coiling black clouds, and for a moment, time seems to stop.*

6 The round immediately ends (resolve the End of Round step). The next time a fighter is taken down while they are within the chapel, one of the players rolls a dice on this table again.



3 - THE SAINT'S SARCOPHAGUS

Place a stone sarcophagus in the centre of the battlefield.

During the battle, fighters touching the sarcophagus while they are not engaged in melee can attempt to pry off the lid of the sarcophagus as an action. If they do so, roll a dice. On a 1-5 they fail. On a 6+ they are successful. Add 1 to the roll for each previous attempt made in the same round by a friendly fighter.

Beasts cannot attempt this.

If the battle ends before the lid is pried off, the winning warband can automatically pry off the lid. If they do so, they pick a friendly fighter not taken down to pry off the lid (no dice roll is made). All other friendly fighters not taken down during the battle are considered within the chapel when this occurs, and no enemy fighters are considered to be there.

When the lid is successfully pried off, roll on the table below:

d6

Unholy Curse: *A bloodcurdling scream emits from sarcophagus.*

1 The fighter that pried off the lid suffers d6 damage. Each other fighter within the chapel must pass a Willpower test else suffer d6 damage. *Demons* and *Undead* fighters are not affected in both cases.

2-4 **Rotten Black Mulch:** *There's nothing inside except a brackish mulch that gives off a terrible smell.*

No reward.

Coin Purse: *Within the sarcophagus sits a coin purse heavy with ancient silver.*

5 The fighter who pried off the lid picks up a treasure token (pg xx). This treasure is worth 3D6x5 silver. If they are already holding treasure, they drop that treasure and then pick up this treasure.

Heirloom: *Clutched in the skeletal hands of the Saint's remains lies a valuable relic.*

6 At the end of the battle, the winning warband can roll on the **relic table** on pg xx.



Scenario V

Street of Death

A notorious warrior makes their way through the darkened streets of the city, unbeknownst that they have been marked with death and in the shadows beyond blades are drawn and ready to strike!

Before the Battle

AMBUSER & DEFENDER

In this battle the underdog warband is the **Ambusher** and their opponent is the **Defender**.

THE TWIST

No two battles are ever the same. One player rolls on the twist table opposite to determine what unexpected fate has befallen the warbands.

THE BATTLEFIELD

The players set up the battlefield with a street (5-6" wide) that runs through the middle. Either side of the street should be set up with dense ruins and narrow alleyways.

THE HIT & BATTLE GROUPS

The players roll-off, the winner picks 1 *Leader* or *Champion* in the Defender's warband to be **hit**. The Defender then rolls a dice and picks that many fighters from their warband to accompany them. They cannot pick any other *Leaders* or *Champions*.

The Defender then divides their remaining fighters into **2 battle groups**.

The Defender picks 1 end of the street to be the **escape battlefield edge**.

The Ambusher's warband is divided into **2 battle groups**.

DEPLOYMENT

The Defender sets-up the fighter that is the hit, and their accompanying fighters, anywhere on the street, more than 18" from the escape battlefield edge.

The rest of the Defender's fighters start the battlefield in reserve.

The Ambusher then randomly picks 1 of their battle groups and sets up the fighters from it anywhere on the battlefield more than 12" from all enemy fighters.

The other battle groups start in reserve.

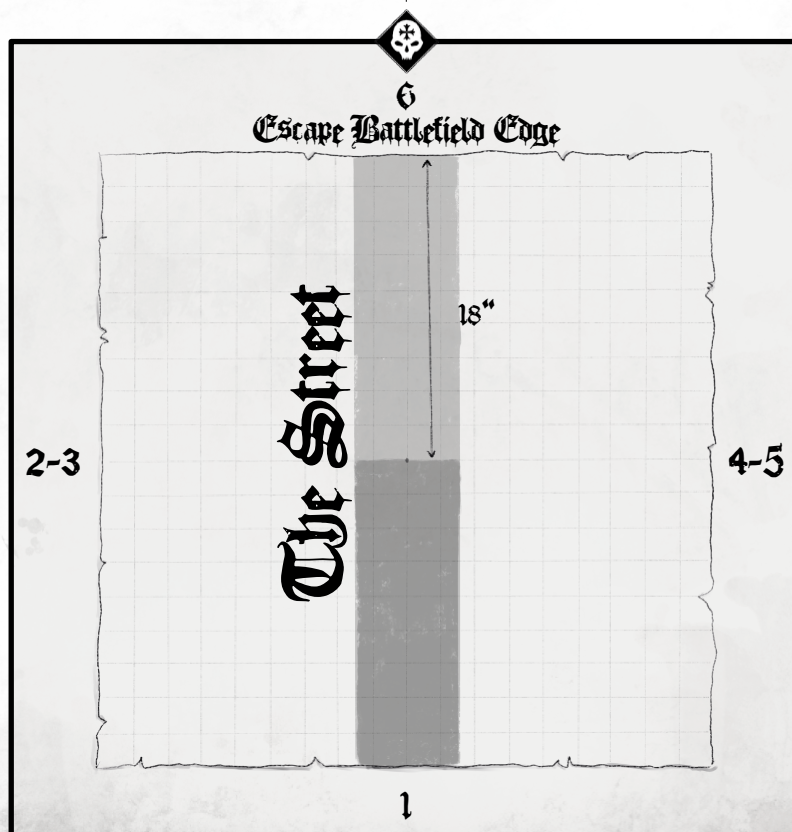


During the Battle

ARRIVING REINFORCEMENTS

The ambushers reinforcements begin arriving from the the start of the **2nd round**. The defender's reinforcements begin arriving from the the start of the **3rd round**.

When reinforcements arrive, instead of making a reinforcement roll for each fighter, the player instead rolls a dice for each fighter. The dice roll corresponds to one of the battlefield edges (see map). The fighter is set up wholly within 6" horizontally of that battlefield edge more than 6" from all enemy fighters.



NO EASY WAY OUT

In this battle, the Defender's warband does not take flee tests and cannot voluntarily flee.

WINNING THE BATTLE

Escape the Ambushers: If the fighter that is the hit finishes a move within 1" of the escape battlefield edge, and is not in engaged in melee, the battle immediately ends and the Defender wins.

If the fighter that is the hit is taken out of action, the battle ends immediately and the Ambushers win.

Otherwise, if the Ambusher's warband flees, the Defender wins.

Campaign

BONUS EXPERIENCE

+20 To The Hit or the Hitter. If the fighter that is the hit escapes the battlefield, they earn 20 experience points. If they are taken out of action by an enemy fighter, that enemy fighter earns 20 experience points.



Twists (d6)

1 - DRUNK AS AN EEL

The hit begins the battle *drunk*. While they are drunk, each time they are picked to activate, a dice is rolled. On a 1-5, they scatter d6" and their activation ends. On a 6, they sober up and are no longer drunk, they can be activated as normal.

As soon as the hit suffers damage, or is engaged in melee, they sober up and are no longer drunk.

Demon and Undead fighters ignore this result.

2 - HEAVY DOWNPOUR

The battle begins under a heavy downpour of rain. While the battle is under a heavy downpour of rain:

- Fighters are not visible to each other while they are more than 9" apart.
- Subtract 1 from rolls on the misfire table, (to a minimum of 1).

From the second round onwards, a dice is rolled at the start of the round. If the result is less than the number of the current round (eg. a result of 1 or 2 in the 3rd round). The heavy downpour of rain ends

3 - VOW OF BLOOD

Upon seeing their rivals lurking in the darkness beyond, the hit vows not to go down without a fight.

For the duration of this battle, add 3 to the hit's Life Value.

4 - HIDDEN TUNNEL

The Defender places 2 tokens anywhere on the battlefield floor within 6" of each other and not on the street. This is the entrance and exit to a secret tunnel only the hit knows of.

During the battle, if the hit finishes a move within 1/2" of one of the tokens and is not engaged in melee, they can move through the tunnel. If they do so, remove them from the battlefield and set them up within 1/2" of the other token, then remove both tokens. They can be set up in melee.

5 - SHADOWS LURK ABOVE

During deployment the Ambusher can set up fighters within 12" of enemy fighters if the fighters are both:

- 3" or more vertically above the battlefield floor.
- More than 9" from all enemy fighters.

6 - TIP-OFF

The Defenders have been forewarned of the attack on their comrade and now race to join them.

Both of the defender's battle groups arrive at the start of the 3rd round.



Scenario VI

The Find

A band of fighters have discovered a stash of treasure hidden in a ruined holding, now they must defend it from their rivals and hold out until their allies arrive.

Before the Battle

ATTACKER & DEFENDER

The players roll off, the winner is the Attacker, the loser is the Defender. Roll again in the case of a tie.

THE TWIST

No two battles are ever the same. One player rolls on the twist table opposite to determine what unexpected fate has befallen the warbands.

THE BATTLEFIELD

The players set up the battlefield with a **holding** at the centre. The holding is an area 8" by 8" denoted with four corner ruins or other suitable terrain features.

Outside the holding should consist of narrow streets and ruined buildings.

TREASURE

The Defender places 5 treasure tokens within 3" of the centre of the holding.

BATTLE GROUPS

Each warband is divided into **2 battle groups**.

DEPLOYMENT

The Attacker picks 1 of the entry points to be theirs. That player then randomly picks one of their battle groups and sets up the fighters from it wholly within **6" horizontally** of their entry point.

The diagonally opposite entry point is the Defender's.

The Defender randomly picks one of their battle groups and sets up fighters from it wholly within **3" horizontally** of the holding.

The other battle groups start in reserve.

During the Battle

ARRIVING REINFORCEMENTS

Reinforcements begin arriving from the start of the **3rd round**.

PICKING UP TREASURE

Fighters in the Defender's warband cannot pick up treasure until the 3rd round.

WINNING THE BATTLE

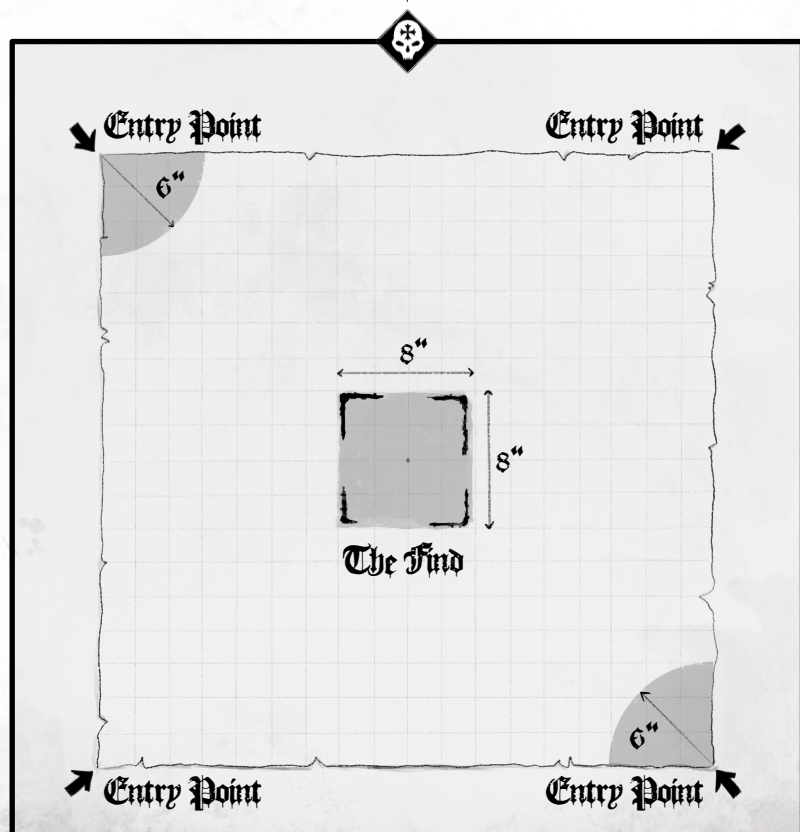
Claim Treasure: If a warband can escape with half or more of the treasure tokens, the battle immediately ends and they win.

Otherwise, the battle ends when a warband flees, the opposing warband wins.

Campaign

BONUS EXPERIENCE

+10 Escaping with Treasure. Each fighter that escapes with treasure earns 10 bonus experience.



Twists (d6)

1 - ON FIRE

A fire has started in the holding that threatens to grow rapidly.

The fire is *smouldering* to begin with and has no effect. At the start of each round, a dice is rolled. On a 4+, the fire becomes a *blaze*. In later rounds, if the fire is a blaze and a 4+ is rolled once more it becomes an *inferno* (and no more dice are rolled for it that battle).

Blaze: Each time a fighter finishes a move where they passed within the holding, they suffer d3 damage.

Inferno: In addition to the 'blaze' effect, at the end of each round, roll a dice for each treasure token within the holding. On a 4+ it is destroyed and removed from the battlefield.

2 - DEFIANT STAND

The Defender's warband does not take flee tests this battle.

3 - BARRICADED HOLDOUT

When setting up the battlefield, keep 3 wall pieces, each no longer than 5", to one side.

When the Defender sets up fighters in Deployment, they can roll a d3 and place that many of the wall sections on the edge of the holding.

4 - DELAYED ARRIVAL

Reinforcements begin arriving from the start of the 6th round, instead of the 3rd.

5 - SURROUNDED ON ALL SIDES

During deployment, the Attacker can set up fighters from both their battle groups, anywhere on the battlefield wholly within 6" horizontally of a battlefield edge.

During the battle, fighters from the Defender's warband can pick up treasure from the 1st round.

6 - OLD DEBT COLLECTOR'S HOUSE

There are 8 treasure tokens placed within 3" of the centre of the holding, instead of 5.



10

Chapter Four

Warbands

There are many warbands willing to stake a claim within the City. Lured like moths to a flame on the promise of riches hidden beneath the ruins. Most find only death, their blood spilt upon the cobbles of darkened alleyways, but for those who return with gold and tales of glory, a dozen more warbands will have taken up sword and torch before the next dawn.

In this chapter you will find rules for recruiting warbands from four different factions, each with their own roster of fighters, wargear and unique special rules to set them apart from the others. Recruiting a warband is broken down into the following steps:

1. Pick a Faction
2. Pick an Origin
3. Recruit Fighters
4. Buy Wargear
5. Pick Skills
6. Calculate your Warband Rating

WARBAND ROSTER

On page xx is a blank **warband roster** that can be printed and used to keep track of the particulars of your warband across the campaign.

A THOUSAND SILVER COINS

At the start of the campaign, you have 1000 silver with which to recruit your warband. As you add fighters to your warband, and buy wargear for them, keep a note of how much silver you have spent. When you have finished recruiting your warband, any remaining silver is added to the **stash** on your warband roster.

Step 1 - Pick a Faction

There are currently 4 factions available to pick from in the Black Death City Playtest:

- **Guild Mercenaries** - Page xx
- **Verminkin** - Page xx
- **Death Covens** - Page xx
- **The Blighted Cloister** - Page xx

Step 2 - Pick an Origin

Each faction has four **Origins** to pick from. The Origin tells the story of how your warband came to be in the City. Most Origins will dictate who the leader of your warband is, and will give you a **stronghold**. Some also come with additional special rules. Strongholds are detailed in Chapter 5 (pg xx).

Step 3 - Recruit Fighters

Each faction has a list of fighters that can be recruited to its warbands. Every fighter has one of the following keywords: *Leader*, *Champion*, *Henchmen*, *Brute* or *Beast*. There are limitations your warband must adhere to as follows:



1 Leader: Each faction has a variety of Leaders to choose from. You must recruit 1 Leader fighter for your warband. No more, no less.



0-3 Champions: While not as experienced as your warband's Leader, Champions are skilled fighters and encompass both veteran fighters and spellcasters such as wizards or priests. You can include up to 3 Champions in your warband.



5+ Henchmen: Every faction will have a range of regular fighters marked as Henchmen. These will form the backbone of your warband and as such you must recruit at least 5 Henchmen.



0-2 Brutes: Large fighters such as Mercenary Ogres and Gargoyles are marked as Brutes. A warband can only include 2 Brutes.



0-3 Beasts: Hunting Dogs, Giant Rats and other such creatures are marked as Beasts. A warband can include up to 3 Beasts.

15 Fighters Limit: A warband can never exceed 15 fighters in total.

Specific Restrictions: Certain fighters might have a specific restriction next to their name on their fighter profile. For example the Guild Wizard has '0-1' noted beside their name on their scroll, meaning that you can only recruit one such fighter in your warband.

Starting Experience

Each time a fighter is recruited to your warband, they have a number of starting experience. This is often a random amount, such as 20+d6. You can find out more about experience on pages xx-xx.

Step 4 - Buy Wargear

Each faction has **wargear lists** for its fighters. On every fighter's scroll, it will detail which wargear lists they can be given wargear from.

Step 5 - Pick Skills

Certain fighters will allow you to pick skills for them when they are recruited to your warband. You can find out more about skills on the next page.

Step 5 - Calculate your Warband Rating

The final step is to calculate the **warband rating** of your warband. This is an indicator of how strong your warband is and is something you will update after each battle in the campaign.

The warband rating is the combined silver cost of all the fighters in your warband, the cost of their wargear, combined with the total experience points of all the fighters in the warband. Do not include anything in the stash.

Warband Rating = Silver Cost Of All Fighters (And Their Wargear) + Experience



Warband Name:	
Faction:	Origin:
Stash:	Warband Rating
Holdings	
Stronghold:	
Holding 1:	
Holding 2:	
Holding 3:	
Holding 4:	
Holding 5:	
Name: Type: Mr H Bw Ar Is M L Wargear: Skills, injuries, etc: Cost: Exp:	Name: Type: Mr H Bw Ar Is M L Wargear: Skills, injuries, etc: Cost: Exp:
Name: Type: Mr H Bw Ar Is M L Wargear: Skills, injuries, etc: Cost: Exp:	Name: Type: Mr H Bw Ar Is M L Wargear: Skills, injuries, etc: Cost: Exp:
Name: Type: Mr H Bw Ar Is M L Wargear: Skills, injuries, etc: Cost: Exp:	Name: Type: Mr H Bw Ar Is M L Wargear: Skills, injuries, etc: Cost: Exp:
Notes...	

You can find the **warband roster** on pages xx-xx.

Skills

Skills are special rules a fighter can be given in addition to the special rules on their scroll. Certain fighters will allow you to pick skills for them when they are recruited to your warband, (usually *Leaders* and *Champions*). Fighters also gain skills during the campaign. Every faction has its own **skill tables**. In addition, the 'Veteran Skills' skill table below has skills that can be picked for any fighter.

Restrictions

Below the title of each skill table it will list the fighters that are eligible to be given skills from it.

No Duplicates

Once you have given a skill to a fighter, you cannot give another fighter in your warband the same skill until they are removed from your warband.

Veteran Skills

Any fighter



Dual-weapon Wielder

Each time this fighter attacks with an off-hand weapon, they can make 2 attacks with that weapon instead of 1.



Shooting Drills

Each time this fighter reloads a weapon, they can make a Willpower test. If they pass, they do not need to sacrifice a Move or Action as part of the reload.



Great Weapon Master

This fighter ignores the 'Unwieldy' weapon trait on Melee Weapons.



Unshakeable

This fighter ignores the *Fear* special rule and all rules that would make them scatter (eg. the *Scare* weapon trait).



Tough Bastard

Each time this fighter activates while they are **bloodied**, they can take a Willpower test. If they pass, they heal 1 life point and are no longer bloodied.



Fast Learner

In the aftermath of each battle, this fighter earns d6 bonus experience.



Duellist

This fighter can parry critical hits with any hit.



Steady Aim

Add 1 to attack rolls for ranged attacks made by this fighter, while this fighter has not moved in the same activation.





I see ambition in thine eyes...





There is no shortage of mercenary warbands willing to brave the cursed streets of the City in search of fortune. Financed by wealthy patrons or risking silver of their own, these adventurers seek riches, relics, and renown amidst its ruins.

Few return, but those who do often emerge wealthy far beyond what one could hope for living a mundane life, ensuring there is never a shortage of those willing to take the place of the fallen.

Upon arriving at the City, these warbands establish fortified camps amidst the outer districts before venturing deeper into the ruins proper.

Each expedition beyond their stronghold is one of great peril for the City harbours horrors both human and inhuman. Monstrous creatures thought the stuff of folklore stalk the shadows, while desperate men prove no less deadly, willing to betray an ally and slit a throat for a handful of silver or to snatch hard-earned treasure from a dying hand.

Guild Mercenaries

This section includes all the rules for recruiting a Guild Mercenaries warband. On the following pages you can find the following:

- **Origins** (pg xx)
- **Strongholds** (pg xx)
- **Campaign Rules** (pg xx)
- **Guild Mercenaries Fighter List** (pg xx)
- **The Guild Armoury** (pg xx-xx)
- **Guild Mercenaries Spell Lore** (pg xx)
- **Guild Mercenaries Skills** (pg xx)
- **Guild Mercenaries Fighter Scrolls** (pg xx-xx)

ORIGINS

Before hiring any fighters, pick an origin for your warband and make a note on your warband roster. Each origin comes with different special rules and restrictions. You can find the strongholds on the following page.

Swords for Hire

This warband works for the highest bidder and has secured a wealthy patron to fund their expedition. This is thanks to their infamous leader who has already proved their mettle, venturing into the City before and living to tell the tale.

Restrictions

Leader: You must hire a **Guild Captain** to lead your warband at the start of the campaign.

Special Rules

You begin the campaign with the **Guild Barracks** stronghold.



Disgraced Noble

With a tarnished reputation and spiralling debts, this noble has sold off various heirlooms to earn enough capital to raise a warband and enter the City in pursuit of rebuilding their fortune. Will their gamble pay off?

Restrictions

Leader: You must hire a **Noble** to lead your warband at the start of the campaign.

Special Rules

You begin the campaign with the **Dilapidated Manor** stronghold (pg xx).



Witch Hunters Guild

The City's fall has unleashed horrors long thought buried. Vampyres stalk the streets at night, necromancers plunder the plague pits, and demons answer forbidden summons. To the Witch Hunters Guild, there can be only one response. Armed with fire, faith, and cold steel, they march into the ruins to purge every trace of the unholy.

Restrictions

Leader: You must hire a **Witch Hunter** to lead your warband at the start of the campaign.

Special Rules

You begin the campaign with the **Chapter house** stronghold.



Wizard's Retinue

Led by a High Wizard of the Guild, this expedition to the City has been funded at their own expense, for they seek powerful arcane artefacts that have been lost with the destruction of the City.

Restrictions

Leader: You must hire an **High Wizard of the Guild** to lead your warband at the start of the campaign.

Special Rules

You begin the campaign with the **Hidden Library** stronghold.





STRONGHOLDS

Depending on the origin picked for your warband, they will start with one of the following holdings as their stronghold. You can find out more about holdings and strongholds in Chapter 5:

Guild Barracks

The Guild's old barracks still stand in the outer districts of the City. Though far from grand, they provide a place for fresh recruits and hardened veterans alike to drill between expeditions.

Income: 3d6x5 silver

Combat Drills: In step 3 of the Aftermath sequence you can pick up to 3 friendly *Henchmen* to train. Each of those fighters earns d6 bonus experience.

Eager to Prove: In step 6 of the Aftermath sequence, roll a dice. On a 6, a Guild Recruit arrives at the Guild Barracks. You can recruit a Guild Recruit to your warband for 0 silver.



Chapter House

Modest but fortified, the Chapter House serves not only as a base of operations in the city, but a place of penance and redemption.

Income: 3d6x5 silver

Atonement for Sin: If your warband lost the battle, in step 3 of the Aftermath sequence, make a Willpower test for each *Witch Hunter* and *Priest* in your warband. If they pass, they earn 5 bonus experience.



Dilapidated Manor

The noble's family owns a small run-down estate on the outskirts of the City. Here, they find a modest wine collection in the cellar which is quickly requisitioned.

Income: 3d6x5 silver

Vintage Wines: When this holding is first added to a warband roster, it has 2d6 bottles of **vintage wine**. Make a note on your warband roster.

Each time you collect income from this holding, after rolling the dice, you can choose to sell a bottle of vintage wine. If you do so, reduce the count by 1 and re-roll the dice. You must accept the second result.



Hidden Library

At great expense, the guild has relocated many manuscripts and treatises on the arcane to a secret location within the city. From here, its wizards continue their study.

Income: 3d6x5 silver

Sorcerous Study: Each battle, before you determine prepared spells, you can pick 1 friendly *Wizard* in your warband. Instead of randomly determining the spell they have prepared from a Spell Lore, you can pick.



GUILD MERCENARIES CAMPAIGN RULES

During the campaign, Guild Mercenaries warbands have the following additional special rules:

Death of a Leader

During the campaign, if your leader is killed, and you choose to promote a champion (pg xx), the following champions are eligible:

Former Leader	Eligible Champion
<i>Guild Captain</i>	<i>Guild Champion</i>
<i>Noble</i>	<i>Guild Champion</i>
<i>Witch Hunter</i>	<i>Witch Hunter's Apprentice</i>
<i>High Wizard</i>	<i>Guild Wizard</i>



Guild Mercenary Names

You can use the table below to quickly generate a name for a Guild Mercenaries fighter.

d66	1	2	3	4	5	6
10	<i>Adalbert</i>	<i>Albrecht</i>	<i>Anton</i>	<i>Augustin</i>	<i>Balthasar</i>	<i>Benedikt</i>
20	<i>Berthold</i>	<i>Dietrich</i>	<i>Eberhard</i>	<i>Erasmus</i>	<i>Fabian</i>	<i>Friedrich</i>
30	<i>Georg</i>	<i>Gregor</i>	<i>Hans</i>	<i>Heinrich</i>	<i>Hieronymus</i>	<i>Isenbert</i>
40	<i>Jakob</i>	<i>Johannes</i>	<i>Jörg</i>	<i>Karl</i>	<i>Kaspar</i>	<i>Kristof</i>
50	<i>Konrad</i>	<i>Leonhard</i>	<i>Lorenz</i>	<i>Ludwig</i>	<i>Matthias</i>	<i>Nikolaus</i>
60	<i>Oswald</i>	<i>Otto</i>	<i>Ulrich</i>	<i>Valentin</i>	<i>Wilhelm</i>	<i>Wolfram</i>



Guild Mercenaries

Fighters List

LEADERS (1)

Guild Captain	140s
Noble	120s
Witch Hunter Captain	140s
High Wizard of the Guild	165s



CHAMPIONS (0-3)

0-1 Guild Wizard	120s
0-1 Guild Cleric	120s
Guild Champion	90s
Plague Doctor	65s
Witch Hunter's Apprentice	80s



HENCHMEN (5+)

Guild Mercenary	50s
Guild Recruit	30s



BRUTES (0-2)

Mercenary Ogre	100s
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BEASTS (0-3)

Hunting Dog	30s
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Guild Armoury

MAIN LIST

MELEE WEAPONS

Axe	16s
Club/Mace/Hammer	14s
Dagger	10s
Flail	14s
Halberd	34s
Heavy Axe	40s
Spear	16s
Sword	18s
Warhammer	38s
Zweihander	42s

RANGED WEAPONS

Blackpowder Pistol	18s
Blackpowder Rifle	22s
Blunderbuss	15s
Crossbow	26s
Hand Crossbow	16s
Long Bow	28s
Short Bow	18s

ARMOUR

Cuirass	20s
---------	-----

ITEMS

Grappling Hook	5s
Shield	10s



MUNITIONS LIST

RANGED WEAPONS

Arblast	96s
Flamethrower	88s
Fire Bombs	37s
Volley Rifle	75s

ITEMS

Bomb-bolt	25s
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CHAMPION LIST

RANGED WEAPONS

Brace of Pistols	32s
Long Rifle	90s
Repeater Pistol	35s

ARMOUR

Full-plate	40s
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ITEMS

Guild Banner	25s
Loyal Companion	20s



OGRE LIST

MELEE WEAPONS

Ogre Blade	36s
Ogre Great Weapon	50s
Ogre Mace	38s

RANGED WEAPONS

Arblast	96s
Ogre Cannon	105s
Ogre Pistol	30s

ARMOUR

Ogre Armour	30s
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ITEMS

Shield	10s
--------	-----



CLERIC LIST

MELEE WEAPONS

Arcane Staff	10s
Club/Mace/Hammer	14s
Warhammer	38s

ARMOUR

Cuirass	20s
Full-plate	40s
Warded Robes	10s

ITEMS

Grimoire	15s
Shield	10s
Wooden Stakes	5s



WITCH HUNTERS LIST

ITEMS

Lantern/Torch	4s
Wooden Stakes	5s



WIZARD LIST

MELEE WEAPONS

Arcane Staff	10s
Ensorcelled Weapon	26s
Sword	18s

Designer's Note: You can use any weapon to represent the Ensorcelled Weapon.

ARMOUR

Warded Robes	10s
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ITEMS

Grimoire	15s
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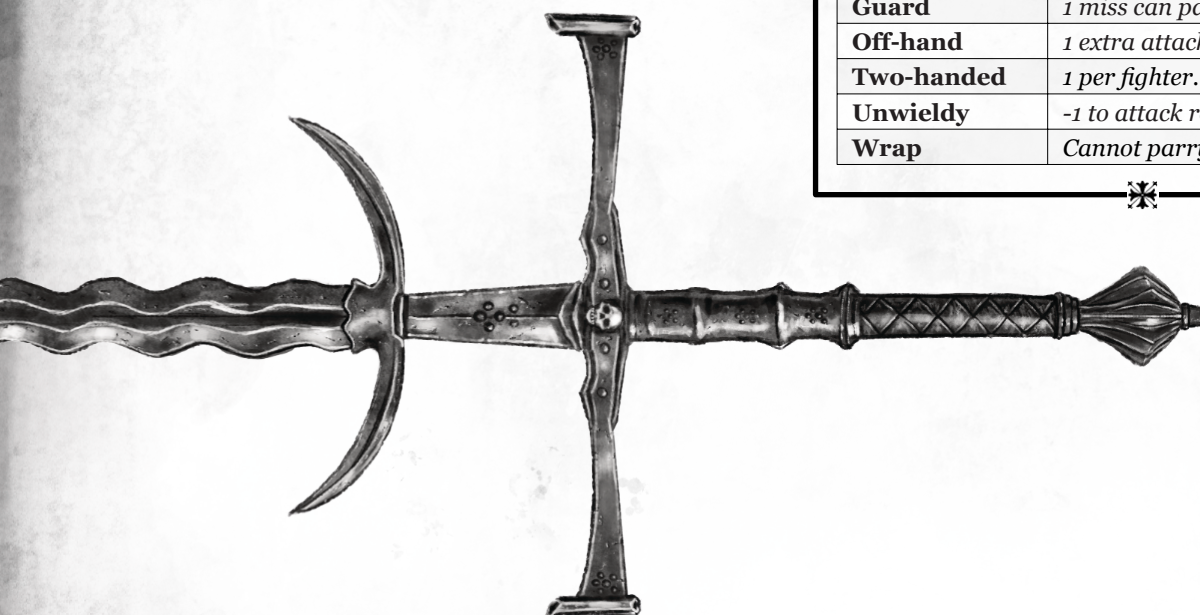
Guild Armoury - Melee Weapons

Name	Attacks	Rend	Damage	Critical Damage	Weapon Traits	Silver
Arcane Staff	2	-	1	d3	Arcane, Off-hand	10s
Axe	3	-1	1	d3	Off-hand	16s
Club/Mace/Hammer	3	-	1	d3	Bludgeon, Off-hand	14s
Dagger	3	-	1	d3	Off-hand	10s
Ensorcelled Weapon	3	-1	1	d3	Arcane	26s
Flail	3	-	1	d3	Wrap	14s
Halberd	3	-1	1	d3+1	Brace, Two-handed, Unwieldy	34s
Heavy Axe	3	-2	2	d3+1	Two-handed, Unwieldy	40s
Ogre Blade	3	-1	2	d3+1	Off-hand	36s
Ogre Great Weapon	3	-2	3	d3+2	Two-handed, Unwieldy	50s
Ogre Mace	3	-1	2	d3+1	Bludgeon 1, Off-hand	38s
Spear	3	-	1	d3	Brace, Two-handed	16s
Sword	3	-	1	d3	Guard, Off-hand	18s
Warhammer	3	-1	2	d3+1	Bludgeon, Two-handed, Unwieldy	38s
Zweihander	3	-1	2	d3+1	Guard, Two-handed, Unwieldy	42s

Weapon Trait Reminders

See the full rules on pages xx-xx.

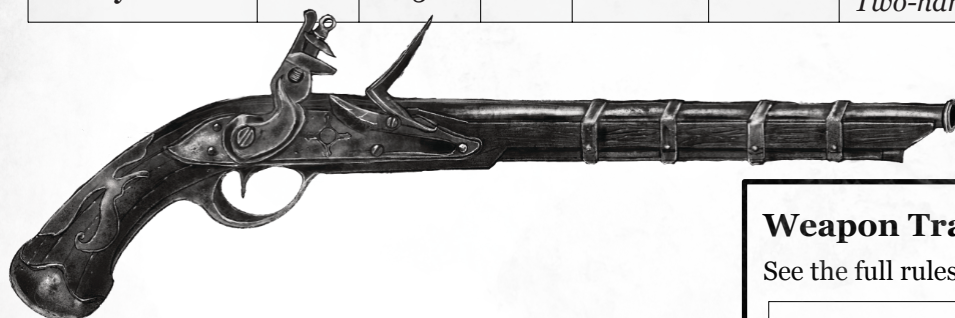
Arcane	Critical hit on 5+
Bludgeon	Critical hits deal 1 damage when saved
Brace	Initiative vs charging fighters
Guard	1 miss can parry a hit
Off-hand	1 extra attack
Two-handed	1 per fighter. No off-hand attack
Unwieldy	-1 to attack rolls
Wrap	Cannot parry or be parried





Guild Armoury - Ranged Weapons

Name	Range	Attacks	Rend	Damage	Critical Damage	Weapon Traits	Silver
Arablast	24"	1	-2	3	d6+2	Heavy, Rare 0-1, Reload, Two-handed, Unwieldy	96s
Blackpowder Pistol	12"	1	-1	1	d6	Misfire, Reload	18s
Blackpowder Rifle	18"	1	-1	1	d6	Misfire, Reload, Two-handed	22s
Blunderbuss	8"	d3	-	1	d3	Misfire, Reload, Two-handed	15s
Brace of Pistols	12"	2	-1	1	d6	Misfire, Reload, Two-handed	32s
Crossbow	20"	1	-1	1	d6	Reload, Two-handed	26s
Fire Bombs	8"	1	-	2	d3+1	Blast, One-use, Rare 0-1, Scare	37s
Flamethrower	Flame	1	-	d3	-	Flame, Rare 0-1, Reload, Scare, Two-handed	88s
Hand Crossbow	12"	1	-	1	d6	Reload	16s
Long Bow	24"	1	-1	1	d6	Heavy, Two-handed	28s
Long Rifle	30"	1	-2	2	d6+2	Heavy, Misfire, Reload, Two-handed, Unwieldy	90s
Ogre Cannon	18"	1	-3	2	d3+1	Blast, Heavy, Misfire, Rare 0-1 Reload, Unwieldy, Two-handed	105s
Ogre Pistol	16"	1	-1	2	d6+1	Misfire, Reload	30s
Repeater Pistol	12"	1	-1	1	d6	Misfire	35s
Short Bow	16"	1	-	1	d6	Two-handed	18s
Volley Rifle	16"	3	-1	1	d6	Misfire, Rare 0-1, Reload, Two-handed, Volley	75s



Weapon Trait Reminders

See the full rules on pages xx-xx.

Blast	Blast template. Miss scatters d6x2"
Flame	Flame template. Auto-hits
Heavy	Move or Attack
Misfire	On a natural 1
One-use	1 attack per battle
Rare	Limited by the number listed
Reload	Spend a Move or Action to reload
Scare	Unengaged fighters pass Willpower test or scatter d6"
Two-handed	1 per fighter. No off-hand attack
Unwieldy	-1 to attack rolls
Volley	Multiple targets within 3"





Guild Armoury - Armour & Items

Cuirass (20 silver)

Armour value 5+

Warded Robes (10 silver)

Armour value 6+

Roll a dice each time a fighter equipped with this armour is targeted by a spell cast by an enemy fighter. On a 4+, the spell has no effect on this fighter.

Full-Plate (40 silver)

Armour value 4+

Fighters equipped with this armour cannot be equipped with two-handed ranged weapons with the exception of a Brace of Pistols.

Ogre Armour (30 silver)

Armour value 5+

Bomb-Bolt (25 silver)

Item, Rare 0-1

This item requires the fighter to be equipped with a Crossbow.

Once per battle, when this fighter makes a Ranged Attack action with their crossbow, they can use the bomb-bolt. If they do so, the weapon gains the following for the attack:

- Improve the Rend value by 1.
- Add 1 to the Damage and Critical Damage values.
- The *Blast* weapon trait.

Grappling Hook (5 silver)

Item, Rare: 0-2

This fighter can climb high walls in the same manner as ladders.

Grimoire (15 silver)

Item

Once per battle, after this fighter has made casting roll, you can re-roll the casting roll.

Guild Banner (25 silver)

Held Item, Rare: 0-1

While this fighter is on the battlefield, you can re-roll flee tests.

You can re-roll Willpower tests made by friendly fighters while they are within 12" of this fighter and this fighter is visible to them.

Loyal Companion (20 silver)

Item, Rare: 0-1

Each time the bearer makes a melee attack, they can make 1 additional attack with the following weapon:

Rend	Damage	Critical Damage	Weapon Traits
-1	1	d3	Natural Weapon

Designer's Note: This item is designed for miniatures that feature other creatures such as leashed attack dogs on the same base. The Loyal Companion is not considered a separate fighter for any rules.

Shield (10 silver)

Held Item

Improve this fighter's Armour value by 1, to a maximum of 2+. (For example, 6+ becomes 5+).





Torchlight/Lantern (4 silver)

Held Item

Worsen the Armour value of enemy *Demon* and *Undead* fighters by 1 while they are engaged with any fighters equipped with this item.



Wooden Stakes (5 silver)

Item, Rare: 0-1

Once per battle, while this fighter is engaged in melee with a *Undead* or *Demon* fighter that is bloodied, it can use the following bonus action:

Drive the Stake [Bonus Action]: Pick an enemy *Demon* or *Undead* fighter this fighter is engaged in melee with, that is bloodied, to be the target. Roll a dice. On a 2+ the target is immediately taken down. In the aftermath of battle, this fighter earns 10 bonus experience.



Held Items

Some items have the *Held Item* keyword (eg. Shields). These items count towards the number of melee weapons a fighter can be equipped with instead of the number of items. In addition, they have the following rules:

Two-Handed Melee Weapons: A fighter can be equipped with a *held item* and a *two-handed* melee weapon (eg. a Spear and Shield), however, subtract 1 from the Attacks value of the fighter's *two-handed* melee weapons.

Two-Handed Ranged Weapons: A fighter cannot be equipped with a *held item* and a *two-handed* ranged weapon.





Guild Mercenaries Spell Lore

Lore of Sanctioned Magic (d6)

1 - Arcane Missile

Attack Spell

Casting Value [7+]

Pick the closest visible enemy fighter within 15" of the caster to be the target. That fighter is hit with the following attack:

Rend	Damage
-1	d3

Critical Cast [10+]: Add 1 to the Damage value.

2 - Flaming Weapon

Enchant Spell

Casting Value [7+]

Pick a visible friendly fighter within 6" of the caster to be the target, then pick 1 of the target's melee weapons to *ignited* until the end of the round. While a weapon is *ignited*:

- It gains the *Arcane Weapon* Trait.
- Improve it's Rend characteristic by 1.

Critical Cast [10+]: Increase the range of the spell from 6" to 12".

3 - Eldritch Barrier

Cantrip Spell

Casting Value [7+]

Pick 2 visible points on a platform or the battlefield floor, each within 9" of the caster, 6" of each other and the same elevation. A barrier is drawn between these two points.

The barrier remains in play until the end of the round or the caster is taken down. While the barrier is in play:

- Subtract 1 from attack rolls for ranged attacks made that cross the barrier.
- Fighters that are activated in the barrier or move across the barrier suffer d3 damage.

Critical Cast [10+]: The 2 points can be set up within 9" of each other instead of 6".

4 - Silence

Hex Spell

Casting Value [7+]

Pick a visible enemy *Wizard* or *Priest* within 12" to be the target. Until the end of the round, that fighter cannot make arcane actions.

Critical Cast [10+]: Increase the range from 12" to 18".

5 - Torrent of Fire

Attack Spell

Casting Value [8+]

Place the flame template. Each fighter in its area is targeted and hit with the following attack:

Rend	Damage
-1	d3+1

Critical Cast [12+]: The Rend value is -2.

6 - Umbral Vortex

Attack Spell

Casting Value [9+]

Place the blast template centred on a visible point within 15" of the caster, it then scatters d6".

Each fighter in its area is hit with the following attack:

Rend	Damage
-1	d3+1

After the attacks have been resolved, the blast template remains where it is. It represents a vortex that remains in play until the end of the round.

Line of sight cannot be drawn across the vortex for fighters on the same elevation. In addition, fighters who start their activation within the vortex, or move across it, are hit with the same attack.

At the end of the round, remove the vortex.

Critical Cast [13+]: It does not scatter.



Lore of the Saints (d6)

1 - Healing Essence

Healing Spell

Casting Value [6+]

Pick a visible friendly fighter within 15" of the caster to be the target. Heal d3 life points to the target.

Critical Cast [10+]: Heal 3 life points instead of d3.

2 - Bless Thy Blade

Enchant Spell

Casting Value [7+]

Pick a visible friendly fighter within 9" of the caster to have *blessed blades* until the end of the round. While a fighter has *blessed blades*, add 1 to hit rolls for melee attacks made by them.

Critical Cast [10+]: If critically cast, up to 2 friendly fighters can be picked instead of 1.

3 - Godspeed

Aura Spell

Casting Value [6+]

Until the end of the round, the caster has a 9" aura of *godspeed*. Fighter who begin a move while they are within the aura add 1" to the maximum distance they can move.

Critical Cast [10+]: Increase the range of the aura from 9" to 12".



4 - Will of The Saints

Enchant Spell

Casting Value [7+]

Pick a visible friendly fighter within 15" of the caster. That fighter has the *Will of the Saints* until the end of the round. While a fighter has the *Will of the Saints*, *improve* their Armour value by 1, to a maximum of 2+. (For example, 6+ becomes 5+).

Critical Cast [10+]: If critically cast, up to 2 friendly fighters can be picked instead of 1.

5 - Holy Strength

Aura Spell

Casting Value [7+]

Until the end of the round, the caster has a 6" aura of *holy strength*. Add 1 to the Critical Damage values of melee weapons used by friendly fighters while they are within the aura.

Critical Cast [10+]: Increase the range of the aura from 6" to 9".

6 - Consecrated Ground

Aura Spell

Casting Value [8+]

Pick a visible point on the battlefield floor within 12" of the caster. While a friendly fighter is within 3" of that point, their armour value is improved by 1.

The spell remains in play. While this spell is in play, the caster must pass a Willpower test at the start of their activation, else the spell ends. If they attempt to cast this spell again while it is still in play, the first instance of it ends (even if they fail to cast it again).

If the caster is taken down, the spell ends.

Critical Cast [12+]: While the spell is in play, friendly fighters are affected while they are within 6" of that point, instead of 3".

Guild Mercenaries Skills

Old Dogs

Mercenary Leaders and Champions only



Rallying Cry

Once per battle, this fighter can use the following bonus action:

Rallying Cry [Bonus Action]: This fighter heals 1 damage. In addition, at the end of the round, if this fighter is still on the battlefield, the commanding player does not need to take a Flee test for their warband.



Point Blank Shot

While this fighter is engaged in melee, they can attempt to make Ranged Attack action. To do so, they take an Initiative test. If passed they can make a Ranged Attack action but cannot use a *Heavy* weapon. If failed, the action immediately ends.



Crackshot

When making a ranged attack action, this fighter scores a critical hit on a natural roll of a 5 or a 6.



Feint

Once per melee attack action, after an enemy has successfully parried one of this fighter's hits, this fighter can attempt a feint. To do so, roll a dice. If the roll equals or exceeds the parry roll, the hit is not parried and it becomes a critical hit.



Explorer's Instincts

If this fighter is picked to lead a search party, you can re-roll one of the dice in the exploration roll (either the 'tens' or the 'units').



Right On Time

You can re-roll reinforcement rolls made for a battle group that includes this fighter.



Soldier's Cunning

Any Mercenary



Blackpowder Specialist

You can re-roll misfire rolls made for this fighter.



Shield Expert

If this fighter is equipped with a shield, improve their Armour value by an additional 1 (to a maximum of 2+), while they are the defending fighter and the attacking fighter made a Charge move this activation.



Marksman

Add 3" to the Range value of this fighter's ranged weapons (excluding those with the *Flame* weapon trait).



Fight Till the End

While this fighter is bloodied, add 1 to the Damage and Critical Damage value of their melee weapons.



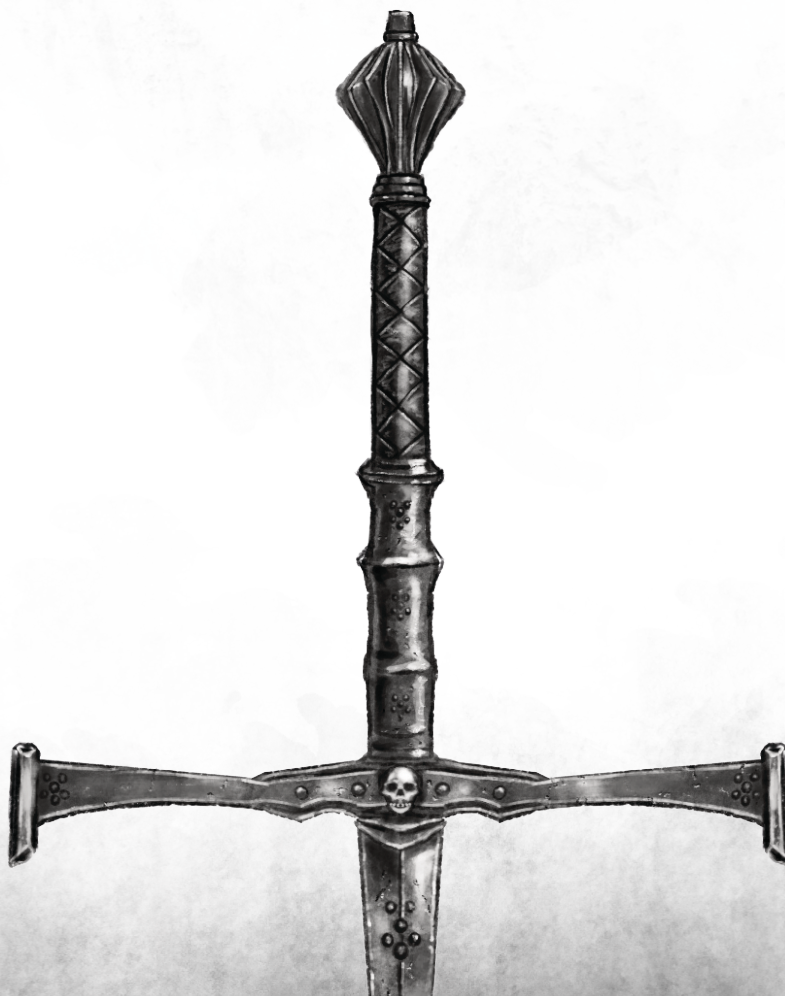
Blessed by the Saints

Each round, the first time this fighter is hit by an attack that is a critical hit, the hit is not a critical hit.



Stand Ground

Once per battle, at the start of a melee attack action in which this fighter is the defending fighter and the attacking fighter charged in the same activation, this fighter can attempt to *stand their ground*. If they do so, their melee weapons gain the *Brace* and *Bludgeon* weapon traits until the end of the activation.



Guild Mercenaries

Fighter Scrolls



Leaders



Guild Captain

Leader, Mercenary, Human

140 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	3+	4+	6+	4	4	6

Wargear: This fighter can be equipped with wargear from the **Main List** and **Champion List** from the **Guild Armoury**.

Special Rules

Veteran of the City: When this fighter is recruited, pick 2 skills for them.

Starting Experience: 60+d6.

"Stay in formation, and you might live to see the next dawn."



Noble

Leader, Mercenary, Human, Aristocrat

120 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	3+	4+	6+	4	3	5

Wargear: This fighter can be equipped with wargear from the **Main List** and **Champion List** from the **Guild Armoury**.

Special Rules

Trained Duellist: When this fighter is recruited, they already have the Duellist skill (pg xx). In addition, pick 1 skill for them.

Starting Experience: 60+d6.

"I didn't come this far to die a beggar!"





Witch Hunter

Leader, Mercenary, Human, Witch Hunter

140 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	3+	4+	6+	4	4	6

Wargear: This fighter can be equipped with wargear from the **Main List**, **Champion List** and **Witch Hunter List** from the **Guild Armoury**.

Starting Experience: 60+d6.

Special Rules

Seasoned Warrior: When this fighter is recruited, pick 1 skill for them.

Recite Holy Litanies: Once per battle, this fighter can make this action. If they do so, pick a visible enemy fighter within 12" of this fighter to be the target, that target must be a *Wizard*, *Priest*, *Demon* or *Undead*. Roll a dice for this fighter and add its Willpower value to the result. The commanding player of the target does the same for their fighter. If the result for this fighter is equal or higher than the result for the target, the target suffers d3 damage.

"Cast out the wretch. Burn the unholy."



High Wizard of the Guild

Leader, Mercenary, Human, Wizard

165 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	4+	6+	6+	3	5	5

Wargear: This fighter can be equipped with wargear from the **Wizard List** from the **Guild Armoury**.

Starting Experience: 60+d6.

Special Rules

Master of Spellcraft: This fighter knows the **Lore of Sanctioned Magic**. When they are recruited, pick 2 spells from it to be their signature spells. In addition, at the start of each battle they prepare 1 random spell from it.

"I have spent a lifetime studying matters beyond your comprehension."





Champions



0-1 Guild Wizard

Champion, Mercenary, Human, Wizard

120 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	4+	6+	6+	3	4	4

Wargear: This fighter can be equipped with wargear from the **Wizard List** from the **Guild Armoury**.

Starting Experience: 40+d6.

Special Rules

Guild Magic: This fighter knows the **Lore of Sanctioned Magic**. When they are recruited, pick 1 spell from it to be their signature spell. In addition, at the start of each battle they prepare 1 random spell from it.

"Magic cannot be tamed, even by one such as myself."



0-1 Guild Cleric

Champion, Mercenary, Human, Priest

120 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	4+	6+	6+	3	4	4

Wargear: This fighter can be equipped with wargear from the **Cleric List** from the **Guild Armoury**.

Starting Experience: 40+d6.

Special Rules

Holy Magic: This fighter knows the **Lore of the Saints**. When they are recruited, pick 1 spell from it to be their signature spell. In addition, at the start of each battle they prepare 1 random spell from it.

"The Saints walk beside those who keep the faith."



Guild Champion

Champion, Mercenary, Human

90 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	3+	4+	6+	3	3	5

Wargear: This fighter can be equipped with wargear from the **Main List** and **Champion List** from the **Guild Armoury**.

Starting Experience: 40+d6.

Special Rules

Seasoned Warrior: When this fighter is recruited, pick 1 skill for them.

"Give the order, and I'll see it done."





Plague Doctor

Champion, Mercenary, Human

65 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	4+	5+	6+	3	3	4

Wargear: This fighter can be equipped with wargear from the **Main List** from the **Guild Armoury**.

Starting Experience: 40+d6.

Special Rules

Patch You Up [Action]: As an action, make a Willpower test for this fighter. If failed, the action ends. If passed, pick a friendly fighter within 1" of them. That fighter heals 1 life point.

Sawbones: Once in each aftermath sequence, if this fighter was not taken down during battle, they can oversee the recovery of another fighter. Pick a friendly fighter that was taken down. When rolling on the lasting injury table for that fighter, you can roll twice and pick either result.

"There's no saving this leg. We'll have to amputate it."



Witch Hunter's Apprentice

Champion, Human, Mercenary, Witch Hunter

80 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	4+	4+	6+	3	4	5

Wargear: This fighter can be equipped with wargear from the **Main List**, **Champion List** and **Witch Hunter List** from the **Guild Armoury**.

Starting Experience: 40+d6.

Special Rules

Recite Holy Litanies [Action]: Once per battle, this fighter can make this action. If they do so, pick a visible enemy fighter within 12" of this fighter to be the target, that target must be a *Wizard*, *Priest*, *Demon* or *Undead*. Roll a dice for this fighter and add its Willpower value to the result. The commanding player of the target does the same for their fighter. If the result for this fighter is equal or higher than the result for the target, the target suffers d3 damage.

"Let not the wicked rest."





Henchmen



Guild Mercenary

Henchman, Mercenary, Human

50 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	4+	4+	6+	3	3	4

Wargear: This fighter can be equipped with wargear from the **Main List** and **Munitions List** from the **Guild Armoury**.

Starting Experience: 20+d6.

"Fifty silver, and my blade is yours."



Guild Recruit

Henchman, Mercenary, Human

30 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	5+	5+	6+	2	2	3

Wargear: This fighter can be equipped with wargear from the **Main List** from the **Guild Armoury**.

Starting Experience: d6.

"I'll earn my keep."





Brutes



Mercenary Ogre

Brute, Mercenary, Ogre

100 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	4+	4+	6+	3	3	4

Wargear: This fighter can be equipped with wargear from the **Ogre List** from the **Guild Armoury**.

Starting Experience: 20+d6.

Special Rules

Incredible Strength: This fighter ignores the *Heavy* and *Unwieldy* weapon traits on weapons they are equipped with.

"Whose bones you want me to break next, Boss?"



Beasts



Hunting Dog

Beast, Mercenary, Dog

30 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
7"	3+	-	6+	4	1	3

Wargear: This fighter is equipped with a vicious bite (see below) they cannot be equipped with any other wargear.

Starting Experience: 0

Special Rules

Sniff 'em Out: Enemy fighters that are hidden are not hidden while they are within 9" of this fighter.

Trackers: Each aftermath sequence, when you search the city. If your search party includes any Hunting Dogs, you can re-roll the exploration roll.

Name	Attacks	Rend	Damage	Critical Damage	Weapon Traits
Vicious Bite	3	-	1	d3	Natural Weapon





Deep below the City lies a labyrinth of tunnels and old sewers that is the domain of the Verminkin. They are a race of insidious rat-men, long twisted by the dark sorceries that rise from the void-chasm below. The City's destruction has emboldened them to emerge at last, swarming onto the streets above to stake their claim.

Creatures of ambush and deception, Verminkin prefer to operate from the shadows, waiting with prying eyes until their enemies' backs are turned before they strike.

This deceitful nature may have spared the City from being wholly overrun, for the Verminkin are as quick to betray their own as their enemies, and bitter infighting is not uncommon between the different factions as each seeks to claw its way to dominance over the others.

Verminkin

This section includes all the rules for recruiting a **Verminkin** warband. On the following pages you can find the following:

- **Origins** (pg xx)
- **Strongholds** (pg xx)
- **Verminkin Campaign Rules** (pg xx)
- **Verminkin Fighter List** (pg xx)
- **The Verminkin Armoury** (pg xx-xx)
- **Verminkin Spell Lores** (pg xx)
- **Verminkin Skills** (pg xx)
- **Verminkin Fighter Scrolls** (pg xx-xx)



ORIGINS

Before hiring any fighters, pick an origin for your warband and make a note on your warband roster. Each origin comes with different special rules and restrictions. You can find the strongholds on the following page.

Acolytes of Plague

This warband believes it is they who brought about the Black Rot to the city, and now they seek to finish its work.

Restrictions

Leader: You must recruit a **Pox Priest** to lead your warband at the start of the campaign.

Special Rules

- You begin the campaign with the **Desecrated Chapel** stronghold.
- Your warband can include 0-2 Pox Priest Apprentices.



Rooftop Runners

Relishing their freedom from the tunnels below, this warband has taken to the rooftops of the city, operating under nightfall as assassins, thieves and smugglers.

Restrictions

Leader: You must recruit a **Nightfang Assassin** to lead your warband at the start of the campaign.

Special Rules

You begin the campaign with the **Hidden Vantage** stronghold.



Sparkseer Coven

This warband is led by a genius and slightly insane Sparkseer. These Verminkin scour the ruins of the City for scrap metals and alchemic ingredients to repurpose them into elaborate weapons and contraptions.

Restrictions

Leader: You must hire a **Sparkseer** to lead your warband at the start of the campaign.

Special Rules

- You begin the campaign with the **Rickety Workshop** stronghold
- Your warband can include 0-2 Rolling Contraptions.



Merciless Tyrant

Led by a particularly cruel and ruthless Ironfang Warlord, their hatred for the men above drives their ambition of bringing the City under their heel.

Restrictions

Leader: You must recruit an **Ironfang Warlord** to lead your warband at the start of the campaign.

Special Rules

You begin the campaign with the **Fortified Warren** stronghold.





STRONGHOLDS

Depending on the origin you picked for your warband, you will start with one of the following holdings as your stronghold. You can find out more about Holdings and Strongholds in Chapter 5:

Desecrated Chapel

This once holy place now has walls blackened with mould and dripping filth. It has become an epicentre of the Black Rot. A place where the Pox Priest and his apprentices practise dark communion.

Income: 3d6x5 silver

Prayers of Plague: Each battle, before you determine prepared spells, you can pick 1 friendly *Priest* in your warband. Instead of randomly determining the spell they have prepared from a Spell Lore, you can pick.



Hidden Vantage

Situated near the City's old market district, this ruined tower is now only accessible from the surrounding rooftops.

Income: 3d6x5 silver

Run the Roofs: If the scenario instructs you to set up fighters near an entry point (for example, wholly within 6" of an entry point) you can pick up to d3 of those fighters to instead be set up on the roofs. If you do so, these fighters can be set up anywhere on the battlefield that is wholly within 12" horizontally of the centre of the battlefield, is more than 9" from all enemy fighters, and isn't on the battlefield floor.



Rickety Workshop

Erupting from a chasm in the city streets, this makeshift shanty of platforms and pulleys is wreathed in smoke as the Sparkseer's lackeys toil day and night, assembling bizarre contraptions from scavenged scrap.

Income: 3d6x5 silver

Mad Tinkerers:

- When making an injury roll for a friendly *Contraption*, you can roll twice and pick either result.
- Before each battle begins, you can pick 1 friendly *Sparkseer*. That fighter starts the battle with 3 engineering points instead of d3.



Fortified Warren

Each night, the warriors of the fortified warren gather to watch their kin battle in the fighting pits. The Ironfang Warlord encourages such contests, for every dead rival is one less blade pointed at his back.

Income: 3d6x5 silver

Fighting Pits: After each battle, before the aftermath sequence, you can pick 2 friendly *Champion* or *Henchmen* fighters that were not taken down during the battle to fight in the pits. Resolve the fight as follows:

Pick 1 of the fighters to command and let your opponent command the other. The 2 fighters are placed engaged in melee. Roll-off and start alternating melee attack actions starting with the winner. The fighters cannot make any other actions or moves. Alternate making melee attack actions until 1 fighter is taken down. That fighter suffers an injury as normal. The other fighter is the winner and earns 10 bonus experience.



VERMINKIN CAMPAIGN RULES

During the campaign, Verminkin warbands have the following additional special rules:

Death of a Leader

During the campaign, if your leader is killed, and you choose to promote a champion (pg xx), the following champions are eligible:

Former Leader	Eligible Champion
<i>Pox Priest</i>	<i>Pox Priest's Apprentice</i>
<i>Nightfang Assassin</i>	<i>Assassin's Apprentice</i>
<i>Ironfang Warlord</i>	<i>Verminkin Champion</i>
<i>Sparkseer</i>	<i>Sparkseer's Apprentice</i>



Verminkin Names

You can use the table below to quickly generate a name for a Verminkin fighter:

d66	1	2	3	4	5	6
10	<i>Bizzrecht</i>	<i>Bratzik</i>	<i>Chitterik</i>	<i>Diebrik</i>	<i>Dietskrit</i>	<i>Fritznik</i>
20	<i>Gnashrik</i>	<i>Gnibbel</i>	<i>Huzzik</i>	<i>Klauzik</i>	<i>Klinkrik</i>	<i>Kratcher</i>
30	<i>Kratzik</i>	<i>Krik-Krik</i>	<i>Kriknar</i>	<i>Nibbrecht</i>	<i>Pestnik</i>	<i>Pilfrik</i>
40	<i>Ratta-tat</i>	<i>Ratterik</i>	<i>Raubrik</i>	<i>Rikkerskit</i>	<i>Rittch</i>	<i>Scabbrecht</i>
50	<i>Skrabbs</i>	<i>Skrik</i>	<i>Skrittitch</i>	<i>Skrott</i>	<i>Skurrik</i>	<i>Snatchzit</i>
60	<i>Snikk</i>	<i>Snivvel</i>	<i>Theivik</i>	<i>Tik-Tik</i>	<i>Vritch</i>	<i>Zikkrik</i>



Verminkin Fighters List



LEADERS (1)

Pox Priest	170s
Nightfang Assassin	140s
Ironfang Warlord	135s
Sparkseer	130s



CHAMPIONS (0-3)

0-1 Verminkin Warlock	125s
0-1 Pox Priest's Apprentice	125s
Assassin's Apprentice	90s
Verminkin Champion	95s
0-2 Sparkseer's Apprentice	85s



HENCHMEN (5+)

Verminkin Warrior	40s
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BRUTES (0-2)

Rat Mutant	105s
Rolling-Contraption	150s



BEASTS (0-3)

Giant Rat	20s
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Vermin Armoury

MAIN LIST

MELEE WEAPONS

Axe	16s
Club/Mace/Hammer	14s
Dagger/Punch Dagger	10s
Flail	14s
Halberd	34s
Heavy-Flail	38s
Iron Claw	12s
Spear	16s
Sword	18s

RANGED WEAPONS

Orb Bombs	32s
Sling	15s
Throwing Stars	12s

ITEMS

Gas Mask	10s
Grappling Hook	5s
Net	30s
Shield	10s
Smoke Bomb	20s



RAT-MUTANT LIST

MELEE WEAPONS

Rat-Mutant Blade	36s
Spark-drill	62s
Spark-Powered Fists	60s

RANGED WEAPONS

Heavy Gatling Gun	110s
Orb Launcher	120s
Flame Canister	50s

ARMOUR

Heavy Plating	30s
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CHAMPION LIST

RANGED WEAPONS

Blackpowder Pistol	18s
Repeater Pistol	35s

ARMOUR

Full-plate	40s
------------	-----

ITEMS

Bomb Rat	25s
Clan Banner	25s



SPARKSEER LIST

RANGED WEAPONS

Spark-drill	62s
-------------	-----

RANGED WEAPONS

Arc-Lightning Gun	100s
Rocket Launcher	105s
Flame-Canister	50s
Long Rifle	90s

ITEMS

Periscope	20s
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CONTRAPTION LIST

MELEE WEAPONS

Dagger/Punch Dagger	10s
---------------------	-----

RANGED WEAPONS

Arc-Lightning Gun	100s
Flame-Canister	50s

ITEMS

Wheel-Spikes	50s
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PRACTITIONER LIST

MELEE WEAPONS

Arcane Staff	10s
Ensorcelled Weapon	26s

***Designer's Note:** You can use any weapon to represent the Ensorcelled Weapon.*

ARMOUR

Warded Robes	10s
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ITEMS

Grimoire	15s
Ensorcelled Bell	10s



Vermin Armoury - Melee Weapons

Name	Attacks	Rend	Damage	Critical Damage	Weapon Traits	Silver
Arcane Staff	2	-	1	d3	Arcane	10s
Axe	3	-1	1	d3	Off-hand	16s
Club/Mace/Hammer	3	-	1	d3	Bludgeon, Off-hand	14s
Crushing Bulk	3	-1	2	d3+1	Bludgeon, Natural Weapon	-
Dagger/Punch Dagger	3	-	1	d3	Off-hand	10s
Ensorcelled Halberd	3	-1	1	d3+1	Arcane, Brace, Two-handed, Unwieldy	52s
Flail	3	-	1	d3	Wrap	14s
Halberd	3	-1	1	d3+1	Brace, Two-handed, Unwieldy	34s
Heavy-Flail	3	-1	2	d3+1	Two-handed, Unwieldy, Wrap	38s
Iron Claw	4	-	1	1	Off-hand	12s
Nasty Bite	4	-	1	1	Natural Weapon, Poison	-
Oversized Claw	3	-	2	d3+1	Bludgeon, Natural Weapon	-
Poison Blade	3	-1	1	d3	Guard, Off-hand, Poison	20s
Rat-Mutant Blade	3	-1	2	d3+1	Off-hand	36s
Spark-Drill	3	-3	1	d3+1	Arcane, Two-handed, Unwieldy	62s
Spark-Powered Fists	3	-2	2	d3+1	Arcane, Bludgeon, Two-handed, Unwieldy	60s
Spear	3	-	1	d3	Brace, Two-handed, Unwieldy	16s
Sword	3	-	1	d3	Guard, Off-hand	18s



Weapon Trait Reminders

See the full rules on pages xx-xx.

Arcane	Critical hits on 5+
Bludgeon	Critical hits deal 1 damage when saved
Brace	Initiative vs charging fighters
Guard	1 miss can parry a hit
Natural Weapon	Cannot parry
Off-hand	1 extra attack
Poison	Critical hits poison. Suffer 1 damage when activated. Ends when healed or 1 life remains
Two-handed	1 per fighter. No off-hand attack
Unwieldy	-1 to attack rolls
Wrap	Cannot parry or be parried



Vermin Armoury - Ranged Weapons

Name	Range	Attacks	Rend	Damage	Critical Damage	Weapon Traits	Silver
Arc-Lightning Gun	18"	6	-	1	d3	Heavy, Misfire, Rare 0-1, Two-handed, Unwieldy, Volley	100s
Blackpowder Pistol	12"	1	-1	1	d6	Misfire, Reload	18s
Flame-Canister	Flame	1	-	d3	-	Flame, One-use, Rare 0-2, Scare	50s
Heavy Gatling Gun	16"	3	-1	2	d6+1	Heavy, Misfire, Rare 0-1, Unwieldy Two-handed, Volley	110s
Long Rifle	30"	1	-2	2	d6+2	Heavy, Misfire, Reload, Two-handed, Unwieldy	90s
Orb Bombs	8"	1	-	2	d3+1	Blast, One-use, Rare 0-5	32s
Orb Launcher	20"	1	-	2	d3+1	Blast, Misfire, Rare 0-1, Reload, Unwieldy, Two-handed	120s
Repeater Pistol	12"	1	-1	1	d6	Misfire	35s
Rocket Launcher	30"	1	-1	2	d6+1	Blast, Heavy, Misfire, One-use, Rare 0-1, Two-handed, Unwieldy	105s
Sling	16"	1	-	1	d3	-	15s
Throwing Stars	8"	1	-	1	d3	Poison	12s

Weapon Trait Reminders

See the full rules on pages xx-xx.

Arcane	Critical hits on 5+
Blast	Blast template. Miss scatters d6x2"
Flame	Flame template. Auto-hits
Heavy	Move or Attack
Misfire	On a natural 1
One-use	1 attack per battle
Poison	Critical hits poison. Suffer 1 damage when activated. Ends when healed or 1 life remains
Rare	Limited by the number listed
Reload	Spend a Move or Action to reload
Scare	Unengaged fighters pass Willpower test or scatter d6"
Two-handed	1 per fighter. No off-hand attack
Unwieldy	-1 to attack rolls
Volley	Multiple targets within 3"





Verminkin Armoury - Armour & Items

Heavy Plating (30 silver)

Armour (5+)

Subtract 1 from the Move value of fighters equipped with this armour.

Warded Robes (10 silver)

Armour (6+)

Roll a dice each time a fighter equipped with this armour is targeted by a spell cast by an enemy fighter. On a 4+, the spell has no effect on this fighter.



Bomb Rat (25 silver)

Item, Rare 0-1

Once per battle, while this fighter is not engaged in melee, they can make the following bonus action:

Set Up Bomb Rat [Bonus Action]: A Giant Rat is summoned and added to the commanding player's warband. Set up the Giant Rat fighter within 3" of the fighter and choose a number between 1 and 6. This number is the **fuse length**. Use a dice placed next to the Giant Rat to track the fuse length.

Each time that Giant Rat activates, roll a dice. If the roll is greater than the fuse length, the bomb detonates. If the roll is equal or less than the fuse length, the Giant Rat is activated as normal and the fuse length is reduced by 1 (to a minimum of 1).

When the bomb detonates, the blast template is centred on the Giant Rat. Each other fighter in the template it is hit with the following attack, then the Giant Rat is taken down (it does not count towards flee tests):

Rend	Damage
-2	d3

If the Giant Rat is taken down and the bomb has not yet detonated, roll a dice as above to see if it detonates or not.

Full-Plate (40 silver)

Armour (4+)

Fighters equipped with this armour cannot be equipped with two-handed ranged weapons with the exception of a Brace of Pistols.

Clan Banner (25 silver)

Held Item, Rare: 0-1

While this fighter is on the battlefield, you can re-roll flee tests.

You can re-roll Willpower tests made by friendly fighters while they are within 12" of this fighter and this fighter is visible to them.

Ensorcelled Bell (10 silver)

Item, Rare: 0-1

Once per battle, you can re-roll a **miscast roll** made for this fighter.

Gas Mask (10 silver)

Item, Rare: 0-6

This fighter cannot be *poisoned*.

Grappling Hook (5 silver)

Item, Rare: 0-2

This fighter can climb high walls in the same manner as ladders.



Grimoire (15 silver)

Item, Rare: 0-1

Once per battle, after this fighter has made casting roll, you can re-roll the casting roll.



Net (30 silver)

Held Item, Rare: 0-3

Once per battle, at the start of a melee attack action in which this fighter is either the attacking or defending fighter, they can throw the net. To do so, they take an Initiative test. If passed, the enemy fighter becomes *entwined*.

While a fighter is entwined, subtract 1 from the Attacks value of their melee weapons (off-hand attacks are unaffected). Each time an entwined fighter is activated, they can take an Initiative test, if passed, they are no longer entwined.



Periscope (20 silver)

Item, Rare: 0-1

While this fighter hasn't made a move in the same activation, add 5" to the Range value of their two-handed ranged weapons (excluding those with the *Flame* weapon trait).



Shield (10 silver)

Held Item

Improve this fighter's Armour value by 1, to a maximum of 2+. (For example, 6+ becomes 5+).



Smoke Bomb (20 silver)

Item, Rare: 0-3

Once per battle, while this fighter is engaged in melee, they can use the following bonus action:

Drop Smoke Bomb [Bonus Action]: Remove this fighter from the battlefield and set it up again wholly within 6" of its previous position and not engaged in melee.



Wheel-Spikes (50 silver)

Item

Improve the Rend value by 1 on this fighter's Crushing Bulk melee weapon and the attack dealt by the 'Splat!' special rule.

Held Items

Some items have the *Held Item* keyword (eg. Shields). These items count towards the number of melee weapons a fighter can be equipped with instead of the number of items. In addition, they have the following rules:

Two-Handed Melee Weapons: A fighter can be equipped with a *held item* and a *two-handed* melee weapon (eg. a Spear and Shield), however, subtract 1 from the Attacks value of the fighter's *two-handed* melee weapons.

Two-Handed Ranged Weapons: A fighter cannot be equipped with a *held item* and a *two-handed* ranged weapon.





Verminkin Spell Lore

Lore of the Under-Tunnels (d6)

1 - Shadow Leap

Cantrip Spell

Casting Value [7+]

Pick a visible friendly fighter within 3" of the caster, remove them from the battlefield and set them up again, anywhere on the battlefield within 9" of the caster and not engaged in melee, (if you pick the caster themselves, mark their location before removing them from the battlefield).

Critical Cast [10+]: Increase the range the fighter can be set up from 9" to 12".

2 - Doom

Hex Spell

Casting Value [6+]

Pick a visible enemy fighter within 12" of the caster to be the target. That enemy fighter is *doomed*. While an enemy fighter is *doomed* you can make them re-roll one of the following: an attack roll, a parry roll, an armour roll.

Once you do so, the fighter is no longer *doomed*.

Critical Cast [10+]: Increase the range to 18"

3 - Chain Lightning

Attack Spell

Casting Value [8+]

The closest visible enemy fighter within 12" is targeted and hit with the following attack:

Rend	Damage
-1	d3

Then, pick another enemy fighter that is within 3" of the previous target and visible to it to be the new target. It is hit with the same attack.

Critical Cast [12+]: After the attack on the second target is resolved, pick another enemy fighter within 3" of the first two and visible to them, to be the third target. They are hit with the same attack.

4 - Tunnel from Below

Cantrip Spell

Casting Value [8+]

Place the blast template centred on the battlefield floor within 12" of the caster. Then scatter the blast template d6". You can pick d3 friendly fighters in Reserve to be set up on the battlefield floor, in the template and not engaged in melee.

Critical Cast [12+]: Increase the range from 12" to 15"

5 - Gathering Shadows

Aura Spell

Casting Value [7+]

Until the end of the round, the caster has a 6" aura of *shadows* friendly fighters are in cover while they are within 6" of the caster.

Critical Cast [10+]: Increase the range of the aura from 6" to 9".

6 - Bouncing Blast

Attack Spell

Casting Value [9+]

Place the blast template centred on a point within 15" of the caster, it then scatters d6".

Each fighter in the template is targeted and hit with the following successful attack:

Rend	Damage
-1	d3

Then, the blast scatters d6" again, and every fighter under it is targeted and hit with the above attack, (it is possible for the same fighter to be hit both times)

Critical Cast [12+]: When the blast template is first placed, it does not scatter.



Lore of Boxes (d6)

1 - Spray of Vomit

Attack Spell

Casting Value [7+]

Place the flame template from the caster. Each fighter in its area is targeted and hit with the following successful attack:

Rend	Damage
-1	1

Critical Cast [10+]: The Damage value is d3 instead of 1.

2 - Fetid Blades

Enchant Spell

Casting Value [7+]

Pick a friendly fighter within 6" of the caster to be the target, then pick 1 of the target's melee weapons to be *fetid* until the end of the round. While a weapon is *fetid* it gains the *Arcane* and *Poison* weapon traits.

Critical Cast [10+]: Increase the range of the spell from 6" to 12".

3 - Rabid Fervour

Aura Spell

Casting Value [7+]

Until the end of the round, the caster has a 6" aura of *rabid fervour*. Add 1 to attack rolls for melee attacks made by friendly fighters while they are within the aura.

Critical Cast [10+]: Increase the range of the aura from 6" to 9".

Weapon Trait Reminders

See the full rules on pages xx-xx.

Arcane	Critical hits on 5+
Poison	Critical hits poison. Suffer 1 damage when activated. Ends when healed or 1 life remains

4 - Rotten Armour

Hex Spell

Casting Value [7+]

Pick a visible enemy fighter within 18" of the caster. That enemy fighter has *rotten armour* for the rest of the round. While a fighter has rotten armour worsen their Armour value by 1 (to a minimum of '-').

Critical Cast [12+]: The target fighter has *rotten armour* for the rest of the battle.

5 - Dark Vitality

Healing Spell

Casting Value [6+]

Each friendly fighter within 3" of the caster heals 1 life.

Critical Cast [10+]: Increase the range from 3" to 6".

6 - Plague Bomb

Attack Spell

Casting Value [8+]

Place the blast template centred within 12" of the caster, it then scatters d6".

Each fighter in its area is targeted and hit with the following successful attack:

Rend	Damage
-	d3

Each fighter hit by the spell becomes *poisoned*, (see *Poison* weapon trait).

Critical Cast [12+]: It does not scatter.

Verminkin Skills

Masterful Schemes

Verminkin Leaders and Champions only



Purveyor of Poisons

This fighter's melee weapons gain the *Poison* weapon trait. If a weapon already has the *Poison* weapon trait, improve the Rend value of that weapon by 1 instead.



Dirty Fighter

Subtract 1 from parry rolls made by enemy fighters against attacks made by this fighter. In addition, each time an enemy fighter fails such a parry roll, that enemy fighter suffers 1 damage.



Attack! Attack!

Once per battle, this fighter can use the following bonus action:

Attack! Attack! [Bonus Action]: Until the end of the round, add 1 to attack rolls for melee attacks made by friendly fighters, while they are within 9" of this fighter.



Too Cunning to Die

Each time you roll on the lasting injury table for this fighter, you can roll twice and pick either result.



Master of Dark Science

Add 3" to the Range value of ranged weapons friendly fighters are equipped with while they are within 6" of this fighter. In addition, you can re-roll misfire rolls made for friendly fighters while they are within 6" of this fighter.



From Unseen Quarter

If this fighter starts the battle in reserve, when it is set up on the battlefield for the first time they can be set up anywhere on the battlefield more than 9" away from all enemy fighters. Then up to 2 friendly *Henchmen* that are also in reserve and will be set up in the same round, can be set up anywhere on the battlefield that is within 3" of this fighter and more than 9" away from all enemy fighters.



Tunnel Runners

Any Verminkin fighter



Impetuous

The first time this fighter makes a Move in battle, it can move an additional d6".



Wall Scrambler

This fighter can climb **high terrain** in the same manner as ladders. In addition, it can **jump** as far as its maximum move distance.



Ambush

Add 1 to the Attacks value of this fighter's melee weapons while they have made a Charge Move in the same activation.



Escape Artist

Once per battle, if this fighter is engaged in melee, this fighter can use the following bonus action:

Escape Artist [Bonus Action]: Remove this fighter from the battlefield and set it up again wholly within 2d6" of its previous position and not engaged in melee.



Back Stabber

Improve the Rend value of this fighter's melee weapons by 1 while it is engaged in melee with an enemy fighter that is engaged in melee with multiple fighters.



Shadow Lurker

While this fighter is within 1/2" of any terrain, it is not visible to enemy fighters more than 9" away.



Verminkin Fighter Scrolls

Leaders



Pox Priest

Leader, Verminkin, Priest

170 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
6"	4+	6+	6+	4	5	5

Wargear: This fighter can be equipped with wargear from the **Practitioner List** from the **Verminkin Armoury**.

Starting Experience: 60+d6.

Special Rules

Master of Plague Magic: This fighter knows the **Lore of Poxes**. When they are recruited, pick 2 spells from it to be their signature spells. In addition, at the start of each battle they prepare 1 random spell from it.

"Scurry forth, and bear the Black Rot!"



Nightfang Assassin

Leader, Verminkin, Assassin

140 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
6"	3+	4+	6+	4	3	6

Wargear: This fighter can be equipped with wargear from the **Main List** and **Champion List** from the **Verminkin Armoury**.

Starting Experience: 60+d6.

Special Rules

Skilled Killer: When this fighter is recruited, pick 1 skill for them.

One-cut, One-kill: While this fighter has made a Charge Move in the same activation, its melee attack rolls score a critical hit on a natural roll of a 5 or 6.

"Splatter the cobbles with their blood!"





Ironfang Warlord

Leader, Verminkin

135 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
6"	3+	4+	6+	4	3	6

Wargear: This fighter can be equipped with wargear from the **Main List** and **Champion List** from the **Verminkin Armoury**.

Starting Experience: 60+d6.

Special Rules

Ambitious Warlord: When this fighter is recruited, pick 2 skills for them.

"Bring me the head of a Guilder, or I'll take yours!"



Sparkseer

Leader, Verminkin

130 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
6"	4+	4+	6+	4	3	5

Wargear: This fighter can be equipped with wargear from the **Main List**, **Champion List** and **Sparkseer List** from the **Verminkin Armoury**.

Starting Experience: 60+d6.

Special Rules

Tinkerer's Know-how: When this fighter is recruited, pick 1 skill for them.

Mad Engineering: This fighter begins the battle with **d3 engineering points**. Once per activation, if this fighter is not engaged in melee, they can spend one of their engineering points to make the following bonus action:

Engineer [Bonus Action]: Pick a friendly fighter within 1" of this fighter, that is not engaged in melee, to be the target and then pick one of the following options:

- **Patch-up:** If the target is a *Contraption*, it heals d3 life.
- **Soup-up:** Pick 1 of the target's ranged weapons to be *souped-up* until the end of the round. While a weapon is *souped-up*, increase its Rend value by 1. However if it misfires, treat the result as 'backfire' (do not roll on the table).

"One more adjustment... just one..."





Champions



0-1 Verminkin Warlock

Champion, Verminkin, Wizard

125 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
6"	4+	6+	6+	4	4	4

Wargear: This fighter can be equipped with wargear from the **Practitioner List** from the **Verminkin Armoury**.

Starting Experience: 40+d6.

Special Rules

Spellcaster: This fighter knows the **Lore of the Under-Tunnels**. When they are recruited, pick 1 spell from it to be their signature spell. In addition, at the start of each battle they prepare 1 random spell from it.

"The void-chasm whispers to me..."



0-1 Box Priest's Apprentice

Champion, Verminkin, Priest

125 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
6"	4+	6+	6+	4	4	4

Wargear: This fighter can be equipped with wargear from the **Practitioner List** from the **Verminkin Armoury**.

Starting Experience: 40+d6.

Special Rules

Holy Magic: This fighter knows the **Lore of Poxes**. When they are recruited, pick 1 spell from it to be their signature spell. In addition, at the start of each battle they prepare 1 random spell from it.

"Bring them boils! Bring them death!"



Verminkin Champion

Champion, Verminkin

95 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
6"	3+	4+	6+	4	3	5

Wargear: This fighter can be equipped with wargear from the **Main List** and **Champion List** from the **Verminkin Armoury**.

Starting Experience: 40+d6.

Special Rules

Seasoned Warrior: When this fighter is recruited, pick 1 skill for them.

"Let not a manling live!"





Assassin's Apprentice

Champion, Verminkin, Assassin

90 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
6"	4+	4+	6+	4	3	5

Wargear: This fighter can be equipped with wargear from the **Main List** and **Champion List** from the **Verminkin Armoury**.

Starting Experience: 40+d6.

Special Rules

One-cut, One-kill: While this fighter has made a Charge Move in the same activation, its melee attack rolls score a critical hit on a natural roll of a 5 or 6.

"You won't see me coming, Guildler..."



O-2 Sparkseer's Apprentice

Champion, Verminkin

85 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
6"	4+	4+	6+	4	3	4

Wargear: This fighter can be equipped with wargear from the **Main List**, **Champion List** and **Sparkseer List** from the **Verminkin Armoury**.

Starting Experience: 40+d6.

Special Rules

Mad Engineering: This fighter begins the battle with **d3 engineering points**. Once per activation, if this fighter is not engaged in melee, they can spend one of their engineering points to make the following bonus action:

Engineer [Bonus Action]: Pick a friendly fighter within 1" of this fighter, that is not engaged in melee, to be the target and then pick one of the following options:

- **Patch-up:** If the target is a *Contraption*, it heals d3 life.
- **Soup-up:** Pick 1 of the target's ranged weapons to be *souped-up* until the end of the round. While a weapon is *souped-up*, increase its Rend value by 1. However if it misfires, treat the result as 'backfire' (do not roll on the table).

"Hmmm... this screw is probably unnecessary..."





Henchmen



Verminkin Warrior

Henchman, Verminkin

40 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
6"	5+	5+	6+	4	2	4

Wargear: This fighter can be equipped with wargear from the **Main List** from the **Verminkin Armoury**.

Starting Experience: d6.

"We rise from below!"



Brutes



Rat-Mutant

Brute, Ogre

105 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	4+	4+	6+	2	2	8

Wargear: This fighter is equipped with an Oversized Claw melee weapon. In addition, it can be equipped with wargear from the **Rat-Mutant List** from the **Verminkin Armoury**.

Special Rules

Incredible Strength: This fighter ignores the *Heavy* and *Unwieldy* weapon traits on weapons they are equipped with.

Starting Experience: 20+d6.

Name	Attacks	Rend	Damage	Critical Damage	Weapon Traits
Oversized Claw	3	-	2	d3+1	Bludgeon, Natural Weapon

"Head... hurts..."





O-1 Rolling-Contraption

Brute, Verminkin, Contraption

150 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
2d6"	4+	4+	4+	1	3	8

Wargear: This fighter is equipped with Crushing Bulk melee weapon. In addition, it can be equipped with wargear from the **Contraption List** from the **Verminkin Armoury**.

Starting Experience: 20+d6.

Special Rules

Unpredictable Movement: This fighter has a Move value of 2d6". Each time it makes a move, roll the dice to determine its Move value for that move, (for example, if this fighter makes a Run Move, first roll 2d6" to determine its Move value, then roll an additional d6 and add it to the Move value as normal).

Splat!: After this fighter finishes a Charge move, pick 1 enemy fighter they are engaged with. That fighter is hit with the following attack 3 times:

Rend	Damage
-1	1

Large and Heavy: This fighter cannot climb or jump. In addition, each time this fighter is set-up, they must be set up on the battlefield floor and they must finish each move on the battlefield floor.

Name	Attacks	Rend	Damage	Critical Damage	Weapon Traits
Crushing Bulk	3	-1	2	d3+1	Bludgeon, Natural Weapon

"screeeeeeeeeeee-!"



Beasts



Giant Rat

Beast, Verminkin, Rat

20 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
8"	5+	-	6+	4	1	2

Wargear: This fighter is equipped with a nasty bite melee weapon (see below) they cannot be equipped with any other wargear.

Starting Experience: 0

Name	Attacks	Rend	Damage	Critical Damage	Weapon Traits
Nasty Bite	4	-	1	1	Natural Weapon, Poison





The City is a place of death. The Black Rot has left the population decimated, with bodies piled high in the streets or cast into mass graves. Their stench now permeates the very soil where it has taken on a dark will of its own.

Each night, as the sun sinks beneath the western horizon and the moon rises in its stead, the long dead awaken from their slumber. Ancient barrows beyond the City's eastern limits stir once more, while the soil of the City's many cemeteries churns with the rising dead.

Such a forsaken place has become a haven for the creatures of the night. Vampyres, once forced to conceal their cursed lineage, now stalk the streets openly. Necromancers, exiled from the lands of Men for their blasphemous craft, find not only sanctuary within the City but an endless supply of corpses to swell their ranks.

Then there are those drawn from the far north, nobles with the blood of wolves coursing through their veins. They come seeking the thrill of the hunt amidst the City's ruin, and will not rest until they have had their fill.

Death Covens

This section includes all the rules for recruiting a **Death Covens** warband. On the following pages you can find the following:

- **Origins** (pg xx)
- **Strongholds** (pg xx)
- **Campaign Rules** (pg xx)
- **Death Covens Fighter List** (pg xx)
- **The Coven Armoury** (pg xx-xx)
- **Death Covens Spell Lore** (pg xx)
- **Death Covens Skills** (pg xx)
- **Death Covens Fighter Scrolls** (pg xx-xx)

ORIGINS

Before hiring any fighters, pick an origin for your warband and make a note on your warband roster. Each origin comes with different special rules and restrictions. You can find the strongholds on the following page.

Aristocrats of Blood

For centuries, this noble house concealed its vampyric curse behind titles and wealth. With the City's fall, there is no longer any need for pretence. Their masquerade has ended. Now the revelry begins.

Restrictions

Leader: You must recruit a Bloodcursed Noble to lead your warband at the start of the campaign.

Special Rules

- You begin the campaign with the **Opulent Manor** stronghold.
- Your warband can include 0-3 Bloodcursed Knights.



Rogue Necromancer

Outlawed and relentlessly pursued by the Witch Hunters Guild, this powerful Necromancer has sought refuge within the City, where the recent dead provide an endless supply of 'specimens'.

Restrictions

Leader: You must recruit a **Necromancer** to lead your warband at the start of the campaign.

Special Rules

You begin the campaign with the **Embalmer's Hall** stronghold.



The Hunt Descends

From the snow-capped peaks and dark forests of the north, word has reached an ancient aristocrat of fresh hunting grounds.

Restrictions

Leader: You must recruit a **Lycanfell Noble** to lead your warband at the start of the campaign.

Special Rules

- You begin the campaign with the **Grand Pavilion** stronghold.
- Your warband can include any number of Dire Wolves (they do not count towards your Beasts limit).



Awakened Lord

The City's fall stirred this ancient lord from his long slumber. To his banner gather clansmen still bound by oaths sworn in life. He vows to reclaim his former domain.

Restrictions

Leader: You must recruit a **Barrow Lord** to lead your warband at the start of the campaign.

Special Rules

You begin the campaign with the **Ancient Barrows** stronghold.





STRONGHOLDS

Depending on the origin picked for your warband, they will start with one of the following holdings as their stronghold. You can find out more about holdings and strongholds in Chapter 5:

Opulent Manor

Situated in the noble's district, this estate has seemingly survived the plague untouched. Behind its high walls can be seen the glimmer of firelight, and the sounds of decadent feasting.

Income: 3d6x5 silver

Banquet of Blood: In step 3 of the Aftermath sequence pick up to 3 friendly *Vampyre* fighters to sit at the table. Each of those fighters earns d6 bonus experience. If you won the battle, each of those fighters earns 2d6 bonus experience instead.



Grand Pavilion

Hidden amongst the northern forests, the Lycanfell Noble's grand pavilion serves as the heart of his hunting court. Rich tapestries and grisly trophies adorn its walls, while iron braziers burn long into the night. Beyond the firelight, the howls of gathering wolves echo through the trees.

Income: 3d6x5 silver

Bestial Trophies: Each time a *Beast* that was taken down by your Leader is killed, your Leader earns 10 bonus experience.

A Howl in the Night: In step 6 of the Aftermath sequence, roll a dice. On a 6, a Dire Wolf emerges from the forest. You can recruit a Dire Wolf to your warband for 0 silver.



Embalmer's Hall

Shelves laden with fragrant herbs, posies, and hardened pine resin fill the Embalmers' Hall with a sweet aroma. Beneath it lingers the unmistakable stench of corpses.

Income: 3d6x5 silver

Necromantic Study: In each Aftermath sequence, pick 1 of the following:

- **Read Forbidden Scrolls:** In step 3, your Leader gains 5 bonus experience.
- **Create a Zombie:** In step 6, roll a dice. On a 5+, your Leader has successfully created a Zombie from one of the hall's corpses. You can recruit a Zombie to your warband for 0 silver.



Ancient Barrows

Set beneath the eastern hills on the City's outskirts, these ancient barrows have long stood silent. Now, rumours spread of the restless dead and an undead lord gathering his forgotten host, preparing to march upon the City once more.

Income: 3d6x5 silver

Barrow Offering: In step 5 of the Aftermath sequence, roll a dice. On a 6, mortals from the City have left an offering. Roll once on the treasure table (pg xx).

Immortal Slumber: If your Leader is 'Laid to Rest' (see opposite), they are not removed from your warband. Instead they miss the next d3 battles as they slumber. Pick a Champion in your warband to be the Leader in their absence. That fighter temporarily gains the *Leader* keyword and loses the *Champion* keyword until the Leader returns.



DEATH COVEN CAMPAIGN RULES

During the campaign, Death Coven warbands have the following special rules:

Death of a Leader

During the campaign, if your leader is killed, and you choose to promote a champion (pg xx), the following champions are eligible:

Former Leader	Eligible Champion
<i>Bloodcursed Noble</i>	<i>Bloodcursed Courtesan or Bloodcursed Knight</i>
<i>Necromancer</i>	<i>Necromancer's Apprentice</i>
<i>Barrow Lord</i>	<i>Barrow Champion</i>

Skeletons & Thralls

Fighters with the *Thrall* keyword do not gain experience. They cannot advance levels.

In addition *Skeletons* and *Thralls* do not use the standard injury table (pg xx). Instead they use the following Skeleton & Thrall Injury Table:

d6	Skeleton & Thrall Injury Table
1	Laid to Rest: The undead creature is undone. Treat this result as 'killed' (pg xx).
2-6	Unscathed: The fighter suffers no lasting effects.



Death Coven Names

You can use the table below to quickly generate a name for an Death Coven fighter. These can also be used to create a 'House', (eg. *House Dragul*). Lastly, you can make a name sound more feminine by adding '-a' to a name ending in a constant (eg. *Barovyr* becomes *Barovyra*).

d66	1	2	3	4	5	6
10	<i>Alaric</i>	<i>Barovyr</i>	<i>Casimir</i>	<i>Dargoi</i>	<i>Dragomir</i>	<i>Dragul</i>
20	<i>Garganov</i>	<i>Gavril</i>	<i>Grigor</i>	<i>Ilvar</i>	<i>Karstig</i>	<i>Kostan</i>
30	<i>Lazar</i>	<i>Lucian</i>	<i>Marek</i>	<i>Matei</i>	<i>Mausar</i>	<i>Mircea</i>
40	<i>Morovin</i>	<i>Morvane</i>	<i>Nicolai</i>	<i>Noskar</i>	<i>Oleg</i>	<i>Ossrik</i>
50	<i>Radimir</i>	<i>Radovan</i>	<i>Sorin</i>	<i>Stevrik</i>	<i>Strigan</i>	<i>Strigor</i>
60	<i>Valek</i>	<i>Vargoi</i>	<i>Vasile</i>	<i>Viktor</i>	<i>Vrykan</i>	<i>Zorvyr</i>



Death Coven's Fighters List



LEADERS (1)

Bloodcursed Noble	185s
Necromancer	165s
Lycanfell Noble	170s
Barrow Lord	130s



CHAMPIONS (0-3)

0-1 Necromancer's Apprentice	120s
Barrow Champion	85s
0-1 Bloodcursed Courtesan	125s
0-1 Bloodcursed Knight	95s
0-1 Misbegotten	65s



HENCHMEN (5+)

Skeleton Warrior	40s
Zombie	35s



BRUTES (0-2)

Zombie Ogre	95s
Gargoyle	150s



BEASTS (0-3)

Dire Wolf	50s
Dire Bat	60s



Coven Armoury

MAIN LIST

MELEE WEAPONS

Axe	16s
Club/Mace/Hammer	14s
Dagger	10s
Flail	14s
Halberd	34s
Spear	16s
Sword	18s

ARMOUR

Cuirass	20s
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ITEMS

Shield	10s
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CHAMPION LIST

MELEE WEAPONS

Cursed Sword	40s
Great Mace	38s

ARMOUR

Full-plate	40s
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ITEMS

Ancient Banner	25s
Bestial Companion	30s
Spirit Guardian	45s
Winged Familiar	12s



ZOMBIE OGRE LIST

MELEE WEAPONS

Ogre Blade	42s
Ogre Great Weapon	50s
Ogre Mace	38s

ITEMS

Shield	10s
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PRACTITIONER LIST

MELEE WEAPONS

Arcane Staff	10s
Ensorcelled Weapon	26s
Sword	18s
Cursed Sword	40s

Designer's Note: You can use any weapon to represent the Ensorcelled Weapon.

ARMOUR

Warded Robes	10s
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ITEMS

Grimoire	15s
Bestial Companion	30s
Winged Familiar	12s
Spirit Guardian	45s



Coven Armoury - Melee Weapons

Name	Attacks	Rend	Damage	Critical Damage	Weapon Traits	Silver
Arcane Staff	2	-	1	d3	Arcane	10s
Axe	3	-1	1	d3	Off-hand	16s
Club/Mace/Hammer	3	-	1	d3	Bludgeon	14s
Cursed Blade	3	-1	1	d3	Arcane, Guard, Off-hand, Poison	40s
Dagger	3	-	1	d3	Off-hand	10s
Ensorcelled Weapon	3	-1	1	d3	Arcane	26s
Flail	3	-	1	d3	Wrap	14s
Great Mace	3	-1	2	d3+1	Bludgeon, Two-handed, Unwieldy	38s
Halberd	3	-1	1	d3+1	Brace, Two-handed, Unwieldy	34s
Heavy Axe	3	-2	2	d3+1	Two-handed, Unwieldy	40s
Ogre Blade	3	-1	2	d3+1	Off-hand	36s
Ogre Great Weapon	3	-2	3	d3+2	Two-handed, Unwieldy	50s
Ogre Mace	3	-1	2	d3+1	Bludgeon, Off-hand	38s
Spear	3	-	1	d3	Brace, Two-handed	16s
Sword	3	-	1	d3	Guard	18s



Weapon Trait Reminders

See the full rules on pages xx-xx.

Arcane	Critical hits on 5+
Bludgeon	Critical hits deal 1 damage when saved
Brace	Initiative vs charging fighters
Guard	1 miss can parry a hit
Natural Weapon	Cannot parry
Off-hand	1 extra attack
Poison	Critical hits poison. Suffer 1 damage when activated. Ends when healed or 1 life remains
Two-handed	1 per fighter. No off-hand attack
Unwieldy	-1 to attack rolls
Wrap	Cannot parry or be parried





Coven Armoury - Armour & Items

Cuirass (20 silver)

Armour value 5+

Warded Robes (10 silver)

Armour value 6+

Roll a dice each time a fighter equipped with this armour is targeted by a spell cast by an enemy fighter. On a 4+, the spell has no effect on this fighter.



Ancient Banner (25 silver)

Held Item, Rare: 0-1

While this fighter is on the battlefield, you can re-roll flee tests.

You can re-roll Willpower tests made by friendly fighters while they are within 12" of this fighter and this fighter is visible to them.

Bestial Companion (30 silver)

Item, Rare: 0-1

Each time this fighter makes a melee attack, they can

Rend	Damage	Critical Damage	Weapon Traits
-1	2	d3+1	Natural Weapon

make 1 additional attack with the following weapon:

Designer's Note: This item is designed for miniatures that feature other creatures such as dire wolves on the same base. The Bestial Companion is not considered a separate fighter for any rules.

Grimoire (15 silver)

Item

Once per battle, after this fighter has made casting roll, you can re-roll the casting roll.

Full-Plate (40 silver)

Armour value 4+

Fighters equipped with this armour cannot be equipped with two-handed ranged weapons with the exception of a Brace of Pistols.

Spirit Guardian (45 silver)

Item, Rare: 0-1

Once per battle this fighter can use the following bonus action:

Invoke Ethereal Protection [Bonus Action]: Until the end of the round, this fighter ignores Rend for attacks that target them. In addition, each time they make a successful armour roll against a melee attack, the attacking fighters suffers 1 damage.

Designer's Note: This item is designed for miniatures that feature other creatures such as spirits and ghosts on the same base. The Spirit Guardian is not considered a separate fighter for any rules.

Shield (10 silver)

Held Item

Improve this fighter's Armour value by 1, to a maximum of 2+. (For example, 6+ becomes 5+).

Winged Familiar (12 silver)

Item, Rare 0-1

Once per battle fighter can use the following bonus action:

Harry [Bonus Action]: Pick a visible enemy fighter within 24". Until the end of the round, that enemy fighter is *harried*. While a fighter is *harried*, each time they make a Move or Action they must pass a Willpower test, else they lose that Move or Action.



Death Covens Spell Lore

Lore of Necromancy (d6)

1 - Witchfire

Attack Spell

Casting Value [8+]

Place d3 witchfire tokens by the caster, to a maximum of 3. Once per activation, the caster can spend a witchfire token to make the following bonus action:

Witchfire Attack [Bonus Action]: The closest visible enemy fighter within 12" is targeted and hit with the following attack:

Rend	Damage
-	d3

Critical Cast [12+]: Place 3 witchfire token by the caster (to a maximum of 3) instead of d3.

2 - Ethereal Armour

Enchant Spell

Casting Value [8+]

Pick a visible friendly fighter within 6" of the caster to be the target, that fighter becomes *ethereal* until the end of the round. While a fighter is *ethereal*, Improve its Armour value by 1 (to a maximum of 2+):

Critical Cast [12+]: Increase the range of the spell from 6" to 12".

3 - Raise Zombie

Summon Spell

Casting Value [9+]

A **summoned Zombie** fighter (pg xx), is added to the caster's warband until it is taken down. Set up the fighter within 3" of the caster and not engaged in melee.

A warband cannot have more than 3 *summoned* fighters at any time. If the caster's warband already has 3 *summoned* fighters, they cannot cast this spell.

Critical Cast [12+]: The fighter can be set up within 9" of the caster and not engaged in melee.

4 - Twilight Translocation

Cantrip Spell

Casting Value [7+]

Pick another visible friendly fighter within 6" of the caster to be the target, remove them from the battlefield and set them up again, anywhere on the battlefield within 15" of the caster and not engaged in melee.

Critical Cast [12+]: When setting up the fighter, increase the range to 18".

5 - Death Blast

Attack Spell

Casting Value [9+]

Place the blast template centred on a point within 12" of the caster, it then scatters d6".

Each fighter in the template is targeted and hit with the following successful attack:

Rend	Damage
-1	d3+1

Critical Cast [12+]: It does not scatter.

6 - Balefire

Attack Spell

Casting Value [9+]

Place the flame template from the caster. Each fighter in the template is targeted and hit with the following attack:

Rend	Damage
-2	d3

Critical Cast [13+]: Add 1 to the Damage value.



Lore of Blood (d6)

1 - Draw Blood

Attack Spell

Casting Value [7+]

Pick the closest visible enemy fighter within 9" of the casting fighter to be the target. That fighter suffers 1 damage and the caster heals 1 point of life.

Critical Cast [10+]: The target suffers 2 damage and the caster heals 2 points of life instead.

2 - Cursed Blades

Enchant Spell

Casting Value [7+]

Pick a friendly fighter within 6" of the caster to be the target, then pick 1 of the target's melee weapons to be *cursed* until the end of the round. While a weapon is *cursed* it gains the *Arcane* and *Poison* weapon traits.

Critical Cast [10+]: Increase the range of the spell from 6" to 12".

3 - Raise Skeleton

Summon Spell

Casting Value [10+]

A *summoned Skeleton* fighter (pg xx), is added to the caster's warband until it is taken down. Set up the fighter within 3" of the caster and not engaged in melee.

The Skeleton is equipped with a Cuirass and a Shield as well as 1 of the following melee weapons; Club, Spear or Sword.

A warband cannot have more than 3 *summoned* fighters at any time. If the castor's warband already has 3 *summoned* fighters, they cannot cast this spell.

Critical Cast [14+]: The fighter can be set up within 9" of the caster and not engaged in melee.

4 - Recall

Cantrip Spell

Casting Value [7+]

Pick a friendly *Thrall* on the battlefield to be the target. Remove them from the battlefield and set them up again within 3" of the caster and not engaged in melee.

Critical Cast [10+]: You can pick up to 2 friendly *Thralls* instead of 1.

5 - Bat Scream

Hex Spell

Casting Value [8+]

Place the flame template from the caster. Each fighter in its area is targeted. Each targeted fighter suffers 1 damage. In addition they must pass a Willpower test else they become *disorientated* until the end of the round. While a fighter is *disorientated*, subtract 1 from their Attack and Parry rolls.

Critical Cast [10+]: Subtract 1 from the Willpower tests targeted fighters make.

6 - Sanguine Spear

Attack Spell

Casting Value [10+]

Draw a line from the caster, 12" long and 1" wide. Each visible enemy fighter the line passes through is hit by the following attack:

Rend	Damage
-2	d3

For each point of damage a target suffers, heal the caster 1 life point.

Critical Cast [14+]: Increase the range to 15".

Weapon Trait Reminders

See the full rules on pages xx-xx.

Arcane	<i>Critical hits on 5+</i>
Poison	<i>Critical hits poison. Suffer 1 damage when activated. Ends when healed or 1 life remains</i>

Death Covens Skills

Dark Aristocracy

Undead Aristocrat Leaders and Champions only



Cloud of Bats

Once per battle, this fighter can use the following bonus action:

Cloud of Bats [Bonus Action]: Remove the fighter from the battlefield, set them up again anywhere on the battlefield, wholly within 9" horizontally of their previous location. They cannot be set up engaged in melee.



Mesmeric Gaze

Once per battle, when this fighter makes a Melee Attack action, it can attempt to *mesmerise* the defending fighter. If they do so, the controlling players each roll a dice and add their fighter's Willpower value to the score. If this fighter's total exceeds the defending fighter's total, they are *mesmerised* for that action. While they are *mesmerised*, subtract 1 from the Attacks value of their melee weapons (off-hand attacks are not affected).



Unholy Strength

This fighters melee weapons gain the *Bludgeon* weapon trait.

Supernatural Healing

This fighter cannot suffer permanent injuries. If they suffer a lasting injury it is always temporary.

In addition, if this fighter is killed. You can immediately make a Willpower test for them. If passed, they are not killed but must miss the next d3 battles as they slumber. Pick a Champion in your warband to be the Leader in their absence. That fighter temporarily gains the *Leader* keyword and loses the *Champion* keyword until the Leader returns.



Leech Blood

Once per battle, this fighter can use the following bonus action:

Leech Blood [Bonus Action]: Each enemy fighter within 9" of this fighter must take a Willpower test. If they fail, they suffer 1 damage and this fighter heals 1 life.



Relentless Attacker

Subtract 1 from parry rolls made against attacks made by this fighter.



Undying Lords

Undead Skeleton Leaders and Champions only



Death March

Once per battle, this fighter can use the following bonus action:

Death March [Bonus Action]: Until the end of the round, add 2 to the Move value of friendly *Thralls* who begin a move while they are within 9" of this fighter.



Rise Again

When this fighter is taken down for the first time in battle, mark its location with a token. At the start of each subsequent round you can roll a dice, on a 6 the fighter returns.

If the fighter returns, set them up on the battlefield as close to the marked location as possible. They heal d3 life points. A fighter can only return once per battle in this manner.



Chill Touch

Add 1 to the Critical Damage value of this fighter's melee weapons.



Dread Aura

This fighter *causes fear*. Enemy fighters that start their activation engaged in melee with a fighter that causes fear must pass a Willpower test. If they fail, their activation immediately ends.

Enemy fighters that also cause fear can ignore this rule.



Drag Down Into the Earth

When this fighter is taken down while engaged in melee, pick 1 fighter it is engaged with, they suffer d3 damage.



Kingsguard

This skill can only be picked for a *Champion*.

If an enemy fighter finishes a Charge Move engaged in melee with a friendly Leader, and this fighter is not engaged, this fighter can make a Charge Move. This fighter must finish that Charge Move engaged in melee with that enemy fighter. If it does so, the enemy fighter must target this fighter with any melee attack actions it makes this activation.



Death Covens

Fighter Scrolls

Leaders



Bloodcursed Noble

Leader, Undead, Wizard, Vampyre, Aristocrat

185 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	3+	5+	6+	5	4	6

Wargear: This fighter can be equipped with wargear from the **Main List** and **Champion List** from the **Coven Armoury**.

Starting Experience: 60+d6.

Special Rules

Noble Blood: When this fighter is recruited, pick 1 skill for them.

Spellcraft: This fighter knows the **Lore of Blood**. When they are recruited, pick 1 spell from it to be their signature spell. In addition, at the start of each battle they prepare 1 random spell from it.

"The City belongs to the night."



Necromancer

Leader, Human

165 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	3+	4+	6+	4	3	5

Wargear: This fighter can be equipped with wargear from the **Practitioner List** from the **Coven Armoury**.

Starting Experience: 60+d6.

Special Rules

Master of Necromancy: This fighter knows the **Lore of Necromancy**. When they are recruited, pick 2 spells from it to be their signature spells. In addition, at the start of each battle they prepare 1 random spell from it.

"I have studied the art of death longer than you have drawn breath."





Lycanfell Noble

Leader, Undead, Werwolf, Aristocrat

170 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	3+	4+	6+	4	4	6

Wargear: This fighter can be equipped with wargear from the **Main List** and **Champion List** from the **Coven Armoury**.

Starting Experience: 60+d6.

Special Rules

Noble Lineage: When this fighter is recruited, pick 1 skill for them.

Bestial Transformation: Once per battle, at the start of this fighter's activation it can transform. If it does so, remove this fighter from the battlefield, then set up the Lycanfell Beast at the same location (or as close to it as possible). The Lycanfell Beast immediately makes its activation.

"The wind bears the scent of blood. The hunt calls me once more."



Lycanfell Beast

Leader, Undead, Werwolf

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	2+	6+	5+	5	4	8

Wargear: This fighter comes equipped with Wulfen Claws (see below).

Special Rules

Temperamental Transformation: Each time this fighter activates, at the end of its activation it must pass a Willpower test else the transformation ends.

When the transformation ends, remove this fighter from the battlefield then set up the Lycanfell Noble fighter at the same location (or as close to it as possible).

Vestiges of the Noble: While this fighter is on the battlefield, it is treated as a new fighter that is added to the warband. It has none of the Lycanfell Noble's Wargear, Skills or Injuries etc. If the Lycanfell Noble was under the effects of a spell or another rule, this fighter is not affected. In addition, the following rules apply:

- **Scenarios:** If the scenario gave the Lycanfell Noble a mark (such as being the 'Hit' in Streets of Blood), this fighter has that mark.
- **Treasure:** If the Lycanfell Noble was carrying treasure when it transformed, this fighter is carrying the treasure. Likewise, if this fighter is carrying treasure when the transformation ends, the Lycanfell Noble is now carrying that treasure.
- **Taken Down:** If this fighter is taken down, the Lycanfell Noble is also taken down, (together they count as 1 for the purposes of Flee Tests).
- **Experience:** Any bonus experience this fighter would have earned is granted to the Lycanfell Noble instead.

Name	Attacks	Rend	Damage	Critical Damage	Weapon Traits
Wulfen Claws	3	-1	2	d3+1	Bludgeon, Natural Weapon

"Flesh... blood... marrow..."





Barrow Lord

Leader, Undead, Skeleton

130 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
4"	3+	6+	6+	3	4	6

Wargear: This fighter can be equipped with wargear from the **Main List** and **Champion List** from the **Coven Armoury**.

Unshakeable: This fighter ignores the *Fear* special rule and all rules that would make them scatter (eg. the *Scare* weapon trait).

Starting Experience: 60+d6.

Special Rules

Noble Lineage: When this fighter is recruited, pick 2 skills for them.

"I command thee to rise again."



Champions



0-1 Bloodcursed Courtesan

Champion, Undead, Wizard, Vampyre, Aristocrat

125 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	4+	6+	6+	5	4	4

Wargear: This fighter can be equipped with wargear from the **Practitioner List** from the **Coven Armoury**.

Starting Experience: 40+d6.

Special Rules

Blood Magic: This fighter knows the **Lore of Blood**. When they are recruited, pick 1 spell from it to be their signature spell. In addition, at the start of each battle they prepare 1 random spell from it.

"Come hither... I insist."





O-1 Bloodcursed Knight

Champion, Undead, Vampyre, Aristocrat

95 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	3+	5+	6+	5	4	5

Wargear: This fighter can be equipped with wargear from the **Main List** and **Champion List** from the **Coven Armoury**.

Starting Experience: 40+d6.

Special Rules

Martial Lineage: When this fighter is recruited, pick 1 skill for them.

"Kneel, and I may grant you a swift death."



O-1 Misbegotten

Champion, Undead, Vampyre

65 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	4+	5+	6+	5	2	4

Wargear: This fighter can be equipped with wargear from the **Main List** and **Champion List** from the **Coven Armoury**.

Starting Experience: 30+d6.

Special Rules

Bloodline Mutations: When this fighter is recruited, you can pick 1 of the following bloodline mutations, (each comes with a silver cost):

- *Bat Wings (+15 silver):* This fighter has the *Fly* keyword.
- *Wulfen Legs (+10 silver):* This fighter's Move value is 7".
- *Hulking Form (+30 silver):* This fighter's Life value is 8.

"No... look not upon me..."





Barrow Champion

Champion, Undead, Skeleton

85 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
4"	3+	6+	6+	3	4	5

Wargear: This fighter can be equipped with wargear from the **Main List** and **Champion List** from the **Coven Armoury**.

Starting Experience: 40+d6.

Special Rules

Veteran in Life: When this fighter is recruited, pick 1 skill for them.

Unshakeable: This fighter ignores the *Fear* special rule and all rules that would make them scatter (eg. the *Scare* weapon trait).

"Death does not relinquish duty."



O-1 Necromancer's Apprentice

Champion, Human, Wizard

120 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	4+	6+	6+	3	4	4

Wargear: This fighter can be equipped with wargear from the **Practitioner List** from the **Coven Armoury**.

Starting Experience: 40+d6.

Special Rules

Spellcraft: This fighter knows the **Lore of Necromancy**. When they are recruited, pick 1 spell from it to be their signature spell. In addition, at the start of each battle they prepare 1 random spell from it.

"The secrets of the grave shall be mine in time."





Henchmen



Skeleton Warrior

Henchman, Undead, Skeleton, Thrall

40 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
4"	4+	6+	6+	3	2	4

Wargear: This fighter can be equipped with wargear from the **Main List** from the **Coven Armoury**.

Starting Experience: 0

Special Rules

Unshakeable: This fighter ignores the *Fear* special rule and all rules that would make them scatter (eg. the *Scare* weapon trait).



Zombie

Henchman, Undead, Zombie, Thrall

30 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
4"	5+	6+	6+	1	2	4

Wargear: This fighter is equipped with a zombie bite (see below) they cannot be equipped with any other wargear.

Starting Experience: 0

Special Rules

Unshakeable: This fighter ignores the *Fear* special rule and all rules that would make them scatter (eg. the *Scare* weapon trait).

Name	Attacks	Rend	Damage	Critical Damage	Weapon Traits
Zombie Bite	3	-	1	d3	<i>Natural Weapon, Poison</i>





Brutes



Zombie Ogre

Brute, Undead, Zombie, Thrall

100 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
4"	4+	6+	6+	1	2	8

Wargear: This fighter can be equipped with wargear from the **Zombie Ogre List** from the **Coven Armoury**.

Starting Experience: 0

Special Rules

Incredible Strength: This fighter ignores the *Heavy* and *Unwieldy* weapon traits on weapons they are equipped with.

Unshakeable: This fighter ignores the *Fear* special rule and all rules that would make them scatter (eg. the *Scare* weapon trait).



Gargoyle

Brute, Undead, Gargoyle, Thrall, Fly

150 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
6"	3+	6+	6+	3	3	8

Wargear: This fighter is equipped with a stone talons (see below) they cannot be equipped with any other wargear.

Starting Experience: 0

Special Rules

Unliving: This fighter ignores the *Fear* special rule and all rules that would make them scatter (eg. the *Scare* weapon trait).

Name	Attacks	Rend	Damage	Critical Damage	Weapon Traits
Stone Talons	3	-1	2	d6+1	<i>Bludgeon, Natural Weapon</i>





Beasts



Dire Bat

Beast, Undead, Bat, Fly

60 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
10"	5+	-	6+	3	1	3

Wargear: This fighter is equipped with a biting fangs bite (see below) they cannot be equipped with any other wargear.

Starting Experience: 0

Special Rules

Leech Blood: Each time an enemy suffers 1 or more damage from a melee attack made by this fighter, heal this fighter 1 life point.

Name	Attacks	Rend	Damage	Critical Damage	Weapon Traits
Biting Fangs	4	-	1	1	Natural Weapon



Dire Wolf

Beast, Undead, Dog

50 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
7"	3+	-	6+	4	1	5

Wargear: This fighter is equipped with a necrotic bite (see below) they cannot be equipped with any other wargear.

Starting Experience: 0

Special Rules

Sniff 'em Out: Enemy fighters that are hidden are not hidden while they are within 9" of this fighter.

Trackers: Each aftermath sequence, when you search the city. If your search party includes any Hunting Dogs, you can re-roll the exploration roll.

Name	Attacks	Rend	Damage	Critical Damage	Weapon Traits
Necrotic Bite	3	-1	1	d3	Natural Weapon



Weapon Trait Reminders

See the full rules on pages xx-xx.

Bludgeon	Critical hits deal 1 damage when saved
Natural Weapon	Cannot parry
Poison	Critical hits poison. Suffer 1 damage when activated. Ends when healed or 1 life remains





The Blighted Cloister are a secretive monastic order of knights and sorcerer-priests who believe the Black Rot to be not a curse but a blessing bestowed upon the City. Behind the high stone-walls of their abbeys they nurse the sick and disease-ridden with no intention to cure them. Instead, they are nurtured into swollen vessels of pestilence and venerated as living saints.

Within the Cloister's innermost circles, their creed has descended further into blasphemy. Prayers have given way to dark pacts, and hymns to whispered invocations. The Black Rot has drawn the eyes of demonic entities who seek to walk the mortal world to sow plague and disease. These demons grant strength to the knights of the Cloister, transforming them into bloated and rotten creatures that tower over lesser men. The price is their soul, and as the demonic corruption twists their insides there are few who retain their sanity for long.

The Blighted Cloister

This section includes all the rules for recruiting a **Blighted Cloister** warband. On the following pages you can find the following:

- **Origins** (pg xx)
- **Strongholds** (pg xx)
- **Campaign Rules** (pg xx)
- **Blighted Cloister Fighter List** (pg xx)
- **The Cloister Armoury** (pg xx-xx)
- **Blighted Cloister Spell Lores** (pg xx)
- **Blighted Cloister Skills** (pg xx)
- **Blighted Cloister Fighter Scrolls** (pg xx-xx)

ORIGINS

Before hiring any fighters, pick an origin for your warband and make a note on your warband roster. Each origin comes with different special rules and restrictions. You can find the strongholds on the following page.

Knights-Militant

This band of knights have claimed an old keep deep within the City for the Cloister. From here they launch crusades into the ruins, bringing a swift death to any who do not venerate the Living Saints.

Restrictions

Leader: You must recruit a **Knight-Abbot** to lead your warband at the start of the campaign.

Perks

- You begin the campaign with the **Fortified Keep** stronghold.
- Your warband can recruit any number of Cloister Knights.



Priesthood of Sorcerers

Once renowned for illuminating manuscripts of great beauty, this corrupted priesthood now pores over the ancient scrolls preserved within their abbey, uncovering plagues and afflictions of yore so they may be unleashed upon the world anew.

Restrictions

Leader: You must recruit a **High Sorcerer** to lead your warband at the start of the campaign.

Perks

- You begin the campaign with the **Fortified Keep** stronghold.
- Your warband can recruit 0-2 Cloister Sorcerers.



The Anointed One

From the Cloister's innermost circles comes forth a warrior bearing the mark of a demonic patron. In return for carrying out its dark designs within the City, he is bestowed with unholy gifts that warp both flesh and soul.

Restrictions

Leader: You must recruit a **Knight-Abbot Noble** to lead your warband at the start of the campaign.

Perks

- You begin the campaign with the **Unholy Altar** stronghold.
- Your warband can recruit any number of Rot Walkers.



Blessed Rabble

Led by one who speaks for the Living Saints, a swelling congregation gather on the streets of the City to hear his sermons. Ignited with fervour, they venture forth into the city believing themselves blessed with divine purpose.

Restrictions

Leader: You must recruit a **High Sorcerer** to lead your warband at the start of the campaign.

Perks

You begin the campaign with the **Street Pulpit** stronghold.





STRONGHOLDS

Depending on the origin you picked for your warband, you will start with one of the following holdings as your stronghold. You can find out more about Holdings and Strongholds in Chapter 5:

Fortified Keep

Once abandoned, this timeworn keep has been reclaimed by the Cloister and fortified against the dangers of the City. Here, its knights drill tirelessly in the arts of war, ever preparing for the next crusade into the ruins.

Income: 3d6x5 silver

Martial Training: In step 3 of the Aftermath sequence you can pick up to 3 friendly *Knight* fighters to sit at the table. Each of those fighters earns d6 bonus experience.

Search the City: In step 5 of the aftermath sequence, if you won the battle, you gain 1 additional re-roll when searching the City.



Unholy Altar

The walls of this hidden sanctum are covered with profane sigils, each daubed in dried blood. The Anointed One enters alone and kneels before the altar in silent communion, awaiting the judgement of the demon that lays claim to his soul.

Income: 3d6x5 silver

Demonic Communion: Before the Aftermath sequence, roll on the table below. If you won the battle, roll 3d6. If you lost, roll 2d6:

2	Damnation: Your leader is killed. You can add a Demonic Rotspawn to your warband without paying any silver. It bears the name of your former leader.
3-8	Silence: No effect.
9-12	Minor Boon: Your leader earns 10 bonus experience.
13-15	Demonic Ally: You can add a Rot Demon or a Rotling to your warband without paying any silver.
16+	Major Boon: Your leader earns 30 bonus experience.



Secluded Scriptorium

By candlelight, the High Sorcerer oversees a host of hooded scribes as they translate forgotten manuscripts and corrupt works of medicine into foul treatises on plague and poison.

Income: 3d6x5 silver

Blasphemous Study: In each Aftermath sequence, you can pick 1 of the following:

- **Scry Ancient Scrolls:** Roll a dice for each Wizard in your warband. Record an ongoing tally on your Warband Roster. Each time the tally exceeds a multiple of 20, you can pick a Wizard in your warband to earn enough experience to receive their next advancement,
- **Brew Concoctions:** Roll a dice for each Wizard in your warband. For each roll of 5+, you can add 1 Poison Vial item (pg xx) to your stash.



Street Pulpit

Each night, beneath this weathered pulpit, those afflicted with the Black Rot gather before the congregation to receive the Cloister's blessing. Those who have fallen in battle are brought forth and raised upon wooden crosses, where they are left to fester, their decaying bodies venerated as holy martyrs.

Income: 3d6x5 silver

Venerate Living Saints: Each time a Dreg Cultist in this warband earns a level of Black Rot, they earn 5 additional experience.

Canonise the Fallen: Each time a fighter in this warband is killed, every Dreg Cultist in this warband earns 10 additional bonus experience in step 3 of the aftermath sequence.



BLIGHTED CLOISTER CAMPAIGN RULES

During the campaign, Blighted Cloister warbands have the following additional special rules:

Death of a Leader

During the campaign, if your leader is killed, and you choose to promote a champion (pg xx), the following champions are eligible:

Former Leader	Eligible Champion
<i>Knight-Abbot</i>	<i>Cloister Champion</i>
<i>High Sorcerer</i>	<i>Cloister Sorcerer</i>



Rot Demons

Fighters with the *Demon* keyword do not use the standard injury table (pg xx). Instead they use the following Demon Injury Table:

The exception to this are Rotlings which use the Beasts Injury Table (pg xx).

d66	Demon Injury Table
11-16	Banished: The demon is banished from the mortal world for 666 years. Remove it from your warband roster. All its wargear is lost.
21-36	Fractured Essence: The demon's grip on its corporeal form is momentarily unravelled. The demon misses the next battle.
41-65	Unharmd: Mortal weapons are not enough to deal lasting harm to a creature such as this. The demon suffers no lasting effects.
66	Enraged: The demon suffers no lasting effects. In addition, in Step 3 of the Aftermath Sequence. After earning experience, they earn bonus experience to reach the next level.



Blighted Cloister Names

You can use the table below to quickly generate a name for a Blighted Cloister fighter.

d66	1	2	3	4	5	6
10	<i>Agabus</i>	<i>Anselm</i>	<i>Balthus</i>	<i>Blasius</i>	<i>Cadmus</i>	<i>Cassian</i>
20	<i>Corvinus</i>	<i>Dismas</i>	<i>Eleazar</i>	<i>Erasmus</i>	<i>Festian</i>	<i>Gideon</i>
30	<i>Ignatius</i>	<i>Isidor</i>	<i>Lazarus</i>	<i>Lucien</i>	<i>Malach</i>	<i>Morthus</i>
40	<i>Nicodem</i>	<i>Othmar</i>	<i>Paschal</i>	<i>Pestian</i>	<i>Pestor</i>	<i>Phocas</i>
50	<i>Pusian</i>	<i>Putrian</i>	<i>Raban</i>	<i>Remigius</i>	<i>Rotmar</i>	<i>Septimus</i>
60	<i>Severin</i>	<i>Silvan</i>	<i>Tertius</i>	<i>Theophilus</i>	<i>Vermian</i>	<i>Zacharias</i>



Blighted Cloister Fighters List



LEADERS (1)

Knight-Abbot	190s
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High Sorcerer	175s
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CHAMPIONS (0-3)

0-1 Cloister Sorcerer	140s
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Cloister Champion	145s
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0-1 Darkcloven Shaman	145s
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0-1 Demonic Rot-Herald	175s
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HENCHMEN (5+)

0-3 Cloister Knight	95s
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Dreg Cultist	30s
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Darkcloven Beastmen	55s
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0-3 Rot Demon	120s
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BRUTES (0-2)

Demonic Rotspawn	130s
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Demonic Rot-Colossal	200s
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BEASTS (0-3)

Bloat Fly	50s
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Rotling	20s
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Cloister Armoury

MAIN LIST

MELEE WEAPONS

Axe	16s
Club/Mace/Hammer	14s
Dagger	10s
Flail	14s
Halberd	34s
Spear	16s
Sword	18s
Great Club	38s
Heavy Axe	40s

ITEMS

Shield	10s
Cloister Icon	25s

CHAMPION LIST

MELEE WEAPONS

Demonic Rot Blade	45s
Great Demonic Rot Blade	70s

ARMOUR

Full-plate	40s
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DREG LIST

RANGED WEAPONS

Blowpipe	16s
Sling	14s



PRACTITIONER LIST

MELEE WEAPONS

Arcane Staff	10s
Ensorcelled Weapon	26s
Sword	18s

Designer's Note: You can use any weapon to represent the Ensorcelled Weapon.

ARMOUR

Warded Robes	10s
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PRACTITIONER ITEM LIST

ITEMS

Grimoire	15s
Cauldron	40s
Demonic Familiar	30s
Ensorcelled Bell	10s



Blighted Cloister Epithets

You can use the table below to quickly generate an epithet for a Blighted Cloister fighter of renown or demon.

d66	1	2	3	4	5	6
10	<i>Acolyte of the Black Breath</i>	<i>Anointed of Corruption</i>	<i>Apostle of Miasma</i>	<i>Ashen One</i>	<i>Bearer of the Seventh Pox</i>	<i>Father of Maggots</i>
20	<i>Fly-Crowned</i>	<i>Giver of Blessed Sores</i>	<i>He of the Festering Throne</i>	<i>He Who Withereth All</i>	<i>He Whose Breath Befouleth</i>	<i>Keeper of the Ninth Sore</i>
30	<i>Mire-Born</i>	<i>O' the Thousand-Flies</i>	<i>O' the Unclean Miracle</i>	<i>Prince of Worms</i>	<i>Rot Incarnate</i>	<i>Scion of the Black Pox</i>
40	<i>Shepherd of Carrion</i>	<i>the Bloated Pastor</i>	<i>the Crawling Host</i>	<i>the Defiler of Altars</i>	<i>the Devourer of Flesh</i>	<i>the Ever-Hungry</i>
50	<i>the Festering Apostle</i>	<i>the Herald of the Last Plague</i>	<i>the Hollow-Eyed</i>	<i>the Mock Redeemer</i>	<i>the Page of Poxes</i>	<i>the Pale Reckoning</i>
60	<i>the Saint Defiled</i>	<i>the Unclean</i>	<i>the Unhallowed One</i>	<i>the Unshriven</i>	<i>the Withered Posie</i>	<i>Warden of the Festering Covenant</i>



Cloister Armoury - Melee Weapons

Name	Attacks	Rend	Damage	Critical Damage	Weapon Traits	Silver
Arcane Staff	2	-	1	d3	Arcane	10s
Axe	3	-1	1	d3	Off-hand	16s
Club/Mace/Hammer	3	-	1	d3	Bludgeon	14s
Dagger	3	-	1	d3	Off-hand	10s
Demonic Rot Blade	3	-1	1	d3	Arcane, Guard, Poison	45s
Demonic Rot Maw	3	-1	2	d3+1	Arcane, Bludgeon, Natural Weapon, Poison	-
Demonic Rot Strike	3	-1	1	d3	Arcane, Natural Weapon, Poison	-
Ensorcelled Weapon	3	-1	1	d3	Arcane	26s
Flail	3	-	1	d3	Wrap	14s
Great Demonic Rot Blade	3	-2	3	d3+2	Arcane, Bludgeon, Poison, Two-handed, Unwieldy	70s
Great Club	3	-1	2	d3+1	Bludgeon, Two-handed, Unwieldy	38s
Halberd	3	-1	1	d3+1	Brace, Two-handed, Unwieldy	34s
Heavy Axe	3	-2	2	d3+1	Two-handed, Unwieldy	40s
Proboscis	3	-	1	1	Natural Weapon, Poison	-
Spear	3	-	1	d3	Brace, Two-handed	16s
Sword	3	-	1	d3	Guard	18s

Cloister Armoury - Ranged Weapons

Name	Range	Attacks	Rend	Damage	Critical Damage	Weapon Traits	Silver
Sling	16"	1	-	1	d3	-	14s
Blowpipe	12"	1	-	1	d3	Poison	12s

Weapon Trait Reminders

See the full rules on pages xx-xx.

Arcane	Critical hits on 5+
Bludgeon	Critical hits deal 1 damage when saved
Brace	Initiative vs charging fighters
Guard	1 miss can parry a hit
Heavy	Move or Attack
Natural Weapon	Cannot parry
Off-hand	1 extra attack
Poison	Critical hits poison. Suffer 1 damage when activated. Ends when healed or 1 life remains
Two-handed	1 per fighter. No off-hand attack
Unwieldy	-1 to Attack Rolls
Wrap	Cannot parry or be parried





Cloister Armoury - Armour & Items

Cuirass (20 silver)

Armour value 5+

Warded Robes (10 silver)

Armour value 6+

Roll a dice each time a fighter equipped with this armour is targeted by a spell cast by an enemy fighter. On a 4+, the spell has no effect on this fighter.



Cauldron (40 silver)

Held Item, Rare: 0-1

[Action] This fighter can use this item as an action. The fighter takes a Willpower test. If they pass, pick a spell from a spell lore they know to be prepared.

Cloister Icon (25 silver)

Held Item, Rare: 0-1

While this fighter is on the battlefield, you can re-roll flee tests.

You can re-roll Willpower tests made by friendly fighters while they are within 12" of this fighter and this fighter is visible to them.

Demonic Familiar (20 silver)

Item, Rare: 0-1

Each time this fighter makes a melee attack, they can make 1 additional attack with the following weapon:

Rend	Damage	Critical Damage	Weapon Traits
-	1	d3	Arcane, Natural Weapon, Poison

Designer's Note: This item is designed for miniatures that feature other small demonic creatures on the same base. The demonic familiar is not considered a separate fighter for any rules.

Full-Plate (40 silver)

Armour value 4+

Fighters equipped with this armour cannot be equipped with two-handed ranged weapons with the exception of a Brace of Pistols.

Ensorcelled Bell (10 silver)

Item, Rare: 0-1

Once per battle, you can re-roll a **miscast roll** made for this fighter.

Grimoire (15 silver)

Item

Once per battle, after this fighter has made casting roll, you can re-roll the casting roll.

Shield (10 silver)

Held Item

Improve this fighter's Armour value by 1, to a maximum of 2+. (For example, 6+ becomes 5+).

Held Items

Some items have the *Held Item* keyword (eg. Shields). These items count towards the number of melee weapons a fighter can be equipped with instead of the number of items. In addition, they have the following rules:

Two-Handed Melee Weapons: A fighter can be equipped with a *held item* and a *two-handed* melee weapon (eg. a Spear and Shield), however, subtract 1 from the Attacks value of the fighter's *two-handed* melee weapons.

Two-Handed Ranged Weapons: A fighter cannot be equipped with a *held item* and a *two-handed* ranged weapon.



Blighted Cloister Spell Lore

Lore of Blessed Maggots (d6)

1 - Swollen Form

Enchantment Spell

Casting Value [7+]

Pick a visible friendly fighter within 9" of the caster to be the target. That fighter is *swollen* until the end of the round. While a fighter is *swollen*, they can ignore the first 3 points of damage they suffer.

Critical Cast [10+]: Increase the range to 12"

2 - Black Mire

Hex Spell

Casting Value [8+]

Pick a visible point on the battlefield floor within 6" of the caster. Until the end of the round, the battlefield floor within 6" of that point is a *mire*. Subtract 2 from the maximum distance a non-*Cloister* fighter can move each time they move across the mire.

Critical Cast [12+]: The battlefield floor within 9" of that point is a *mire*, instead of 6".

3 - Erupting Sores

Attack Spell

Casting Value [8+]

The closest visible enemy fighter within 9" is targeted and suffers d3 damage. If they are not taken down, they must pass a Willpower test, else scatter d6".

Critical Cast [12+]: Increase the range to 12"

Weapon Trait Reminders

See the full rules on pages xx-xx.

Arcane	Critical hits on 5+
Poison	Critical hits poison. Suffer 1 damage when activated. Ends when healed or 1 life remains

4 - Rain of Filth

Healing Spell

Casting Value [7+]

Place the blast template centred on a point within 12" of the caster, it then scatters d6".

Each fighter in the template is targeted and heals d3 life.

Critical Cast [12+]: It does not scatter.

5 - Putrid Blessing

Enchantment Spell

Casting Value [8+]

Pick a friendly fighter within 6" of the casting fighter to be the target,. That fighter has a *putrid blessing* until the end of the round. While a fighter has a *putrid blessing*, their Melee Weapons gain the *Arcane* and *Poison* weapon traits.

Critical Cast [10+]: Increase the range of the spell from 6" to 12".

6 - Black Bile

Attack Spell

Casting Value [9+]

Place the flame template from the caster. Each fighter in the template is targeted and hit with the following attack:

Rend	Damage
-1	d3

Critical Cast [14+]: Each fighter hit by the attack must pass a Willpower test else they become *poisoned*, (see the *Poison* weapon trait).

Demonic Lore of Rot (d6)



1 - Summon Rotling

Summon Spell

Casting Value [9+]

A *summoned* Rotling fighter (pg xx), is added to the caster's warband until it is taken down. Set up the fighter within 3" of the caster and not engaged in melee.

A warband cannot have more than 3 *summoned* fighters at any time. If the caster's warband already has 3 *summoned* fighters, they cannot cast this spell.

Critical Cast [14+]: The fighter can be set up within 9" of the caster and not engaged in melee.



2 - Demonic Strength

Enchant Spell

Casting Value [8+]

Pick a friendly *Demon* or *Beastman* fighter within 6" of the caster to be the target. That fighter has *demonic strength* until the end of the round. While a fighter has *demonic strength*, add 1 to the Damage and Critical Damage values of their Melee Weapons.

Critical Cast [12+]: You can pick 2 fighters to be targets instead of 1.



3 - Rotten Insides

Hex Spell

Casting Value [6+]

The closest visible enemy fighter within 9" is targeted and suffers 1 damage. If they are not taken down, they have *rotten insides*. While a fighter has *rotten insides* their Move value is 2". At the end of a fighter with *rotten insides's* activation they take a Willpower test. If they pass, they no longer have rotten insides.

Critical Cast [12+]: Increase the range to 12"



4 - Plague Wind

Hex Spell

Casting Value [6+]

Place the blast template centred on a point within 15" of the caster. Each enemy fighter in the template is targeted and must pass a Willpower test else they become *poisoned*, (see the *Poison* weapon trait).

Critical Cast [10+]: Subtract 1 from any Willpower tests made for this spell.



5 - Protective Shroud

Enchant Spell

Casting Value [8+]

Pick a friendly *Demon* or *Beastman* fighter within 6" of the caster to be the target. That fighter has a *protective shroud* until the end of the round. While a fighter has *protective shroud*, improve their Armour value by 1.

Critical Cast [12+]: Increase the range to 12"



6 - Plague Pit

Cantrip Spell

Casting Value [9+]

Place the blast template centred on a visible point on the battlefield floor within 9" of the caster. A pit opens here. In an order chosen by the commanding player of the caster, each fighter in the template is removed from the battlefield and set up again at the edge of the pit by its commanding player, not engaged in melee. If there is no space, they are set up as close to the edge of the pit as possible, not engaged in melee.

After being set up, the fighter must pass an Initiative test else suffer d3 damage and become *poisoned* (see the *Poison* weapon trait).

The pit remains in play until the end of the round. Fighters cannot move across the pit while they are on the battlefield floor. Any treasure tokens on the pit are destroyed.

Critical Cast [14+]: Increase the range from 9" to 12".



Blighted Cloister Skills

Ordained of the Cloister

Cloister Leaders and Champions only



Shepherd the Afflicted

Add 1 to the maximum distance other friendly fighters can move if they started the move within 6" of this fighter.



Demonic Conduit

Once per battle, when a friendly *Demon* fighter would be set up from reserve, they can instead be set up within 3" of this fighter, not engaged in melee with any enemy fighters.



Rite of Contagion

Once per battle, if this fighter is not engaged, this fighter can use the following bonus action:

Rite of Contagion [Bonus Action]: Each enemy fighter within 12" of this fighter must pass a Willpower test else suffer 1 point of damage and be *poisoned* (See the Poison weapon trait).



Last Rites

Each time another fighter is taken down within 6" of this fighter, this fighter can heal 1 life point.



Unholy Sermon

Once per battle, if this fighter is not engaged, this fighter can use the following bonus action:

Unholy Sermon [Bonus Action]: Until the end of the round, add 1 to Attack rolls for melee attacks made by friendly fighters while they are within 6" of this fighter.



The Black Benediction

Subtract 1 from the Damage and Critical Damage values of weapons while they target this fighter (to a minimum of 1).



Blessings of Saint Rot

Any Cloister fighter



Infested with Maggots

Each time this fighter activates, if it has suffered any damage, roll a dice. On a 4+, they heal 1 life point.



Black Blood

This fighter cannot be *poisoned*.



Toxic Miasma

Each time an enemy fighter activates while they are engaged in melee with this fighter, they must pass a Willpower test or suffer 1 point of damage.



Shroud of Flies

Subtract 1 from attack rolls that target this fighter.



Vessel of Black Rot

When this fighter is taken down, roll a dice for each enemy fighter within 6". Of a 4+ they become *Poisoned* (see Poisoned weapon trait).



Vector of Entropy

Worsen the Armour value of enemy fighters by 1 (to a minimum of '-') while they are engaged in melee with this fighter.



The Blighted Cloister Fighter Scrolls



Leaders



Knight-Abbot

Leader, Cloister, Human

190 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	3+	4+	4+	4	4	7

Wargear: This fighter is equipped with Full-Plate armour, (included in their recruit cost). They can be equipped with additional wargear from the **Main List** and **Champion List** from the **Cloister Armoury**.

Starting Experience: 60+d6.

Special Rules

Lord of the Cloister: When this fighter is recruited, pick 2 skills for them.

"Blessed are they whom the Black Rot hath chosen."



High Sorcerer

Leader, Cloister, Human, Wizard

175 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	4+	6+	6+	3	5	6

Wargear: This fighter can be equipped with wargear from the **Practitioner List** and **Practitioner Item List** from the **Cloister Armoury**.

Starting Experience: 60+d6.

Special Rules

Master of Dark Spellcraft: This fighter knows the **Lore of Blessed Maggots**. When they are recruited, pick 2 spells from it to be their signature spells. In addition, at the start of each battle they prepare 1 random spell from it.

"Count thy afflictions as blessings."





Champions



O-1 Cloister Sorcerer

Champion, Cloister, Human, Wizard

140 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	4+	6+	6+	3	4	5

Wargear: This fighter can be equipped with wargear from the **Practitioner List** and **Practitioner Item List** from the **Cloister Armoury**.

Starting Experience: 40+d6.

Special Rules

Dark Spellcraft: This fighter knows the **Lore of Blessed Maggots**. When they are recruited, pick 1 spell from it to be their signature spell. In addition, at the start of each battle they prepare 1 random spell from it.

"I'll see thy flesh boil and burn."



Cloister Champion

Champion, Cloister, Human

145 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	3+	4+	4+	4	4	6

Wargear: This fighter is equipped with Full-Plate armour, (included in their recruit cost). They can be equipped with additional wargear from the **Main List** and **Champion List** from the **Cloister Armoury**.

Starting Experience: 40+d6.

Special Rules

Lord of the Cloister: When this fighter is recruited, pick 1 skill for them.

"Corruption grants me strength."





0-1 Darkcloven Shaman

Champion, Cloister, Beastman, Wizard

145 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
6"	4+	6+	6+	4	4	5

Wargear: This fighter can be equipped with wargear from the **Practitioner List** and **Practitioner Item List** from the **Cloister Armoury**.

Ram Horns: After this fighter finishes a Charge Move, pick 1 enemy fighter engaged in melee with them to be the target. The target is hit by 2 attacks as follows:

Rend	Damage
-1	1

Starting Experience: 40+d6.

Special Rules

Darkcloven Magic: This fighter knows the **Lore of Blessed Maggots** and the **Demonic Lore of Rot**. However, when they are recruited they have no signature spells. At the start of each battle they prepare 1 random spell from each lore.

"Tonight the herd shall feast on blood and marrow."



0-1 Demonic Rot-Herald

Champion, Cloister, Demon, Wizard

175 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
4"	3+	6+	5+	4	4	6

Wargear: This fighter is equipped with a Demonic Rot Blade, (included in their recruit cost). They can be equipped with additional wargear from the **Practitioner Item List** from the **Cloister Armoury**.

Starting Experience: 40+d6.

Special Rules

Demonic Spellcraft: This fighter knows the **Demonic Lore of Rot**. When they are recruited, pick 1 spell from it to be their signature spell. In addition, at the start of each battle they prepare 1 random spell from it.

Demonic Wards: This fighter ignores Rend when making armour rolls.

Fear: This fighter *causes fear*. Enemy fighters that start their activation engaged in melee with a fighter that causes fear must pass a Willpower test. If they fail, their activation immediately ends.

Enemy fighters that also cause fear can ignore this rule.

"Thy flesh and thy soul shall know corruption, mortal."





Henchmen



0-3 Cloister Knight

Henchman, Cloister, Human

95 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	4+	6+	4+	3	3	5

Wargear: This fighter is equipped with Full-Plate armour, (included in their recruit cost). They can be equipped with additional wargear from the **Main List** from the **Cloister Armoury**.

Starting Experience: 30+d6.

"My blade serves the Living Saints."



Dreg Cultist

Henchman, Cloister, Human

30 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	5+	5+	6+	2	2	3

Wargear: This fighter can be equipped with wargear from the **Main List** and **Dreg List** from the **Cloister Armoury**.

Starting Experience: d6.

"The afflicted shall inherit the City."





Darkcloven Beastman

Henchman, Cloister, Beastman

55 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	4+	5+	6+	3	3	4

Wargear: This fighter can be equipped with wargear from the **Main List** from the **Cloister Armoury**.

Starting Experience: 20+d6.

Special Rules

Ram Horns: After this fighter finishes a Charge Move, pick 1 enemy fighter engaged in melee with them to be the target. The target is hit by 2 attacks as follows:

Rend	Damage
-1	1

"Feast on flesh!"



O-3 Rot Demon

Henchman, Cloister, Demon

120 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
4"	3+	6+	5+	4	4	5

Wargear: This fighter is equipped with a Demonic Rot Blade, (included in their recruit cost). They cannot be equipped with any other wargear.

Starting Experience: 30+d6.

Special Rules

Demonic Wards: This fighter ignores Rend when making armour rolls.

Fear: This fighter *causes fear*. Enemy fighters that start their activation engaged in melee with a fighter that causes fear must pass a Willpower test. If they fail, their activation immediately ends.

Enemy fighters that also cause fear can ignore this rule.

"Once more do I tread the mortal plane."



Weapon Trait Reminders

See the full rules on pages xx-xx.

Arcane	Critical hits on 5+
Bludgeon	Critical hits deal 1 damage when saved
Natural Weapon	Cannot parry
Poison	Critical hits poison. Suffer 1 damage when activated. Ends when healed or 1 life remains





Brutes



Demonic Rotspawn

Brute, Cloister, Demon

130 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	3+	6+	5+	4	4	8

Wargear: This fighter is equipped with a Demonic Rot Maw (see below) they cannot be equipped with any other wargear.

Starting Experience: 30+d6.

Special Rules

Demonic Wards: This fighter ignores Rend when making armour rolls.

Fear: This fighter *causes fear*. Enemy fighters that start their activation engaged in melee with a fighter that causes fear must pass a Willpower test. If they fail, their activation immediately ends.

Enemy fighters that also cause fear can ignore this rule.

Name	Attacks	Rend	Damage	Critical Damage	Weapon Traits
Demonic Rot Maw	3	-1	2	d3+1	Arcane, Bludgeon, Natural Weapon, Poison

"Sate... my... hunger..."



Demonic Rot-Colossal

Brute, Cloister, Demon

200 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
5"	4+	6+	5+	4	4	10

Wargear: This fighter is equipped with a Great Demonic Rot Blade, (included in their recruit cost). They cannot be equipped with any other wargear.

Starting Experience: 30+d6.

Special Rules

Demonic Wards: This fighter ignores Rend when making armour rolls.

Fear: This fighter *causes fear*. Enemy fighters that start their activation engaged in melee with a fighter that causes fear must pass a Willpower test. If they fail, their activation immediately ends.

Enemy fighters that also cause fear can ignore this rule.

Incredible Strength: This fighter ignores the *Heavy* and *Unwieldy* weapon traits on weapons they are equipped with.

"Come hither, little mortal."



Beasts



Bloat Fly

Beast, Cloister, Fly

50 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
10"	5+	-	6+	4	1	2

Wargear: This fighter is equipped with a proboscis (see below) they cannot be equipped with any other wargear.

Starting Experience: 0

Name	Attacks	Rend	Damage	Critical Damage	Weapon Traits
Proboscis	3	-	1	1	Natural Weapon, Poison



Rotling

Beast, Cloister, Demon

20 silver to recruit

Move	Blade	Bow	Armour	Initiative	Willpower	Life
4"	4+	-	5+	3	2	3

Wargear: This fighter is equipped with a demonic rot strike (see below) they cannot be equipped with any other wargear.

Starting Experience: 0

Name	Attacks	Rend	Damage	Critical Damage	Weapon Traits
Demonic Rot Strike	3	-	1	d3	Arcane, Natural Weapon, Poison



Weapon Trait Reminders

See the full rules on pages xx-xx.

Arcane	Critical hits on 5+
Natural Weapon	Cannot parry
Poison	Critical hits poison. Suffer 1 damage when activated. Ends when healed or 1 life remains





Black Death City - Reminder Sheet

Set-Up

1. Determine Underdog
2. Determine Scenario pg xx
3. 'Before the Battle' Steps
4. Prepared Spells pg xx
5. Other 'Before the Battle' Rules
6. Begin the Battle

Round Sequence

1. Priority Roll (roll-off, the underdog wins ties)
2. Start of Round Step
3. Fighters Activate
4. End of Round Step
5. Flee Test (5+ fighters bloodied or taken down, roll of a 1)

d6	Reinforcements Roll
1-2	No Sight, No Sound: The fighter does not arrive this round. Make another reinforcement roll for them next round.
3-5	Arrival: Set up the fighter within 3" horizontally of a battlefield edge connected to their entry point more than 6" from all enemy fighters.
6	Outflank: Set up the fighter anywhere on the battlefield wholly within 3" of a battlefield edge more than 6" from all enemy fighters.

Weapon Trait Reminders

See the full rules on pages xx-xx.

Arcane	Critical hits on 5+
Blast	Blast template. Miss scatters d6x2"
Bludgeon	Critical hits deal 1 damage when saved
Brace	Initiative vs charging fighters
Flame	Flame template. Auto-hits
Guard	1 miss can parry a hit
Heavy	Move or Attack
Misfire	On a natural 1
Natural Weapon	Cannot parry
Off-hand	1 extra attack
One-use	1 attack per battle
Poison	Critical hits poison. Suffer 1 damage when activated. Ends when healed or 1 life remains
Rare	Limited by the number listed
Reload	Spend a Move or Action to reload
Scare	Unengaged fighters pass Willpower test or scatter d6"
Two-handed	1 per fighter. No off-hand attack
Unwieldy	-1 to Attack Rolls
Volley	Multiple targets within 3"
Wrap	Cannot parry or be parried

d6	Misfire Roll
1	Backfire: Fighter suffers d6 damage ♦ Weapon cannot be used again during battle.
2	Clogged: Weapon cannot be used again during battle.
3-6	Flash-in-the-Pan: Attack fails as normal



While fighter has only 1 life point:

Bloodied: When activated, **move** or **action**, not both. If healed, the penalty no longer applies.



Normal Move	Move Value in inches
Run Move	+d6" ♦ Cannot finish <1" of enemy,
Charge Move	+d6" ♦ must finish <1" of enemy.
Disengage Move	Initiative test ♦ 3" move ♦ must finish >1" of all enemies



Can if: Not engaged in melee ♦ touching terrain ♦ >3" all enemies

Hidden: Not visible to enemies they are in cover from ♦ Hidden until the start of next activation or move and no longer touching terrain.



1. Pick a Target
2. Pick Weapons
3. Determine Initiative (Charger or In + d6)
4. Make Attack Rolls
5. Alternate Attacks and Parries (parry roll 2+)



Pick a Target (closest visible enemy or closest non-obscured visible enemy)

Make Attack Rolls

Cover: Obscured enemies are in cover ♦ +1 Armour value



Draw Power: +1 d6 casting roll next round

Cast a Spell: Casting roll = d6 + Willpower

Casting Roll Miscast: 1 dice = Natural 1
2+ dice = Any doubles

2d6	Miscast Roll
2	Inferno of Sorcery: Spell fails ♦ Centre the blast template on them ♦ All other fighters under suffer d6 damage.
3-5	Arcane Explosion: Spell fails ♦ Centre the blast template on them. All fighters under suffer d3 damage.
6-7	Drained Magic: Spell fails ♦ Caster cannot use Arcane Actions for the rest of battle.
8+	Uncontrolled Bust of Power: Caster suffers d3 damage ♦ if not taken down, spell is critically cast.

Warband Name:

Faction:

Stash:

Origin:

Warband Rating



Holdings

Stronghold:

Holding 1:

Holding 2:

Holding 3:

Holding 4:

Holding 5:

Name:

Type:

Mv	Bl	Bw	Ar	In	Wl	Lf

Wargear:

Skills, Injuries, etc:

Cost:

Exp:

Name:

Type:

Mv	Bl	Bw	Ar	In	Wl	Lf

Wargear:

Skills, Injuries, etc:

Cost:

Exp:

Name:

Type:

Mv	Bl	Bw	Ar	In	Wl	Lf

Wargear:

Skills, Injuries, etc:

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Name:						
Type:						
Mv	Bl	Bw	Ar	In	Wl	Lf
Wargear:						
Skills, Injuries, etc:						
Cost:			Exp:			



Name:						
Type:						
Mv	Bl	Bw	Ar	In	Wl	Lf
Wargear:						
Skills, Injuries, etc:						
Cost:			Exp:			



Name:						
Type:						
Mv	Bl	Bw	Ar	In	Wl	Lf
Wargear:						
Skills, Injuries, etc:						
Cost:			Exp:			



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Type:						
Mv	Bl	Bw	Ar	In	Wl	Lf
Wargear:						
Skills, Injuries, etc:						
Cost:			Exp:			



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Type:						
Mv	Bl	Bw	Ar	In	Wl	Lf
Wargear:						
Skills, Injuries, etc:						
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Name:						
Type:						
Mv	Bl	Bw	Ar	In	Wl	Lf
Wargear:						
Skills, Injuries, etc:						
Cost:			Exp:			



Notes...



To be continued...

